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GAMES MASTER

Sega! Nintendo! Amiga! CD-32! 3DO! Jaguar!

Issue Sixteen April 1994

MEGA DRIVE
Chaos Engine
Streets of Rage 3

SUPER NES
Mega Man X
Choplifter 3

AMIGA
Beneath a Steel Sky
Legacy of Soracil

3DO
John Madden
Monster Manor

JAGUAR
Tempest 2000
Alien vs. Predator

PLUS!
First ever look at Jaguar CD game

WORLD EXCLUSIVE!

MORTAL KOMBAT II

- All the moves and secrets
- We talk to the programmers
- Home versions - latest news

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Your very own MK2 coin-op!

A HAT-TRICK OF TOP WORLD CUP FIRSTS

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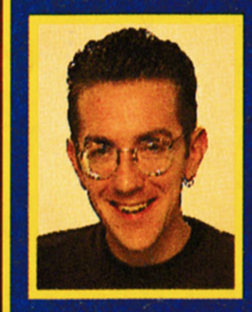
26 lovely reviews. Masses of top guides, tips, cheats and generally great gaming goodness...

GAMESMASTER

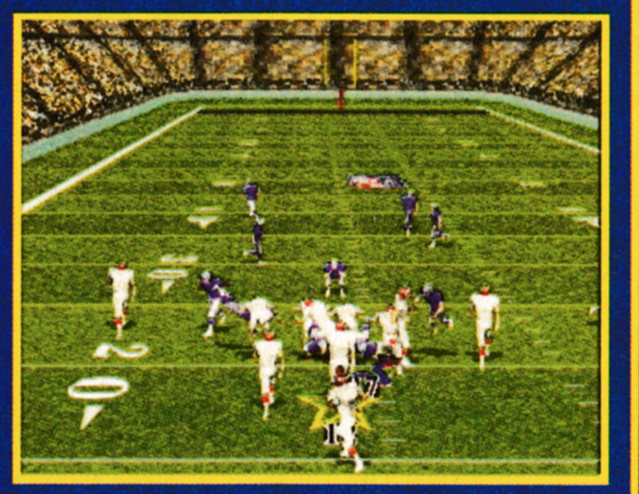
THE GUV'NOR Andy Lowe ART WARDER Amanda Dyson 'B' WING ART WARDER Simon Barnes MR BIG Tim Tucker MEDIUM-SIZED WARDER Alison Harper THE HEAVY BOYS Les Ellis, Will Groves AD MANAGER Alison Morton DEPUTY AD MANAGER Louise Woods JOAN FERGUSON Tamara Ward LINO AND SCANNING Mark Gover, Chris Stocker, Jon Moore, Simon Windsor, Jason Titley JUSTICE SYSTEMS MANAGER Avi Abadi DATE EXPECTATIONS Christian Goddard THE MINISTER Colin Campbell THE MINISTER'S BODYGUARD Jim Douglas CIRCULATION DIRECTOR Sue Hartley PRODUCTION MANAGEMENT Judith Middleton ADMINISTRATION ASSISTANT Suzannah Angelo-Sparling CONTROLLER OF PAPER Fiona Deane PRODUCTION CONTROLLER Claire Thomas PRODUCTION CO-ORDINATOR Melinda Warner AD DESIGN Claire Russell JOINT MANAGING DIRECTOR Greg Ingham CONTRIBUTING GEEZER Paul Weaver PHOTOGRAPHY Rob Scott COLOUR ORIGINATION Saturn Repro PRINTING Varnicoat Limited, Station Road, Pershore, Worcs, WR10 DISTRIBUTION Future Publishing EDITORIAL AND ADVERTISEMENT OFFICES GamesMaster, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW TELEPHONE 0225 442244 FAX 0225 446019 SUBSCRIPTIONS Future Publishing Ltd, Cary Court, Somerton, Somerset TA11 6TB TELEPHONE 0458 274011 FAX 0458 274378 GamesMaster Magazine © 1994 Future Publishing GamesMaster TV Show © 1994 Hewland International GamesMaster recognises all copyrights contained in this issue. Where possible we have acknowledged the copyright holder. Please contact us if we have failed to credit your copyright.

GamesMaster was brought to you by the letter 'S' and the number... Sorry. By the makers of Super Play, Total!, Mega, Sega Power, Amiga Power, Commodore Format. Oh, and Edge.

REVIEWS BOOTH



30 More game reviews than you can fill a small pair of trousers with. We've got American Football, bearded mythical creatures, basketball (again!), ninjas, scary mansions... And a dragon and a chopper.



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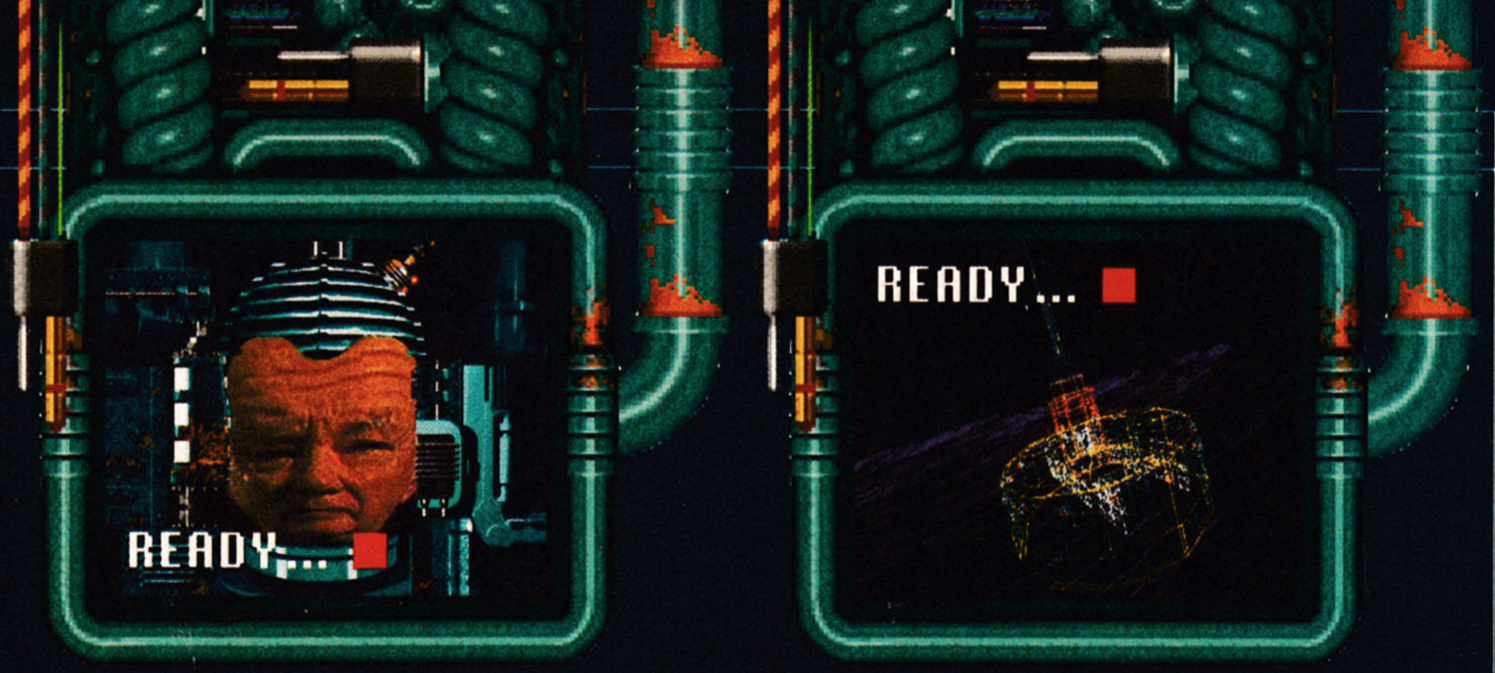
TIPS ZONE

77 A first tip-like outing for Mega Drive *James Pond 3*, the second (and final) instalment of our staggeringly great *Turtles* combo guide, a gloriously well-informed look at the hardest *Syndicate* missions, and, well... then there's *Secret of Mana*. Of course. But not for much longer...

James Pond 3 78
Turtles - Tournament Fighters 82
Syndicate 84
The Secret of Mana 86

CONSOLETATION ZONE

90 What with the GamesMaster taking a bit of a rest from being out of the TV at the moment, it's over to our very own Smilin' Uncle Will to deal with your game-related gripes and little problems.



GAMESMASTER

Mortal Kombat 2 blown wide open! Your head will fall off in amazement.

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6 NETWORK
Ever get the feeling you're being watched? You are! Turn around! (Sucker). Your games are being censored, your rights are being restricted. Here's the deal.

11 CHARTS
What's shifting off the shelves like sh – er, no. This month's big sellers. Ye-eess. That'll do. Plus: what *you* think. Yep. It's the results of the Reader's Poll. Ecstatic.

12 MORTAL KOMBAT 2!!
"All too easy..." Never again be the laughing stock of the arcade because you keep asking those older boys how to do Raiden's fatality. We've got ALL the moves for what is, let's face it, going to be the biggest home format release of the year. Including friendships, babalities, hidden character access techniques, and how to 'be' Kintaro!

15 WIN YOUR OWN MORTAL KOMBAT 2 COIN-OP!!
And not only that – get to own, in true pop star-like tradition, the actual, actual hat worn by the bloke who plays Raiden. Oh, and – challenge Andy and win a top day out at London's Trocadero. Not bad.

16 THE MORTAL INTERVIEW
Ed Boon and John Tobias (original *Mortal Kombat 1* and *2* coin-op programmers) speak frankly and exclusively to GamesMaster.

18 PROTOTYPES...
We're not messing around this month, people. As well as the usual, bulging bunch of previews, we've got an exclusive look at the completely great *Tempest 2000* and the first ever Jaguar CD game, *Freelancer 2120*.

27 RIGHT SAID FRED SAID...
The bald, gyrating, camp ones have 'done' the *Sonic 3* single. We have a bit of a word with them about this and other unrelated topics.

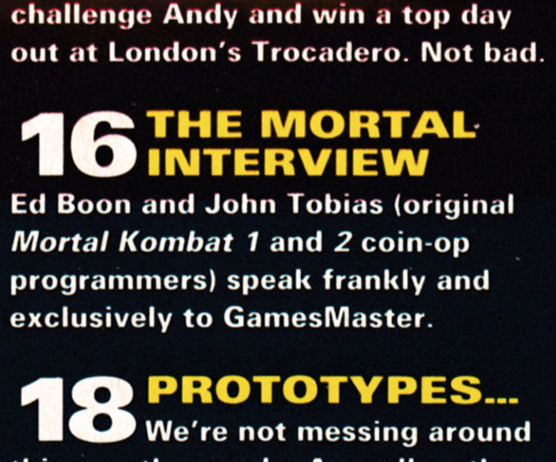
30 REVIEWS
Now the TV show's off the air for a bit, how do you know which games to buy and which ones to laugh at? Use *our* extensive reviews section. Hey – makes sense!

77 TIPS
Look – it's tips, innit? Tips! Tips! What do you want from me? You don't have to be crap at games to enjoy this part of the mag – but... it helps.

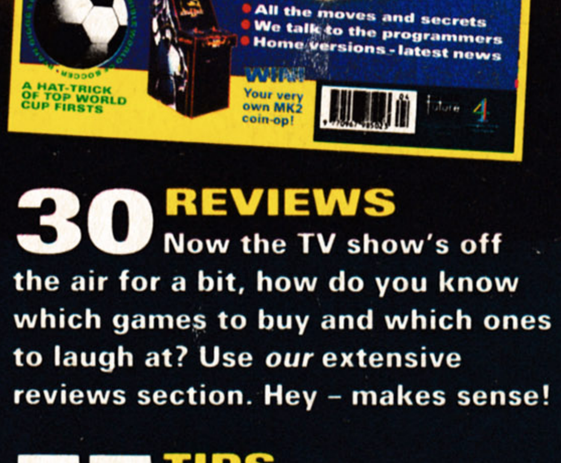
96 LETTERS
Pray. Haw haw! 'Letters Pray!' Geddit? (*Dreadful* – Tim). Yes, folks. It's the bit where you write in and politely voice your opinions... and we mercilessly (in a big and clever way) mock you. Great.

This picture was a lot more exciting before the censors came round, I can tell you.

Mortal Kombat 2. We reckon it's the best thing ever. For now. And, look. We're not joking. We really do know how you can 'be' Kintaro. But – erm – sadly, not Goro. Yet.



Tempest 2000. Yak strikes again.



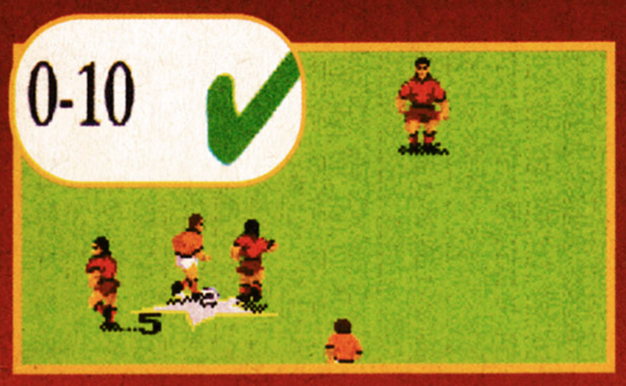
What an astonishingly surreal scene.

NETWORK

YOU'LL NEVER PLAY MORTAL KOMBAT 2

HOW THEY WOULD HAVE LINED UP

Using the Christmas best sellers as examples, here's how they would have been certified.



Alright, maybe *FIFA* isn't all that scary.

Well, let's face it, it's hardly *MK 2*, is it?

Oh, well scary. I'm quaking in my boots.

Look, no blood, no gore, but an 11 rating.

The game that probably started it all.

Nothing warranted this heavy certificate, but *Voyeur* would be the kind of game to receive it.

14 YEARS OLD AND YOU WANT TO PLAY MORTAL KOMBAT 2 AT HOME? IT AIN'T GOING TO HAPPEN.

Ten years old and you fancy a quick blast on *Jurassic Park*? 'Fraid not, guys and gals. The way you buy your games is about to change – for good. After months of indecision a system has finally been agreed. ELSPA (the industry watchdog) have drawn up an agreement with all their members (everyone in the industry) whereby games will be rated 0-10, 11-14, 15-17 and 18+ depending on content.

The new age system should help parents to monitor just what their kids are playing and seeing. No-one under 15 will be able to buy *Mortal Kombat 2* and for some reason you'll have to be over ten to play *Jurassic Park*. It will be left to retailers and parents to enforce this new policy at shop level which obviously leaves the system open to some abuse. As yet it isn't against the law to sell games to an under-age person, as is the case with video films, but it will now become a lot harder to find retailers willing to do this.

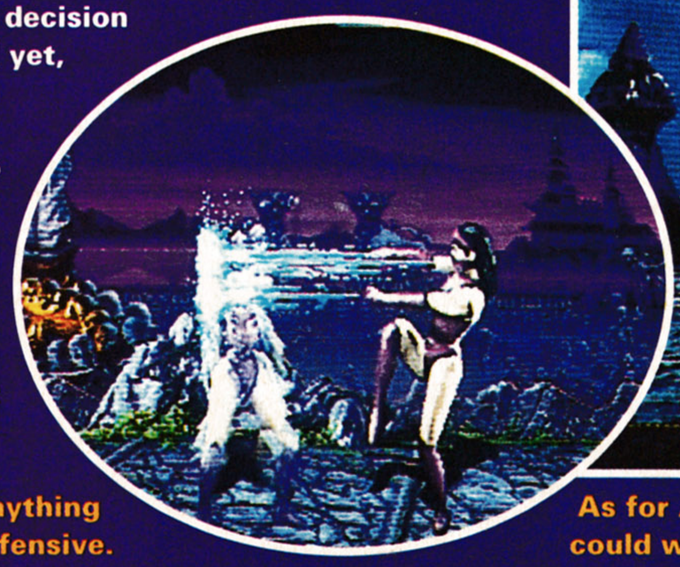
Monitor Man will be in the kids' nightmares from now on. They'll wake up screaming, "Monitor Man's coming to get me." Actually he's going to be on the boxes showing the age restrictions.

BANNED - THINGS YOU WON'T BE SEEING IN VIDEO GAMES

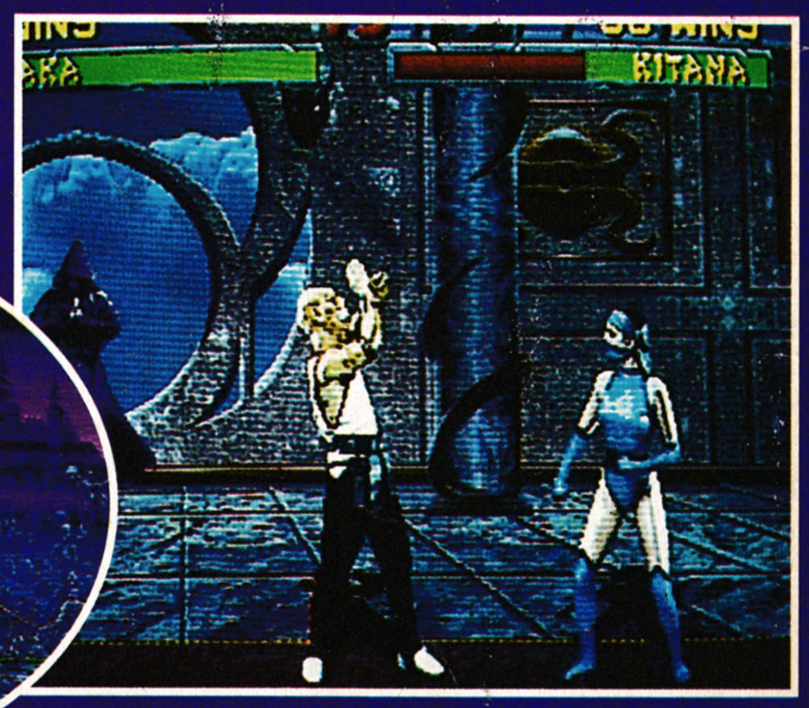
- Racial hatred
- Random and gratuitous violence
- Excessive tasteless nudity
- Aggression towards vulnerable women and children
- Excessive blood and gore
- Alcohol and drug abuse
- Encouraging the use of tobacco
- Encouraging criminal acts
- Use of sexual expletives

Mortal Kombat 2 - To bleed or not to bleed

The big question on your lips at the moment must be how the home versions of *Mortal Kombat 2* will measure up against this new system? The original drew a 15-17 certificate but the sequel has tons more blood and gore in it. Acclaim, who are responsible for Sega and Nintendo versions of the game, commented, "No decision has been reached yet, it's still being discussed. Everything has to be taken into consideration in this matter."



Want to see how much gore is left in? Sega and Nintendo aren't going to allow anything even remotely offensive.



As for Amiga and PC versions, of course, there could well be no restrictions in what they show.

... AND YOU GET A 100,000 TIME BONUS, LEADING TO TWO EXTRA LIVES AND A CONTINUE.

OCEAN TO PUBLISH EA'S NINTENDO OUTPUT

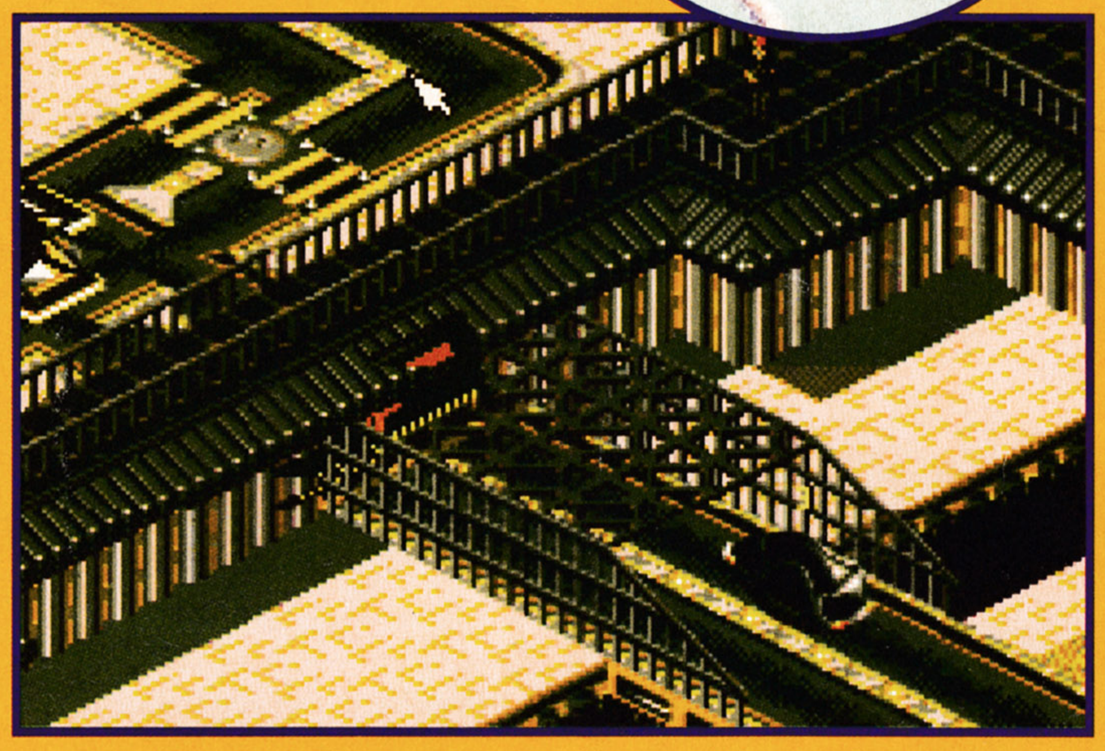
EA HAVE HANDED OVER 10 HOT SNES GAMES TO OCEAN FOR EUROPEAN PUBLICATION.

The first game to be released is *FIFA International Soccer* on June 3rd, which was the biggest selling game on all formats at Christmas, even though it only appeared on one format – the Mega Drive! The other games to be published later in the year include some welcome conversions, and some surprise oddities...

NHL Hockey '95, John Madden Football '95, Mutant League Hockey, Mario Andretti's Indy Car Racing and *NBA Showdown* will continue EA's legendary contribution to the sports game genre, amongst them conversions of some of the most popular games on the Mega Drive.

There are also two fabulous Bullfrog games, namely *Syndicate* (one of the best games ever, we at GamesMaster say), and the as yet unseen *Theme Park*.

The other new titles sound seriously odd. *Shaq Fu* features the awesome talents of basketball's Shaquille O'Neal, but in a beat-em-up. Go figure. And *Michael Jordan* is a *Flashback*-style platform game featuring the legendary ex-Chicago Bulls basket-merchant.



I've died and gone to heaven – *Syndicate* is coming to the SNES at last.

So Shaq's having a beat-em-up, is he? How about Vinnie Jones' shin-breaking soccer? Sound good?

Not as good as *NBA Jam* though, is it?

ocean

3DO price down

It seems like we have been waiting forever for the official UK launch of the 3DO and, finally, here it comes. If anyone's still interested after all the hype and the wait, the powerhouse machine will be available from independent retailers in May. In other words, the small shops will get it before the big chains step in and take over. The price will drop to £499 for the Panasonic machine.

The price is down, but not right. Rumours has it only 6,000 have sold in the US – doesn't look good, does it?

SATURN UP URANUS

News of one of the first Saturn games in development comes as Imagineer (from out of *Wolfenstein* on the SNES) announce they have been granted a Sega licence to put on the shelf next to their Nintendo one. *Kick Off 3* is going to be their first game with the Saturn version in development alongside the Mega Drive one. There are no firm release dates yet.

Sorry about the headline. Alison said it'd be funny to keep it in.

SOUND BITES

So, let's have some harsh, frank opinions on this certification business... "It's a good idea, surely?"

"Certificates are over the top. Games are no more violent than films, especially the 15 rated ones. The arcade versions of most of the games are better by a long way, because they're even more violent than the watered-down home versions. Photorealistic images, however, are slightly more worrying and need to be looked at."

JASON STANLEY (19), LEEDS

"Even though this new system is voluntary, we will enforce it. With this new restriction, if a kid comes in with a parent and wants a game that's too old for him we'll volunteer a demonstration and point out exactly what it is that could prove upsetting. There's no way we'll sell outside the age bracket without parental consent. The video games industry has come so far without any regulation like this, so why bother starting now? Sure it lets parents know what they're buying, but it's too little too late. We've only ever received one complaint, against *Streets of Rage 2*, which leads us to believe that this new system is almost redundant."

A DEPARTMENT MANAGER AT A LEADING HIGH STREET RETAILER.

"We will be complying with the new certificates, although we will be looking to ELSPA for further guidance on interpretation of the rules. They really need to think the whole system through a bit more carefully, but, hopefully, it will clear up some of the confusion over the suitability of games. "

NICK EARLY. NATIONAL PR CO-ORDINATOR, VIRGIN RETAIL.

"Sigh. It's just such a token response. If there really is a need for closer monitoring of fresh-faced young 'uns' access to some of the more photorealistic video games, it seems darned obvious to me that it should be carried through by a responsible parent (or guardian) – and not via some useless, misleading labelling system featuring a bizarre man with a TV as a head. Besides – let's face it... Can't buy a 15 rated game because you're 14? Simple. Just get your older mate/that 17 year-old who frequents the local arcade to buy it. Hardly a water-tight, sensibly implemented system to protect your tender little mind, is it? Still. It's the law. So that makes it okay."

ANDY LOWE

Ace racing game *Micro Machines* from CodeMasters is now available on Game Gear. You don't even have to go Gear to Gear to play a two-player game, you can do it with a single Game Gear. According to our Amanda it's fab and everything. Price £24.99.

FIRMS SUCH AS SEGA, OCEAN AND DOMARK HAVE TEAMED UP WITH MIDDLESEX UNIVERSTIY TO SET UP DEGREE COURSES IN THE DESIGN AND PRODUCTION OF INTERACTIVE GAMES. MORE INFO ¤ 081 362 5000.

NETWORK

CD-32 gets kicked in

Body Blows, probably the best beat-em-up on the Amiga, is now available on the CD-32. Team 17 have thrown in elements of its follow-up, *Body Blows Galactic*, to give you 23 characters, 22 of which you can "be". There are 12 new backgrounds and some top music to accompany the shoeing. It will cost £29.99.

Also on CD-32, two superb value double packs which give two (count 'em) games on one disc. The first features *Project-X* and *F17 Challenge*, a shoot-em-up and arcade racing game respectively. The second offers *Alien Breed Special Edition* and *Qwak*, a cute platform game. Each pack costs £24.99. For more details, call Team 17 on **0924 291 867**.

Not *exactly* a common sight, now, is it? "Hey, mum. I wuz walking down by the docks and I saw a fat man fighting with a dinosaur." "Yes, dear."

VIRTUAL REALITY SF2

Rumours abound as to what Nintendo are up to with their Project Reality, but we have news on one of the first games set to appear on it. Sources reveal that *Virtual Reality SF2* will be brought to light as soon as the machine is launched. The game will retail for about £30, making it cheap as well as brilliant. It'll feature all the fighters (including the new man from *SSFX*) and all the moves. Instead of the side-on view, the scene will be a bit like *Virtua Fighters,* but with this new technology you can be sure it will be the best thing ever.

Nah. We're just kidding. Or are we? Look, don't get all excited and write in or anything. Well, you *could* write to Les... Or Will...

GamesMaster mag is the best - it's official!

Our thanks go to all the millions of people who voted for us in Channel 4's Digitiser poll, where we effortlessly snatched the title of Best Magazine.

Yes, the mighty organ that you are holding came in first, way ahead of the competition. (If you really want to know who, in particular, we beat, then rearrange the following letters – G, V, C.) The result was collated from around 8,000,000 voting forms sent to the homes of Digitiser viewers. Expect an ultra-official announcement of how great we are soon. And – hey – if you voted for us. Well... Thanks. The drinks are on Andy. Probably.

STREETFIGHTER 2 - THE NEXT GENERATION

Go on, admit it. You still haven't completely mastered *Super Streetfighter* in the arcades yet, have you? Well you'd better get practising because the next *Streetfighter* coin-op is already on the way. Called *Super Streetfighter X* (great imagination these people) this new coin-op features only one new character, but everyone has got new killer moves.

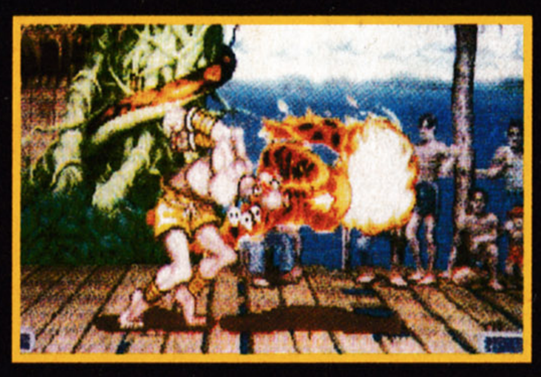
The most spectacular of these new moves are undoubtedly the shadow moves, which are complicated to perform but practically wipe out your opponent straightaway. All the old characters have been revamped and with their new moves form a pretty formidable team. The new character makes old Bison on level seven look like Bambi – this guy is tough, not to mention slightly scary. The coin-op will be coming to an arcade near you late this year.

Potentially the most pant-wetting aspect of all this is the likelihood of a revamped SNES release of what was originally going to be a straight *Super Streetfighter 2* version. At the moment, some of those official 'sources' things from Capcom USA seem to suggest a cart with enormous memory which will feature standard *Super Streetfighter 2* (a bit like the 'normal' *Champion Edition* option on *Turbo*) twinned with *Super Streetfighter X* – or at least a *Turbo* speed option for *Super Streetfighter 2*. We're chasing this news like crazy, and as soon as anything definite appears, we'll let you know.

STOP PRESS!

The *Streetfighter 2* movie casting dept have, we reckon, come up with an utterly inspired move in casting the one and only rock movie fighting bloke, Jean Claude Van-Damme in the role of Ryu. Not bad. It's definitely happening! And we predicted it all in that joke news story in issue 3 of GM! Great days, Eddie. Great days...

The other day, we were reckoning that Blanka could 'ave Shang Tsung...



Andy didn't agree, but, instead, to add a sober note, pointed out that Shao Kahn could easily 'ave M. Bison. Or Geese Howard. Jesus...

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Issued by MIDLAND BANK plc 1994

GREED,

Sue
14

got one
of our free Megadrive systems –
then charged her kid brother a
whopping £3 an hour to use it.

&

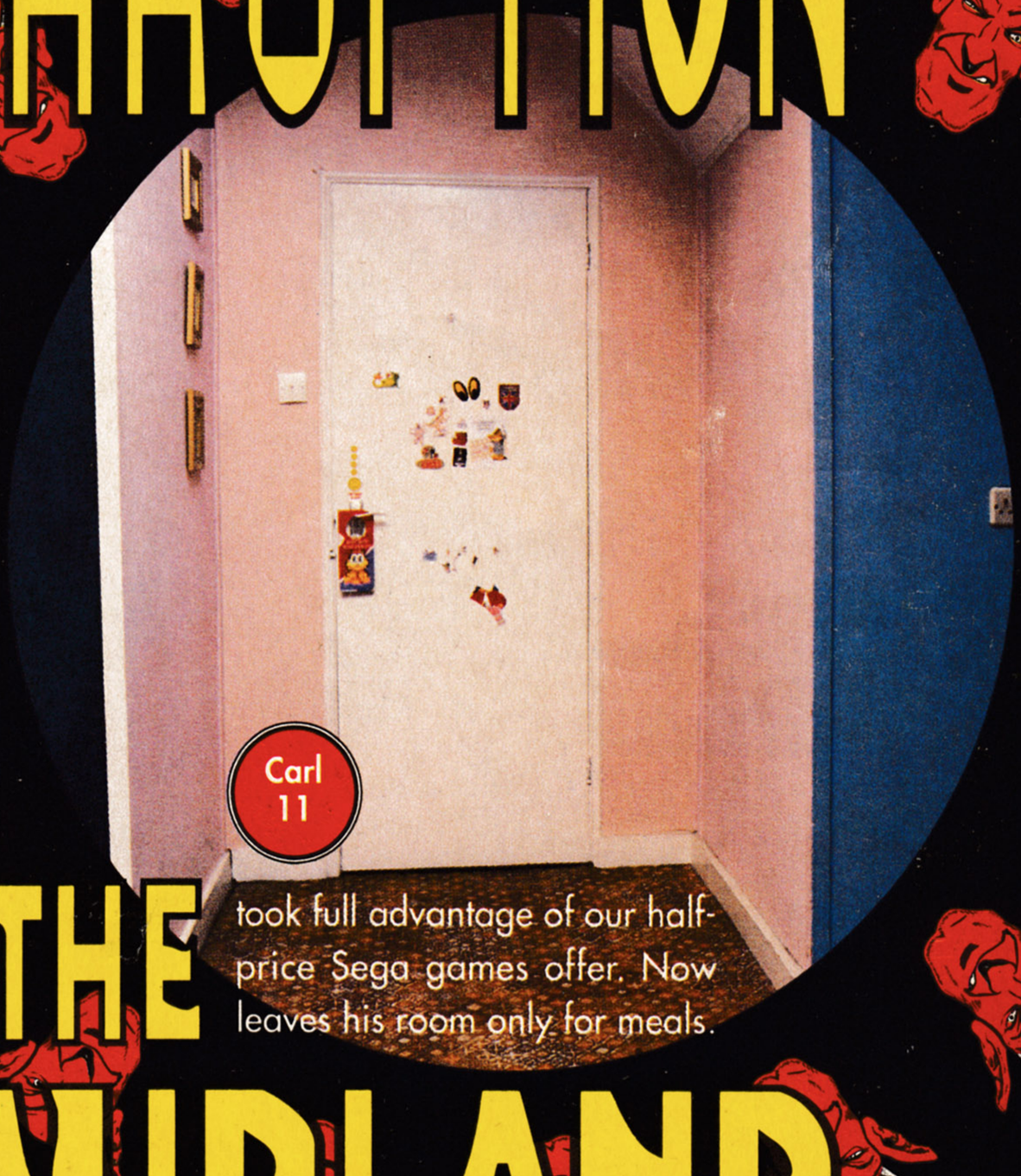
Joe
15

ordered his "Pizza for a penny"
pizza and then deceitfully asked
his girlfriend to pay half the
normal price.

Steve
17

wasted all his cut-price cinema
tickets in blundering attempts to
impress his sister's friends.

CORRUPTION



Carl
11

took full advantage of our half-
price Sega games offer. Now
leaves his room only for meals.

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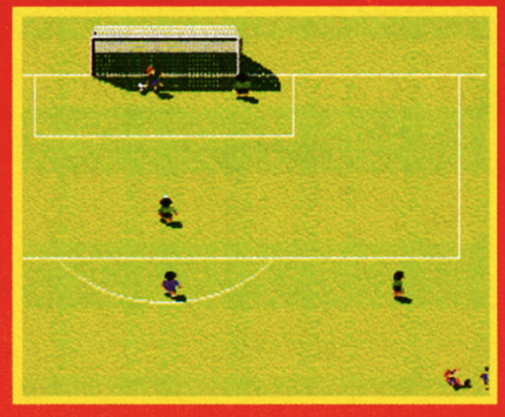
CHARTS

THE OFFICIAL VIDEOGAMES CHARTS COMPILED BY VIRGIN RETAIL (BASED ON FEBRUARY SALES)

SNES

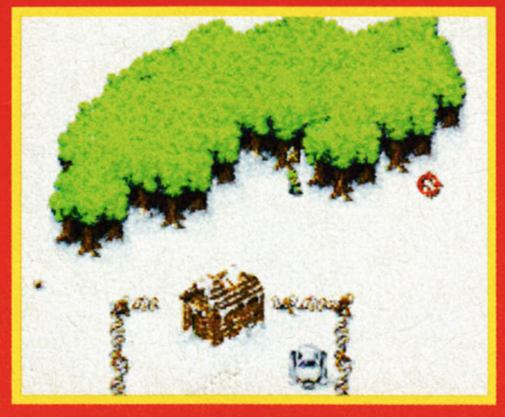
1. Super Empire Strikes Back — JVC
2. Super Mario Kart — NINTENDO
3. Winter Olympics — US GOLD
4. Tournament Fighters — KONAMI
5. StarWing — NINTENDO
6. Aladdin — CAPCOM
7. Mario All-Stars — NINTENDO
8. Flashback — SONY
9. Streetfighter 2 Turbo — NINTENDO
10. Sensible Soccer — SONY

MEGA DRIVE



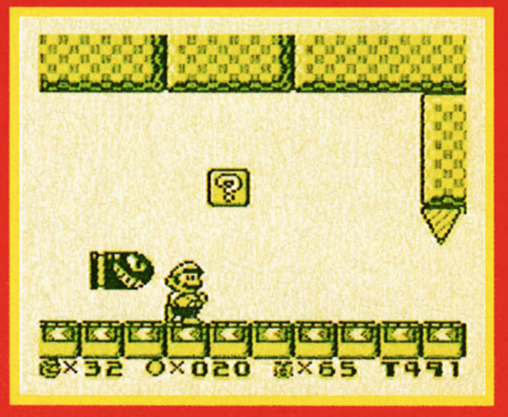
1. Sensible Soccer — SONY IMAGESOFT
2. Ground Zero Texas — SONY IMAGESOFT
3. Jungle Strike — ELECTRONIC ARTS
4. Winter Olympics — US GOLD
5. Aladdin — VIRGIN/SEGA
6. Zombies — KONAMI
7. Eternal Champions — SEGA
8. Sonic Spinball — SEGA
9. Streetfighter 2 — CAPCOM
10. WWF Royal Rumble — ACCLAIM

AMIGA



1. Cannon Fodder — VIRGIN
2. Winter Olympics — US GOLD
3. Settlers — BLUE BYTE
4. Elite 2 — GAMETEK
5. Premier Manager 2 — GREMLIN
6. Championship Manager 93 — DOMARK
7. Mortal Kombat — VIRGIN
8. Sim City Deluxe — MINDSCAPE
9. Captive 2 — MINDSCAPE
10. Sensible Soccer — RENEGADE

GAME BOY



1. Super Mario Land — NINTENDO
2. Zelda - Link's Awakening — NINTENDO
3. Flintstones — NINTENDO
4. Golf — NINTENDO
5. Star Trek - Next Generation — ABSOLUTE ENT.
6. Pinball Dreams — GAMETEK
7. Jurassic Park — OCEAN
8. Super Mario Land 2 — NINTENDO
9. Star Wars — JVC
10. Mortal Kombat — ACCLAIM

READERS' POLL - THE RESULTS

This is how *you* voted...

The Best Game
Winner – Streetfighter 2 Turbo (SNES)
Others – Super Bomberman, Mortal Kombat 2, Mortal Kombat, Samurai Shodown, FIFA Soccer, Shadowrun, Mario All-Stars

Worst Game
Winner - Jurassic Park (Mega Drive)
Others – Cliffhanger, Wayne's World, Elite 2, Sensible Soccer(!), Pele, Bill's Tomato Game

Hype Of The Year
Winner – Mortal Kombat
Others – Mortal Kombat 2, Streetfighter 2, 64-Bit consoles, Jurassic Park, 3DO

Non-Event Of The Year
Winner – Jurassic Park (SNES)
Others – Take That Concerts, Cliffhanger, Grand National, Ade, Streetfighter 3, Mad Dog McCree

Top Geezer Of The Year
Winner – The GamesMaster
Others – Kano, Raiden, Ryan Giggs, Homer Simpson, Andy (*Shucks* – Andy), Les (*Shucks* – Les)

Git Of The Year
Winner – Dexter Fletcher
Others – John Major, Dave Perry, James Leach, Graham Taylor, CVG Editor, Mr. Blobby, Danny Curley, Noel Edmonds, The Caretaker, Mr. Bean, Tim (*All I can be is myself* – Tim), Will (*Bloody readers* – Will)

Game Character You'd Most Like To 'Be'
Winner – Ryu (off Streetfighter 2)
Others – Whoever Shadow from Eternal Champions fancies, Goro (*Sigh* – Andy), Raiden, Sub-Zero, Fox McCloud, Baraka, Sonic

The Best Game Ever
Winner – Streetfighter 2 Turbo (SNES)
Others – Sonic, Jungle Strike, Mortal Kombat 2, Mario All-Stars, Mortal Kombat, Mario Kart

Top Taste Sensation
Winner – Pepsi Max
Others – McDonalds, Peanut butter pizza, Mullerrice, Mum's cooking, M&S Egg and Bacon Sandwich, The GamesMistress, Galaxy, Wine Gums

Saddest Thing Of The Year
Winner – The Mega Drive 2
Others – Winter Olympics, School, Mr. Blobby song, Eurodisney, Mario and Sonic drinks, Bad Influence, Dominik leaving, the fact that you can't be the Terminator in Robocop vs. Terminator

Most Fanciable Game Character
Winner – Chun Li (by a massive margin!)
Others – Cammy, Megan (Night Trap), Sonya, Shadow (Eternal Champions), Blaze (Streets of Rage 2), The girl off Zombies, Mario, Mileena (Mortal Kombat 2), Johnny Cage, Friendship... Friendship? (*Sorry* – Andy)

CHARTS ARE UPDATED WEEKLY ON DIGITISER PAGE 471 ON CHANNEL 4.

MORTAL MOVES

Those of you with vaguely functioning short-term memories will probably recall the introductory list of moves we printed a couple of issues ago. Well - here, at last, is the complete list. No longer will you need to wander into your arcade with that tatty, frankly smelly bit of paper in your back pocket. It's all here! Okay, so there may be other, stupidly obscure stuff hidden away... we're still looking. If we find anything, we'll print it in future issues...

SO WHAT DOES IT ALL MEAN?

Before we begin, a bit of a key to the move abbreviations contained within...

- **B** – Joystick back (away from the opponent).
- **F** – Joystick forward (towards the opponent)
- **U/D** – Joystick up/down.
- **DB** – Joystick in diagonally down-back position
- **DF** – Joystick in diagonally down-forward position
- **HK** – High Kick
- **LK** – Low Kick
- **HP** – High Punch
- **LP** – Low Punch

LIU KANG

High Fireball – F, F, HP
Low Fireball – F, F, LP
Mid-air Fireball – F, F, High Punch
Flying Kick – F, F, HK
Bicycle Kick – Hold and release LK
Double Forearm – HP (up close)
FINISHING MOVES
Dragon Morph – D, F, B, B, HK (close)
Cartwheel Uppercut – Hold block, 360 degree turn away
Pit Fatality – B, F, F, LK
Babality – D, D, F, B, LK
Friendship – F, B, B, B, LK

It's that flying kick in all its glory. And he makes a great Bruce Lee sound when he does it, too.

Liu Kang looks slightly flushed, and is tempted to let her win, just to win her heart. Fool.

JOHNNY CAGE

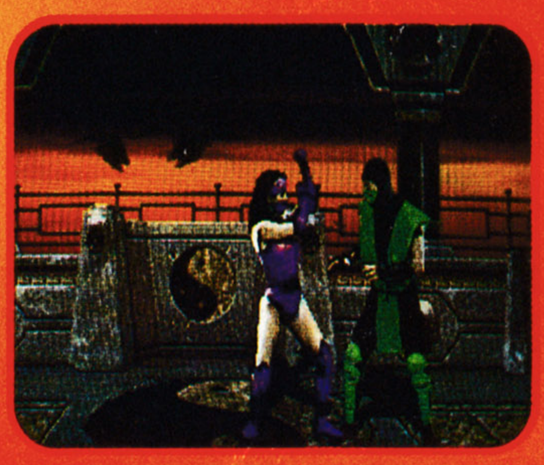
High Energy Bolt – F, D, B, HP
Low Energy Bolt – B, D, F, LP
Shadow Uppercut – B, D, B, HP
Shadow Kick – B, F, LK
Package Check – LP&Block (up close)
Stomach Jab – HP (up close)
Axe Kick – HK or LK (up close)
FINISHING MOVES
Torso Removal – D, D, F, F, LP (close)
Multiple Decapitation – Hold Block, F, F, D, U, D&LP&Block&LK (up close)
Pit Fatality – D, D, D, HK
Babality – B, B, B, HK
Friendship – D, D, D, D, HK

The man from Hollywood. With sun glasses. Oh yes.

Cage and Jax discuss teaming up in a buddy movie.

REPTILE

Slide – B&LP&Block&LK
Acid Spit – F, F, HP
Force Globe – B, B, HP&LP
Invisibility – Hold Block, U, U, D, HP
FINISHING MOVES
Head Food – B, B, D, LP (jump range)
Invisible Decapitation – Become invisible, then F, F, D, HK (up close)
Pit Fatality – D, F, F, Block
Babality – D, B, B, LK
Friendship – B, B, D, LK



Even Reptiles have hearts. Or at least, a collection of tissue and muscle which pumps blood.

Reptile is sporting a bright green one-piece from the Gaultier spring collection.

TOP THANKS TO QUASAR, BATH (0225 463311) FOR CREDITS AND TOLERANCE. OH, AND LOTS OF THAT ARRESPECT TYPE OF STUFF ALSO GOES OUT TO DAVE WILKINS AND JER...

SUB-ZERO

Ice Ball – D, DF, F, LP
Ground Freeze – D, DB, B, LK
Slide – B&LP&Block&LK
FINISHING MOVES
Freeze and Shatter – F, F, D, HK (just outside sweep range), F, D, F, F, HP (up close)
Snowball – Hold LP, B, B, D, F (jump range)
Pit Fatality – D, F, F, Block
Babality – D, B, B, HK
Friendship – B, B, D, HK

At last, conclusive proof-in-print that Friendships do exist.

And Babalities. In case you didn't believe us, that is.

SHANG TSUNG

MORPHS
Liu Kang – B, F, F, Block
Kung Lao – B, D, B, HK
Johnny Cage – B, B, D, LP
Reptile – Hold Block, U, D, HP
Sub-Zero – F, D, F, HP
Kitana – Tap Block repeatedly
Jax – D, F, B, HK
Mileena – Hold HP and release
Baraka – D, D, LK
Scorpion – Hold Block, U, U
Raiden – D, B, F, LK
FIREBALLS
1 – B, B, HP **2 – B, B, F, HP**
3 – B, B, F, F, HP

Now come on, we all wish we could do this. I know I do, and Andy claims he can.

FINISHING MOVES
Body Takeover – Hold HK for 3 seconds and release (sweep range)
Soul Drain – Hold Block, U, D, U, LK (up close)
Pit Fatality – Hold Block, Tap HK repeatedly
Babality – B, F, D, HK
Friendship – Hold Block, B, B, D, B, HK
Kintaro Morph Fatality! – Hold LP from the start of the round right up until 'Finish Him/Her' appears. Move in to sweep range and release LP. Not bad!

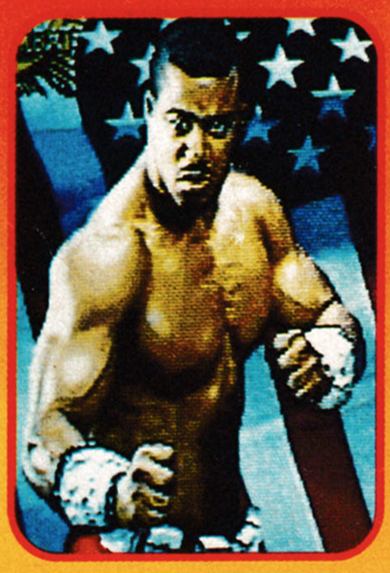
KITANA

Fan Throw – F, F, HP&LP
Fan Lift – B, B, B, HP
Fan Swipe – B&HP (up close)
Force Punch – F, D, B, HP
FINISHING MOVES
Kiss of Death – Hold LK, then F, F, D, F, release LK (up close)
Fan Decapitation – Block, Block, Block, HK (up close)
Pit Fatality – F, D, F, HK
Babality – D, D, D, LK
Friendship – Hold Block, D, D, D, U, LK

I have the utmost respect for this woman. In fact... I love her.

I'm sorry about that. I just have a weakness for female assassins.

JAX



Energy Wave – F, D, B, HK
Ground Slam – Hold LK for three seconds and release
Gotcha Grab – F, F, LP (repeatedly tap LP for further hits)
Body Slams – Throw opponent and repeatedly tap HP
Mid-Air Backbreaker – Meet an opponent in mid-air with Block
Stun Punch – F, F, HP (follow through with an uppercut)

When we said render him 'armless, we didn't mean... okay, so it's an obvious joke, but hey.

FINISHING MOVES
Head Shatter – Hold LP, F, F, F, F (up close)
Limb Removal – Block, Block, Block, Block, LP (sweep range)
Pit Fatality – Hold Block, U, U, D, LK
Babality – Hold Block, then D, U, D, U, release Block, LK
Friendship – Hold Block, then D, D, U, U, LK

MILEENA

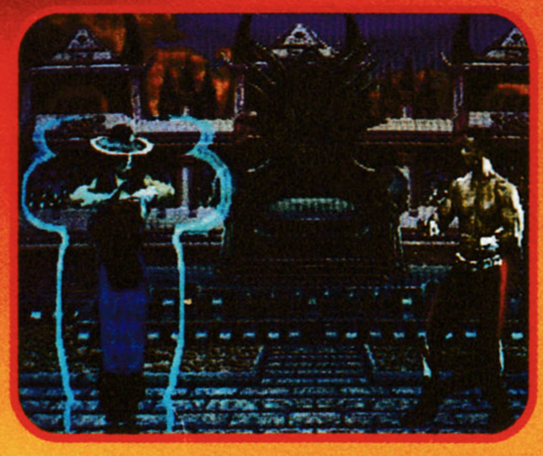
Sai Throw – Hold HP for three seconds and release
Floor Roll – B, B, D, HK
Teleport Kick – F, F, LK
FINISHING MOVES
Slash-em-up – F, B, F, LP (up close)
Devour – Hold HK for three seconds then release (up close)
Pit Fatality – F, D, F, LK
Babality – D, D, D, HK
Friendship – Hold Block, then D, D, D, U, release Block, HK

Calm down, guys. It's terribly sad all this female-character-fancying.

Possibly the most brutal and heartless fatality in the game.

KUNG LAO

Hat Throw – B, F, LP (control the hat up/down in mid-air)
Energy Spin – Hold Block, U, U, LK
Mid-Air Kick – D&HK (in mid-air)
Teleport – D, U
Headbutt – HP (up close)
FINISHING MOVES
Vertical Slice – Hold Block, F, F, F, LK (sweep range)
Hat Decapitation – Hold LP, B, B, F (from quite a distance – steer hat upwards at last second)
Pit Fatality – F, F, F, HP
Babality – B, B, F, F, HK
Friendship – B, B, B, D, HK



Ready Brek gets a welcome boost to its ad campaign as Kung Lao recommends the oat-based cereal.

Shao Kahn watches with wry amusement as Jax takes on Kung Lao. Watch the hat, man.

BARAKA

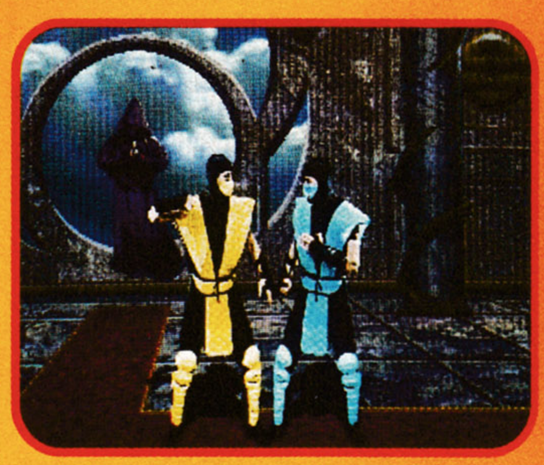
Blade Throw – D, DB, B, HP
Blade Fury – B, B, B, LP
Blade Swipe – B&HP
Double Kick – Double-tap the kick button when up close
FINISHING MOVES
Skewer and Lift – B, F, D, F, LP (sweep range)
Decapitation – Hold Block, B, B, B, B, HP
Pit Fatality – F, F, D, HK
Babality – F, F, F, HK
Friendship – Hold Block, U, F, F, HK

The most mysterious and brutal character in the game.

I love the way Shao Kahn says "Baraka wins." It's soo cool.

SCORPION

Spear – B, B, LP
Teleport Punch – D, DB, B, HP
Leg Trip – D, DB, B, LK (up close)
Mid-Air Throw – Meet the opponent in mid-air with Block
FINISHING MOVES
Flame Death 1 – Hold Block, U, U, HP (outside sweep range)
Flame Death 2 – Hold Block, D, D, U, U, HP ("Toasty!")
Spear Slice – Hold HP, D, F, F, F, (up close)
Pit Fatality – D, F, F, Block
Babality – D, B, B, HK
Friendship – B, B, D, HK



Confusing, isn't it? Just remember, you're the one in yellow, Scorpion, and it should be alright.

Top torso-exploding action from the fist of Scorpion. He's a bit of a laugh really, loves his mum, etc...

RAIDEN

Lightning – D, DF, F, LP
Body Launch – B, B, F
Teleport – D, U
Electrocution – Hold HP for five seconds and release
FINISHING MOVES
Electrocution – Hold LK for 3seconds and tap Block&LK repeatedly (close)
Uppercut Explosion – Hold HP for 7 seconds, move up close and release
Pit Fatality – Hold Block, U, U, U, release Block, HP
Babality – Hold Block, D, D, U, HK
Friendship – D, B, F, HK

Shocking (sorry). It's Raiden's electric personality at work.

"I thank you. You're too kind, Ladies and Gentlemen, too kind."

HIDDEN SECRETS

GENERAL RULES

- To perform Babalities or Friendships, no punches must be used on the winning round.
- Uppercut the victim into the acid on the DEAD POOL zone, by holding LP&LK, crouching and hitting HP (uppercut).
- Pit Fatalities work on THE PIT 2 and KOMBAT TOMB. To get the victim to slide down, hold DOWN on BOTH joysticks.

HIDDEN PEOPLE

JADE Win any round of the match before the question-mark without using BLOCK or either of the PUNCH buttons.

SMOKE On the PORTAL stage, when the "Toasty!" character pops up, hold the joystick DOWN and press the START button. Use uppercuts to increase the chance of the "Toasty!" character's appearance.

NOOB SAIBOT Notch up 50(!) wins in a row.

THINGS TO TRY...

- Sonya – try beating Jade with combinations of ONLY High Punches, Low Punches, Low Kicks, etc... For Kano – try the same with Smoke (yeah, right!)
- During attract mode, pull down on both joysticks to bring up the top 15 players.
- Goro... We RecKON, you can't actually 'be' him. But you can morph into him for a fatality. Try charging high punch/low kick, etc, in a similar way to the Kintaro fatality.
- Hey, why not try the PORTAL uppercut trick on some of the other stages?

WHAT?

All the moves here are confirmed to work on version 3.1 of the game. As the programmers explain in this issue's interview, Version 3.1 is the final revision and, if your stingy old local arcade owner is still trying to flog you one of the bugged older versions, then 'have a word with him' (show him this article to prove the added depth, added attraction and – of course – added potential cash intake).

PONG GAME IF YOU REACH BATTLE 250, YOU'LL GET TO PLAY A GAME OF PONG (ANCIENT BAT 'N' BALL PADDLE GAME).

WIN! THE COIN-OP

Yep. It is, in fact, the best competition ever. That luscious thing down there could be yours!!! And it's just so easy!

● **HOW TO DO IT!** Simple. Design your own *Mortal Kombat 2* character. Don't worry too much about sketches and stuff. Just give him/her/it a name, at least three special moves, a fatality, a friendship, and a place in the plot (if you insist). Describe exactly what happens during these moves in grim and grotesque detail and the funniest/most original/most gory, whatever, will win. Get on with it... Mark envelopes *MK2* COIN-OP!!!!!!

● **WIN A DAY AT THE TROCADERO!** Reckon you're good at *Mortal Kombat 2*? Well, tragically enough, so does Andy. In conjunction with Family Leisure (the people who run the great Fun Land arcade at London's Trocadero centre) we're offering a top, free day out (lunch and all) with the chance to challenge Andy at the game. (He'll win). The first two readers to stick their name, address and daytime telephone number on a postcard (and send it to us, obviously) will win the day out. Mark your cards LONDON'S BRILLIANT.

● **CHALLENGE OUR CHAMP**

Gaz and Gav are dead. Long live Jer Nash. Not only is he a top bloke, he's now our 'official' *Mortal Kombat 2* champ. If you reckon you're a bit 'tasty' and you fancy a day down here at GM, write in and tell us why you should be worthy enough to challenge him. Oh, and include some tactics. Mark envelopes GM *MK2* CHALLENGE.

Tap those buttons! Waggle that stick! 'It 'im!

RULES

1. All *MK2* Coin-op entries in by 24th April, 1994. Please.
2. Andy will decide who's the 'best character' and his decision is, funnily enough, final.
3. Send stuff in to GamesMaster Magazine, 30 Monmouth Street, Bath, Avon, BA1 2BW.

PACHINKO

STRIKE OUT

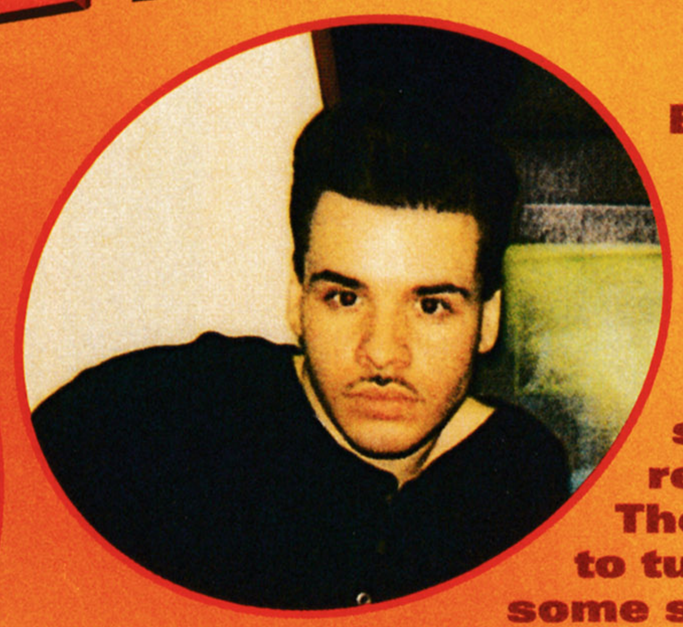
Striped T-Shirt £5.99
Striped Long Shorts £5.99

C&A

Where value is always in fashion

ED'S COMBO - "JUMP OVER THE OTHER PLAYER AND HIT HIGH PUNCH FOR A REVERSE ATTACK. INSTANTLY WARP THROUGH THE SCREEN FOR A SECOND PUNCH. TAP BACK TWICE AND PUNCH FOR THE SPEAR.

GAMESMASTER INTERVIEW

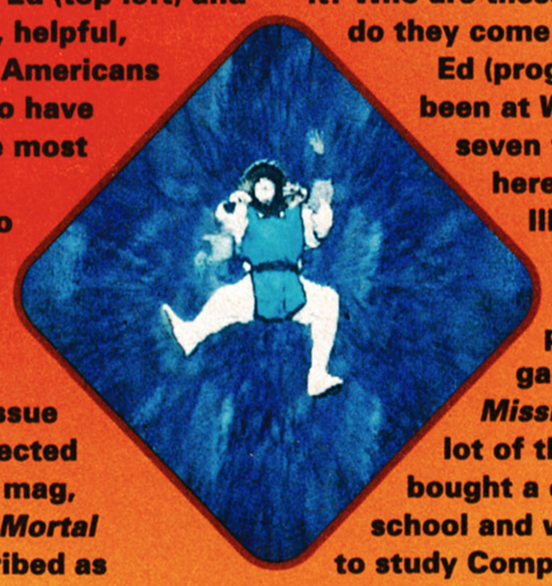


Ed Boon and John Tobias. Who? Well... They're the guys who originally conceived and designed the coin-op versions of Mortal Kombat 1 and 2. They're the ones who thought "Wouldn't it be fun to write a beat-em-up with lots of blood, gore, and spew-inducing violence?" They're responsible for those silly 'babalities'. They're filled with secrets... Andy tried to turn them upside down and shake some sense out of their grimy pockets...

Ed Boon is an ogre. A hirsute, muscle-bound, demonic ogre. Fetid strings of saliva regularly fall from his lips – bloated lips, gnarled and warped around putrid, permanently yellowed fangs, alive with bacteria. John Tobias? He's a troll. A fearsome, sickeningly sadistic creature with flesh-ripping claws and piercing, bulbous eyes.

Actually... No. Ed (top left) and John are two nice, helpful, agreeable, human Americans who just happen to have created two of the most successful and controversial video games in history.

Controversial? As part of a cover feature in the September 1993 issue of the widely respected US current affairs mag, Time, the original *Mortal Kombat* was described as "...worse than TV or a movie. It communicates the message that the only way to be empowered is through violence." Ye-esss...



"TOASTY!"

Mortal Kombat 2 is bigger, bloodier, and better looking (some of the fatality moves are cranked up to shockingly grotesque levels of clarity). It also sounds better, and – something that's always smothered by both positive and negative hype – it actually plays better. How do they get away with it? Who are these people? Where do they come from?

Ed (programming) – "I've been at Williams for over seven years now. I came here right out of Illinois University. Since I was sixteen, I've played video games. *Defender*, *Missile Command* – a lot of the classics. I bought a computer at high school and went on to Illinois to study Computer Science. I graduated and then, three months later, got a job at Williams. My first projects were mainly pinball tables – Taxi, Black Knight 2000, Space Station, Cyclone. This was 1986, and I was working on pinball tables until 1989."

SMASH TV

John (graphics) – "I started at Williams five years ago. After leaving the Academy of Arts in Chicago, I did comic book illustrations for two years – Real Ghostbusters, Planet of the Apes, Dracula. My first game at Williams was *Smash TV*." (Not bad).

So how, for heaven's sake, did the concept of Mortal Kombat emerge from all of this relatively innocent pinball/comic book-like tinkering? What inspired them?

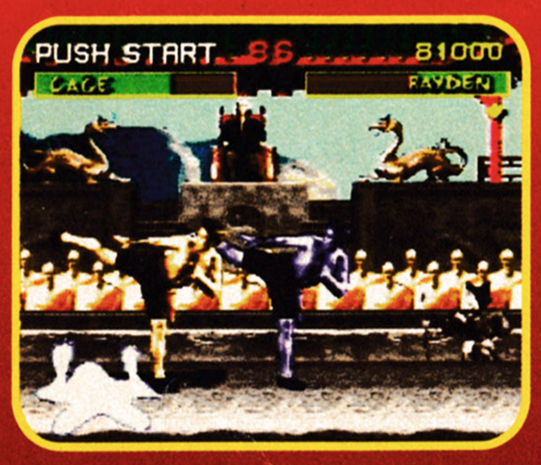
John – "We watched a lot of martial arts movies, and spoke about doing a head-to-head combat game. We borrowed from *Streetfighter 2* in terms of format, but not content. I was determined to get the characters as big and as realistic as possible."

STREETFIGHTER 2

Ed – "*Streetfighter 2* has a very cartoony look, and, since *High Impact Football*, Williams have been digitising graphics and concentrating on improving gameplay as well as looks. We try to build something that's more fun. *SF2* is a fine game, but we wanted our game to have more intense and involved action. In *SF2*, you seem to spend a lot of time not interacting – just walking towards the other guy. The *Mortal Kombat* games are less forgiving. More hectic, challenging – and rewarding, I think. We wanted to go for more realism and this obviously starts with digitised graphics. Sound is important too. We wanted the player to really feel the kicks and punches – and, particularly with the sound, I think we achieved that."

(Insert droning voice of *MK2* hater... "Yeah, but all the

HOME VERSIONS - LATEST NEWS



Andy reckons that Simpsonfighter would be a top idea. Strange boy.

If you're reading this sometime in March or April, then you have – ooh – around four months to wait for a release of *Mortal Kombat 2* for your machine.

Mega Drive, Game Gear and Game Boy versions are currently being feverishly developed by Probe Software, with the SNES version again in the hands of Sculptured Software. Both SNES and Mega Drive versions will be chunky 24 Meg carts and, according to Probe, will feature absolutely no presentation – just the clang of the character selection screen followed by the game. Expect a September release.

Another exciting bit of news is that Acclaim have confirmed their intention to develop 3DO and CD-i versions of the game – but don't expect them to be around until early '95.

RUMOURS

Here's what Ed and John themselves say about the more annoying *MK2* rumours...

- **Animalities?** "Maybe" Goro? "Maybe"
- **Stripalities/Nudalities?** "Not true"
- **How many hidden characters?** "AT LEAST three"

characters feel and fight the same. At least in *Streetfighter 2*, they're all radically different.")

Ed – "But that means that anyone can play any character and immediately feel happy with them. The complex stuff comes later."

Doubters – be silent! Friendship moves *do* exist. Now, get ready for those inevitable novelty toys...

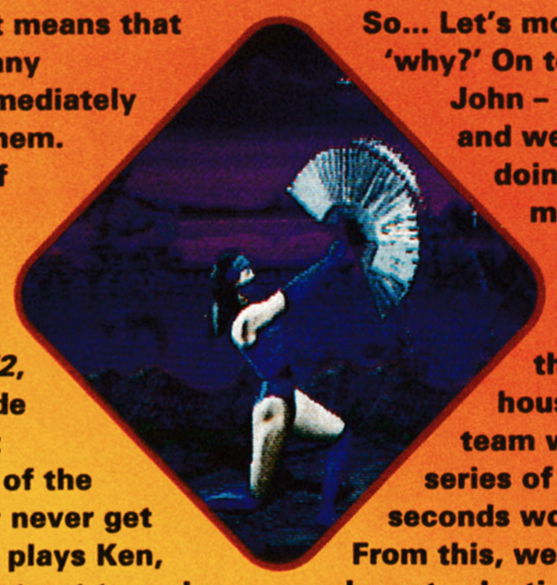
The secret character fights take place in Goro's Lair. So, where is he, then? Hiding, you see. Yeah...

REVISION

John – "We did it on purpose. In *SF2*, there's such a wide range of different styles, that many of the characters simply never get chosen. Everyone plays Ken, Ryu, Guile... We set out to make the basic character moves very similar – a set of actions that everyone, regardless of skill level, could instantly use. Then, particularly with *MK2*, we devised some outrageous special techniques. Smashing the ground, warping through the screen, turning invisible..."

But what's all this about there being different 'versions' of the game? Some revisions that feature newer moves, increased difficulty..."

Ed – "The latest, and last, revision, 3.1, is how we originally envisaged the game to be. For internal reasons, we introduced an early version of the game at the California MOA coin-op show. We won Game Of The Show, which generated a lot of hype. The demand was massive and so we decided to release a preliminary version, while still working on revisions, adding the final touches."



So... Let's move away from 'why?' On to 'how?'

John – "We had a studio and we taped the actors doing the various moves. We had them miming absolutely everything. From there, we had an in-house development team who grabbed a series of frames – about 50 seconds worth of footage. From this, we hand-picked a relevant selection and set about piecing together the character's animation. A guy called Tony Doskie did the backgrounds and, again, in order to go for maximum realism, we'd take, say, a slab of marble, digitise the texture, and wrap it around objects. The *MK2* graphics may seem more cartoony, but they're just more animated, colourful, and touched up."

CRAMMING

Where did the characters actually come from?

Ed – "We casted them. They're all actual martial artists – the new ones we contacted through the people who appeared in the first game. Philip Ahn (Shang Tsung) is a Tai Kwon Doe expert. But he's also a doctor. Katalin Zamiar (Kitana/Mileena) is still in her twenties and at college (steady on guys). She's a karate expert. Baraka is Richard Divizio – the guy who played Kano in the original *Mortal Kombat*."

SPIDER DIAGRAM

Beat-em-ups are – well – bizarrely popular. Where will it all end? Where is it all going? What enhancements do you see future combat games offering?

John – "Well, with a budget of around $30 million, the *Mortal Kombat* movie has proved it all to be very big business. It's difficult to see beyond the head-to-head aspect. Multi-player beat-em-ups? I don't think so. Part of the success of *SF2* and *MK* lies in the intense, head-to-head aspect."

WHERE'S GORO?

Ed – "I can see the idea of tournaments really taking off. We've been to quite a few *Mortal Kombat 2* tournaments and seem some quite outstanding players. The trick is – absolutely every move in the game has a defence or a counter-attack. You can be up against a player who knows and can do all the tricks that you can do, and so those other exciting factors come into play... Adrenaline, nerves, flair, skill, style..."

John – "As for the game's hidden secrets – I'm amazed that all this stuff has already been discovered. But it's still only around 70% of what's actually in there..."

And, finally, inevitably... *Mortal Kombat 3*?

Ed – "The first game did well. The second is doing even better... You do the maths." Well, if we're not mistaken, a sure indication that there's more on the way.

WIN RAIDEN'S HAT!

Yep. We've secured an utterly unique, distinctly conical little prize from Ed and John themselves... The actual hat worn by the mighty Carlos Pesina (the bloke who played Raiden – and all the ninjas) as he was digitised into the game. Not bad, eh? It's even been signed by Carlos himself! Blimey, eh? To win it (to stick on top of your wardrobe or, possibly, indulge in some amusing sun-shading antics) simply write in and tell us FIVE of Shao Kahn's taunts (the verbal mockery he 'comes at you with' during fights).

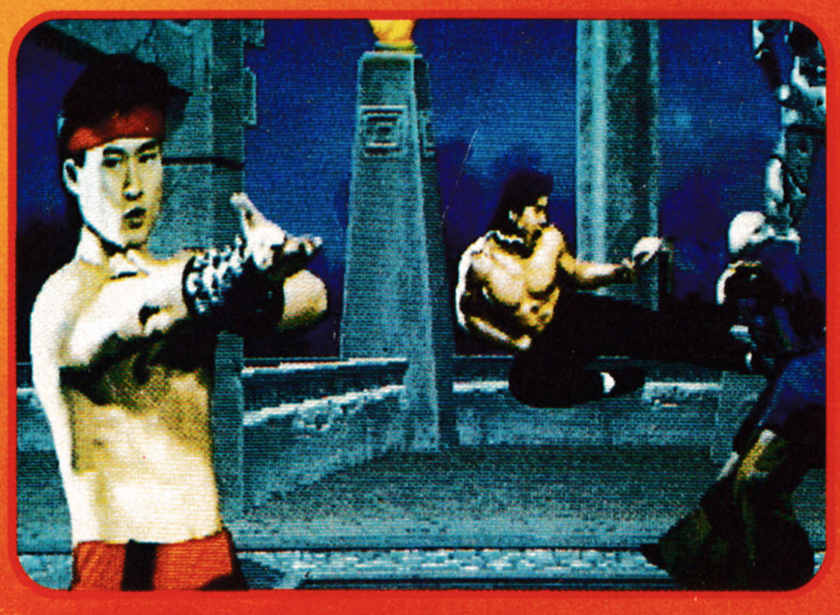
Usual address – and mark envelopes: 'RAIDEN WINS.'

Tony Goskie. Along with John T., top graphics-doing bloke. He was mostly responsible for those excellent backgrounds. And things.

Dan 'Toasty!' Forden. Yep – he of great sound-doing and popping-up-in-the-right-hand-corner-ness.

John Vogel. Did additional graphics and odd bits. Doesn't look particularly ecstatic, does he?

We here at GamesMaster reckon that the plot of *MK 2* is one of the best, especially for a beat-em-up. The characters have real presence.



Liu Kang is the top geezer who managed to foil Shang Tsung in the first *Mortal Kombat* (remember?), but who will defeat him this time? It's up to you, pal.

PROTO

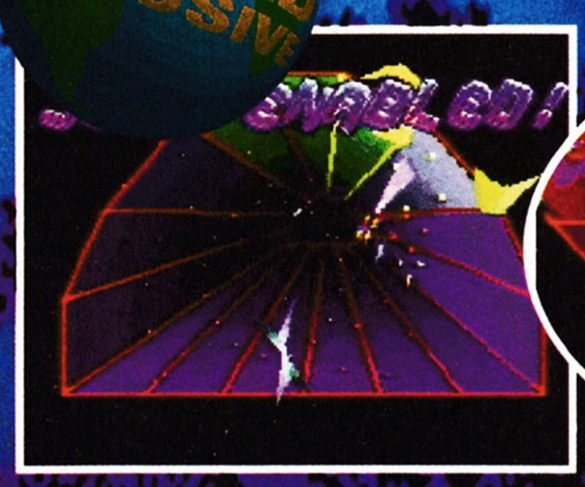
Talk about on the edge, three new Jaguar games, two of which have never been seen before, anywhere, ever. Plus the latest foot on ball action and Streets of Rage's third incarnation. You can't say fairer than that.

TEMPEST 2000

FROM - ATARI
FOR - JAGUAR

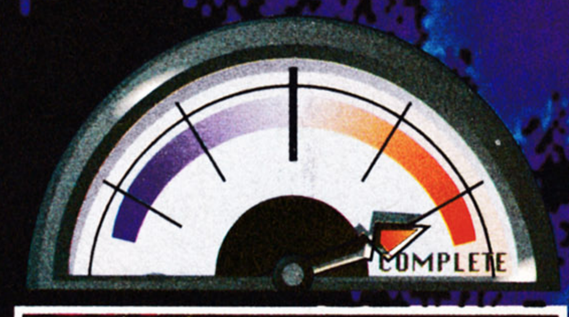
AVAILABLE - SUMMER
PRICE - £40 approx

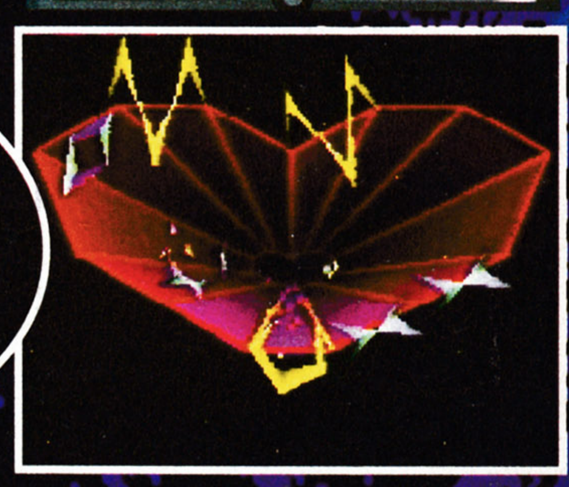
This is based on the old arcade classic *Tempest*. If you've never seen the arcade game, you're in for a treat. It's an into-the-screen shoot-em-up, in which you're attached to a series of cosmic webs. (*Man.* – Andy) Baddies come at you along the webs, and you have to dart along the edge of the vector lines, seeing off the bad guys, picking up the power-ups and basically staying alive. It really is like nothing you've seen before or since, and now it's been updated to become *Tempest 2000*. On the Jaguar. It's very faithful to the spirit of the original, and there's also the entire original *Tempest* on there, plus two different two-player games. *Tempest 2000* was named game of the show at the recent CES in Las Vegas, and that was before it was even finished. I played it, and I can report it's a game that could sell the Jaguar single-handedly. Start saving now.



Look, Tim had gone off to EA to play *Madden* on 3DO. He hasn't stopped talking about it since he first saw it.

When he went to see Minter and *Tempest* he came back completely gob-smacked and awestruck.





The words, "It's the best thing ever" just wouldn't stop pouring from his lips. He'll get over it.

ALIEN VS PREDATOR

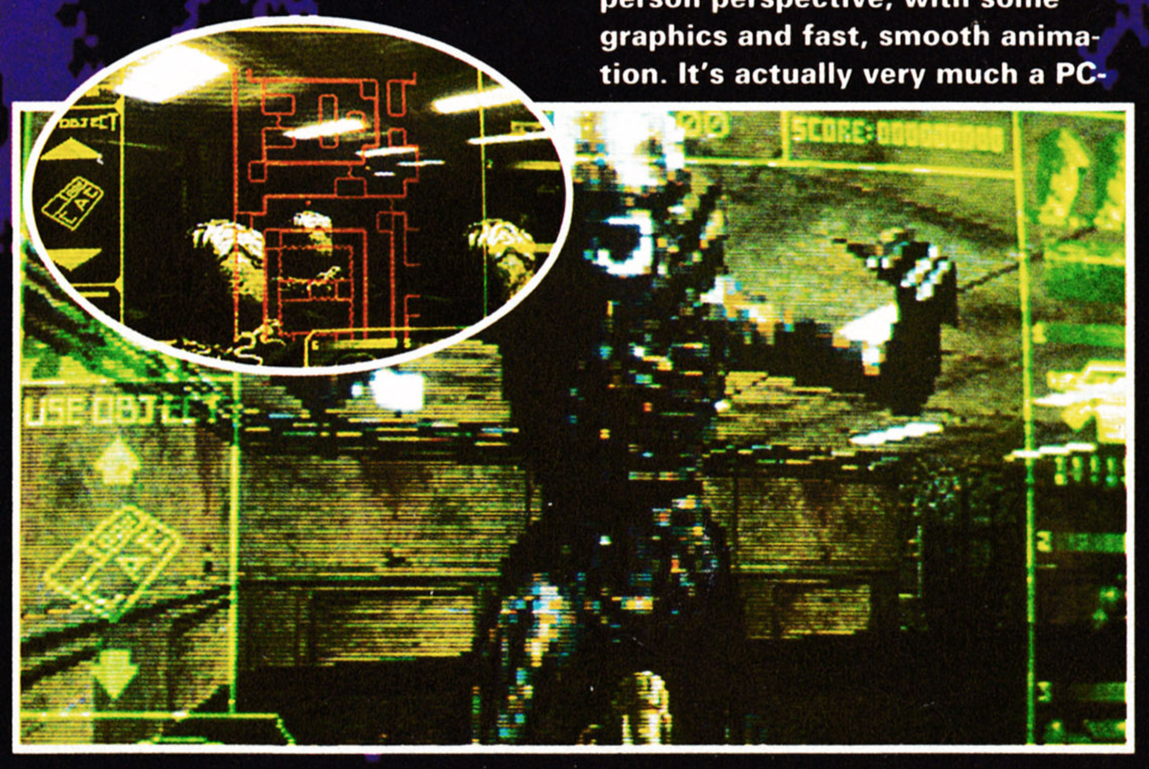
FROM - ATARI
FOR - JAGUAR

AVAILABLE - SUMMER
PRICE - £40 approx

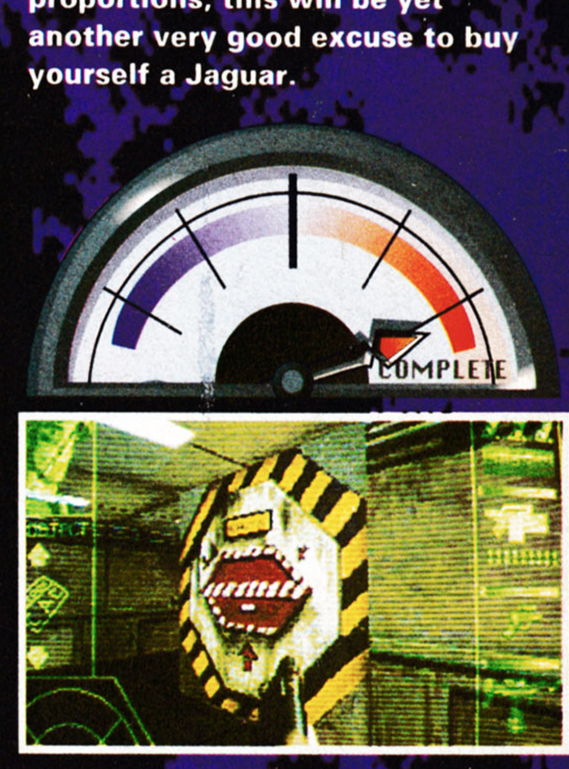
What a fantastic licence to get hold of, the ultimate battle between the hardest aliens. Forget the earlier SNES licence, this bears little relation. I asked Jason Kingsley, Rebellion's Creative Director, what their version has to offer. "What you've got is three games in one. You can play it from a colonial marine's point of view, which is how most people will start off, or as an Alien or a Predator. The objectives change depending on which character you're playing."

The game is viewed from a first person perspective, with some graphics and fast, smooth animation. It's actually very much a PC-oriented game, so is the Jaguar well suited to this type of thing? "The Jaguar's a fast machine, it's in the same league as the fastest 486 PCs. It enables us to do really interesting things, like the texture mapping, the transparent surfaces and so on."

To see *Alien Versus Predator* running looks breathtaking, and barring a tragedy of cataclysmic proportions, this will be yet another very good excuse to buy yourself a Jaguar.

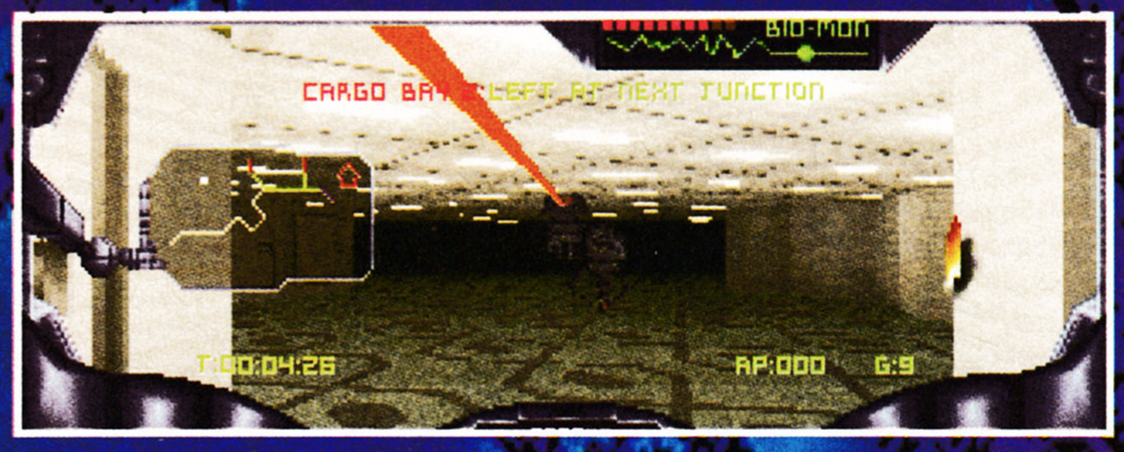


Look, I don't care what Tim reckons, an Alien would have a Predator any day of the week. The poor old marines wouldn't even get a look in.



Damn fine licence, though. I wish they'd make a film out of it.

See that little dot in the windscreen? That's you.



One of the stunningly atmospheric internal scenes where you have to hunt down robots, aliens and, of course, doughnuts and coffee.

A space shuttle, er, yesterday, sort of.

JAGUAR

WORLD EXCLUSIVE

FREELANCER 2120

FROM - IMAGITEC
FOR - JAGUAR CD

AVAILABLE - LATE 94
PRICE - TBA

This is it, guys. The first time, ever, in the world, in the known universe even (well, except for that psychic planet just to the left of Alpha Centauri), that a Jaguar CD game has been seen, and what a corker it looks. So then, what's this *Freelancer* business all about then?

"Imagine *Doom* meets *Aliens* and you have in a nutshell what we are trying to achieve with *Freelancer*," commented Martin Hooley, top dog at Imagitec. "It could be described as a thinking-man's *Doom*." What a mixture – the most gruesome video game ever, combined with one of the best sci-fi films of all time.

You're a roaming space mercenary in this cyberpunk adventure. It's basically got you roaming through research stations wasting some of the most horrible aliens you are ever going to come across.

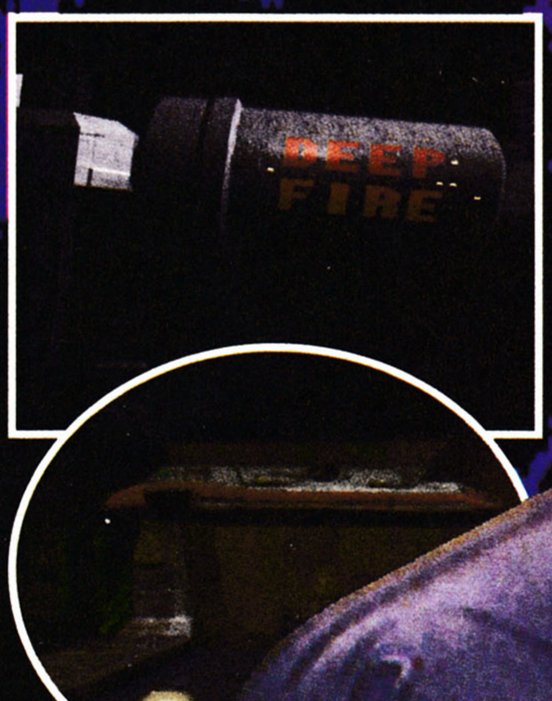
THERE GOES OUR SALVAGE

The programmers have used top whack stop-frame animation on the mutants and digitised live footage to make the action even more mind-blowing. Weird realistic lighting effects have been used to create the perfect atmosphere for a crippled research station. "The reasoning behind using so many techniques from the film industry was to create the nearest thing to an interactive movie as could be achieved with current technology," comments Martin.

ALL WE NEED NOW'S A DECK OF CARDS

Best of all, however, is that your Jaguars can be linked together to allow you and your mates to play as a team or against each other controlling different characters. PHWOAAARRR or what, eh? The music has been produced by the team that won the Best Music award at the Winter CES 1994. As well as this, sampled music effects have been included. Oh, I'm going weak at the knees just thinking about this. What with that *Alien Vs Predator* thing over there it looks as though the future is very rosy for anyone who invests a measly couple of hundred quid in one of these units. It's just a pity that we have to wait so long to see it in the flesh. This is one of *the* games to look forward to this year.

I detect, by the dots on my radar at the bottom of the screen, that we're in trouble. Either that or there's a hidden *Pac Man* game in here somewhere.



I don't care how hot it is. You don't open the window in a space station.

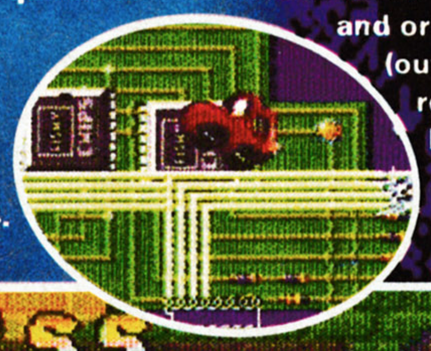
Here's a robot, here's a gun. Why not introduce them to each other?

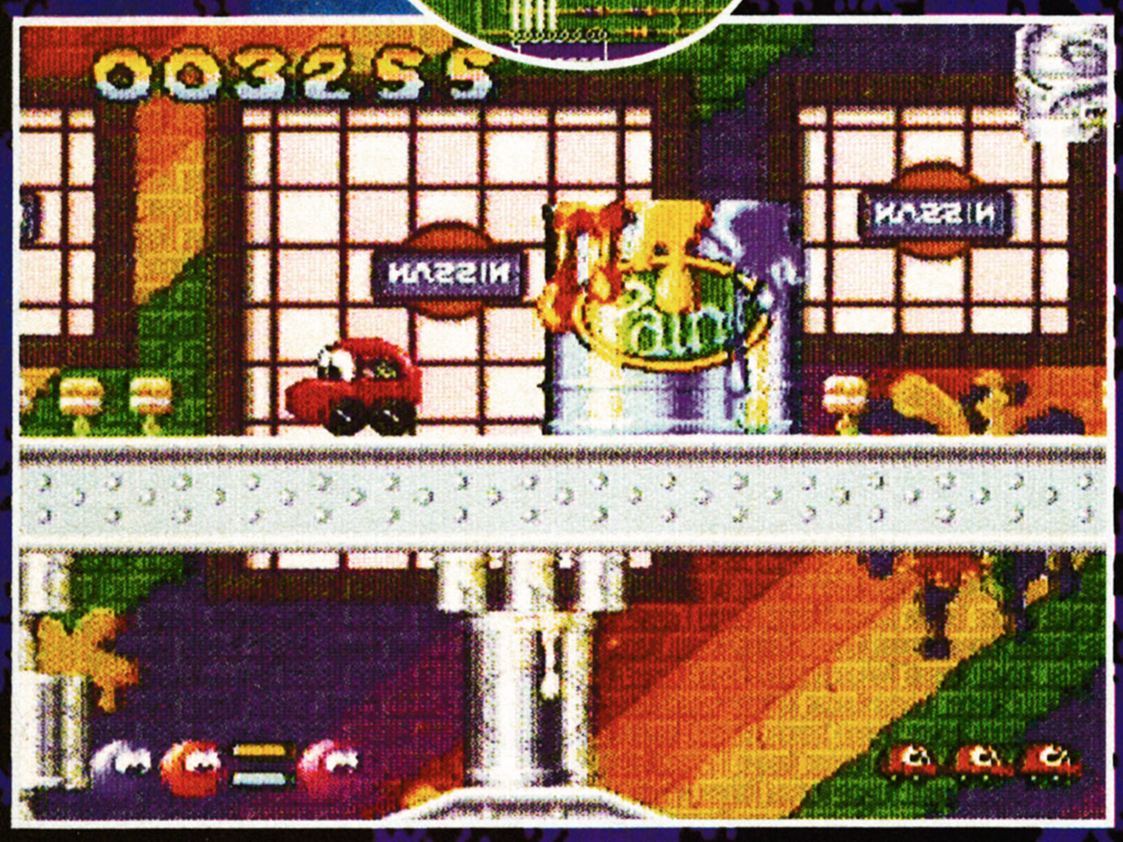
PREVIEW SPECIAL

Most praised (and most recognised) for the ultra multiformat James Pond games, Millennium is a cute, compact development house based in a soothingly rural Cambridge village. They were very busy when we went down...

MOTOR MANIA

Mickey the Micra is the last one out of the factory when the bad fog of pollution sends everything into chaos. It says here. *Motor Mania* is a fun, frantic SNES/Amiga platform-esque thing with – as you would possibly imagine – a car as a hero. The lovely Keith, off Millennium, says, "Paint workshop, wind tunnel, tyre shop, exhaust level, rejects, main computer and obstacle course. Plenty of brain cells required to conserve fuel and complete the course." But then he would, wouldn't he? Expect an Amiga release sometime in late 1994.



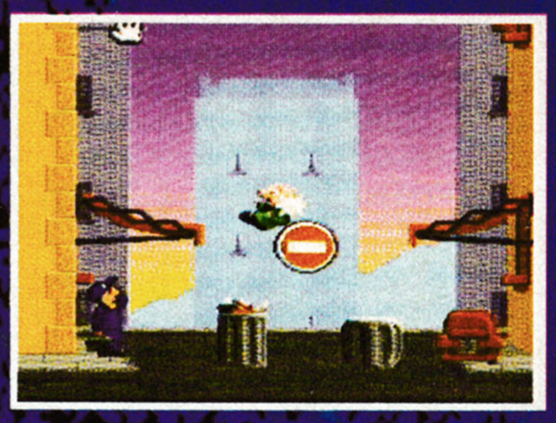


Motor Mania. Aahhh! Look at the cutey wutey lickle car with big eyes...

MR. MAGOO

Mr. Magoo cartoons are funny, aren't they? But why? It's just basically one joke. He's a bit short-sighted, you see. And a bit old and senile. Therefore – he mistakes certain innocuous objects for, erm, other objects and misreads and intensifies everyday situations... with hilarious results. Millennium's Mr. Magoo licence is both faithful to the cartoons and refreshingly silly and original. Keith Smith (out of Millennium) reckons, "It's a unique blend of cartoon animation and platform action.

Lucky old Magoo, he's scored a wrinkly babe.



Magoo bounces off a bin. Please – not today. It's too much. Really.

Magoo Town is out of control and Mr. Magoo has to fix everything. The player has no control over Magoo, but has to manipulate 'hot' items in his chaotic path." We've seen it, it's looking great, and it's headed for SNES and Amiga in September.

MYSTERX

Read as 'Mister X'. Well – it's a beat-em-up. (*Hurray!* – Andy). It's a beat-em-up on a bike. Ahem. We'll explain... Millennium have signed up an impossibly rock geezer by the name of (no kidding) Niel Axe. Mr. Axe (to you) is alarmingly adept at just about every recognised form of shoeing and slapping ever. Mysterx features Niel-ly Baby (to us) riding around America, punching the minds off assorted street trash and, eventually, meeting large, severely 'toned up' super baddies. Keith, out of Millennium, told us the game uses "the latest digitising techniques and features the nine man/animal fighting styles. It'll be as realistic as you can get." This one's extremely early in development, but it should be appearing on CD-32 and A1200 towards the end of the year.

BRUTAL SOCCER

You've seen 'Brutal' football, hockey and – erm – golf. Well, now get ready for *Brutal Soccer*! Yep. It's like soccer – only there's brutality in it. Specifically, sly punches, blatant kicks and a whole new meaning to the term 'throw-in'. Also, the ball itself has some nasty tactics of its own (becoming red hot, growing spikes, burrowing underground). Keith 'Rebecca' Smith explained, "It all adds a new dimension of terror to the game. Guaranteed to make Graham Taylor's vocabulary seem appropriate for a vicar's tea party." Cheers, Keith. Look out for an Amiga release in October. ■

Sorry about the caption on the left.

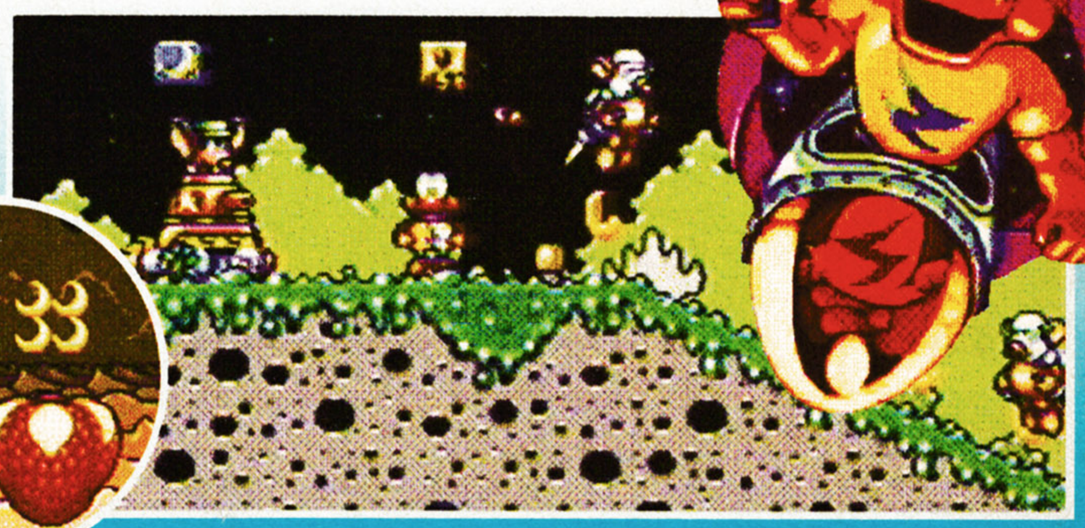
Doesn't look very brutal to me...

MILLENNIUM

SNEAK PREVIEW – JAMES POND 4

Classified information from the files of F.I.5.H. STOP *James Pond 4* is in development STOP Oh – I can't be bothered with this. Here's a brief, exclusive preview of the plot so far... Pond has disappeared. Finnius Frog and Angel Fish (ye-eess) set out to rescue him. On the way, they encounter a Witch Doctor, Count Piracula and countless puzzle game-based sub-plots. This one's really, really early – so don't expect any more news for a few months. Yet.

A touching tale of a fish and an active storm cloud. Part One. It was a time of heroes. One fish came forward to fight...



...to fight for his life. And for his sole. Sole, eh? Haw haw haw!

Mars CHOCOLATE
IS REALLY THICK
AS ARE FOOTBALL
HOOLIGANS
WHO HAVE BIG MOUTHS
AS DO LITTLE BROTHERS
AND SISTERS
WHO GET YOU INTO TROUBLE
AS DOES DRINKING
WHICH ANNOYS
YOUR PARENTS
AS CAN
YOUR EXAM RESULTS
D
WHICH CAN BE
EMBARRASSING
AS CAN
BUYING CONDOMS
WHICH COME IN 3'S
AS DO BUSES
WHICH LEAVE YOU OUT IN THE COLD
AS DOES
BEING STOOD UP
WHICH CAN HAPPEN
TO ANYONE
AS CAN DANDRUFF
WHICH IS A COMMON COMPLAINT
AS IS
"YOUR ROOM'S A TIP"
WHICH CAN GET BORING...
BORING...
BORING
AS CAN AN EARLY NIGHT
WHICH HELPS YOU
WORK REST AND PLAY
AS DO
Mars
BARS.

® REGISTERED TRADEMARK © MARS 1994.

As you can see, there are four characters to choose from.

There's Axel, a bloke with blonde hair...

Or, um, I don't know her name, but she's smart.

And, er, there's this chap, who wears a cap.

This bloke is clearly, no doubt about it, a nutter.

STREETS OF RAGE 3

IF YOU HIT SOMEONE HARD ENOUGH ON A CERTAIN PART OF THEIR HEAD THEIR LEGS FALL OFF. IT'S TRUE. DON'T TRY THIS AT HOME, KIDS.

FOR - MEGA DRIVE

FROM - SEGA

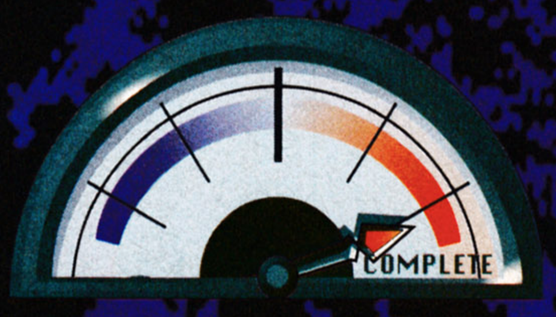
AVAILABLE - APRIL

PRICE - £59.99

It's a great name, don't you think? Not just streets, right, but streets of RAGE. Streets where anger, frustration and... violence are not so much rampant as compulsory. I'm not so keen on the "3" part, but I suppose it's informative and when you've got a prefix as good as *Streets of Rage*, why change it? You're doubtless familiar with at least one of the previous games and you won't be surprised to hear that the third edition doesn't diverge from the basic formula of walking from one side of the screen to the other, pausing only to whack some hapless and easily decked fist fodder, take on the odd slightly tougher mid-level yob and go head to head with the harder still end-of-level boss. You can still hit your team mate, should you so desire, and there's a sub *SF2* battle option devoted entirely to this unsavoury activity but why, I hear you ask, is it "3" and not just the same old "2"? What additional treats have Sega got in store for us?

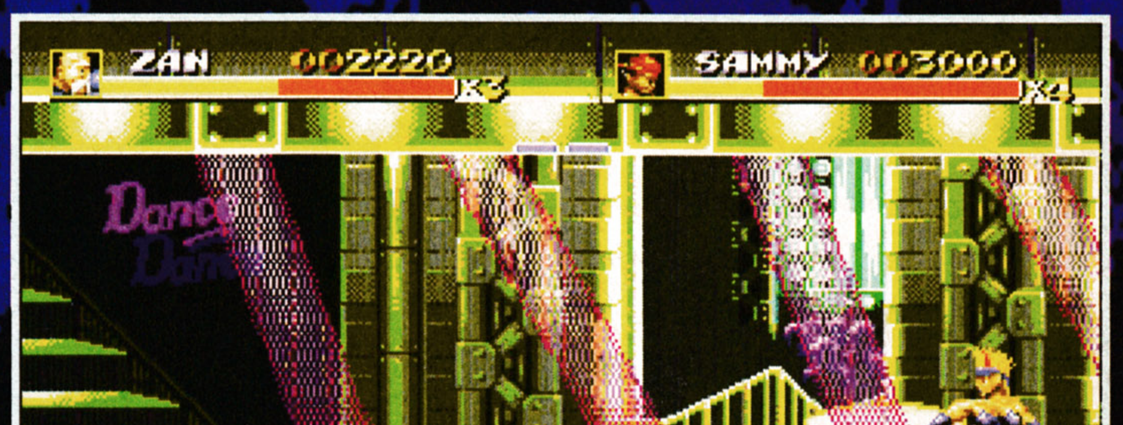
PRIME MOVERS

Well, for a start there's the unsurprising addition of those *Streetfighter 2* staples, special moves. Obviously within a game like this they're going to be somewhat limited but each of the characters has his or her own specialised range of moves and can also interact with the others to perform team moves, such as flipping from one of the players into the oncoming baddies' all too malleable bodies. And, um, that's all we can tell you about it at the moment, but, rest assured, we'll be ripping apart a full, complete version as soon as we can. ■

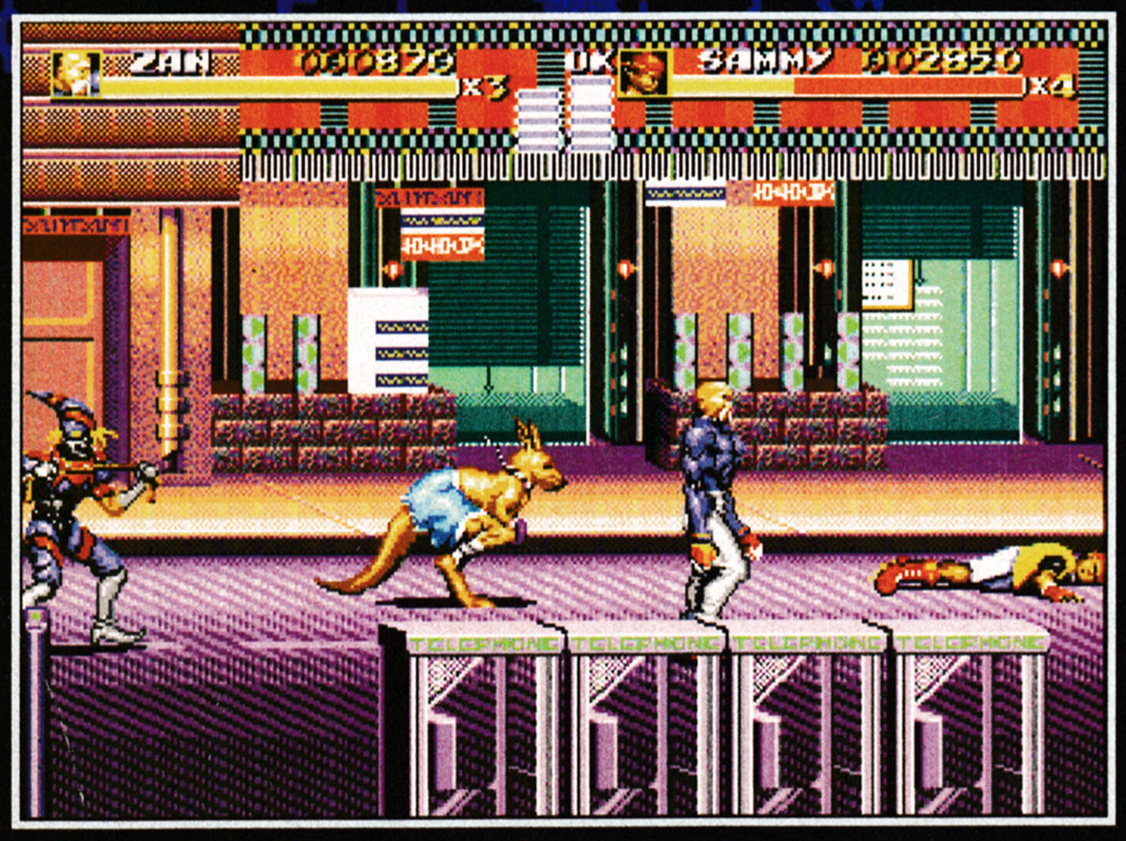


Bang, wallop, oof, etc... Yep it's yer standard violent fight.

If an uppercut's not enough, why not go for a hard fiery uppercut?

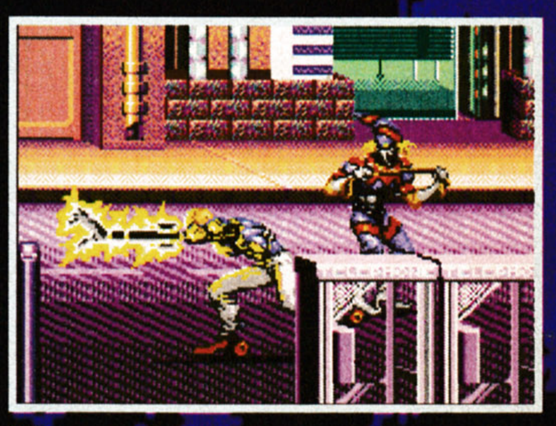


Those girls might look nice, but they're not. Take my word for it.



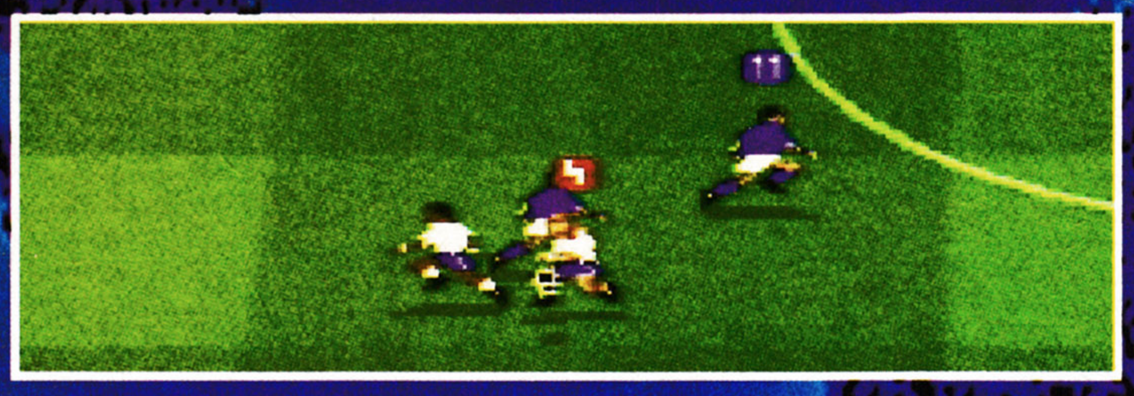
Boxing kangaroos are a constant menace on many city streets today.

The bald bloke's got a very strange hand. Here it glows...



Whereas in the open air it extends into an electric claw. Fair enough.

This time the view is the arcade style side-on view, with much larger and better animated players.



Each of the players is individually numbered and tends to try and stick to his position. Since number four is charging up here, there's a hole at the back.

Some players and a referee.

KICK OFF 3

FROM - IMAGINEER
FOR - VARIOUS

AVAILABLE - SPRING
PRICE - TBA

Before *Sensible Soccer* was on the scene and almost before football was invented, *Kick Off* was making its way in the world. It had the original tiny players that Sensible refined, and gameplay which was either the most frustrating or challenging around. The principle was simple, and taken from real life. When a player touched a ball it bounced away and the only way to kick the ball was to press the button at the same moment that the ball collided with your sprite. Turning was even more accurate/infuriating. Turn while the ball is not exactly at your feet and it carries on regardless. While you're jinking your way through three defenders the ball is rolling over the far touchline.

Here the gameplay is more accessible, with more buttons, difficulty levels and practice features than ever.

We'll just have to wait and see if it can earn itself a place in the ever more fragmented and congested Premier League of footy games.

"Deano done well like. He's taken the ball in the centre circle, gone past two and laid in a lovely little through ball." Probably.

SENSIBLE WORLD OF SOCCER

FROM - SENSIBLE
FOR - AMIGA

AVAILABLE - AUGUST
PRICE - TBA

Sensible Soccer has hardly been absent from these pages in recent months, due to the proliferation of formats that it's been appearing on.

For Amiga owners, though, it's been a long time since the game first came out, so the arrival of *Sensible World of Soccer* later this year should generate some wondrous love vibes in the Amiga community. The question on everyone's lips (certainly mine), is "How do you improve a game that is just about perfect as it is?" Jon Hare, Sensible Software's main man, lead me through the changes.

ULTIMATE FOOTY

"We set out to create the ultimate football game. We felt the gameplay of the original was fine, but we wanted to expand it to include management and other aspects, without making it too boring. Basically, we've massively expanded the available options. The original had 100 teams to play with – this has 1,500 (*gasp* – Tim), including every professional team in the world. We've put in all the divisions and cup competitions from every country that plays professional football, plus more comprehensive player statistics and skill ratings."

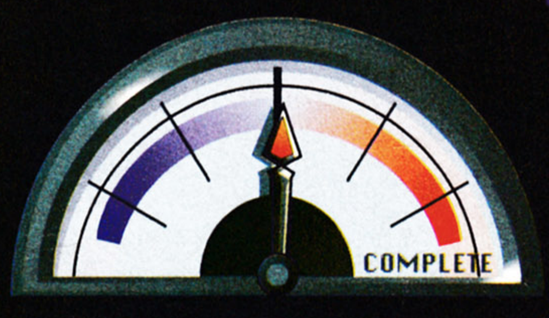
SCOUTS

Now you can have a career as a manager, starting with a lowly team from the bottom division, with the goal of eventually becoming the manager of England and winning the World Cup.

You can scout and trade players, determine the tactics of the team and keep track of all individual and team statistics during a season, or an entire 20-season career. "It'll be the ultimate *Sensible Soccer* game," says Jon. "We're taking it as far as it can go."

The Amiga version will be coming out in August, at the beginning of the football season, and console versions will follow hot on its heels in 1995.

Also look out for a special World Cup edition of the original *Sensi*, on Mega Drive, SNES and Amiga very soon.



You can even create your own competitions. You decide how to organise them – from group play-offs to knockout rounds.

Go for straight management (a bit dull, if you ask us) or player management, much more exciting.

Jon Hare informs us that the gameplay will be more like the Mega Drive version (shown here).

CORE DESIGN

It's amazing what you get on a day trip to Derby. Not only did we come back with a stick of smelly Derby Rock and some rather amusingly shaped novelties, but we also came back with a rather nasty tickly cough and a funny accent.

PREVIEW SPECIAL

By 'eck it's grim up North. See what I mean, anyway we also managed to come back with the latest products in development from Core Design, from out of *Chuck Rock*, *Thunderhawk*, *Bubba 'n' Stix* etc.

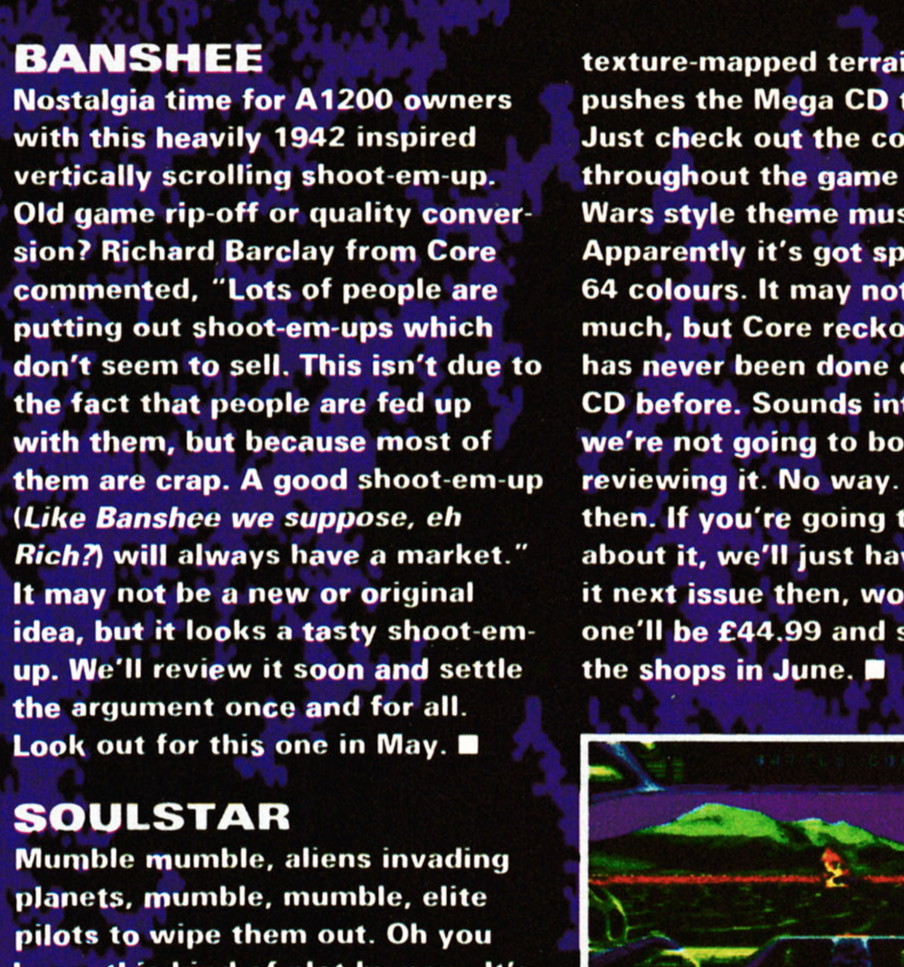
BATTLECORPS

Battlecorps **takes the *Thunderhawk* technology and pushes it that bit further. It's a new scenario, so the gameplay is different too. It's not so much of a blast fest with a bit of flight sim, as more of a 3D tactical shoot-em-up. It takes place on various moons light years away from the Earth and you're responsible for killing loads of bad guys in search of a rare element. With the same technology as *Thunderhawk* you can expect this to be impressive and we'll have a review soonish. *Battlecorps* is for the Mega CD and should be available in May. ■**

Look, there's a Viking in the bar and no-one's having a fight. Weird.

HEIMDALL II

This takes over where the original *Heimdall* left off. The magic amulet has been smashed into six pieces and you've got to travel the world and find them all. Loki, the villain of the peace in the first game, is after you again. It's got the same style of gameplay and viewpoint as the original (which we thought was brilliant). Next issue will see a review gracing these golden pages. It's for the Amiga and is out in April at £34.99. ■



What power the A1200 has – a 32-Bit machine. What do they do? A 1942 clone.

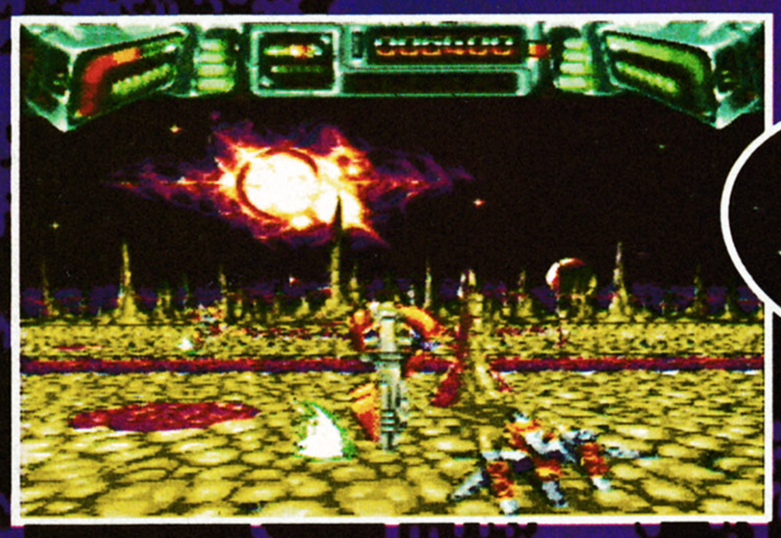
BANSHEE

Nostalgia time for A1200 owners with this heavily 1942 inspired vertically scrolling shoot-em-up. Old game rip-off or quality conversion? Richard Barclay from Core commented, "Lots of people are putting out shoot-em-ups which don't seem to sell. This isn't due to the fact that people are fed up with them, but because most of them are crap. A good shoot-em-up (*Like Banshee we suppose, eh Rich?*) will always have a market." It may not be a new or original idea, but it looks a tasty shoot-em-up. We'll review it soon and settle the argument once and for all. Look out for this one in May. ■

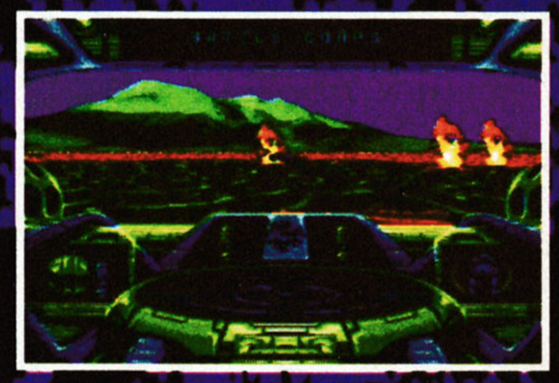
SOULSTAR

Mumble mumble, aliens invading planets, mumble, mumble, elite pilots to wipe them out. Oh you know this kind of plot by now. It's a two-player, 3D sci-fi tactical shoot-em-up.

Try saying that really fast ten times. It's got 40 missions and three types of battlecraft. It's got texture-mapped terrains and pushes the Mega CD to its limits. Just check out the commentary throughout the game and the Star Wars style theme music. Apparently it's got sprites that use 64 colours. It may not sound like much, but Core reckon that this has never been done on the Mega CD before. Sounds interesting, but we're not going to bother reviewing it. No way. Oh, alright then. If you're going to be like that about it, we'll just have to review it next issue then, won't we? This one'll be £44.99 and should be in the shops in June. ■



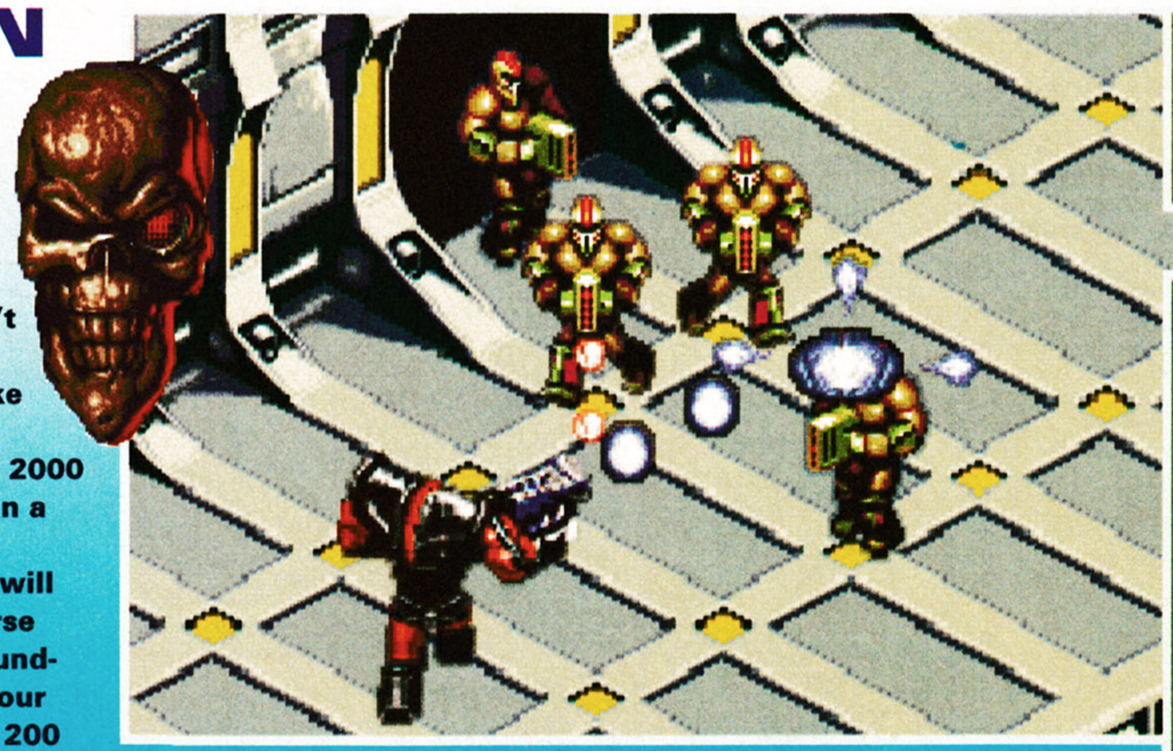
Thunderhawk **in space. Sort of. Well it's different, but almost the same.**

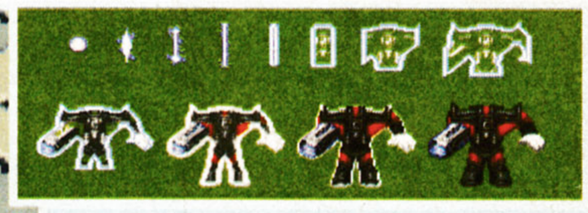


Soulstar **– either the James Brown story or a new CD shoot-em-up.**

SKELETON KREW

3D isometric shoot-em-ups – there's millions of 'em. There's um, er, well, there's er, um, *Tetris*? Doh! Wrong again. I give up, I can't think of any off-hand and certainly none which look like this. The look and style are inspired by Judge Dredd and 2000 AD. Core have even thrown in a two-player mode for good measure. The CD-32 version will have extra levels and of course the obligatory CD quality soundtrack. You'll be able to get your hands on the Mega Drive, A1200 and CD-32 versions in April.





Lots of big beefy robots kicking in lots of big beefy aliens.

THESE GAMES ARE SO NEW AND HOT THAT AT THE TIME OF GOING TO PRESS PRICE DETAILS WERE STILL TO BE FINALISED (IN CASE YOU THINK WE HAVEN'T DONE OUR RESEARCH).

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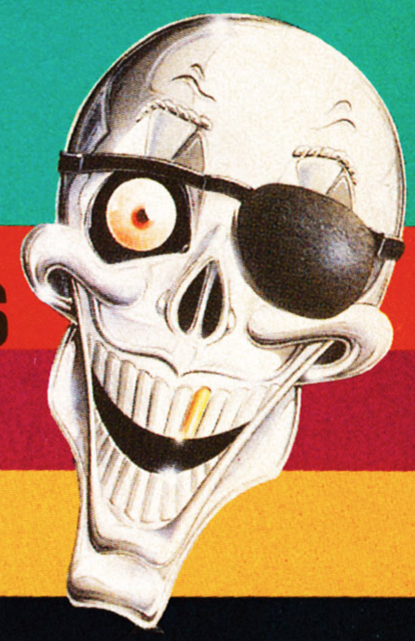

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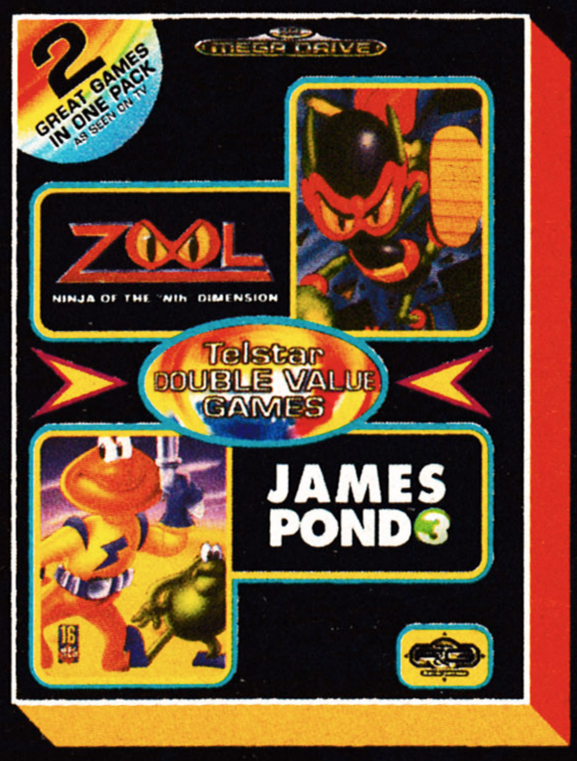

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LOAN AN ASCIIWARE CONTROLLER TO A FRIEND, AND YOU'LL HAVE TO FIGHT TO GET IT BACK.

Let's face it. Some of these new games can be tougher than a 'gator's hide. "To move on to level 5, simply press the X button at a rate approaching the speed of sound..." It's almost enough to make you go do your homework. Before you reach for that Geography text, though, pick up one of our new 6 button controllers: the asciiPad MD-6 (above) or Fighter Stick MD-6 (left), both for the Mega Drive and Mega CD. With terrific features like Turbo-Fire, Auto-Turbo and Slow Motion, you'll soon be blazing past previous high scores (not to mention some amazed friends). And that's gotta be worth something. So, quit wrestling with those standard-issue control pads — get an ASCIIWARE controller.

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TOO SEXY FOR SONIC!

The song went a bit like this... ahem... I'm too sexy for my shirt, too sexy for my shirt... too sexy for my car and my pink leather pantaloons, New York and Japan. Or something.

From left to right: **Amanda, Rob, Fred, Tails (just seen) Ben , Sonic, Richard and Alison (me).**

The Freds never mentioned Sonic in that song though, because they think he's great. And now, they've teamed up with Sega to release a single to coincide with the launch of *Sonic 3*. Why?

"It's important to make it clear that we're more than just lycra body stockings and silly dancing." Uh, huh... Could a deal with a multi-million mega-buck company like Sega be the answer to their dilemma?

"There have been mutterings between us and Sega for about a year now. We had this song on the album called Wonderman, which is about a kind of generic powerful person, a cool dude. So we rerecorded the song to be more fitting to Sonic. You wouldn't know it's about Sonic unless you're into the games. It uses passwords in the lyrics, but if you were to play it to my mum, she wouldn't think, 'Wow, power sneakers, attitude, spin attacks.'"

BALD HEADED FRED

But, you may be wondering, is this just another band selling out to get their career back on the right tracks? Well, no, you've got to hand it to these particular popsters, they're not giving in to any sad marketing ploy, and they're fairly forthright about this... they reckon they're doing it... just for fun. They're not earning any more dosh from this than if it were a regular single. "We didn't go in there going, 'Whack your quarter mill on the desk, matey, and we'll think about doing it. We just thought it would be a good idea," claimed Fred.

It seems that Sega have been pretty cool about the whole thing too. They haven't insisted on Sonic being in the video, although admittedly, there is a "presence". "Sega thought the video would work, cos we don't mind having the piss taken out of us. It won't be like one of those pop videos, where they take about 40 master shots and stick them all together, managing to bore the arse of you in 30 seconds."

DEEPLY DIPPY

Richard, the lead singer, is a big fan of *Sonic*. "I bought a Game Gear when we were doing the second album. I'd never seen one before that. A friend of a friend came into the studio with one. When I saw the little screen light up, I was absolutely knocked out. It was magic. I was so excited I went out and ordered one right away from a toy shop. I'm not bad at *Sonic 2* actually." Not wanting to be outdone, Fred chips in, "I play *Columns* and *Golf*. I think the golf game I played was far more exciting than the real thing." "That wouldn't be hard," muses Richard.

NOEL EDMONDS

But how can they sleep at night knowing that video games are killing pop music? They've obviously done their homework on this particular subject. Fred jokes, "I think there are some types of music that deserve to be killed. Some of them are on this wall." Pictures of Mr Blobby are plastered around the room – an haunting reminder of Crinkley Bottom and Noel Edmonds' shirts. "Record companies are more to do with the death of pop music than video games. They don't invest."

LEATHER PANTS

"Sales of games in the last year have started to dip off. Games companies are starting to ask who it is they're competing with. Often it's the same people who buy records. Maybe it would help the bands and the games to bring the two together in the same way as a movie can launch a soundtrack or a single." This is a particularly frightening suggestion when you consider the legacy of past forays into the marriage of video games and music – the *Lemmings* single, the *Mario* dance "trak" from the Ambassadors of Funk with MC Einstein (oh dear, it's tragic when you think about it) and various others too dire to mention. Please don't let it be – Radio 1 is terrible enough without this being the way forward.

The single and the game will be out by the time you read this and it isn't beyond the realms of possibility that they'll both be storming the charts. It could be the first ever double chart-topper for the software and the record industries.

THE VIDEO FOR WONDERMAN WAS DIRECTED BY THE BLOKE WHO WORKED ON THE SEGA PIRATE TV ADS. • A BIG HI! TO BEN (IN THE PHOTO) WHO WE TOOK ALONG TO MEET THE FREDS.

“Kiss my lips.”

HEALTH EDUCATION AUTHORITY

“Kiss my ashtray.”

Smoking. Who needs it?

REVIEWS

THE REVIEWERS!

God knows why, but this month, we've asked our 'experts' what they were 'doing' before they worked on this top magazine. Only, we've mixed everything up! Why not try to match the response to the reviewer? If you can be arsed...

Name: **ANDY LOWE**

Proper Job: **Editor**

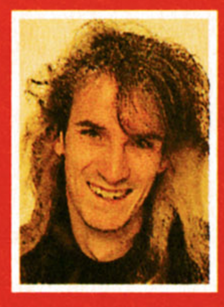
Before, I was... a slave for a crappy Sega mag. Organised computer stock control for Tesco. Did banking and finance at Trowbridge College.

Name: **TIM TUCKER**

Proper Job: **Deputy Editor**

Before, I was... removing asbestos from derelict buildings. Worked in a crap bookshop, helping crap people find crap books.

Name: **LES ELLIS**



Proper Job: **Staff Writer**

Before, I was... an English teacher in France. Worked behind a bar and the Boots chemist's counter. I was young. I needed the cash.

Name: **WILL GROVES**

Proper Job: **Staff writer**

Before, I was... playing the electric bass 'guitar' in a beat combo called Cactus Rain. You may remember them... (*Er, no.* – All).

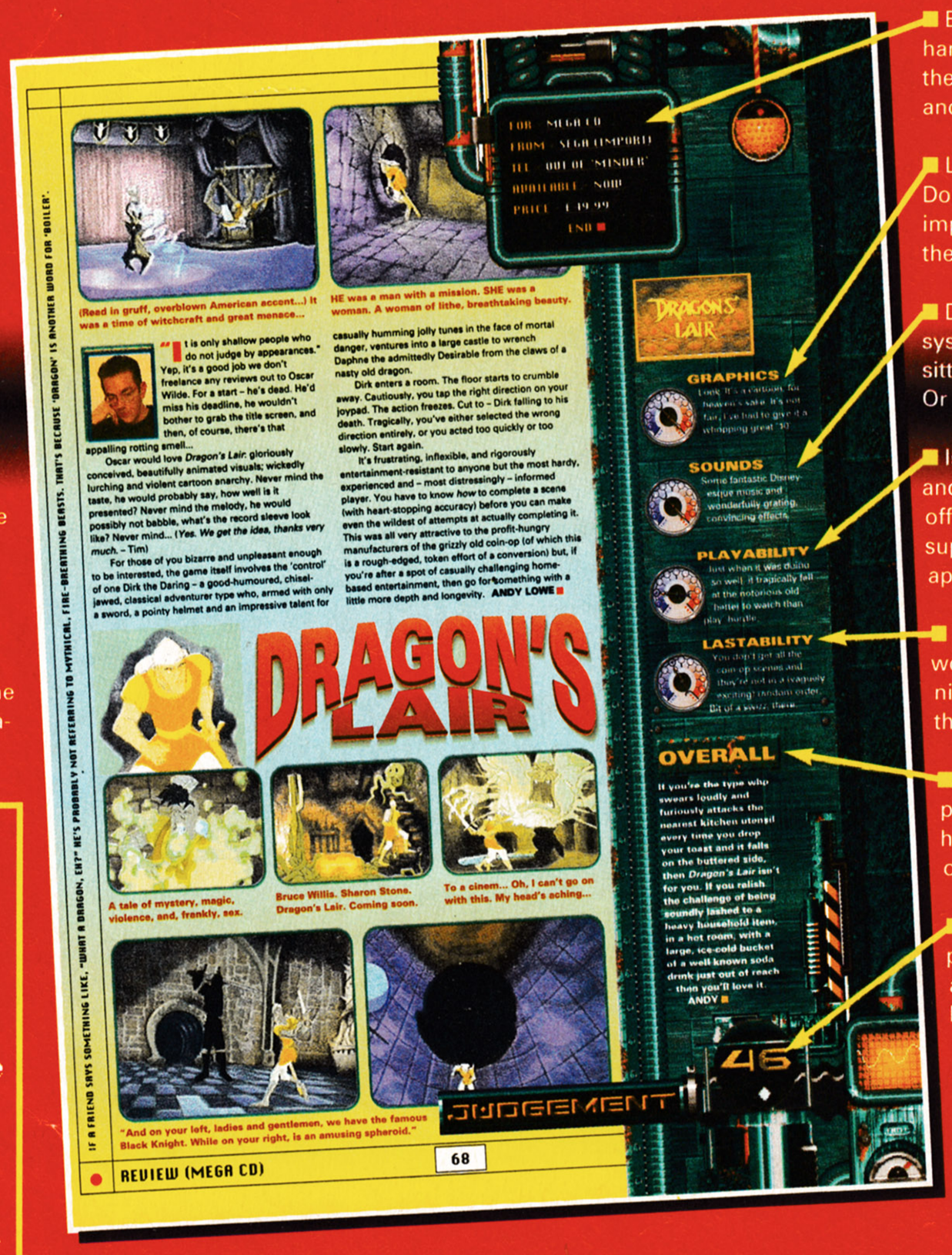
Name: **ALISON HARPER**

Proper Job: **Prod Ed**

Before, I was... studying all kinds of bizarre and generally pointless sociology, psychology and philosophy. Oh, and I was also in a top band.

HOW IT ALL WORKS

Hello! Welcome to this review. I am your guide and I'll be giving you my opinions about the game. The views expressed in the little scores bit and the captions for the pictures (which are also down to me) are mine. So if you don't agree with the scores or think the captions aren't very funny, I'm the one to blame. Oh, and I'm not actually asleep in that photo. The facial expression is, in some way meant to give you an initial indication of how I feel about the game. ■

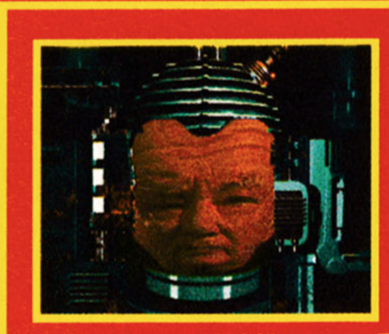


- Every review has monitors containing handy at-a-glance information about the game's tech specs, price, publisher and so on.
- Looks, they say, aren't important. Don't be a geek! They're exceedingly important. And this is where we score them. To see if they're... any good.
- Do the noises coming from your system make you really feel as if you're sitting inside a formula one racing car? Or are they all bleepy, clanky and crap.
- Is your character slick, responsive and fun to handle? Or does he topple off ledges, shoot when he isn't supposed to or simply die for no apparent reason?
- How long, once you've been wowed by the flashy graphics and the nice sound, will you continue to play the game?
- A final sort of summing-up style paragraph where the reviewer gives his most honest, bare and raw opinions about the game. Probably.
- And here's the result of it all. A percentage score. And just so that we all know what's what, let's take a look at this handy breakdown...

Above 90%	Essential
81%-90%	Top stuff
71%-80%	Impressive
61%-70%	Not at all bad
51%-61%	A bit iffy
41%-50%	Unimpressive
31%-40%	Rubbish
Below 30%	Utterly dismal

The revolutionary (they're round, you see) GamesMaster dials give an instant reading of how good each little element of the game, er, is. The higher the number, the better the element. Sorry, that was a bit obvious.

GAMES MASTER TIP



Hello there! It's me. The GamesMaster. And everything. Now. Each major review will be complemented by a special box all of my own where I shall offer a useful tip-like thing. As well as providing useful beginner's advice for new owners of the game, my bit will help to give an even better idea of the problems faced. Are they the kind of problems you'd enjoy tackling? If you will.

If anyone's got a particularly strong opinion on a game, and they're not actually reviewing it themself, they're given the opportunity to let you know what they think in this jaggy box thing. Sometimes they'll furiously agree with the main reviewer and other times they won't. Here, of course, it's best to go with the reviewer whose tastes are closest to your own. Andy likes beat-em-ups. Tim – shoot-em-ups. Les – gory ones. Alison – platformers/cartoony games. Will – sports sims.

REVIEWED THIS ISSUE!

JOHN MADDEN
3DO 32

RYAN GIGGS
Super NES 48

THIS MONTH...

"Brilliant mix and match of all the best bits of other games" "A smooth-scrolling Dickens meets Arnie scenario" "Cream cake frenzy in the boudoir" "Offers so much depth and challenge that you may as well throw out the rest of your games" "Clever programming. The perfect game for adventurers who don't like to think too hard"

LEGACY OF SORACIL
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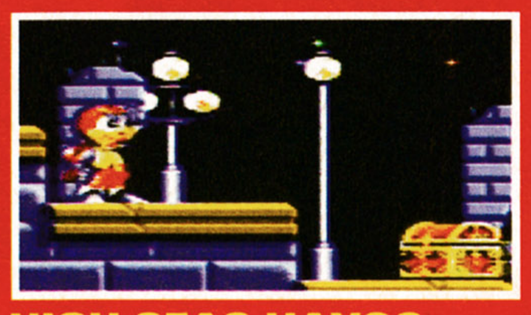
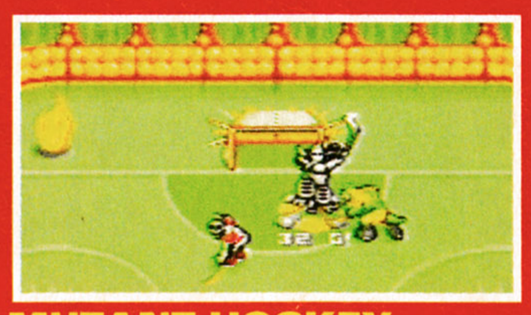
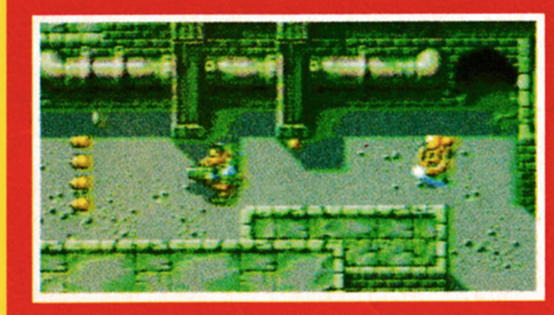


HIGH SEAS HAVOC
Mega Drive 50



MUTANT HOCKEY
Mega Drive 64

PRINCE OF PERSIA
Mega Drive 70



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CHAOS ENGINE
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MONSTER MANOR
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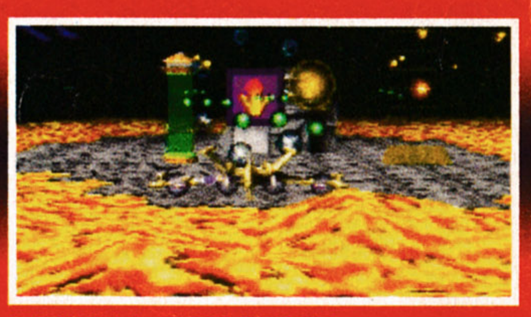

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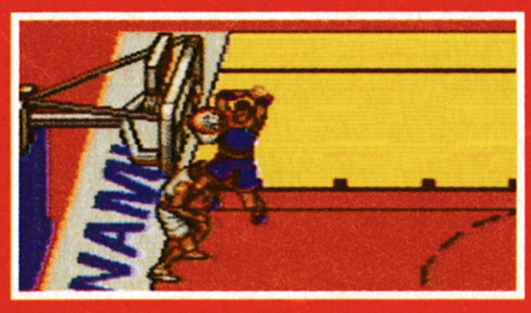

HYPER DUNK
Mega Drive 61

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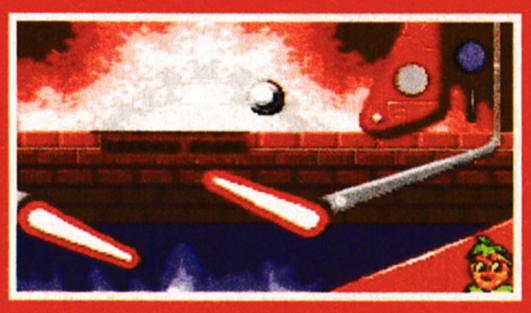

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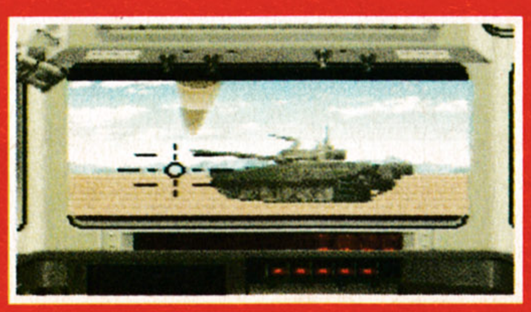

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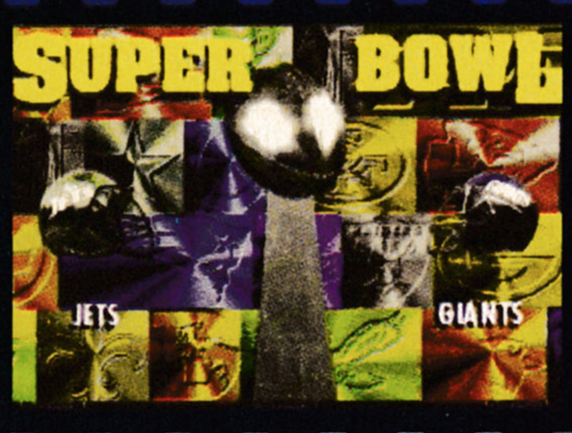
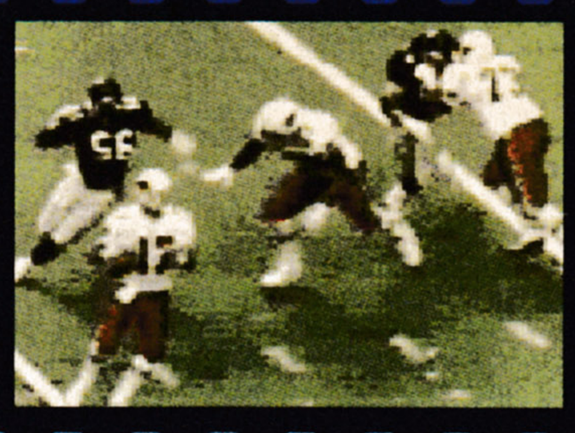
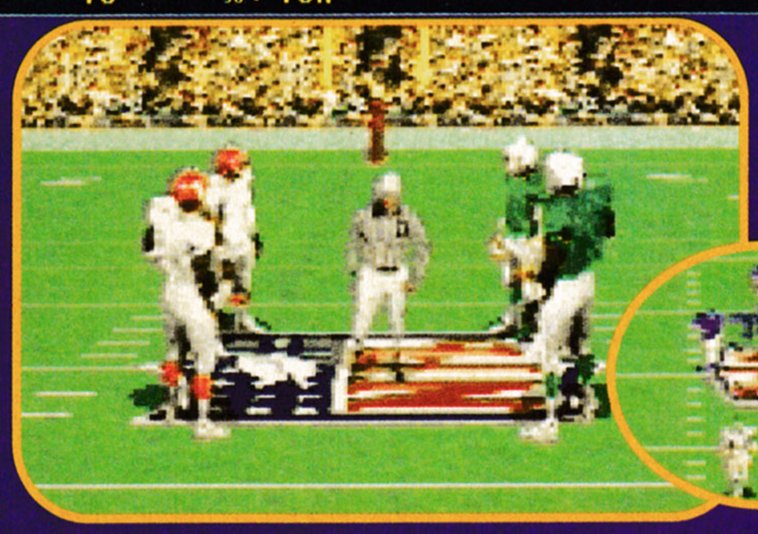
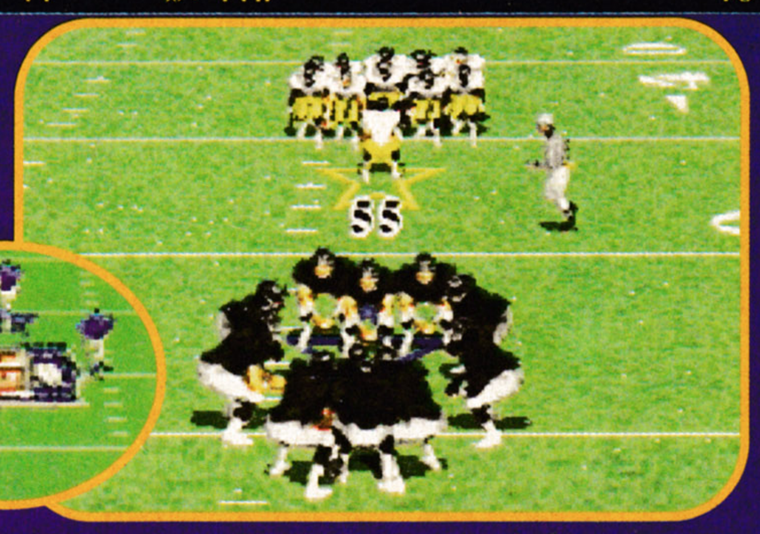
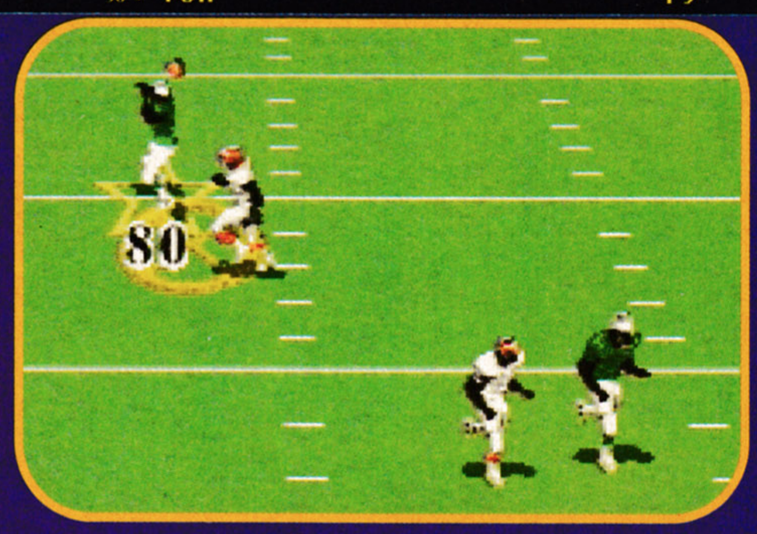
Super NES 72











Even the coin toss is exciting. Well, all right, it's still a bit dull, but it looks great. And those are real people there – even the ref.

Before each play the guys get together and talk about the next strategy. This is known as the huddle. There's nothing more to say about it.

A dynamic catch as the Eagles stuff the Chiefs.

MADDEN NFL F

I'll tell you what – if you don't like this game, I'll give you your money back. (*Er, Tim* – Andy).

Diary of a Game Reviewer
February 1st, 1994

I'm a bit sad today, because the season is finally over. The Dolphins didn't make it into the play-offs, a big disappointment. They are the best team in the world, they just haven't *proved* it recently. I don't think I can stand another seven months without some top Gridiron action. Considering suicide.

February 2nd, 1994

Heaven can wait. A man from EA visited today, and showed us something wonderful: *Madden* on the 3DO. I stood there and made a high-pitched whining noise until he let me have a go. It's amazing, diary. The date's been set for the review – February 28th.

February 14th, 1994

Talked to O on the phone, and she was very affectionate. She doesn't understand American Football, but otherwise she's a nice girl. I only wish she'd tell me the rest of her name.

February 28th, 1994

When I got to EA, a couple of sinister looking men wearing sunglasses escorted me to the special screening room, where a 3DO was hooked up to a giant screen with massive speakers. They said that I had exactly one day to form an opinion on *Madden* 3DO, that I was not to enter room 305, and that I could help myself to crisps and fizzy drinks. Am I dreaming?

This game is fabulous. Everything's presented in

Dan Marino (the best Quarterback ever) throws for the Dolphins (the best team ever) in *Madden NFL Football* 3DO (the best thing ever). Hurrah.

Oh dear, our Tim has been waiting for this day all his life and, now it's over, he has nothing left to live for. No more quiet phone conversations with O. (We all listen in. It's hilarious. Want to buy the tapes?) Still who needs a life when you've got this on 3DO? *Madden* is still one of the most played games in the office, fast catching up with *SF2* and this is a brilliant version of it. It is, as Tim said, without a doubt, obviously, unequivocally, unrestrictedly, definitely *the best thing ever*, but Tim's still crap at it.

LES ELLIS ■

FOR - 3DO
FROM - E.A.
TEL - 0753 549442
AVAILABLE - IMPORT
PRICE - £39.99
END ■

WHILE REVIEWING THIS GAME, I MET MIKE GATTING, FROM OUT OF CRICKET. HE THOUGHT IT WAS GREAT TOO.

Notice the supernatural looking pentagram formed by the two guys' markers overlapping. It wasn't there when I took the picture. Spook.

You'll have to excuse Tim. He's a bit excitable really and nothing's quite as likely to push his buttons as a near photorealistic version of *Madden*. It's got the flawless gameplay that was in the '93 Mega Drive version, plus extensive footage which at times makes it feel like you're watching the game on TV, which you are, sort of. You know what I mean. Anyway the point is that it's brilliant, it really is. It's the best looking game that I've ever seen. And I've seen a few.

WILL GROVES ■

OOTBALL

a TV-style format, you get full motion video footage of Madden commentating, and every team has six video clips from the NFL to show their strengths.

All this sets you up wonderfully for the game itself, which is even more playable than the console versions. The digitised sprites are a lot bigger than previous versions, but even so the speed of the game is phenomenal. Passes are zipped to the receivers, runners pelt up the sidelines, and kicks rocket through the posts.

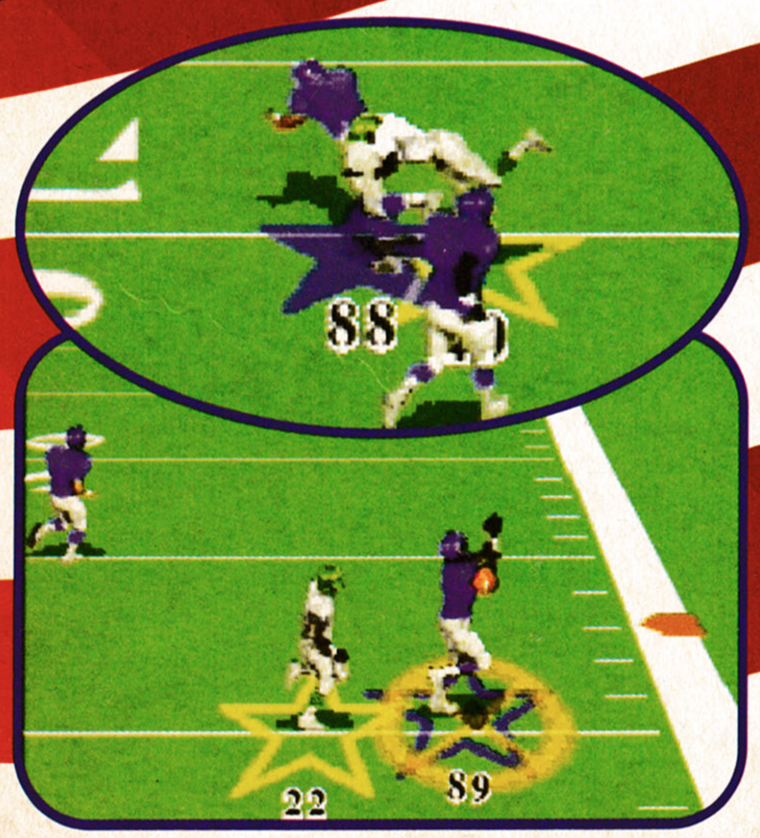
The size of the sprites benefits the gameplay in other important ways. The running game is a lot easier to focus on, because you can see the holes in the Defense and the best place to break through the line more clearly. The animation is superb, too. These guys actually look like they're interacting with each other, as they stretch for passes, dive for tackles and dodge the opposition. Aside from the odd unconvincingly mincing run, this is the real thing.

There's no league option, which is a shame, but you can enter the play-offs and take your team to the Super Bowl. Although some of the options have been slimmed down, this is most definitely the best *Madden* yet. It's bursting with playability and atmosphere, and I love it.

March 1st, 1994

I'm still reeling from yesterday. What a game, it truly is *the best thing ever*. I called O to tell her all about it, but her Mum told me that she never wants to see me again. Oh I'm so happy – looks like I'm going to have to buy a 3DO.

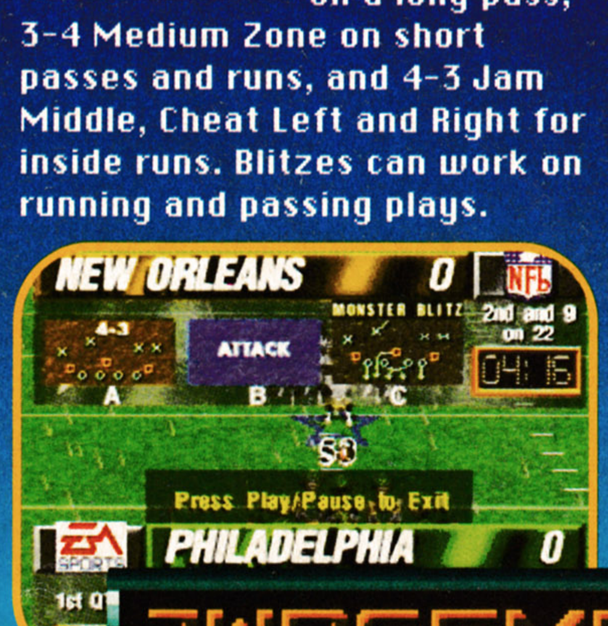
TIM TUCKER ■



Jets Vs Giants in the Super Bowl? I think not.

GAMES MASTER TIP

Defense is the hardest thing to master. Choose Nickel or Dime on a long pass, 3-4 Medium Zone on short passes and runs, and 4-3 Jam Middle, Cheat Left and Right for inside runs. Blitzes can work on running and passing plays.



GRAPHICS

You can't get a more convincing looking game of American Football, and it's hard to believe you ever will.

SOUNDS

Convincing thuds and growls, sampled speech and CD music, it's an aural feast.

PLAYABILITY

Even more playable than the console versions, and the option of an easier level will be welcomed by Gridiron virgins.

LASTABILITY

The lack of a league limits the one-player game a tad, but it'll last you forever in two-player mode.

OVERALL

A game from which it was unreasonable to expect improvements has surpassed all expectations. A staggeringly great game, there is as yet no better reason to buy a 3DO. The best thing ever.

TIM ■

JUDGEMENT

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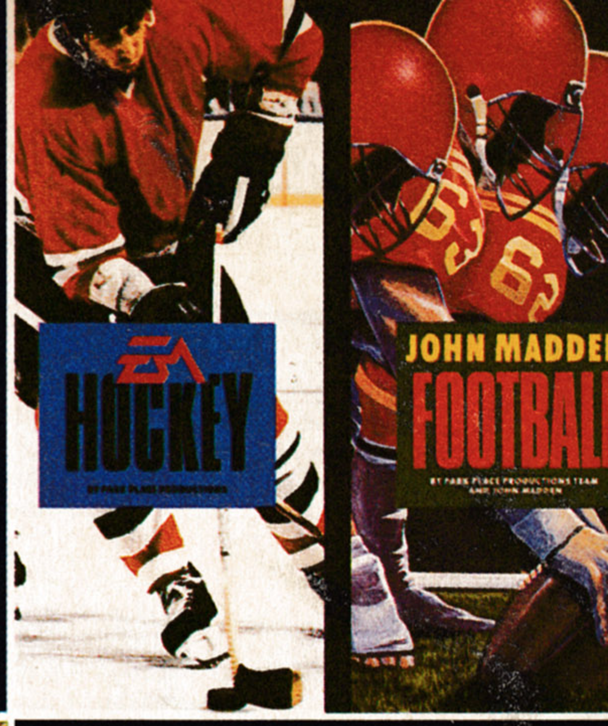

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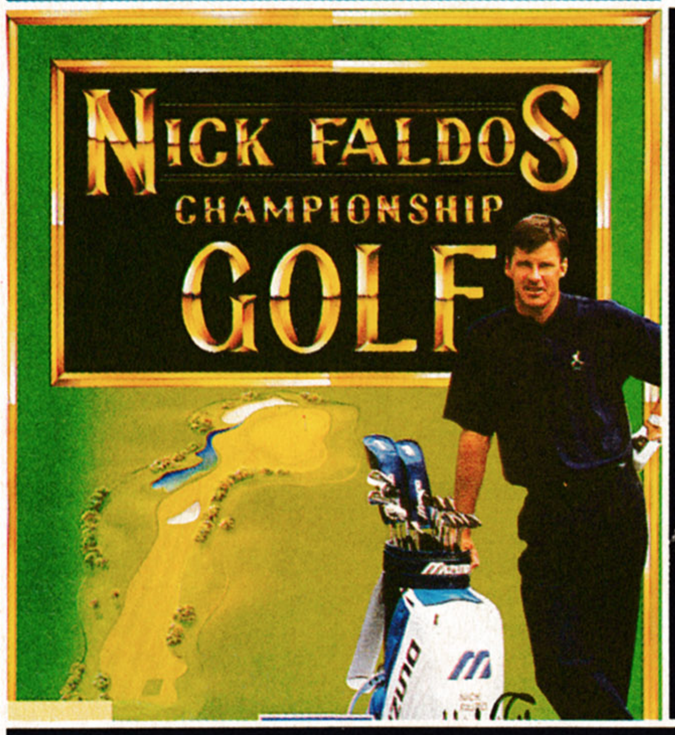

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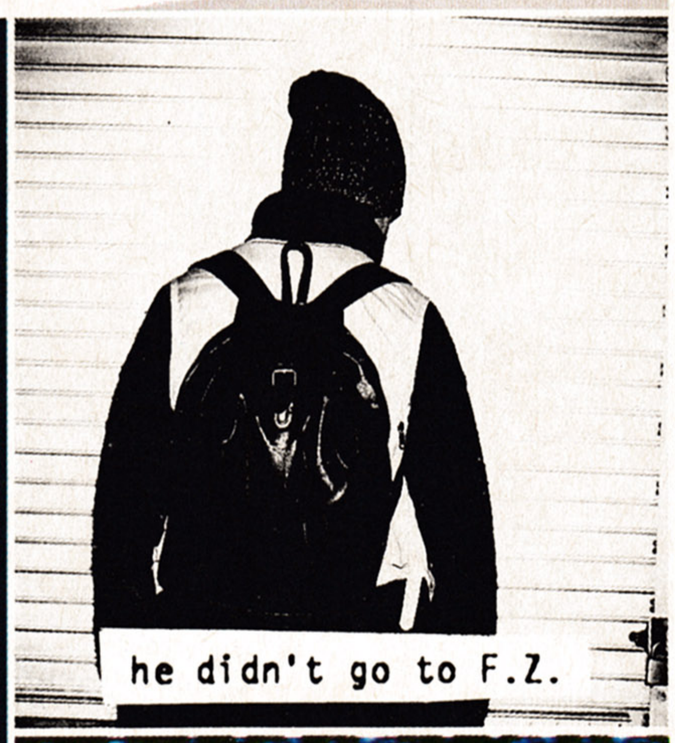
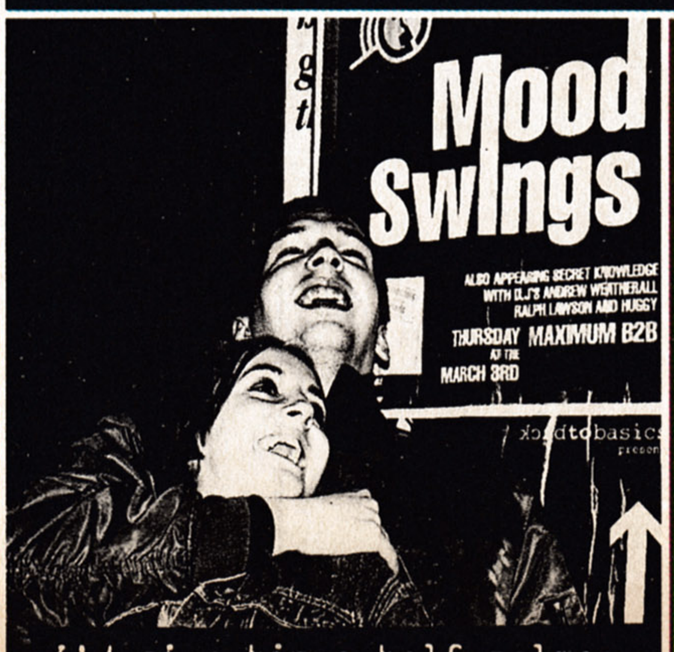
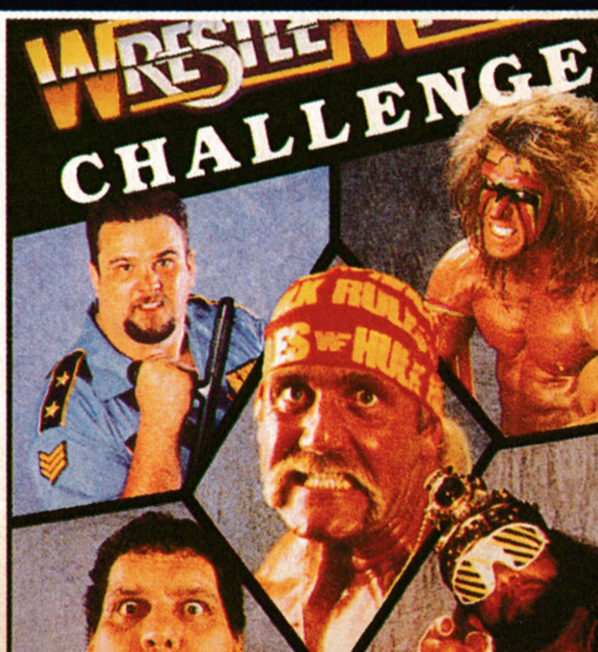
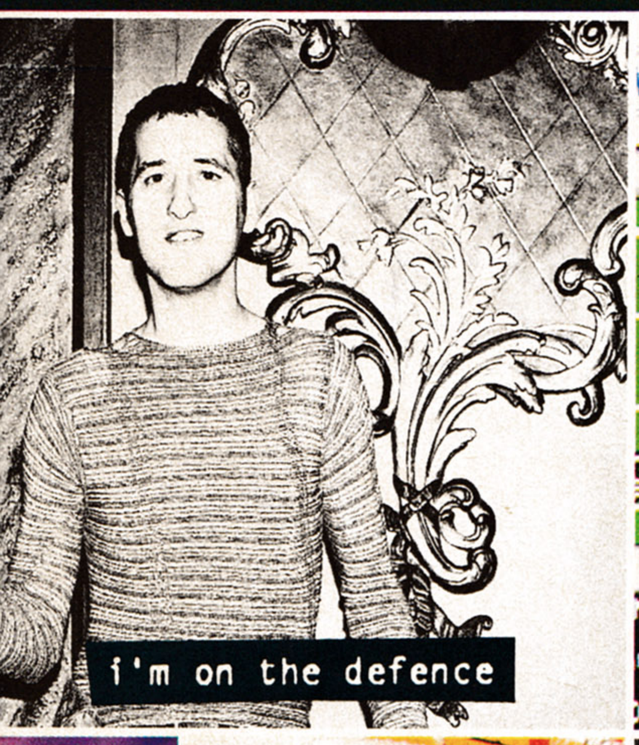
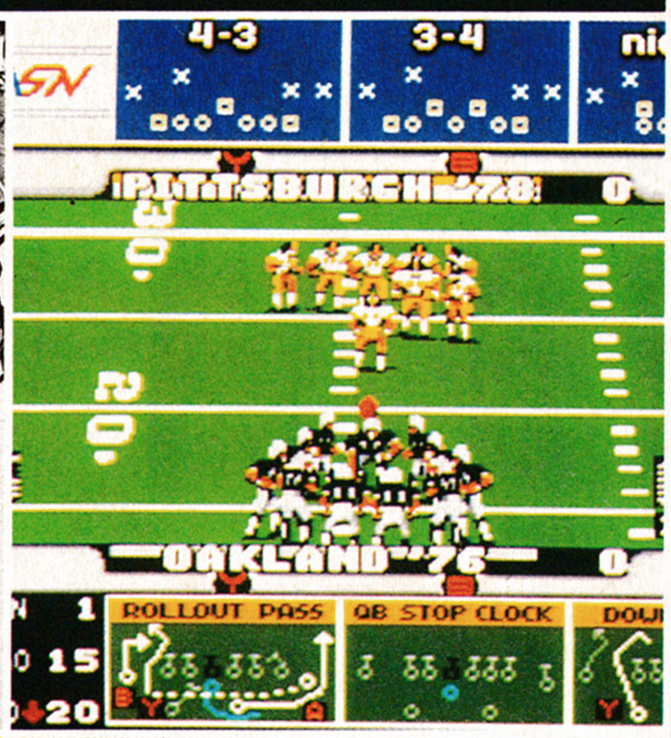


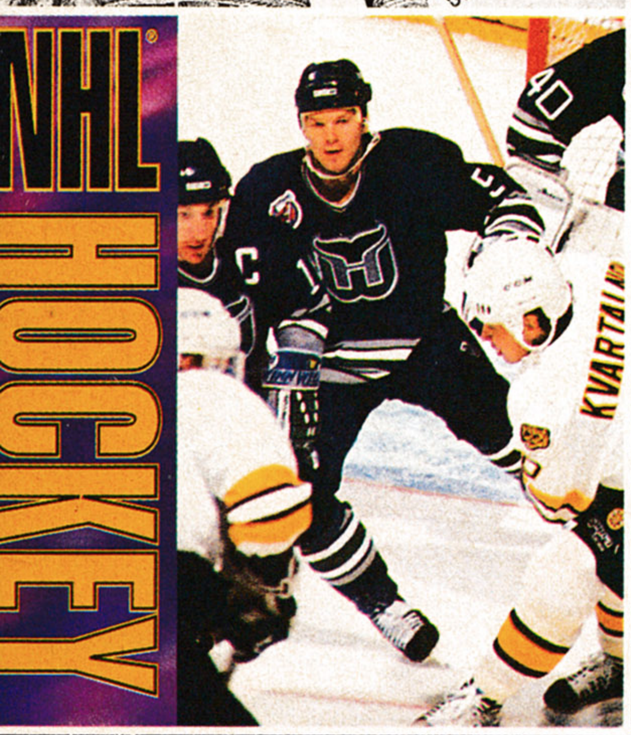
the games people play

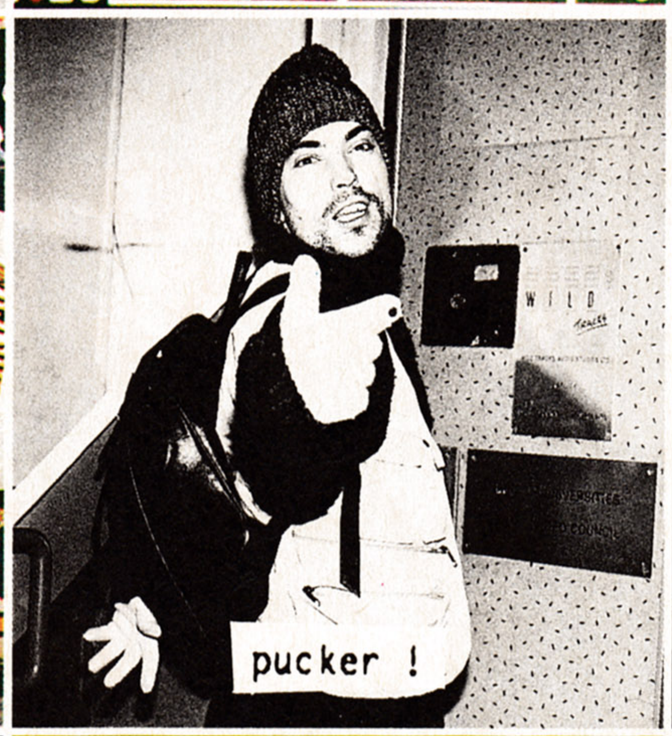


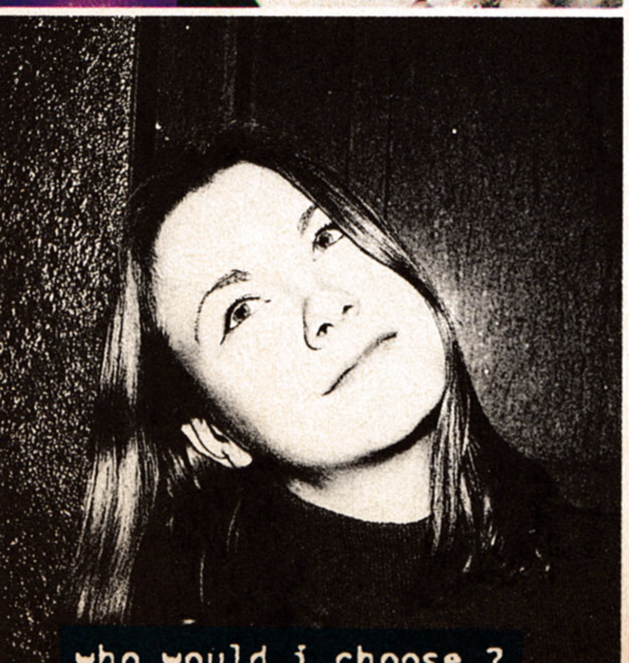


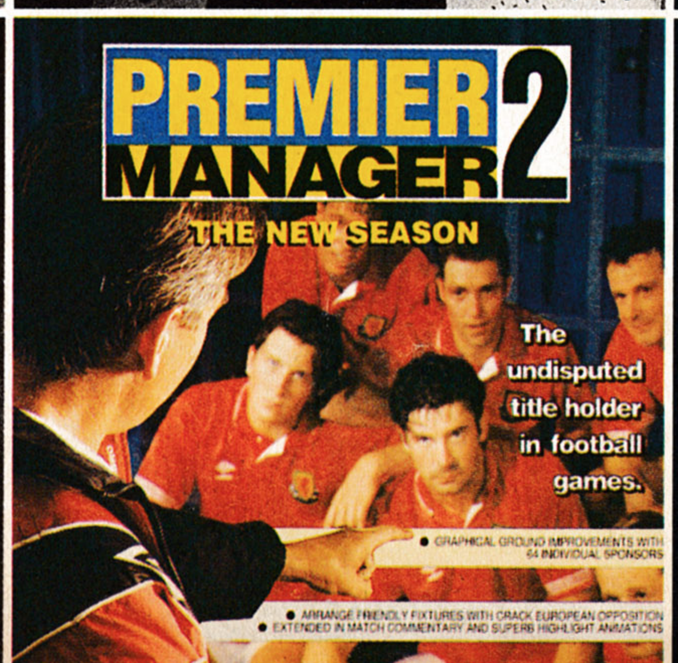


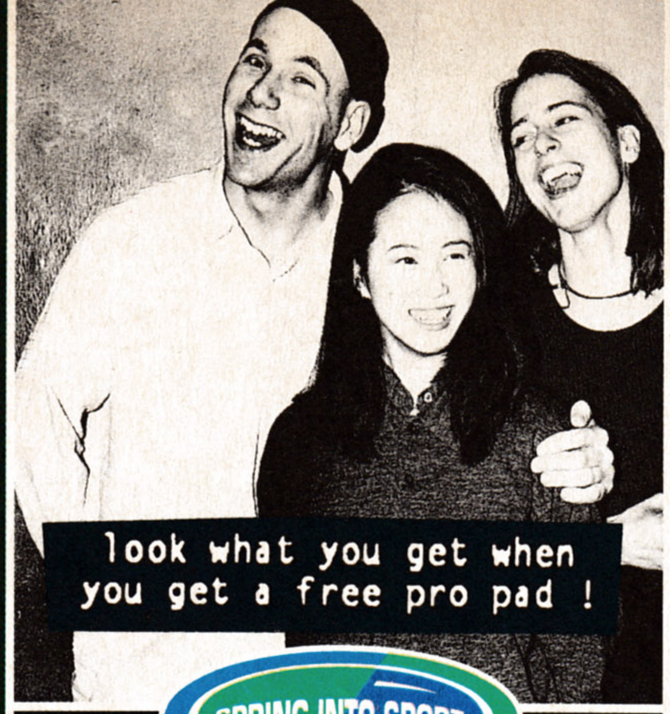












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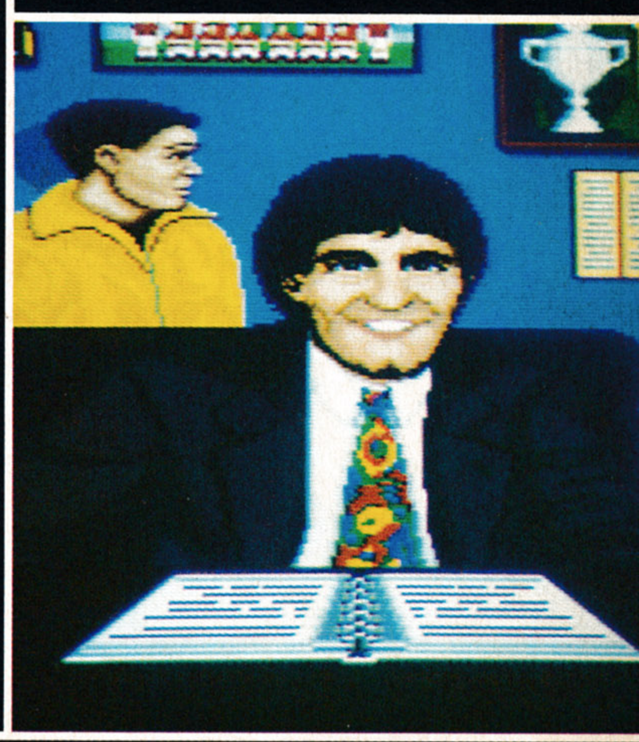

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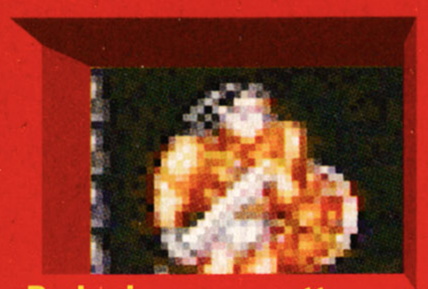
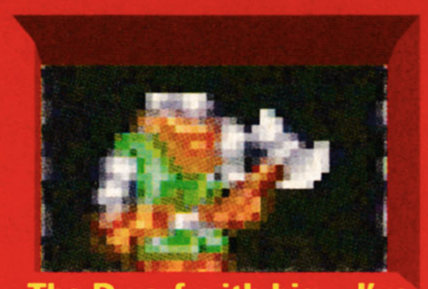


Barbarians are pretty thick. Mess with them and they'll cut you up.

Talk about typecasting – wizards are wimps, but they cast a mean spell.



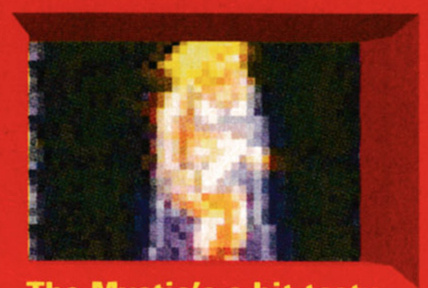
The Dwarf with big... I've done that. Good things come in small packages.

Stormbow – the only hero named after strong cider. Hang on, that ain't right.

Clerics will follow your team quietly filing all the paperwork, er, I think.

Paladin – what kind of job is that? When's he going to get a proper one?

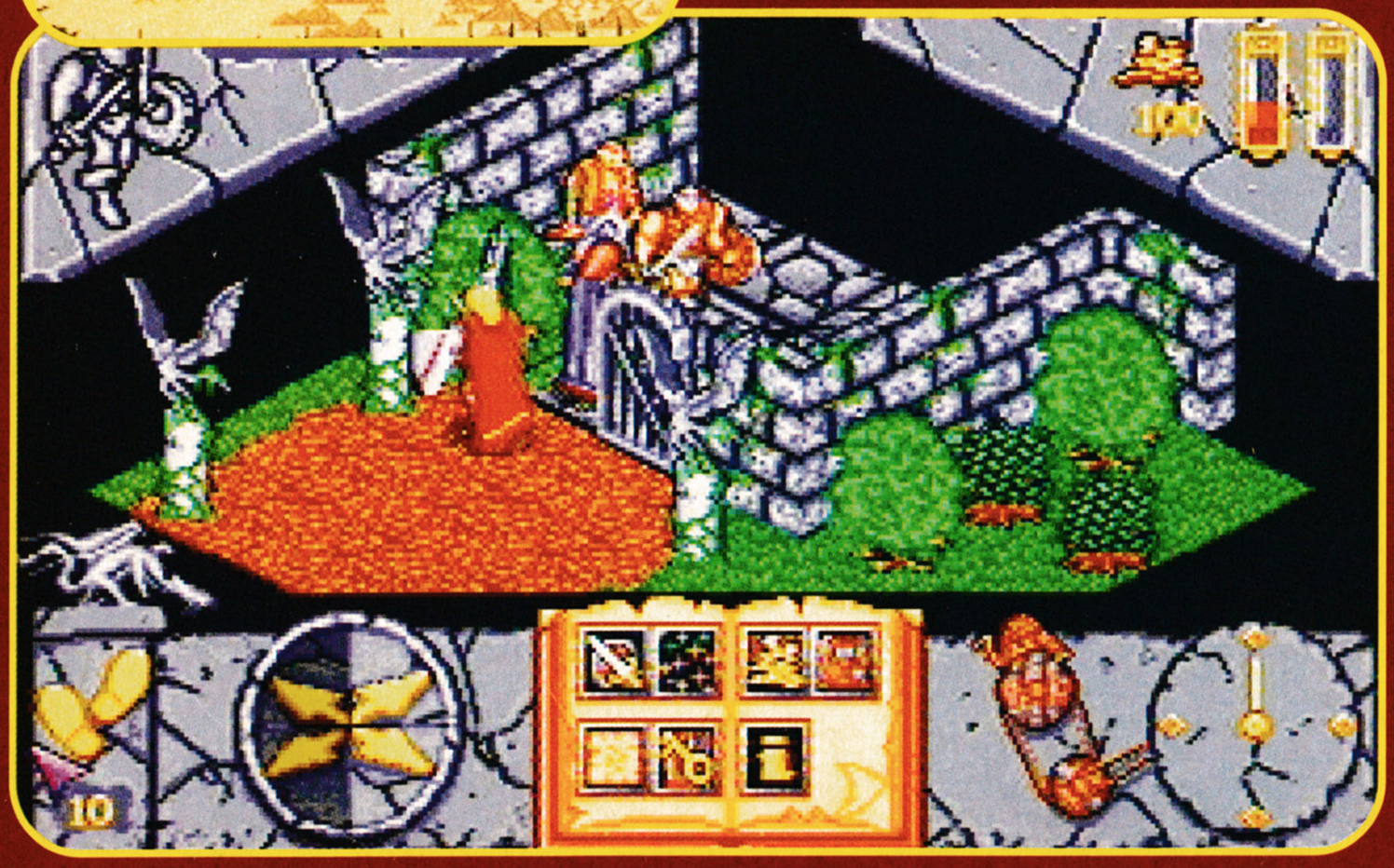
Ranger – not a big fan of Celtic but survived many battles with Yogi bear.



The Mystic's a bit tasty apparently. Chun Li would have her though.

Sod the coffin, Les, let's go in here and nick the TV and video before the others get back.

LEGACY OF SORASIL



Er, this is the Paladin here. I don't know about this computer malarkey, but when I get my hands on that Les I'm going to shove my swords somewhere the sun don't shine. Proper job indeed...

It's amazing how times change, isn't it? Nowadays if you have a problem with someone you can pick up the phone, have a go at them, get your solicitor to write them a letter, take them to court and sue. Easy, huh? Not so a few years ago. Then, if someone had made you mad or done something terrible to you, you had to gather together a party of your mates, get one of them to learn a few magic spells, arm yourselves to the teeth, find your foe, slaughter him and kick his mates about. Not quite as simple as the modern day remedy, but that's progress for you.

VIGILANTISM WITH SWORDS AND MAGIC

It may seem strange but video games don't seem to have caught up with progress yet. Take this for example, do the people take out a legal remedy for their problems? No, they get together and go after the guy with swords and magic. Still, it makes it a bit more exciting than a courtroom simulator, I suppose. *Legacy of Sorasil*, sort of *Hero Quest 2* but not quite (Gremlin's words, not mine). It's the first of a new series of Hero Quest games to blow the minds of adventurers everywhere.

DWARVES WITH BIG CHOPPERS

They've basically taken *Hero Quest* and ripped it apart to make this so much better. The graphics have been improved immeasurably and they have taken out that annoying dice thing altogether. You still have to play in turns, although this is not so annoying and time-consuming.

Your team of four all have their own attributes and specialities which you have to utilise to complete each level. Hmm, those levels... The new ones make the original *Hero Quest* look like a five-minute walk in the park. These suckers are huge. It takes an age to explore them and solve all the puzzles.

Hero Quest was great, and this is even better. Not that it's *Hero Quest 2* or anything – oh come on, it is, isn't it? It uses a very similar perspective, characters and game mechanics, it's just like it. Anyway, it's top stuff. Good graphics, a vast improvement on the original, a far easier to use control system (mixing spells is a lot simpler), some good eerie sounds and atmosphere, and some top vampires and other nasties to cut down. Why, it's an 80 percent game if ever I saw one.

I'll agree with Les that it's a bit tough, but combine this with the massive levels on offer and you've got a highly challenging game that'll last you ages and keep you mightily engrossed. If you didn't get the first one, and, er, also if you did, treat yourself to this immediately. It may not have the pizazz of some RPGs on the Amiga, but it'll keep you playing, and that's what counts. **TIM TUCKER** ■

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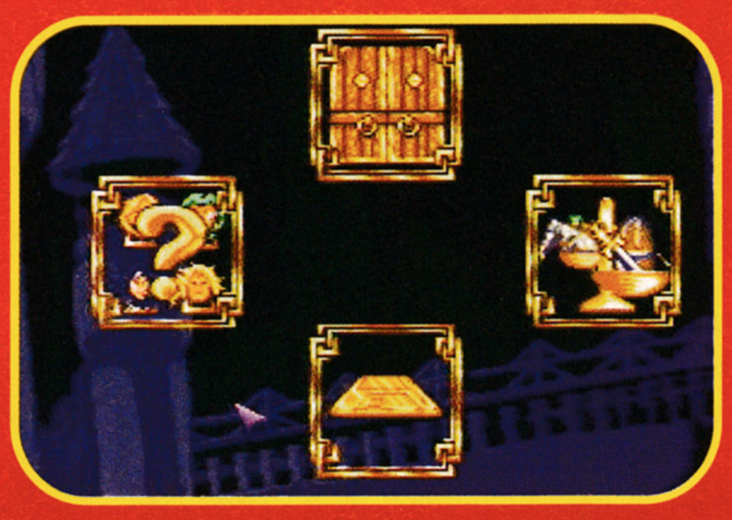
OPTIONS - CHARACTERS
DIFFICULTY - TOUGH
PLAYERS - ONE
SAVE GAME - YES
END ■

...What was he doing when I was being all big and tough and...



...killing loads of monsters? He was sat in a nice warm office playing games, that's what. Call that a proper job. These youngsters, eh?

Legacy of Sorasil is a huge adventure with loads to do and a lot of puzzles. The control system lets it down a little and feels clumsy to use. Be warned though, this is one tough cookie. It takes the best part of several hours just to look round the levels and the constant attention from vampires, skeletons and other mutants ensure that you are going to have to fight your way to the end.

VAMPIRES & SKELETONS – I THINK I'M IN LOVE

While it's a hell of an improvement on *Hero Quest*, *Legacy of Sorasil* is so difficult that I can see a lot of people being put off. If the difficulty doesn't put you off, the music definitely will, but that's another matter. *Legacy* is a fine 3D arcade adventure but it's very tough and gets repetitive after a while.

There are better adventures than this around, but it still warrants a look if you were into the original in a big way. **LES ELLIS** ■

Oh, why couldn't they just call it *Hero Quest 2* and have done with it? Eh? Oh no. It had to be The Legend Of Something thatsoundslikesorceroril. Jesus. Don't these people think of the widely recognised 'Shop Embarrassment Factor'? ("I'd like a copy of... of... Legacyo... ahem... asil, please." "What?" "Ahem. *Syndicate* would be fine. Cheers.") Still. Although this is still basically one of those wibbly RPGs carefully disguised as a vaguely trendy multi-player experience, in terms of gameplay, it's actually taken quite a sensible, accessible approach to the formula. And it's bigger, looks better, and is certainly more absorbing than the original. But, then, it is an RPG. So maybe I'm just being kind. And lying. Or something.
ANDY LOWE ■

GRAPHICS

The 3D works well, lots of gruesome characters and lovely locations.

SOUNDS

Naff music and some pretty nondescript sound effects.

PLAYABILITY

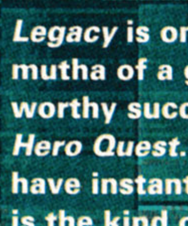
The exploration will draw you into the game but the control system is a little clumsy. It's easy to get into.

LASTABILITY

Loads of huge levels will keep you involved, but, ultimately, it may be a little too difficult for most people.

OVERALL

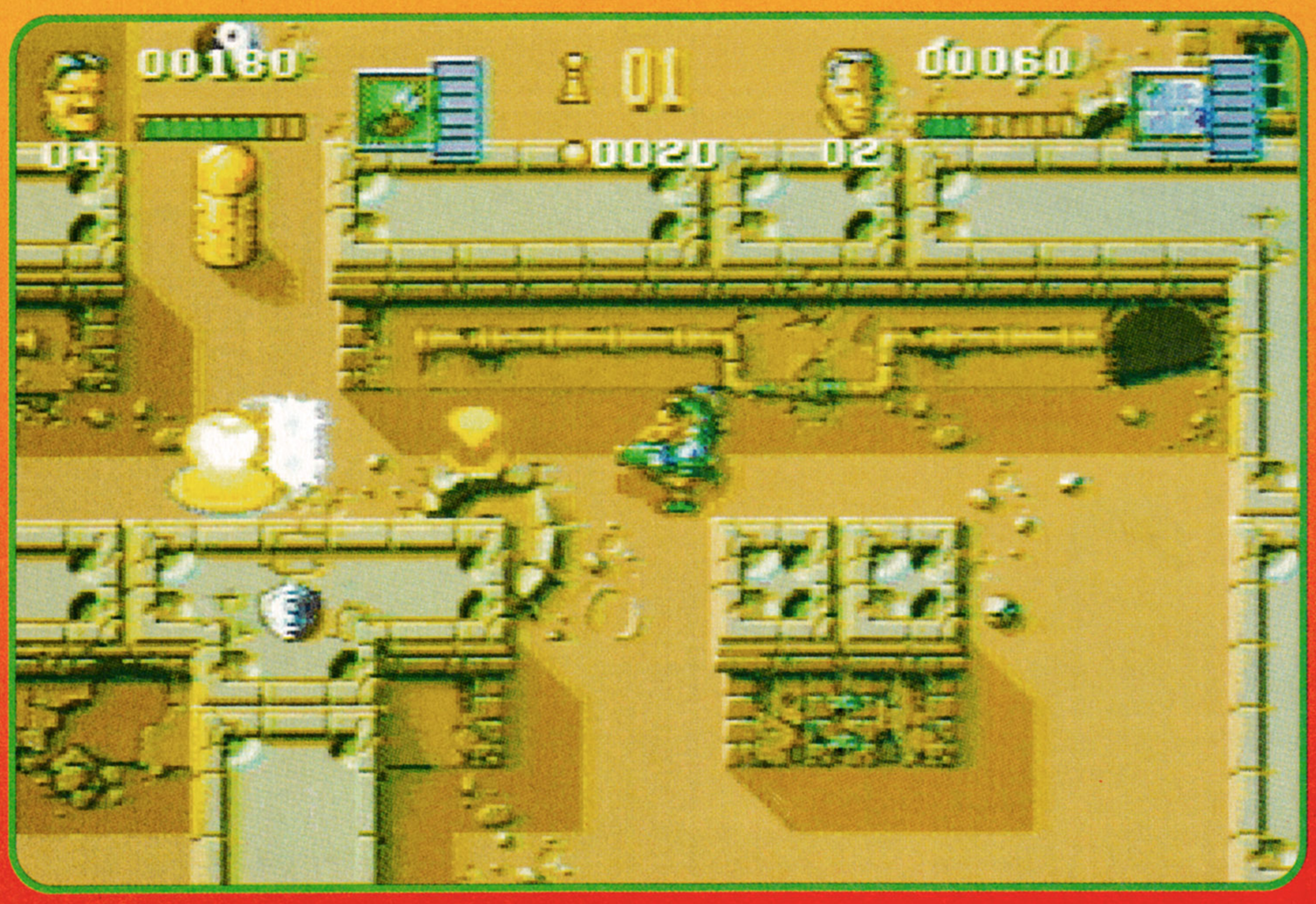
Legacy is one tough mutha of a game. It's a worthy successor to _Hero Quest_. It doesn't have instant appeal but is the kind of game that you need to spend time on to get the full impact of what is, in all fairness, a challenging and fairly addictive adventure game.
LES ■



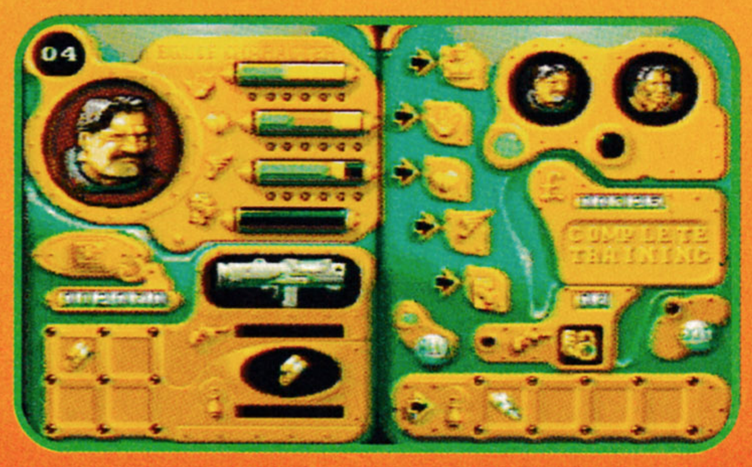
JUDGEM

GAMES MASTER TIP

In this room, send a spellcaster in first and search for treasure and items. You will find a sleep spell to use on the vampire. He will fall asleep and be easy to kill.



Top Victorian birds-eye view action in *The Chaos Engine*. Wandering around shooting powerful weapons at mutants has never been so much fun. And you can play with your mate, too.



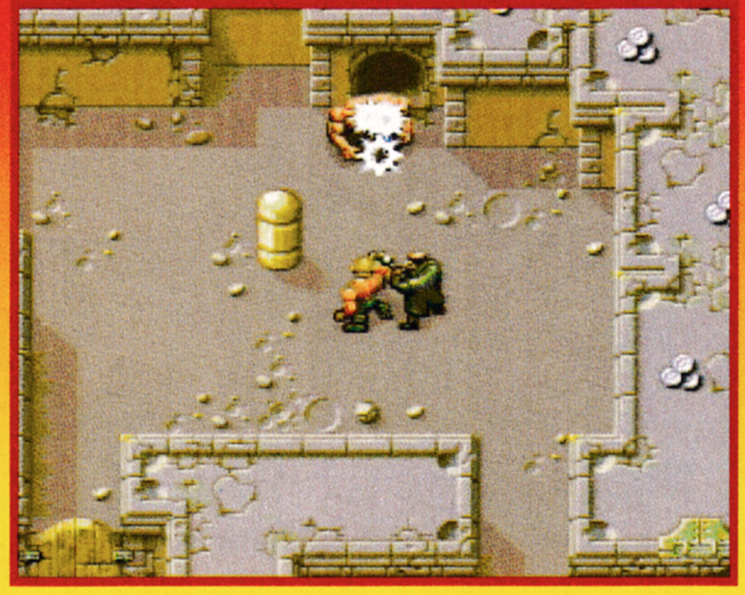
To be honest I find this screen a bit confusing, but it's where you stock up all your bonuses.

Well, it's nice to see a game that features a co-operative two-player mode. While others are encouraging you to rip your opponent's arms off as he writhes in agony, how refreshing it is to come across a game which pits you and your pal against a common enemy. Even if you haven't got a real friend, your Mega Drive gives you your very own sidekick, to accompany you on what would otherwise undoubtedly be an impossible mission.

The common enemy in this case is an army of foul and mutated creatures, who owe their existence to Baron Fortesque's experiments with the

THE CHAOS EN

Each of the different characters has a different skill, health and weapon. This bloke, the brigand, has a double-barrel shotgun. Nice.



As soon as a monster pops his head out of his hole, he's dead. If you think it's tough being the goodie, just imagine being a baddie. Eh?

At the end of each level this confusing screen details, in Victorian fashion, the bonus for objects collected, nodes activated etc...

Take a smidgeon of Victorian imagery: you know, art deco, handle-bar moustaches and top hats, that sort of thing. Add something more attuned to modern tastes: i.e. guns, monsters and explosive devices. Leave to simmer. You should now have something along the lines of *The Chaos Engine*, a sort of Dickens meets Arnie scenario. What could be better? Well, a smooth scrolling Dickens meets Arnie Scenario for a start.

GRUESOME BADDIES

As Tim says, this is a *Gauntlet* for the 90s and, like the Mega Drive version, the SNES one doesn't make too many attempts to improve on the Amiga original. The graphics do have that wholesome blocky feel that seems to come with most good SNES games, but looks-wise it's basically the same as its forerunner. This is no bad thing, considering how pretty the Amiga version was, but you can't help feeling that it could have been beefed up a bit.

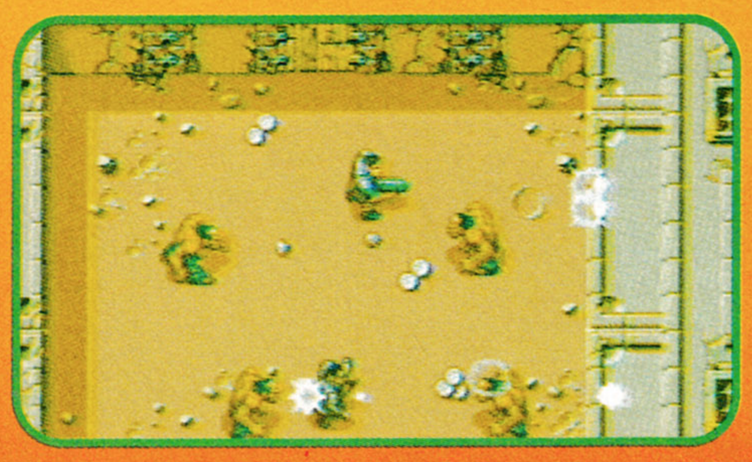
The basic objective is to activate, by shooting, a number of nodes on each themed, mazey level to open the exit. Along the way there are the obligatory gruesome baddies of various sizes, shapes and resilience, plus keys to open routes, switches and much needed health and weapon power-ups. The reason that these power-ups, and the between level character improvement shop, are quite so necessary is that you start with very little energy and are, thus, very vulnerable. About three hits and you're dead. You can't really afford to rush about madly charging into monsters, so a sort of creeping exploration with the odd moment of frenzied panic is the usual technique.

The Chaos Engine is all perfectly enjoyable and, despite my disappointment at the lack of improvements, I can think of worse Victorian flavoured top-down wander-abouts. Well, I can't actually, but only because I can't think of any other ones at all.

What I'm trying to get at is that *The Chaos Engine*, despite the lack of surprises and the jerky scrolling, is a decent shooter at heart and you won't be disappointed if you shell out for it.

WILL GROVES ■

THE CHAOS THEORY- THAT'S WHEN ANDY OFFERS TO MAKE THE TEA AND SPARKS A CHAIN REACTION OF DISBELIEF AND ASTONISHMENT AROUND THE OFFICE.



The beasties with the green hair are storming towards you. Don't let them get away with it.

Power-ups litter the battle ground, so pick them up!

eponymous *Chaos Engine*. The world is going crazy, and it's all this dodgy scientist's fault. KILL HIM! But first get to him, by wading through his mutant scum and reaching his fortress.

The Chaos Engine was a massive hit on the Amiga, and after more than a year it's finally arrived on the Mega Drive.

Happily, the gameplay's identical: there's loads to do, plenty to explore, and there's hardly a moment to breathe as everything comes at you from the very start with sinister haste. You'll have to have your wits about you with this one, as your health doesn't take many hits to deplete, and the monsters get nastier all the time. There are loads of pick-ups on the way though, which provide you with extra special abilities, health power-ups and keys to get to other areas.

So the gameplay's intact, but sadly the conversion to Mega Drive loses out in other areas. For a start no attempt has been made to enhance the graphics. The Mega Drive's increased palette is up to far better things, and, as far as I can tell, this is identical to its predecessor. This is not disastrous, as it always was an especially nice looking game, but it shows a little lack of effort.

Far worse is the dreadfully jerky scrolling. It's nowhere near as smooth as it was on the Amiga, and if you check out *Sonic the Hedgehog* you'll notice that scrolling is something the Mega Drive can do rather well when it wants to. It's sloppy and lazy, and I'm going to punish it with a ten percent reduction in the score. Apart from that, it's still the great game it always was, and well worth indulging in.

TIM TUCKER ■

FOR - MEGA DRIVE
FROM - MICROPROSE
TEL - 0454 326 532
AVAILABLE - JULY
PRICE - £44 - 49 (TBA)
END ■

OVERALL

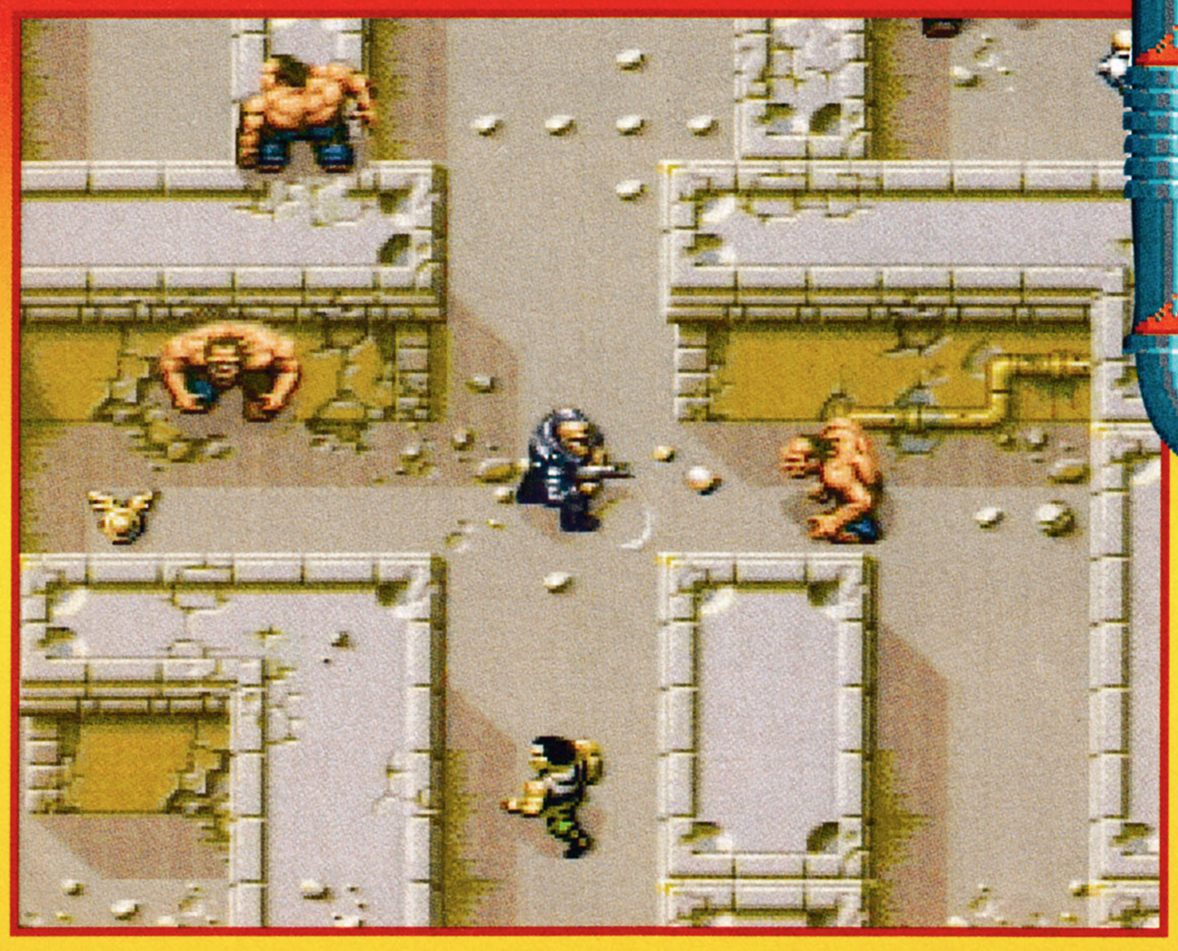
A lovely game is now available for the Mega Drive, and it's a good thing. Some lazy programmers have done the conversion, and they really should have sorted out that scrolling, which is an irritating strain on the eyes. And that's all.

TIM ■

JUDGEMENT

78

GINE



As the levels change, so do the baddies. This is the summertime drunk thug level.

FOR - SNES
FROM - MICROPROSE
TEL - 0454 326 532
AVAILABLE - JUNE
PRICE - £44 - 49 (TBA)
END ■

OVERALL

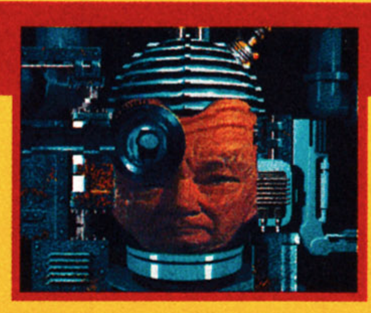
It's top down, involves shooting, demands exploration, progresses in a balanced, yet tough way and has a man with a large moustache. Yep, it's pretty good.

WILL ■

JUDGEMENT

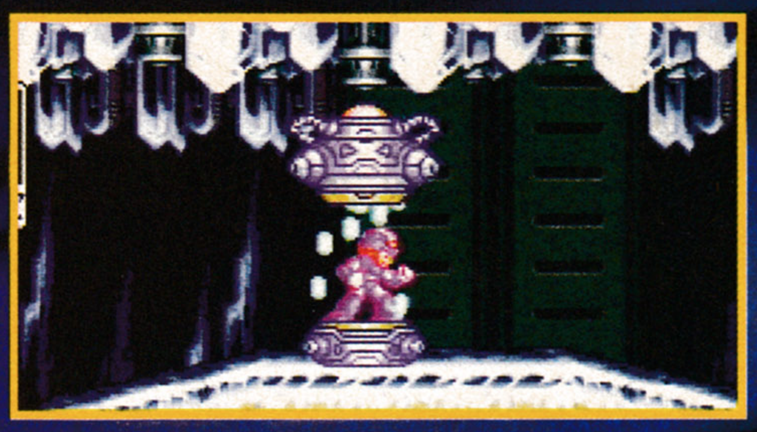
80

GAMES MASTER TIP

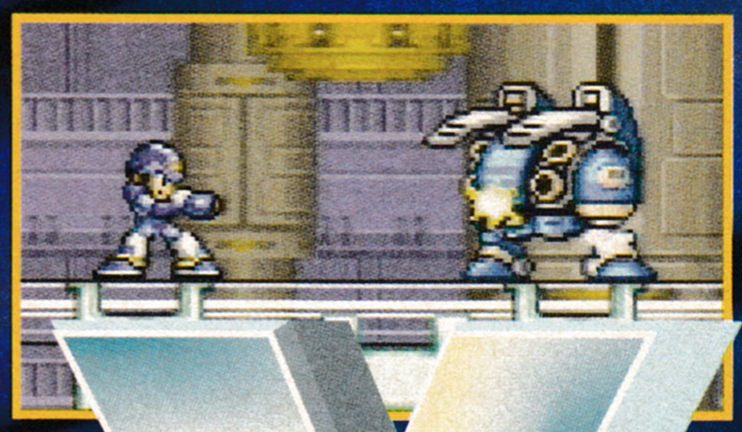


Don't run about like a hyperactive toddler as you'll soon run into more trouble than you can handle. Edge along until the screen scrolls a bit and take a step back. If you're playing with a friend, convince them to run on ahead and follow in their gung-ho wake.

Don't trust him! He looks cute and beguiling, but he's deadly.



At various stages in the game, Mega Man gets new powers bestowed on him by naive people.

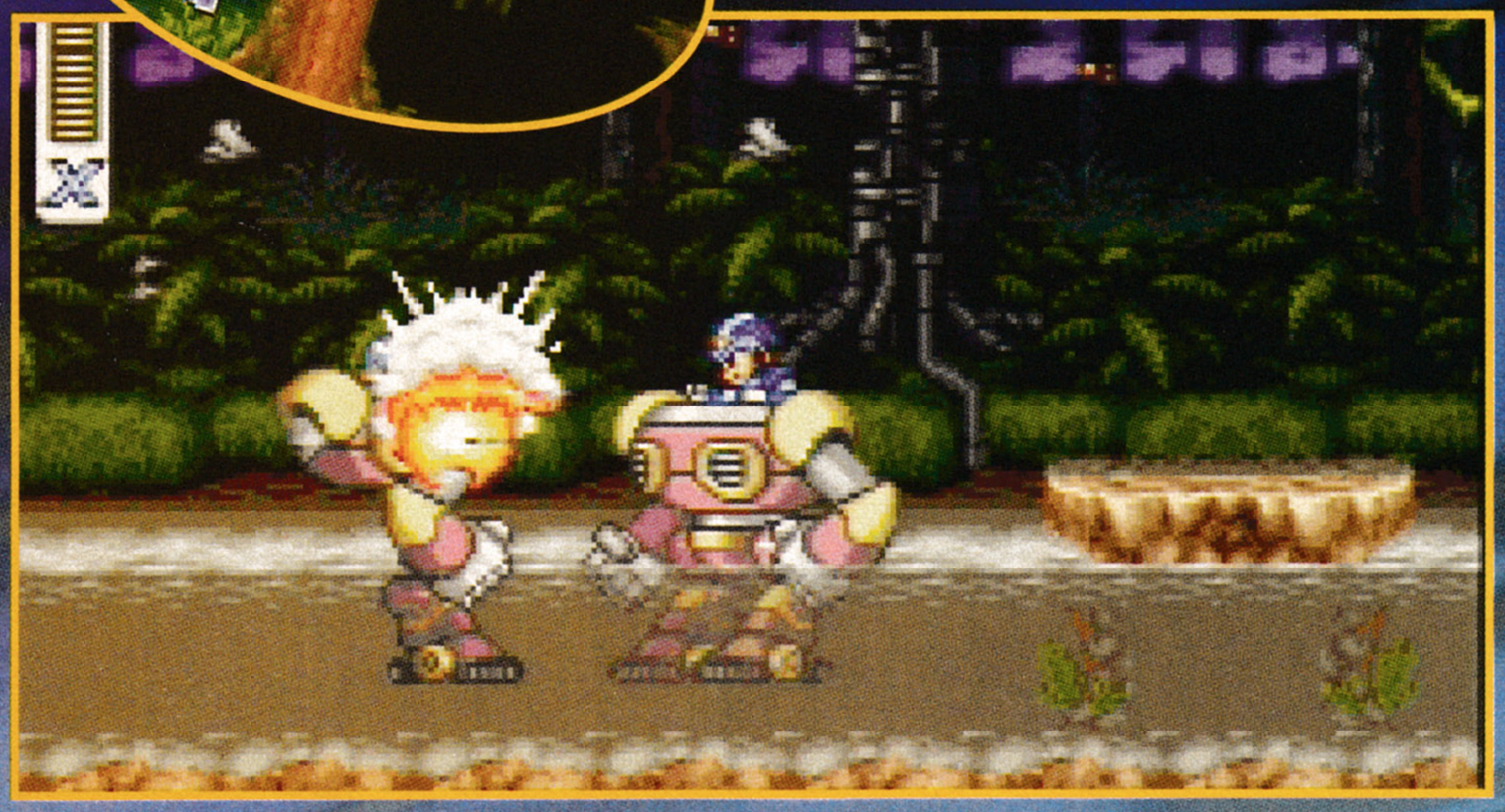


MEGA MAN X

The X actually stands for 10 (Roman numerals, you see), as despite being his first game on the SNES, Mega Man's had nine outings already on the NES and Game Boy. Not many things get to ten – Rocky slogged his way through five thrilling adventures, Nightmare On Elm Street came in six exciting instalments and Friday the 13th is currently on a staggering eighth incarnation, but none of them have reached the magic double figures (unless you count the 30 Carry On films, but people rarely do).

With this amount of background and experience you'd expect *Mega Man X* to be pretty darned good. The graphics go further to intensify this anticipation, being typical of the big, bold and colourful Capcom look, and it's also reminiscent of some of Konami's best games, with some absolutely huge sprites, gorgeous background detail and a peppering of intensely lovely graphical effects. Like the distorted underwater scenes, where the picture wobbles to illustrate the sea's refraction, or the enormous and ground-shaking explosions which occur throughout the game.

It's also packed with character. The main sprite is a typically charismatic, Manga-inspired hero of strange and slightly dubious origin, and the people he's up against are extremely odd, from the bonkers, boomerang-chucking Boomer Kuwanger, to the crazy elephantine lunacy of the Flame Mammoth. Oh, and the scenarios that they're set in are wonderfully varied, such as the mad trip down the shaft on a mine cart, and the stomping-around-swamp-lands-in-a-giant-robotic-armour-suit scene. It's all a real treat.



Climb into the robot suit and battle other men in robot suits. If you're quick you can finish off the driver before he gets a chance to jump into the suit, as he stands idly by eating a sandwich.

BO DEREK

The plot sets all this up well in a sort of Japanese Cyberpunk situation. Dr Cain has been looking for Mesozoic plant life (he should have just popped round my flat) when he comes across the remains of robot designer Dr Light's laboratory. Here he finds Mega Man, now termed "X", which I suppose isn't numerical this time, unless Dr Cain is labelling him "10" in the same way that Dudley Moore appreciated Bo Derek. He also finds all of Dr Light's design notes, and uses them to construct a new generation of

Oh dear, Mega Man isn't quite so mega any more, is he? If ever a game should have been truly mindblowing this is it. *MM*'s NES and GB pedigree is beyond question, but the programmers of the SNES version have managed to turn it from a full blown pedigree Japanese fighting dog into a mutt-like Santa's Little Helper from out of the Simpsons. Now maybe Mega Man should retire with his tail between his legs and get taken to the vet for some boosters. Nice looks, but shame on you for that lousy gameplay, Mr Programmer. Take six sharp, short smacks across the bot and don't do it again. Tell 'em like it is, Tim. **LES ELLIS ■**

I don't really know what this thing is, but he's got a ball on a chain, and it hurts.

Although this is the easiest of the bosses, it's still an extremely frustrating experience. It caused me to yell out the highly amusing words – "I was killed because I touched a penguin."

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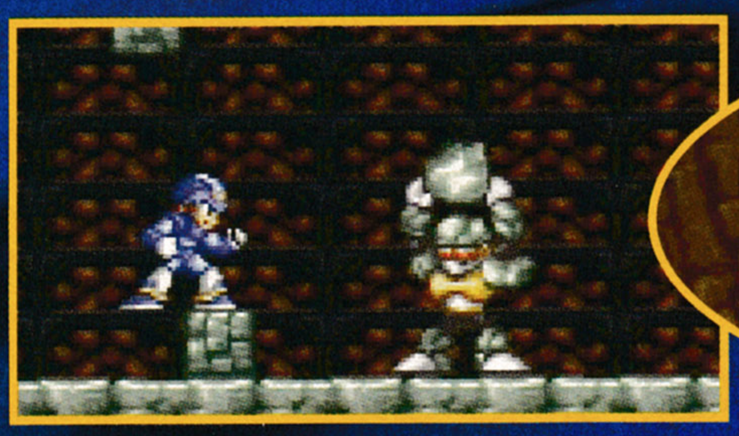
GAMES MASTER TIP

When fighting the bosses, climb up the walls to keep out of their way, then land when their defence is down and get some shots in.



"Give me my money back, or I'll chuck this rock at you. Hey, that gives me an idea for a game."

Waheeeey. I had one of these when I was a kid, except it didn't have the spikes.

Mega Balloon Legs, more like. Bell bottoms are out, man.

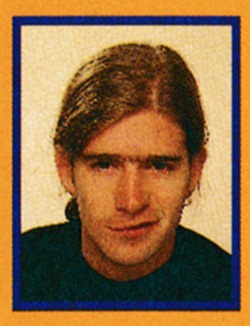
robots. Displaying a worrying commitment to the marketing possibilities he calls these "Reploids", and puts them to all sorts of menial but difficult jobs that humans hate doing, like taking back library books and stuff like that. Anyway, things go wrong when the reploids start going maverick, particularly the most intelligent and dangerous one yet built, Sigma. Sigma decides that humans are inferior and limiting the growth of the reploids, and sets about wiping them from the face of the earth. It's X's job to wade in and sort these cyber-geezers out.

There are nine levels, each culminating in a boss reploid. You can take the levels in any order, although you can't take on Sigma until you've finished off the other eight. The great thing is that when you beat one of the reploids you absorb some of his power, in the form of an extra special weapon, which obviously helps you to progress through some of the more difficult levels.

LET THEM LOSE ENERGY

So then, there's lots to do, great graphics, a tangible sense of progression, and a flexible choice of play area. Sounds great, but I'm afraid the picture isn't that rosy. It seems that all this gloss has caused the programmers to forget some fundamental elements of the gameplay itself. The levels themselves are all incredibly linear. At every single point in the game, with a few minor exceptions, there's only one way to go, and that's it. Shoot-em-up fans may well be used to this sort of game design, but a platformer needs to provide a lot more for you to find and explore. We may sound derisive about bonus rooms and special stages, but we all love them really.

The approach here appears to be of the "let them lose vast amounts of energy due to horrendous odds, but chuck a load of health power-ups in at the same time to give them a chance of not dying" school. I ▶▶



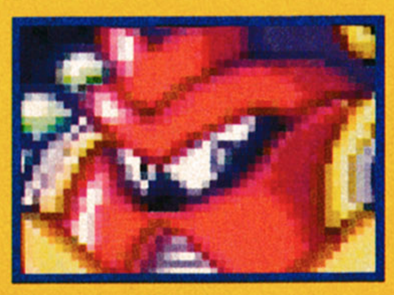
Personally, I don't even think it looks that great. I mean if you've seen one post-apocalyptic industrial wasteland you've seen them all, and the baddies look mundane to say the least. Some of the set pieces, like the mine train are nice enough, but I think Tim, softy that he is, is overemphasising the quality of the graphics. And since this is the only positive thing that you can say about the game, someone somewhere has got some explaining to do. We were led to expect a large, well designed platformer, but what we got was a bundle of inconsistent and frustrating gameplay design.

WILL GROVES ■

ALL THESE WORLDS ARE YOURS

LAUNCH OCTOPUS

Naturally enough, Launch (to his friends) lives underwater.



He's big, he's ugly, he has eight arms, and he's annoyed. Oh yes.

CHILL PENGUIN

It's cold , there's lots of snow and little robot rabbits with laser eyes.

Penguins have caused me much amusement in my life. Except this one.

FLAME MAMMOTH

Fire is the theme of this level, and there are a few more platforms too.

Looks a bit like one of the main characters in the Banana Splits.

BOOMER KUWANGER

Boomer's got a great boomerang weapon, which is worth having.

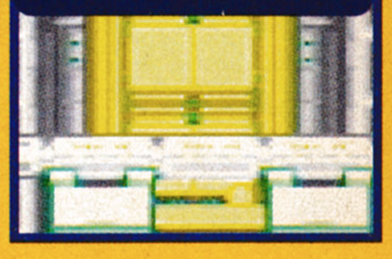
I reckon they should have made him more like a kangaroo.

STING CHAMELEON

An idyllic woodland setting conceals evil furry animals.

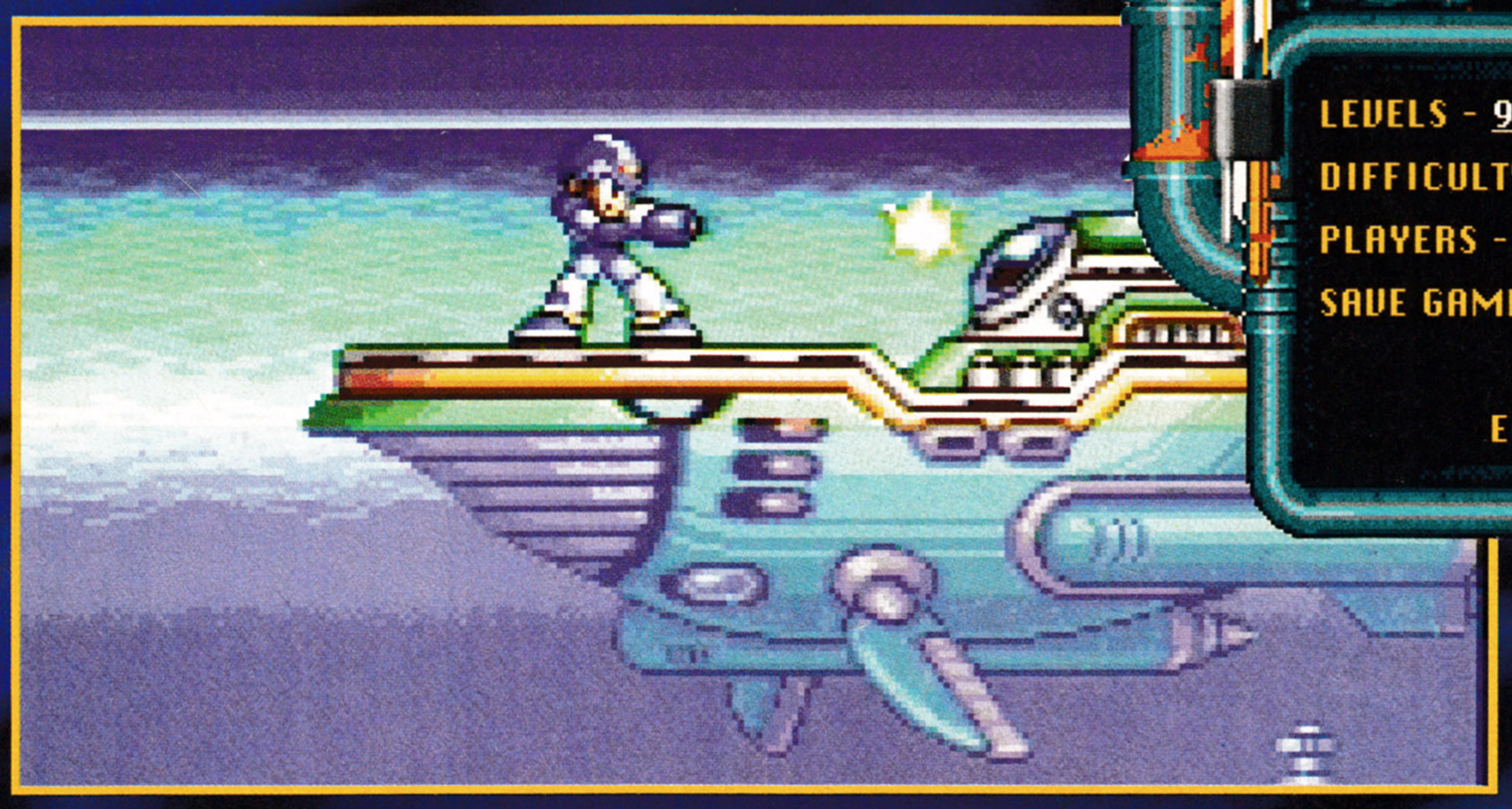
Watch for his great Predator impersonation, and avoid his tongue.

SPARK MANDRILL



An outrageously irritating level. Avoid the sparks, if you can.

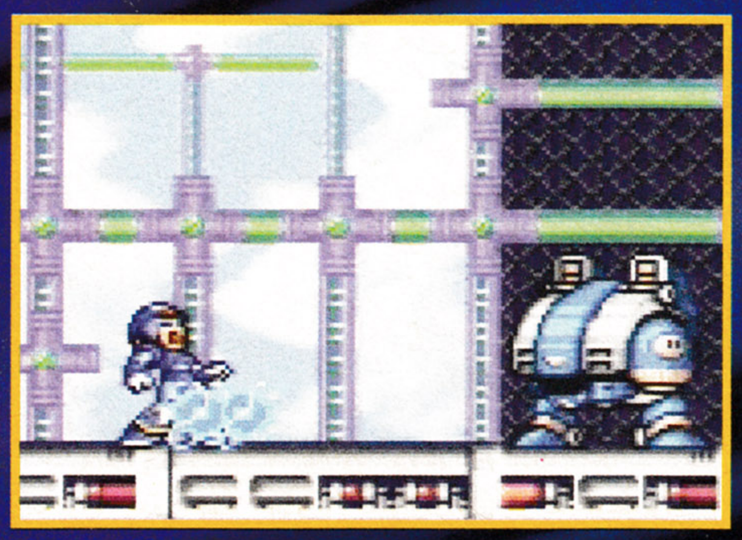
Sparky, as he's known to his friends, but to you it's Mr Mandrill.



Climb up the dangerous looking wind tunnels in the Launch Octopus level and you'll find this boat thing. There appears to be very little purpose to this, but it's, er, different I suppose.

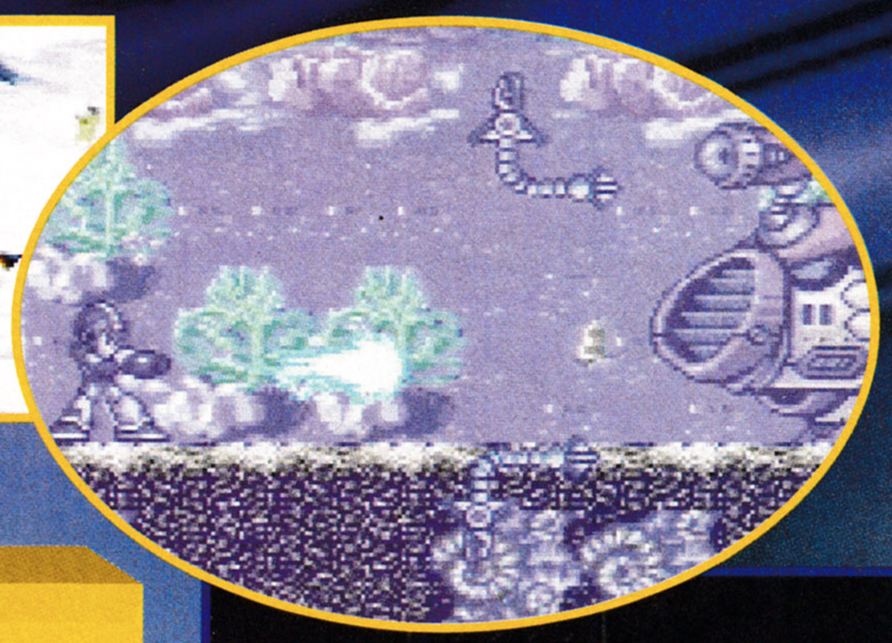
◀◀ hate that. There are loads of places in the game where there's no chance of avoiding being hit, and I think it's wrong that a game should punish you through its own design faults. There are also some glaringly dull sections to balance this – fighting the mid-level boss on the Launch Octopus level is entirely tedious – you standing on a high post to the right of the screen and aiming shots at his head and tail while he swims around without attacking you. Yawn.

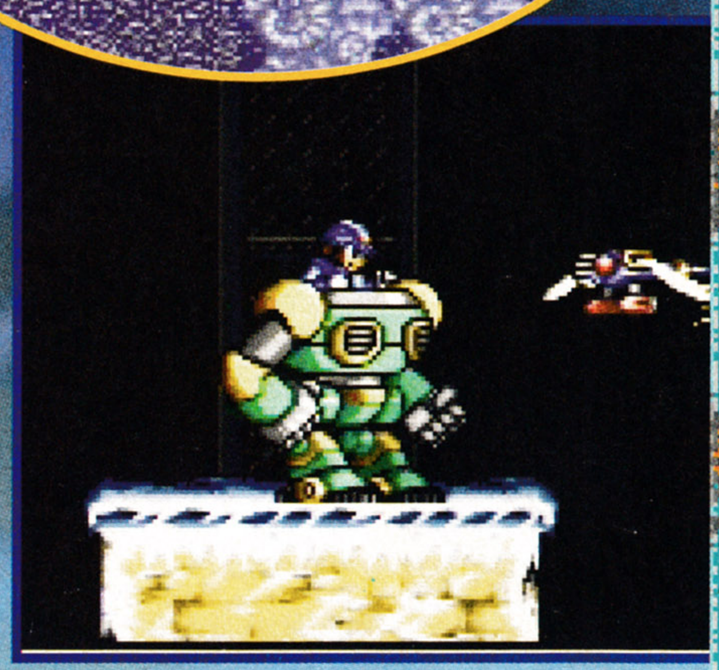
The experience of playing *Mega Man X* produces a blend of emotions. The graphics and game design make you feel that this game must be good, and the feel of it is certainly spot on. On the other hand, the gameplay is full of severe frustration-enhancers, and there's also some horrific slow-down in places which spoils the gameplay even more. Not disastrous, but at the very least highly disappointing. **TIM TUCKER** ■



On confronting the ED-209 look-alike, Mega Man gives forth the nastiest sneeze on record.

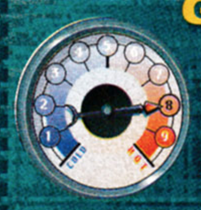
Robot rabbits, just like I said. They actually look quite cute too.





Just goes to show what the right diet and an intense course of body building can do.

GRAPHICS



Lovely, bold, assertive and colourful – that's me. And I like these graphics too.

SOUNDS

Not bad. And I don't mean "Not Bad" in the chirpy colloquial GamesMaster sense, but simply, er, not bad.

PLAYABILITY

If these graphics weren't so smart, the game would appear awfully flat and uninspiring. Which is how it plays.

LASTABILITY

The levels don't take long to get through, but the bosses are fearsomely tough, which is a minor criticism in itself.

OVERALL

It's sad, but this game could have been so much better. As it is it's more than half way there, and, despite the flaws, it retains your attention and demands constant effort. But the gameplay (ahh, always the gameplay) will quite often drive you up the wall, and that's just about the worst thing you can say about a game.

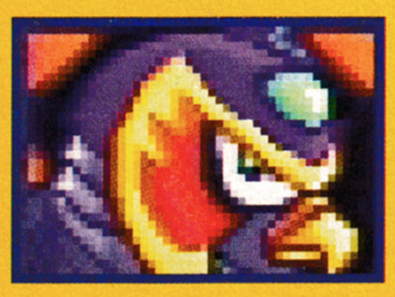
TIM ■

STORM EAGLE

Another wind-up. Why do the baddies keep reappearing?

ARMOURED ARMADILLO

The part where you get to shoot down a rail track in a cart (yawn).



He dive-bombs you from all angles and tries to blow you off the ship.

I'm sorry, I haven't met him. It's a tough level this one.

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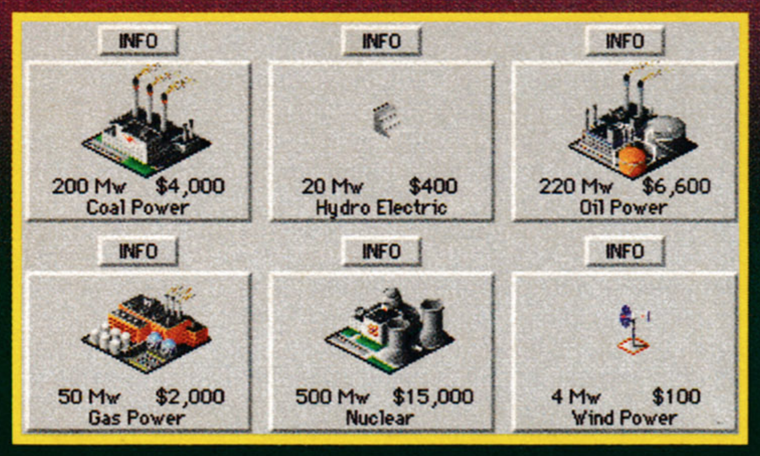
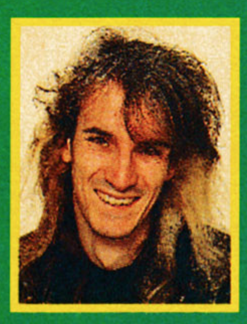


Power to the people. Do you go for a nice, safe, solar power generator or do you go for a dirty, fallout ridden, cancer-giving nuclear time bomb?

SIM CITY 2000

WE'D LIKE TO SEE SIM BIBLE WHERE YOU MAKE THE EARTH AND THEN EXECUTE SOME POLITICAL OR RELIGIOUS LEADER.



Which of the following appeals most to you as a way of spending weeks, maybe even months of your life?

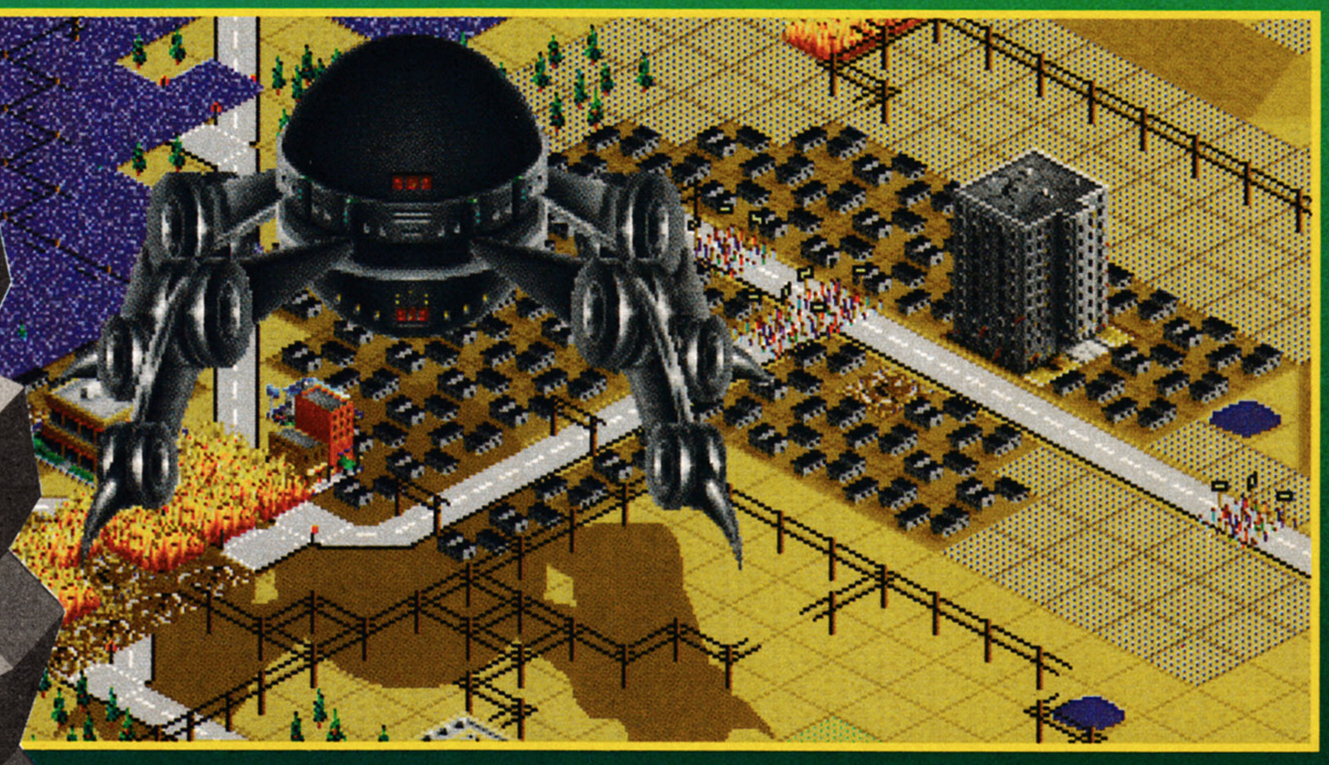
A) Going to school, coming home, doing your homework, watching TV, and then going to bed. Waking up and repeating the process.

B) Waking up early, having a row with your missus, going to work, rowing with your workmates, coming home, eating a gross meal, rowing with your missus and going to bed. Wake up and do it all again.

C) Sitting in a nice warm room, building up huge cities on your computer, affecting the lives of thousands of people, making all the important decisions and, when you get bored, you can set monsters to kill everyone, or order plane crashes on the local church, or maybe order a natural disaster.

I know which one I'd choose and if I know you lot well enough, then I know which one you'd choose as well. You want C, don't you? You don't want to have to mess around with homework that your teacher won't even look at properly and you sure as hell don't want to have to go and do some crummy job. You want to play God with people's lives. You want to be responsible for building huge cities and then knocking them over when you've had enough, just like some kid with his little building blocks when he gets bored.

Sim City 2000 should carry a government sadness warning. Something like: Warning: Playing



A modern miracle of architecture that would have Prince Charles turning in his grave? No, actually it's an alien invasion trouncing your once proud city.

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Les's Town th

Iraq Adversaries Occupy Supply

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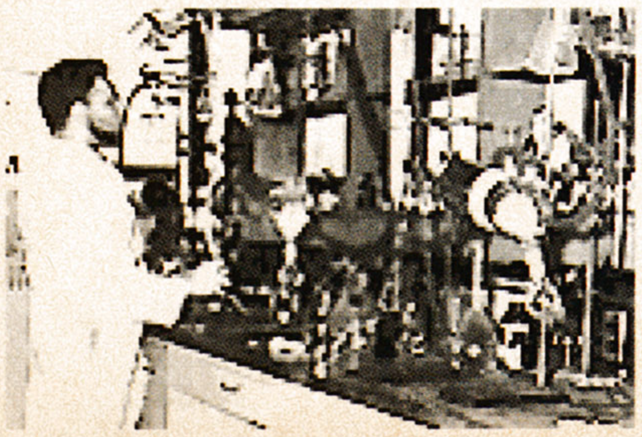
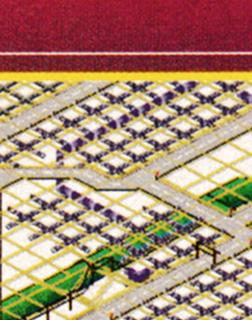


Hit The Avenues

Build a subway station and tunnel. It's a pity you can't let American Werewolves run loose in it.



Admittedly, if your hunger for gaming experience can only be satisfied by the dizzying pace and garish visual attack of the latest beat/shoot-em-up, then *Sim City 2000* is going to feel a little strange. Daunting. Unreachable. And yet – despite the size of the manual, it's easy to 'get into' and is instantly gratifying. A bit like – (*No!* – Alison).Perfect entertainment for armchair megalomaniacs.

ANDY LOWE ■

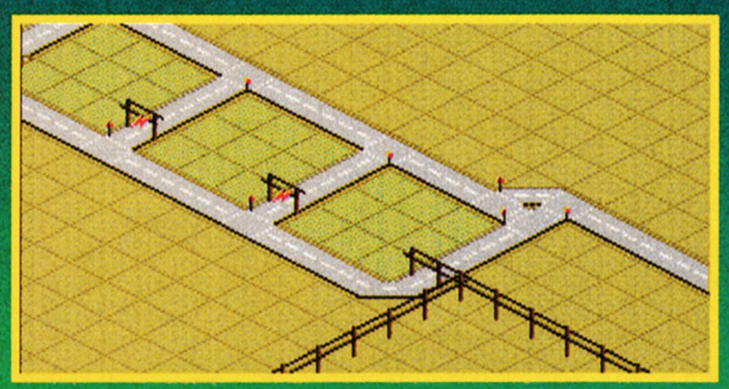
Build your very own ghettos

this game will lead to the end of your social life, or maybe Warning: Playing *Sim City* could cause terminal sadness. It absolutely oozes playability and handcuffs you to your machine as you just have to push your city through another year to see how well it's doing.

Sim City 2000 looks gorgeous. The detailed graphics are a pleasure to use and... oh God! I think I'm falling in love with this game. To give you some indication of how good this is, only *Streetfighter 2* causes arguments over whose turn it is next – and those arguments are nowhere near as nasty as the ones caused by this. I'm not joking, just try touching someone else's city and you get threatened with all kinds of disgusting things, particularly Andy, who gets real touchy if you mess with his Sims. Not all games encourage violence either. What are you going to do after a game of this – go out and design a downtown commercial business park? Not quite the same as going out and dragon punching yer mates, is it?

My missus is already suspicious, she thinks I'm having an affair – if only she knew the truth. She has been replaced by a mere computer game. I'm obsessed. Maybe if I named my new subway station after her she'd understand. Be warned, this rates as one of the most absorbing games ever. I'd rather spend time on this than getting a kickin' from Andy on *SF2*. It's a rare occurrence for me to become so absorbed in a game. One game is all it will take to get hooked. It's the best thing ever. **LES ELLIS ■**

Your communities will flourish faster if they aren't sprawling and hard to service. Keep them compact and people will move in faster. The same applies to industrial and commercial zones as well. Surround all your zones with roads too.

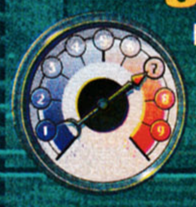


Sim City 2000 is

GRAPHICS

Look at the little buildings. They're so sweet. Oh and there's some roads, and ships as well. Ahh.

SOUNDS



Really annoying music but some excellent spot effects to help indicate how well you're doing.

PLAYABILITY

Instantly accessible, easy to use but for some reason my hand becomes stuck to the mouse whenever I play it.

LASTABILITY

One game, that's all it takes to become addicted. Scary stuff, huh? A game that can literally last forever.

OVERALL

A real gamesplaying experience. Everyone here is hooked (which doesn't happen often). The game offers so much depth and challenge that you may as well throw out the rest of your games – you won't need them after playing this. Sim City 2000 is without a doubt, unquestionably *the* best thing ever. I love it.

LES ■

Oh, shut up, Tim. Yeah, yeah, we're all fully aware that you enjoy a semi-carnal relationship with your hard drive. "Hey, darling, let's install!"; "Whirr dirty to me, baby!"... and other only vaguely amusing hard drive-related phrases that I can't actually think of. But, aside from Tim's deeply dubious passion for such a dull piece of equipment, the bit about more relaxed *Beneath a Steel Sky* playing was dashingly correct. Do not attempt this game without a hard drive! (*That's enough hard drives* – Alison). Ahem. The game itself is a beautifully designed point-and-click affair which is actually a bit of a cross between *Shadowrun* (atmosphere, look, cyberpunk-type wibble) and *The Secret Of Monkey Island* (humour, intricate and flexible game engine). *BASS* is the kind of thing the Amiga was made for. It lovingly clasps it to its bosom with rigorous ferocity, and – oh – it's just generally exciting and fashionably great in loads of most good ways. Buy it immediately. **ANDY LOWE ■**

want to, it isn't something that I would inflict on my worst enemy.

YER BEST MATE'S A JOEY

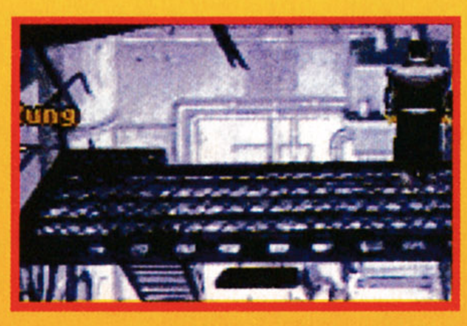
If you do live through the experience of installing the game, what do you get?

Well, apart from the knowledge that you're partly responsible for getting rid of the world's floppy disk mountain, you also get a cracking adventure. Set in the future, you play this geezer who has a pet robot called Joey. Together they have to escape from the city and the security guards who are after them. The graphics suit the game very well with the influences of the artist showing through all the time.

The point and click interface makes it easy to control and there's a wonderful sense of humour throughout the game, always a help when you've got a huge adventure to plod through. The puzzles are logical, so you don't have to sit for days on end pondering the imponderable.

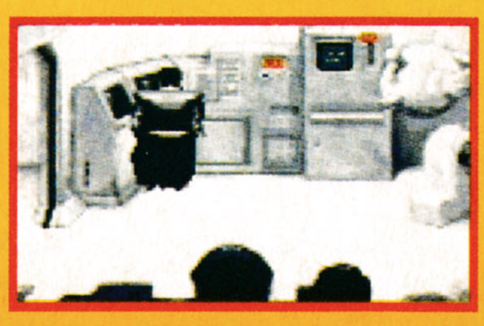
This rates above the likes of *Indiana Jones and the Fate of Atlantis* but doesn't quite beat *Monkey Island 2*. If you have a hard drive, though, I thoroughly recommend this great adventure. **LES ELLIS ■**

THE FINAL SOLUTION



Get the rung from the ladder and use it on the door to get away from the guard.

When he's gone, go down and right, check out the junk and put the circuit board in it.



Stand on the lift to set off the alarm, then run right and get a spanner from the cupboard.

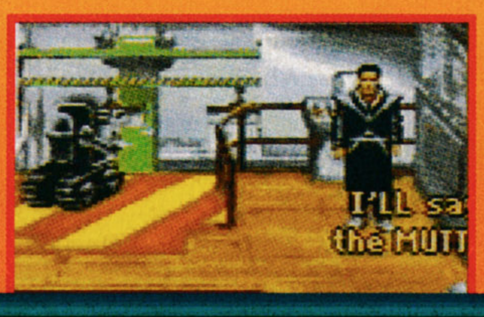
Go back, get Joey to start the robot and jump down.

Get Joey to open the door. When Reich dies, get his stuff.

Go to the factory and try and walk through to the second.

Talk to this girl and get the proper name for a nasty old safety inspector.

Put a spanner in the works to stop the machine. Then send Joey into the stores.



GRAPHICS

Yes, very cyberpunk, very 2000 AD. Good use of shading and colour to create this futuristic atmosphere.

SOUNDS

A few spot effects and some neat intro music. Nothing else to speak of though.

PLAYABILITY

Loads of puzzles, good learning curve, but only really playable if you have a hard drive, if not don't bother.

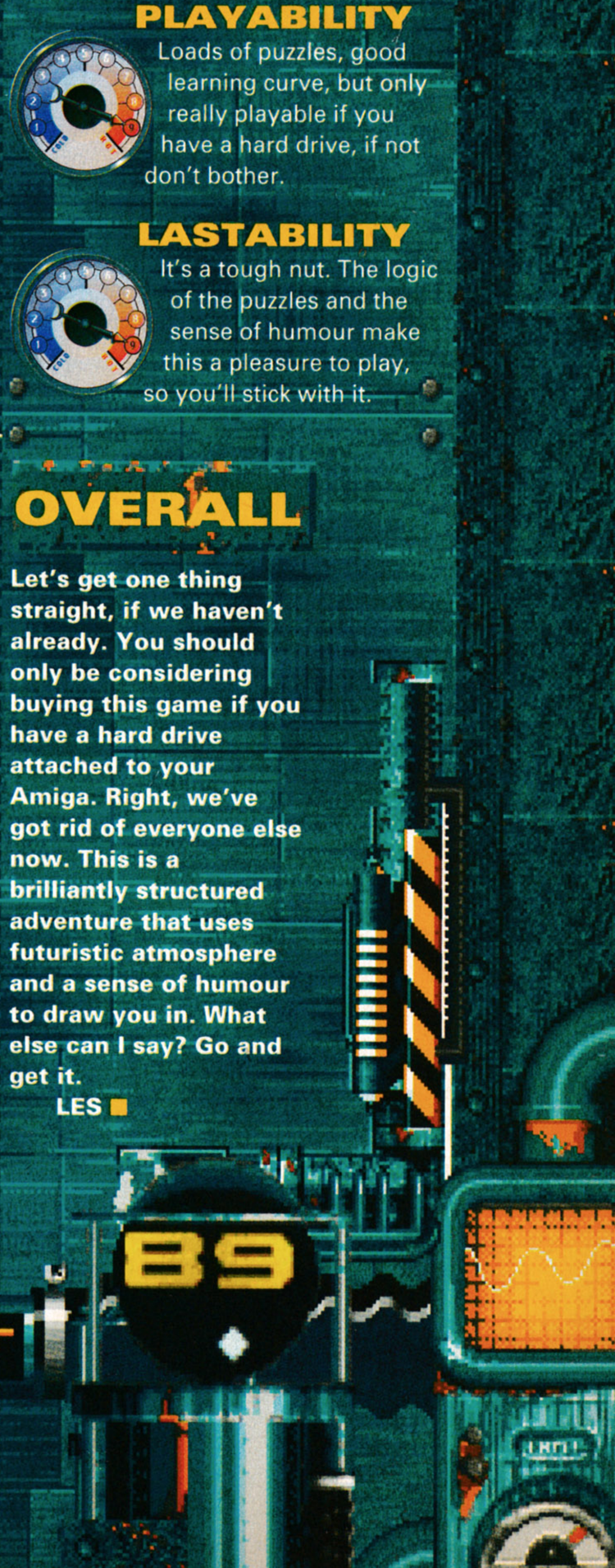
LASTABILITY

It's a tough nut. The logic of the puzzles and the sense of humour make this a pleasure to play, so you'll stick with it.

OVERALL

Let's get one thing straight, if we haven't already. You should only be considering buying this game if you have a hard drive attached to your Amiga. Right, we've got rid of everyone else now. This is a brilliantly structured adventure that uses futuristic atmosphere and a sense of humour to draw you in. What else can I say? Go and get it.

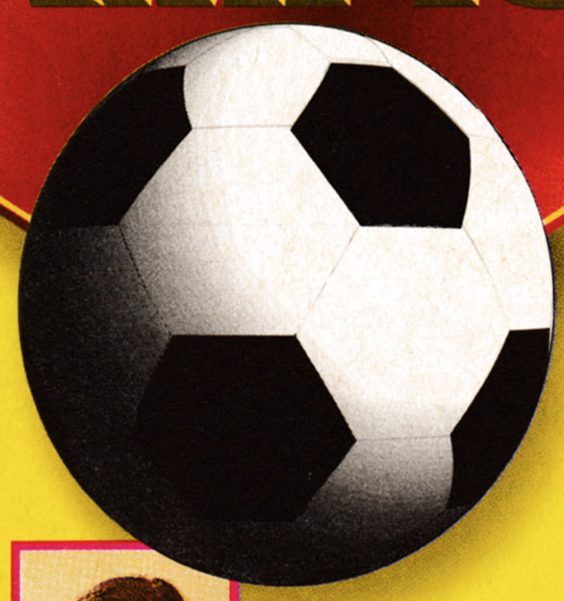
LES ■



Hut, 22!, 23! Red! Blue! Touchdown! Oh, sorry, goal.

It's Great Britain, the non-existent national team, about to take part in the non-existent World Class Cup Competition. We might have got there with a British side though. Think about it. Gascoigne, Ince, Giggs...

RYAN GIGGS CHAMPIONS



I'm a bit upset about this. It's bad enough that we're not going to America, but this just makes it worse. This American produced 'soccer' game confirms all the misgivings that we've held about Yanks and footy. They just don't get it.

The language they use is a dead giveaway. It's all offense, defense and midfield, talked about as discrete units instead of as parts of an integrated team. The commentary segments are determined to apply the alien concept of 'plays', and the British teams are represented by Scotland, Wales and Great Britain. That's right, as far as the makers are concerned there's no distinction between England and the UK. Quite where they think Scotland and Wales are, I wouldn't like to guess.

This sort of sloppy attitude pops up again and again. Germany play in yellow, the World Cup becomes the 'World Class Cup Championship', full time becomes 'match', the defenders stand behind each other, and the keeper becomes the goal tender, for God's sake. I mean, if they're going to look after the world's largest and most prestigious sporting event they might as well try to find out some of the basic terminology and facts, instead of their current methodology of making them up as they go along. It might seem picky, but if they can't be bothered with the basic facts do you think they worry about the game itself?

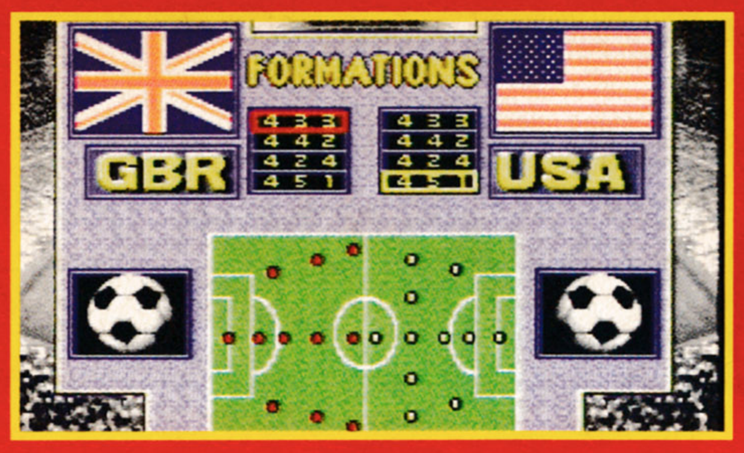
Surely Giggsy must have put them right? Well, let's be frank: it's fairly clear that at no point in the conception, design and programming of this game was anybody with the slightest knowledge of the game consulted. Given that there's a language option I'd be very surprised if this wasn't marketed with a

Some blokes running around, doing various things. Yesterday.

This is something you'll rarely see from a human in *Ryan Giggs Champions*. A well worked, crossed and headed goal.

Ooh, look, a footballer! What's that funny star thing? Mumble, mumble.

FIFA ARE ACTUALLY UNDER PRESSURE TO FORCE A BRITISH SIDE TO REDUCE THE NUMBER OF VOTES THE HOME COUNTRIES HOLD. CURRENTLY WE HOLD 3 OF 4.

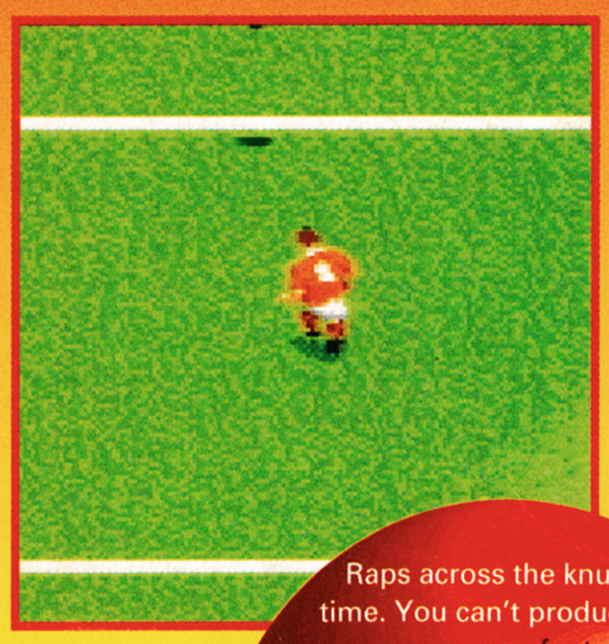


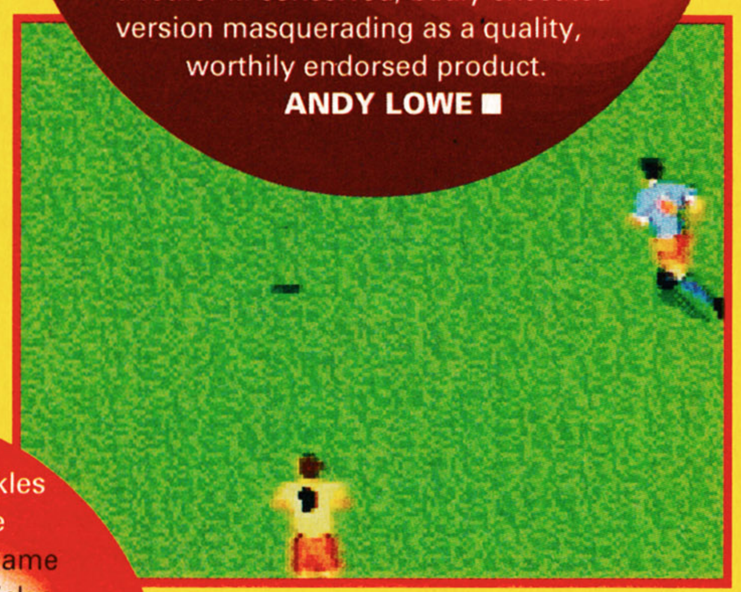
...Rush, Coton, McGrath, Strachan etc... Still, I don't think we need Americans rubbing it in, do we?

A stupid git with bad hair. Come back, Jimmy Hill.

GAMESMASTER TIP

When you get the ball, don't try to kick it until you're in a lot of space. To reach a less frantic area of the pitch, hammer on the X button and run to a less congested part of the field. Then you can kick the ball.





Oh! That player control! It's ugly, smells of canals, and I want to stamp on its head. It's sluggish, frustrating and laboured (as opposed to, say, *Sensible Soccer*'s erm, sensible arcade-like mechanics). The SNES is hardly gagging for quality footy games (it already has *Sensi*, *Striker* and *Virtua Soccer*) and, what it certainly doesn't need is another ill-conceived, badly executed version masquerading as a quality, worthily endorsed product.

ANDY LOWE ■

Raps across the knuckles time. You can't produce a crap footy game and then stick a famous name on it to try and sell it. Acclaim are changing the name of this in every country to cash in on the stars. Don't be fooled, this is terrible.

LES ELLIS ■

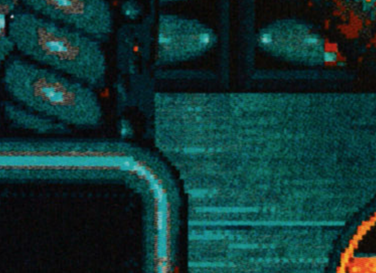
different player endorsement in each country.

The game itself is, I can confidently let you know, terrible. Sure, it looks nice and the context-responsive crowd sounds as good as any others I've heard but it's a dog to play. A dead dog. You've got the usual pass or hoof options, but should you decide to go for either, your previously relatively mobile player stops dead in his tracks and laboriously lifts his leg and swings it at the ball, which by this time is probably long gone. The view of the pitch is too small, the ball moves awkwardly, and the referee's a – perhaps not. The kicks work on a charge up basis – i.e. the longer you hold the button the further the ball goes – but the view is so restricted that if you kick it any distance there's no way of knowing where it will end up, making it difficult to do any of the volleys and headers that you should be pulling off.

It's crap – it's inaccurate and bloody American. *FIFA International Soccer* has a worrying American TV feel but is a great game. *Ryan Giggs Champions* is dire. It's objectionable in approach and incompetent in execution. Go and buy *Sensible Soccer* and strike a blow for good gameplay.

WILL GROVES ■

This is the toss, which is, of course, fully televised. In the background you can see the coin flip as well.



GRAPHICS

The players look reasonably realistic and their lunging and jumping about is actually quite well done, if a little jerky.

SOUNDS

Good crowd noises and clear player selection registration are probably the best things in the whole game.

PLAYABILITY

Dreadful. The players don't respond well and the time it takes to kick the ball is a mile the wrong side of infuriating.

LASTABILITY

Atmosphere is destroyed by Americanisms and the cruddiness of the engine means you're odd if you come back.

OVERALL

Deserves to be taken aside by Vinny Jones and given a good kicking for its bad gameplay, hopeless innaccuracy and sloppy attitude. Very, very disappointing.

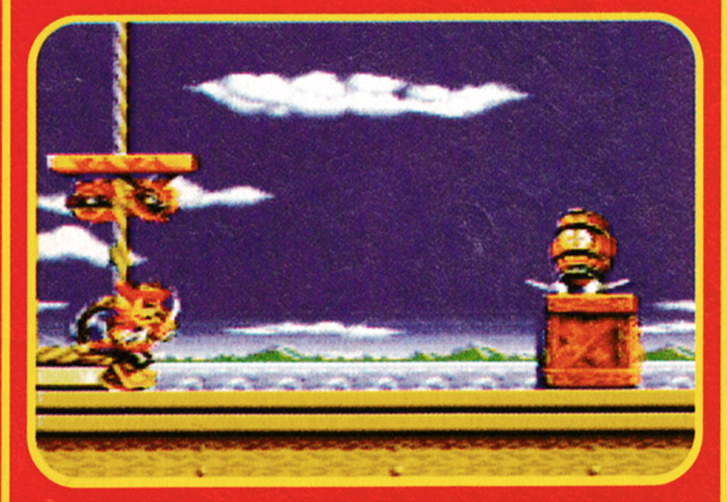
WILL ■

High seas HAVOC

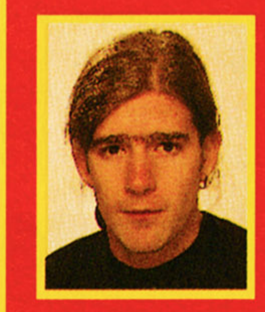
DEATH THINGS

1. Fail to jump and end up flattened by a dangerously mobile boulder.

2. Fail to avoid a bomb, fire or cannonball and go up in flames like a man in a shellsuit.



3. Finally, get a barrel stuck on your head by, um, failing to avoid it.



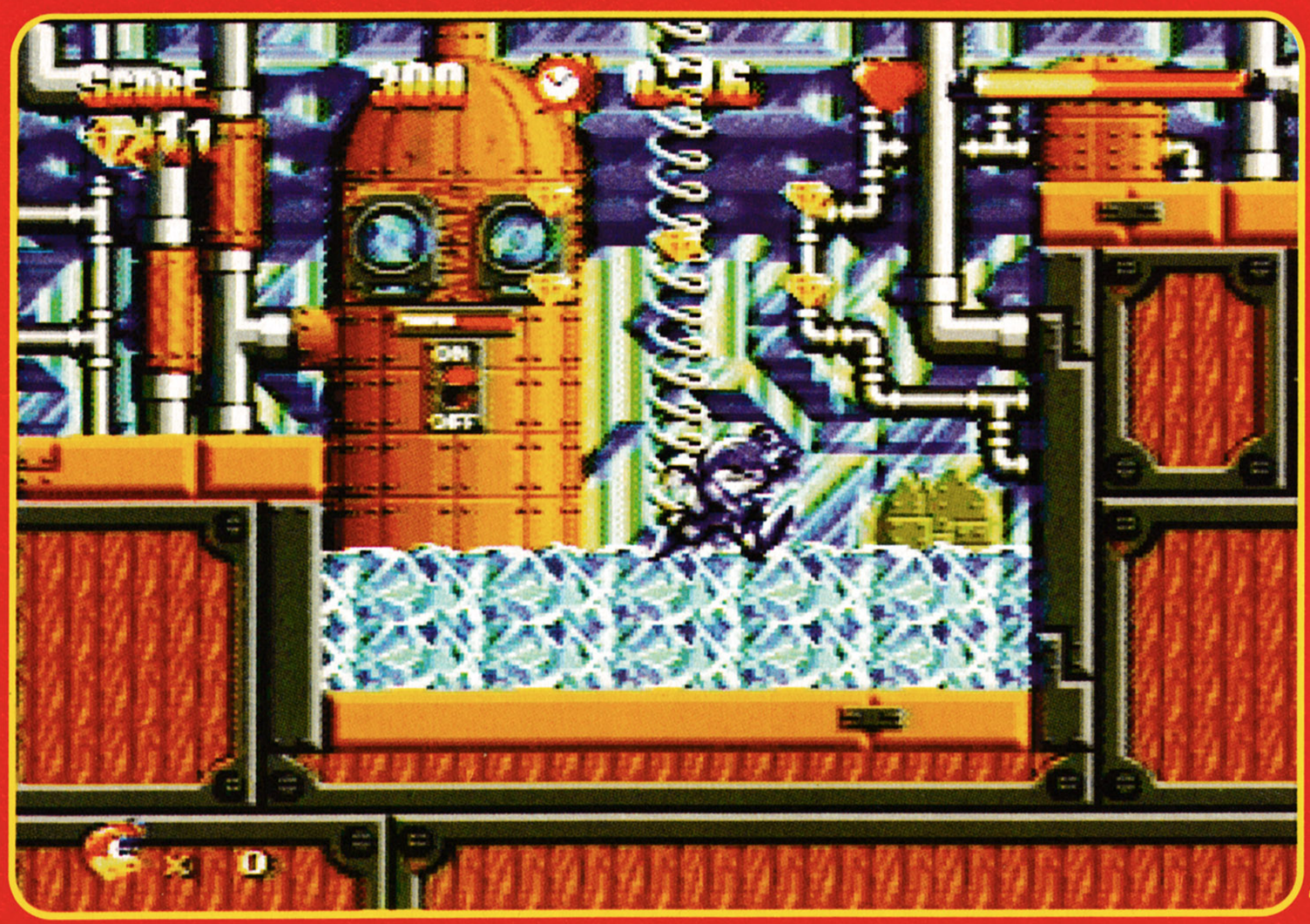
Um, it's Sonic, without the best bit: the speed. It's a slow *Sonic*: sub-Sonic, literally. Instead of rings, go for diamonds, and rather than adopting the persona of a hedgehog with attitude, go for the at-least-as-reasonable seal on a mission approach.

Now, apparently, there's this magic jewel, right? And the evil Brutal Bernardo, a pirate dog, has realised the full terrible power that it holds and has set out to find the gem. It's up to you, as Captain – sorry – Cap'n Havoc, the seafaring seal, to get the jewel first. Oh, and you've got to free some friends or other who have been captured by Bernie on the way. No problems there then.

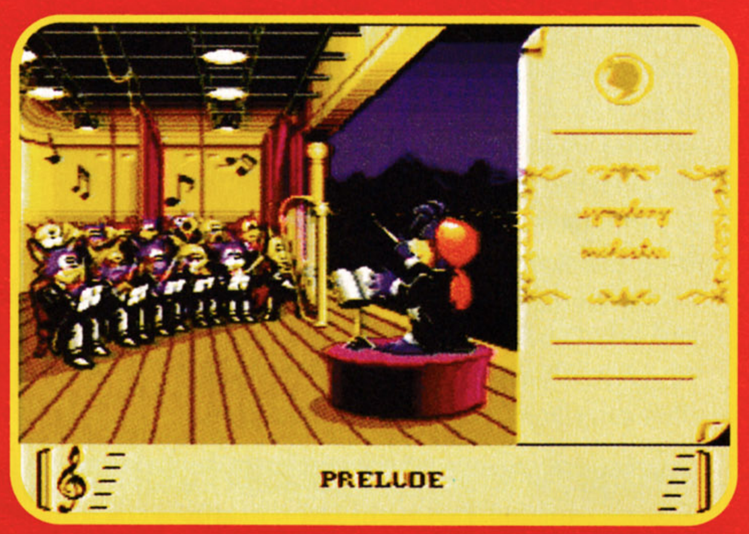
Given a puny sword attack and the ability to crush opponents by – gasp – landing on their heads. What could go wrong? Well, for a start you might just be a bit too slow and unresponsive to avoid the nasties. What saved *Sonic* was the sheer exhilaration of zooming along at breakneck speed. Here, not only does it take you an age to reach your really rather snail-like maximum speed, but the annoying amount of inertia means that it also takes you another age to stop. That's 0 to max to 0 in, um, hang on a minute –

This is spookily similar to *Sonic* actually. It's almost as if the programmers have deliberately been given the brief to make it look like *Sonic*, just to generate some more sales. But let's not be too cynical, it's a fairly good platform game, and how many platform games aren't derivative in some way or another?

The inertia is annoying, true, but the levels are well designed, and the gameplay flows pretty seamlessly. It suffers from being another platform game, of course, but it really depends whether you've reached your cut-off point with platformers yet. I personally hope this is one of the last we see for another 20 years (apart from *Sonic* and *Mario*, of course), but I'm not going to bet on it. **TIM TUCKER** ■



You can also freeze to death if you mistime your jumps on this strange industrially styled level.



The orchestra option is basically a tunes sound test with a pretty picture. Great, eh?

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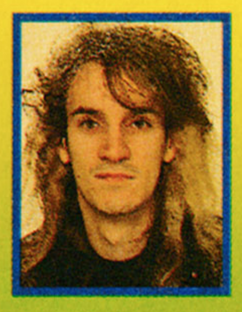
Where have we seen that grass topped, earth supported platform approach before? Well, yes, we've seen it in real life but in this case I was thinking more along the lines of a facile, looks like *Sonic* type comment.



Yeah, like we really need another *Sonic* clone on the Mega Drive. This isn't as bad as some we have seen in the past, but it never raises its ugly head above the average brigade.

You look at the likes of *Mario*, *Sonic* and *Flashback* and wonder why these people even bother to knock out second-rate efforts like this. It's very basic and although, like Tim says, it flows seamlessly, it's just a pointless game. It's been done a million times before. It's been done better, so why bother with this version?

LES ELLIS ■

that's one plus one – got it, two ages. Not very impressive or helpful, really. There's nothing quite so annoying as running along at what seems quite a safe pace only to be suddenly confronted with an obstacle which, even though you've seen it in plenty of time, you're forced by inertia to motor headlong into.

It's a shame because the rest of the game's quite good. Not great but quite good. The levels are nicely varied, with plenty of alternative routes, though still not quite as many as *Sonic* fans might look for. Graphically, it's fairly slick too, with good animation for Cap'n Havoc, including a series of cartoon style hit sequences such as getting flattened by a rock, burnt alive and so on, and a good variety of scenery and baddies.

The non-linear levels provide most of any interest that the game has to offer, but once you've found all the routes there's not a lot left to do. There's the usual variety of swings, moving, crumbling and falling platforms to play around on, plus obstacles as well as baddies and, well, that's about it really. Oh yes, and there's bosses. At the end of levels. **WILL GROVES** ■

GRAPHICS

Very Sonic, don't you think? That seal's mother may have a good paternity case there.

SOUNDS

They're not going to send you into rapture, that's for sure. On the other hand they won't drive you to violence.

PLAYABILITY

Reasonable if unexciting play hampered by too much inertia and not enough speed.

LASTABILITY

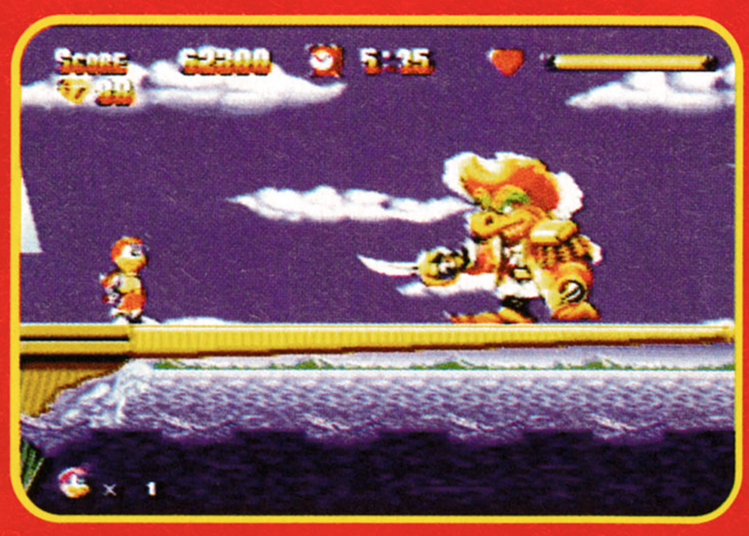
If you're happy with the way it plays, you could be coming back for some time because there are some tricky sections.

OVERALL

A definite case of borrowing *Sonic*'s looks and level design without using the hedgehog's superior gameplay elements. Dated all round really.

WILL ■

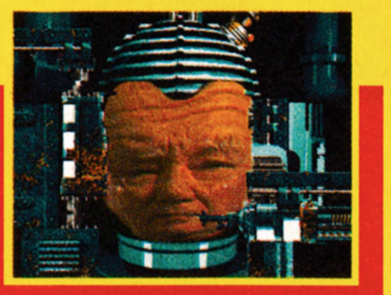
This Victorianesque port seems to have some very strange curvy slopes. Why could that be?



This is the first boss (see how to kill him below). Nice hat, mate. Nice shoes 'n' all.

GAMES MASTER TIP

To beat the first boss, just jump from behind as he reaches the far side of the screen and slash him. He'll have a quick fit, during which you should get ready to jump back over as he starts to move towards you again.



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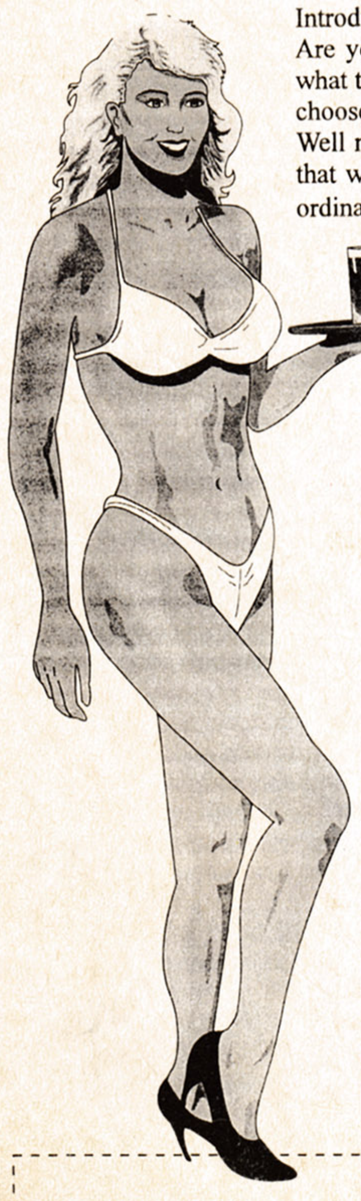

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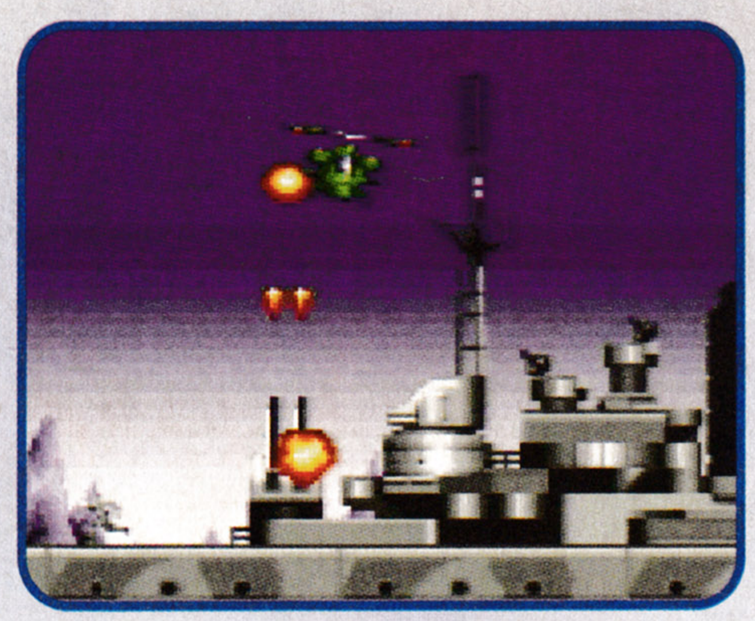
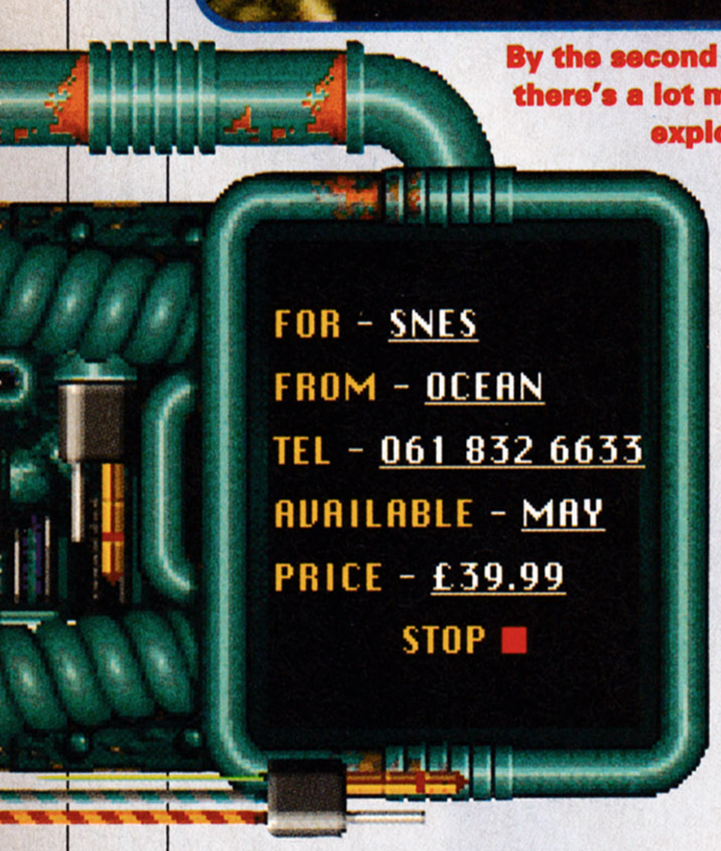


Boats. We know a poem about helicopters and boats, don't we children? It goes like this – "Boats and helicopters are wonderful things..." (*Er, can we put a stop to this, Alison?* – Andy)

Walls are sometimes not what they seem. Erm. Sometimes they're pipes, which can be blown through with a gun. (*I think I preferred the helicopter and boat song.* – Andy)



CHOPLI

You'd think that fitting the main sprite on screen wouldn't be a major problem in a game. Especially one which just requires a little itty-bitty helicopter to fly left and right over a hilly terrain viewed from the side. *Choplifter 3* manages to achieve this difficult task though, because half the time, whenever you're flying upwards in fact, you have to peer through the score bar at the top of the screen to see your sprite behind it, while there's acres of background taking up the bottom of the screen. What a pain.

IRRITATIONS AND NIGGLES

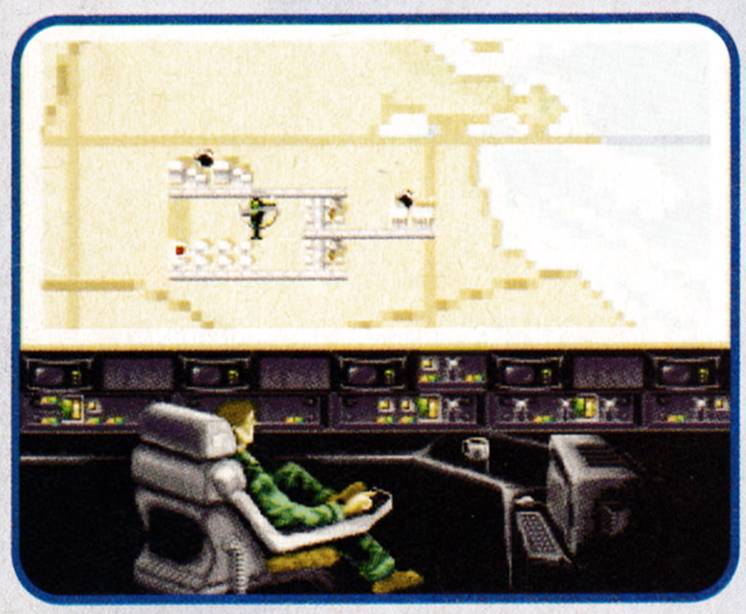
This is just one of a small number of little niggles which mar an otherwise highly enjoyable game. But let's stick to the niggles for a bit longer (it's so much more fun). Why oh why oh why (etc) do we have to put up with enemy sprites reappearing after you've shot them? It's not logical and it's irritating beyond belief. It's also a highly unoriginal way to make the game more difficult. Look, it's just a thing that GamesMaster hates, alright?

ENEMY UNSPECIFIED

Oh dear, that appears to be the niggles over with. I suppose I may as well sign off then... (*Oh no you don't. Tell them about the good things in the game, or I'll maim you.* - Andy)

Right then. *Choplifter 3* is simple. You're given a helicopter, and you've got to fly through various war zones to pick up some of your men who are being kept hostage by the "enemy" (unspecified). You can only carry ten hostages at a time, which means a certain amount of hopping back and forth between your base and the locations of the hostages. Obviously, the terrains are filled with enemy soldiers and vehicles, so you have to cause a massive amount of destruction on the way.

To help you out, each level contains power-ups in the form of special weapons and utilities, which are floated down on parachutes for you to pick up, and there's also a maintenance spot, where you can re-



The General is supporting his men all the way. True, it's from the safety of his own bunker.

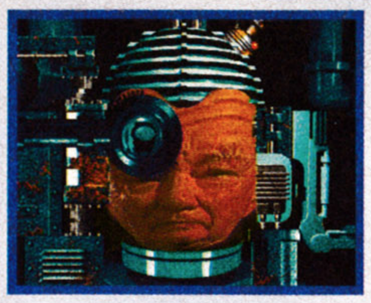
The final boss is a nasty piece of work – a helicopter four times your size.

Another nasty boss from an earlier part of the game.

DOES ANYONE REMEMBER SHOPLIFTER ON THE VIC-20? ERM, IT SOUNDS A BIT LIKE CHOPLIFTER.

GAMES MASTER TIP

Come on guys, it's war out here.



If you're asked to get 20 hostages (for example), don't take two lots of ten, do it in sevens or something. This way you can bring back more hostages than you're required to and get the extra bonus points.

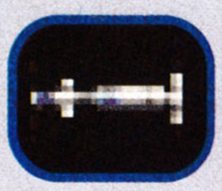
FTER 3

charge your deteriorating health back to full.

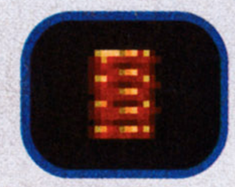
There are four scenarios to fight through, each based on different terrains: jungle, sea, desert and town. There are four levels to each scenario, and at the end of the fourth there's a boss of some description who, in time-honoured tradition, takes hundreds of hits and a good deal of dodging before popping his cork. You'll find all the controls easy to get used to, and you'll no doubt get as into it as I did as you traverse the ever more treacherous terrains to find and save the hostages.

It's hardly an original game, in fact it's based on an ancient coin-op, and it's highly reminiscent of the old C64 and Speccy classics *Airwolf* and *Fort Apocalypse*. To state a more recent example, it follows a very similar game plan to *Desert Strike*, except without the more interesting isometric perspective. In fact, the view point is one of the major drawbacks of the game, as it makes the whole thing look a little bit flat and uninspired. But gameplay is all, and happily *Choplifter 3* has plenty of it, and very engrossing it is too. **TIM TUCKER** ■

POWER-UPS

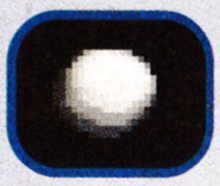


These shells do major damage.



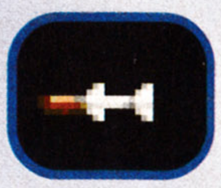
The ladder saves hostages at sea.

The bombs take loads of hit points.



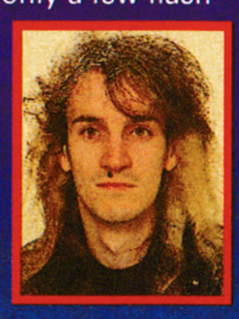
Temporary invincibility: a good thing.

Chaff Flare deflects missiles.



Your very own guided missiles.

Retrospectives are all well and good, but charging full price for one is a bit over the top. *Choplifter 3* is a rip-off of the old C64 games (which I told Tim about, he can't remember that far back) with only a few flash graphics added. The gameplay feels dated, so dated in fact Julius Caesar would probably feel at home with it. There are too many annoying quirks in the game and they make it unbelievably frustrating to play. The levels are tough but as there are only four of them (each with four stages) you have to wonder whether this will last five minutes with you hot shots out there. Two years ago this may have been an almost good shoot-em-up, but right now it looks old and suffers in the gameplay department. **LES ELLIS** ■



1. Got the SNES version of *Desert Strike*? If yes, go to 2. If not, go to 3. **2.** Isn't it great? Don't you just love that bit where it goes dark and you rescue those scientists? Oh. Hang on. That's *Jungle Strike* on the Mega Drive. Fancy another helicopter-type shoot-em-up in which you shoot things and rescue people? If yes, go to 4. If no, go to 5. **3.** What's the matter with you? *Desert Strike* is a top game! It's big, superbly presented, slick, challenging, and it's got passwords. The perspective on the game is a lot better than this. Go out and buy it instantly. Then go to 5. **4.** You could try *Desert Fighter* from System 3. It's in the *Desert Strike* 'vein'. But it's not as good. A bit like *Choplifter 3*. Which looks all scrappy and dated and rubbish. Not as good as *Desert Strike* and everything. Best stick to what you've got, and then go to 5. **5.** You should now be in an intense state of videogame happiness. Or, at the very least, dangerously confused. **ANDY LOWE** ■

GRAPHICS

The SNES is capable of a lot of graphical depth, with mode 7 and the like, but this looks decidedly two-dimensional.

SOUNDS

I'm beginning to wonder why we rate a game's sound. This is, er, okay. You wouldn't complain if someone turned it down.

PLAYABILITY

Highly engrossing. It'll have you glued to your SNES quicker than you can say "but it's not as good as *Desert Strike*".

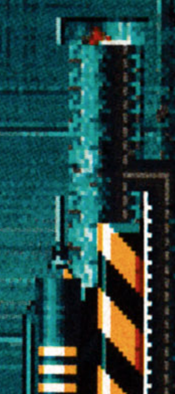
LASTABILITY

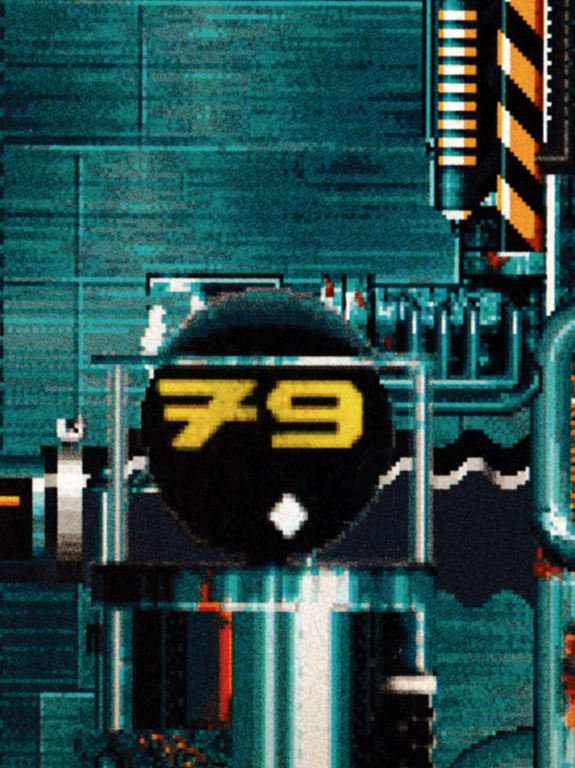
An excellent difficulty curve, and the bosses get fearsomely hard on the later levels. It'll take you ages to finish.

OVERALL

This lacks the "wow" factor that accompanies the finest SNES material, but it's still an extremely playable helicopter romp. An honest, down to earth, challenging game.

TIM ■





Other top TV series which have featured lions. How about Hector's House? That's a good 'un.

Daktari had a couple, Born Free obviously, Lenny the Lion (according to Simon)...

BRIAN THE LION

Good old Johnny Morris, eh? Where would we be without him? If he hadn't given animals voices on that TV programme, Animal Magic, then we wouldn't be able to picture animals as they really are. Take lions, for example. Before Johnny got his vocal chords wrapped round their reputations, everyone thought they were ferocious man-eating beasts which would tear your heart out if you so much as looked at them the wrong way without a fence between you. They just had a bad rap. They're really cute and cuddly creatures who wouldn't hurt a fly and regularly attend the local jungle inhabitants' community meeting to show their concern about how life in the jungle is going.

Take Brian, you'd hardly expect a killer beast to roam around wearing Bermudas. This guy's so timid, he's even scared of his own roar. Johnny would have a field day doing the voices for this guy. Much in the same vein come Reflections, programmers of Brian, who are mimicking the SNES on the Amiga. A loose connection, granted, but one that lets me get back to the review without flying off at too much of a tangent.

BORN FREE

The programmers of Brian are big fans of the song, "Anything you can do, I can do better." Only in this case it's: anything the SNES can do, they can do better on the Amiga. You want Mode 7? You got it. You want console style platform action? You got it. You want all those flash graphic effects that you see on all the good SNES platformers? You got it. In the true traditions of SNES platformers this is fingers-down-throat cute. This is so cute I'm surprised Alison's not reviewing it. I bet she gets a second opinion in, though.

When I say cute, I mean real nauseating, stomach-wrenching, cuter than a fluffy hamster cute. Lions in Bermuda shorts... I ask you. Next they'll be having flesh-eating zombies doing kid's TV. Er, maybe not. While I sit here and dream about zombies and all things really sweet, you can sit back safe in the knowledge that Reflections have taken the slightly more conventional cute character look.

Animal Crackers. (Another one of Simon's. Worrying huh?) Herb Garden (apparently) and er...

Brian? That's a snail's name, hardly appropriate for a courageous beast in Bermuda shorts. Apart from that, this is a great game. Brian's method of attack is most amusing. His roar can stun his enemies, but the funny thing is, it even makes him shake in fear. If the roar doesn't finish them off, he can swipe the other baddies with his claw. The level locations are unusual too with amusing opponents for Brian – palm trees dropping nuts on his head, vicious snowmen, zombified Bruce Forsyth-alikes, swooping bats and a huge bear. It's cute – even Les has fallen for its charms. He's now back-combing his hair to recreate that lion's mane effect in homage to his new hero. Very worrying. **ALISON HARPER** ■

Oh God. Alright it's a cutesy platformer, but what sets it apart, notwithstanding the pleasingly flashy and massively irrelevant SNES aping, is the design that's gone into the game, not the visuals. Remember *Zool*? Of course you do, and in that it's a solid attempt to outdo console games, *Brian* follows in the little bloke's footsteps. The whole thing is brilliantly done, but 'console beating' is stretching it a bit. Who really cares about the background when the foreground is so engaging? If Amiga owners want to actually 'be' console owners then they should do just that. If they want the best platformer they can get their hands on then *Brian the Lion* is the game they should be spending their hard earned on.

WILL GROVES ■

Well, I can't think of any more actually,

He hey, he's got a cloud on his head. Top stuff.

What we have here folks, in the truest traditions of cute platform games, is a cute platform game. Not only that, however, (and I advise you to sit down before you read this)... *Brian the Lion* is a brilliant platform game as well. (Noise of thud as body hits the ground. *Er, does someone want to pick Les up off the floor?* – Andy)

LIONS EAT HEDGEHOGS FOR BREAKFAST

I don't know what came over me then, one mention of a brilliant Amiga platformer and I... (Sound of body hitting floor again. *Oh for God's sake this is pathetic, pick him up again.* – Andy) Hmm, I'm starting to see a pattern here. What the programmers have done is take bits out of every other platform game you can imagine and put them together to make the best Amiga platformer for a long time. (Thud... Oh this is wearing a bit thin now.)

Just romp through a couple of levels and you'll hear, "Heh heh, that bit was in *Mario*. Oh yeah, like *Bubsy* didn't do that. *Sonic* did that, but not as well." You see, it's a real mish-mash of classic platform games put together to push the Amiga to new levels of excellence.

WORLD SHUT YOUR MOUTH

Much as we hate to encourage that pathetic, "my machine is better than yours" argument (the next person who writes anything like that into our letters pages will find out just how much we hate it), *Brian the Lion* is going to cause an awful lot of playground rumbles. All those Amiga owners laughing in ▶▶

FREE WITH THIS GAME! A BONUS LEVEL OFFER

Note to Amiga owners, if you've had enough of those little SNES owners...

...bragging about what their machines can do, then take a look at these screens. Everything the SNES can do...

... plus a little bit more. Just remember, kids, it isn't smart or clever to walk up to totally wild animals and jump on their heads like Brian does.

IN THE 1985 BLOCKBUSTER OUT OF AFRICA, THE LIONS HAD TO BE SHIPPED FROM CALIFORNIA TO KENYA BECAUSE KENYAN LAW FORBIDS THE USE OF THEIR OWN ANIMALS IN MOVIES.

GAMES MASTER TIP

Bang in a couple of these pass-codes if you want to see a few of those later levels and you ain't good enough to get there yourself yet. But, remember, if you don't do it properly then you're cheating and cheats never prosper (unless they get a job as Editor of GamesMaster). Try gKxtyRwdJY or gKxtyRwdJ*.

This is it – Brian's top roar that paralyses his foes, but ends up scaring himself more.

See that crab thing. That's part of the shoot-em-up section, this really has got it all.

◀◀ the face of their Mega Drive and SNES counterparts because they've finally got a console-beating platform game. Mind you, saying that, if this proves to be the success that it should be, then you watch those console versions and sequels come flying out.

AND FINALLY...

And as we bring this review to a close, it's time for that amusing but completely irrelevant story about some dumb animal doing something funny/cute/human-like (delete as appropriate). Oops, slipped into News at Ten mode there. Maybe I'll just tell you how good *Brian the Lion* is...

Brian is a superb platform game and it is easily the best we have seen on the Amiga for a long time. It has all the elements of a classic platform game. It's cute, playable, addictive, fun, acceptable, tip top, er, my thesaurus is running out of alternatives.

Oh look, it's a brilliant platform game, so go and get it now, okay? **LES ELLIS** ■

GRAPHICS

Amiga programmers taking the Mick out of what the SNES can do. Everything else is all cute and lovely and everything.

SOUNDS

Completely top roar effect, very sweet. Other effects and music are satisfyingly consoley.

PLAYABILITY

Well, it's a platform game, ain't it? They can hardly go wrong with the playability. Very good all round.

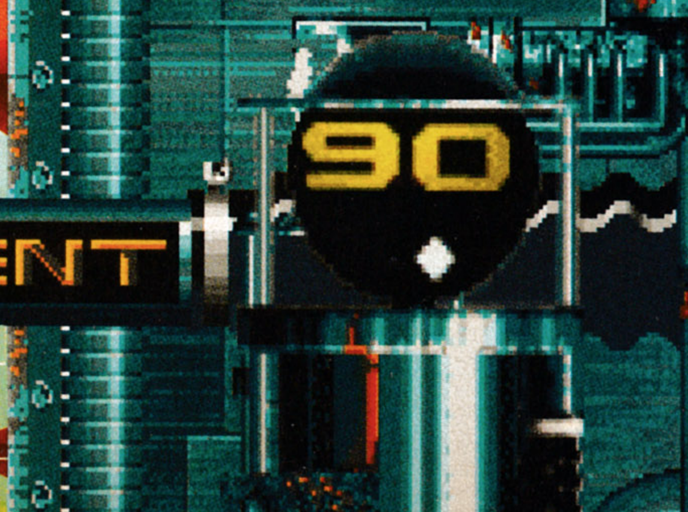
LASTABILITY

Different routes on all the levels, bonus levels, hidden rooms. This could keep you going for quite a while.

OVERALL

Brian the Lion has everything a platform game should have, but it's got it so much better. It clearly stands above the rest of the attempted Amiga platformers... (*Thud* – I'd thought I'd give it one more try, but it doesn't work.) A superb example of how an Amiga platformer should be. Well done, Brian, you're a great game.

LES ■



JUDGEMENT

"This is what platform games should be about... amazingly good fun."
"... a superb platformer which really shows off the SNES.
RBA boasts some of the best graphics I've ever seen."
Nintendo Magazine System 91%

"Challenging, playable and utterly hatstand.
Eat your heart out sonic." "Lovely to look at,
great to play and bags of fun. Buy it"
Totall 90%

"A bit of a must buy, unless you're criminally insane
or terminally stupid." "Konami have once again
proved that they can consistently provide
highly charged and diversified game play."
Gamesmaster 90%

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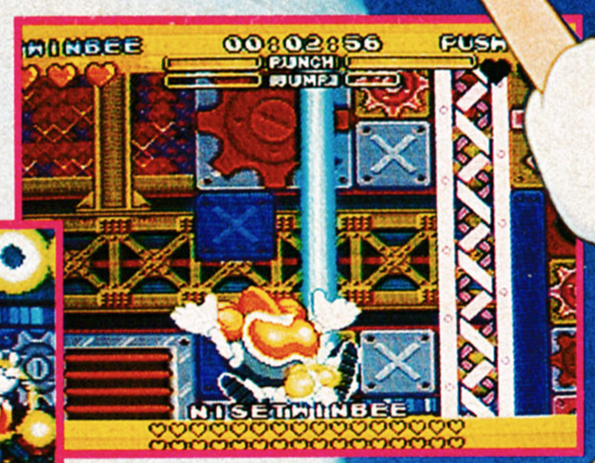

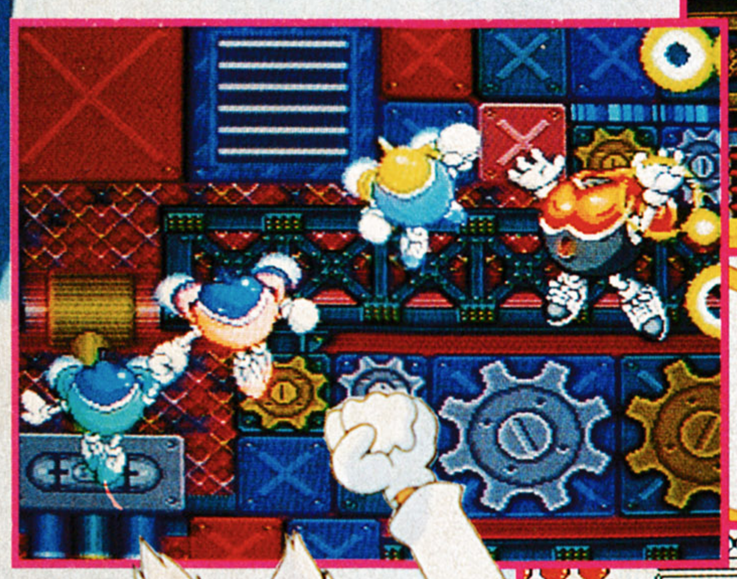

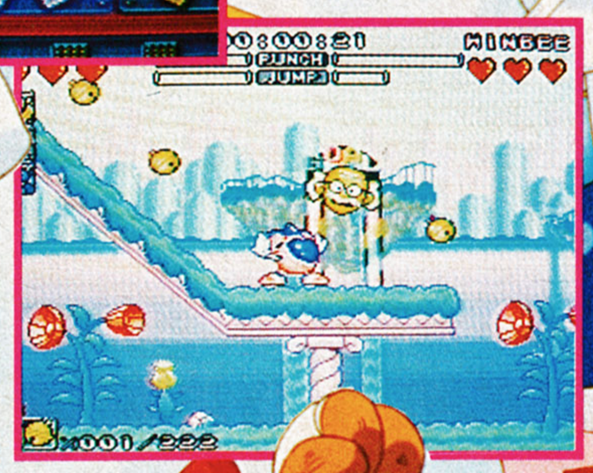

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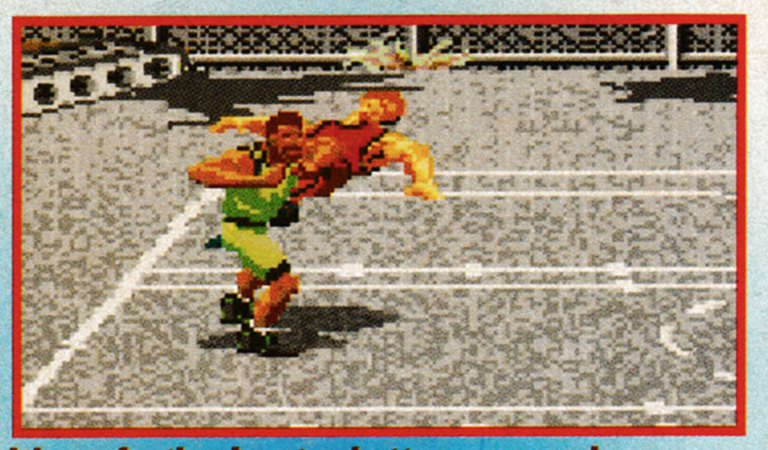

It's perfectly okay to shatter an opposing player's nose bone in this game.

But oddly, there's still the goaltending violation rule.

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BARKLEY SHUT UP AND JAM!

Like *Hyper Dunk*, *Barkley* hasn't got any involvement with the NBA, but this game goes for a more "street" approach by inventing a nationwide tournament around the US of A, involving some fearsomely tough looking geezers who obviously learnt basketball the hard way. This lot picked up their trade in the ghetto, or thereabouts, and they all make Ice-T look like the president of the local neighbourhood watch.

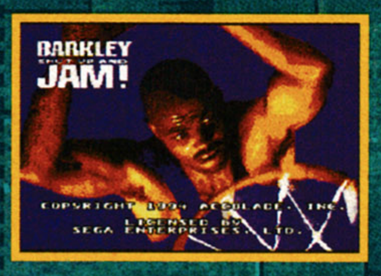
They play pretty hard too. Basketball in the NBA is a non-contact sport, but Barkley's version is positively slammin', with tough elbow-on-forehead action spicing up play. This obviously affects the gameplay, which consists of two players-a-side (a sensible *NBA Jam*-inspired approach) charging up and down the court in a frenzy of basket-oriented aggression. In one-player mode the computer controls your teammate, and you get the usual pass, shoot and dunk controls, as well as a special power control. If you activate this power control, your player can run faster, jump higher, execute his own super dunk and steal the ball from the opponent more effectively.

The power effect plays an important part in the game, as it's only through its carefully timed use that you can make the most of your players. You only have a limited time once you activate the power play, and you can only use a certain number per quarter, so choose your moments wisely.

This has got a lot in common with *NBA Jam*. The sprites are bigger, and it's not quite as fast, but the huge variety of slam dunks, and physically impossible aerial feats around the basket, are extremely reminiscent of Acclaim's recent classic. It's also more visually varied, with locations varying from the beaches of Miami to the streets of Brooklyn. But still it's not quite as good. There's something about *NBA Jam* that puts it a cut above the rest, and this just doesn't quite get there. What a shame, because without this daunting competition, *Barkley* would be the best basketball game around. **TIM TUCKER** ■

Just think, if you were to do a drive-by right now you'd see off half the hoodlums in LA.

Basketball on the beach, where they've thoughtfully provided a concrete court so it still hurts when you fall over.



GRAPHICS

Nice and bold, with some excellent backgrounds. Comes on like a mixture between *NBA Jam* and *Skitchin'*.

SOUNDS

The music's a poor man's *Toejam and Earl 2*, but the spot effects work fine. It won't blow your mind.

PLAYABILITY

Fast, exciting, brutal, it's got the lot. A playable romp through the urban jungles of America. With a basketball.

LASTABILITY

The toughness of the opponents in the one-player game, plus the multi-player game, makes this a real laster.

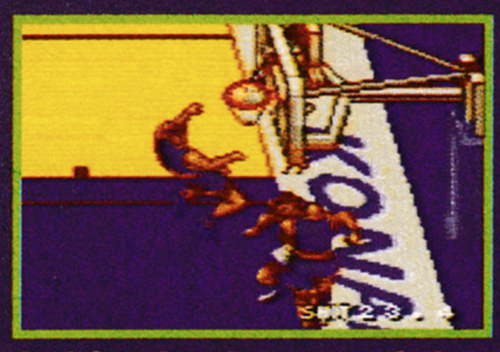
OVERALL

This is a fine, immensely enjoyable depiction of basketball on the street, and its only real problem is that it's not as good as *NBA Jam*. It's also too similar to recommend both, so unless you have a pathological dislike for the National Basketball Association, then I'd go for *NBA Jam*. Shame really, 'cos this is a good game, and it's a fiver cheaper.
TIM ■

80

JUDGEMENT

ACCLAIM INVITED YOU TO JAM, EA PRESENTED YOU WITH A SHOWDOWN, AND ACCOLADE DEMAND THAT YOU JUST SHUT UP AND GET ON WITH IT.



And Quasimodo runs up, he's in the air, and it's two points.

Quasimodo restarts the game and launches his attack.

He's tackled by... I don't know his name, his face rings a bell.

Sorry about that. Ignore this pic. Let's go back to the game.

Quasimodo takes an amazing shot but finally realises that...

It is a little known fact that the ancient game of basketball did not in fact evolve from the Americans ripping off our girlie netball. It began, in fact, in the 17th century in The Notre Dame, France. An American tourist, who had spent two hours trying to ask directions for the beach in French with little success, wandered into the town square and came across Quasimodo and his hunchback friends throwing a ball to each other and trying to get it into a bin. There, now you can tell all your friends how it really started, they'll gasp in awe at your powers of trivia knowledge, then give you a kickin' for being a bit dim.

Instead of taking the normal, glamorous, great graphics, great gameplay sort of approach to making a basketball game, Konami have gone back to basketball's roots and created this freak of nature. Before I explain more, take a look at the last issue and read the *NBA Jam* review. Now there's a basketball game. It's got it all. Put it like this, if you had to choose between a glossy black Lamborghini Countach or a second-hand boy racer's Cortina MK1, which would you take? That's right, *NBA Jam* is the Lambo, so don't even think of looking at this.

Hyper Dunk has got some of the most pathetic graphics ever seen in a sports game. The sprites have about three frames of animation each and all look like hunchbacks. Sound effects vary from poor to abso-bleedin-lutely horrible with squelchy speech.

Oh, let's face it guys, this is horrible and doesn't even deserve to be mentioned in the same breath as the superb *NBA Jam*. How astute of Konami to time the release of a crap basketball game so closely to the release of an absolute corker. Rest in peace *Hyper Dunk*, we won't be seeing you again. **LES ELLIS** ■

HYPER DUNK

This is getting tedious (*Agreed* – Alison). Let's face it, this bunch of hunchback wannabes ain't as good as *NBA Jam*.

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GRAPHICS

I don't think it was very nice of the programmers at Konami to take the Mick out of our hunchbacked readers like this.

SOUNDS

If anyone really spoke like this, they'd be receiving treatment for the rest of their lives. It just sounds bloody awful.

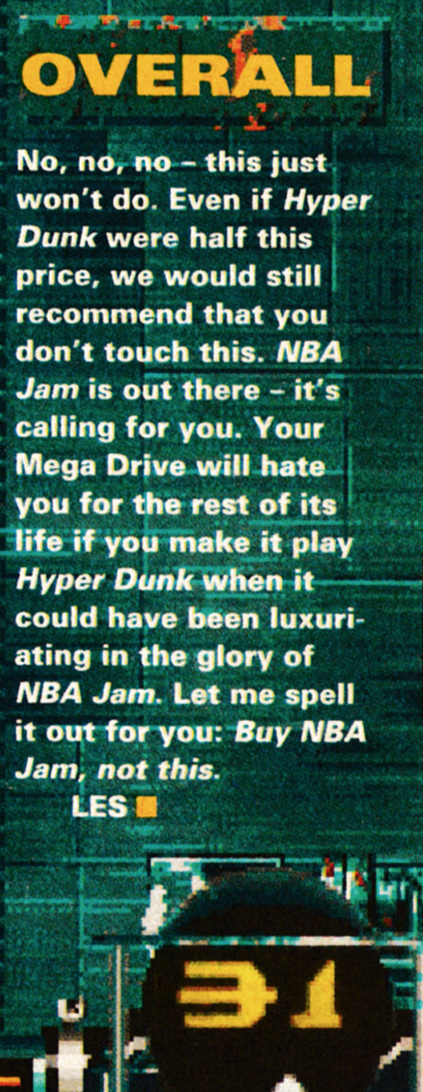
PLAYABILITY

Ha ha ha, I do like a good joke. Stupid controls and absolutely no wow factor at all. Even the special shots are crap.

LASTABILITY

About five minutes will be enough for you to realise that you should have bought *NBA Jam*.

OVERALL



No, no, no – this just won't do. Even if *Hyper Dunk* were half this price, we would still recommend that you don't touch this. *NBA Jam* is out there – it's calling for you. Your Mega Drive will hate you for the rest of its life if you make it play *Hyper Dunk* when it could have been luxuriating in the glory of *NBA Jam*. Let me spell it out for you: *Buy NBA Jam, not this.*

LES ■

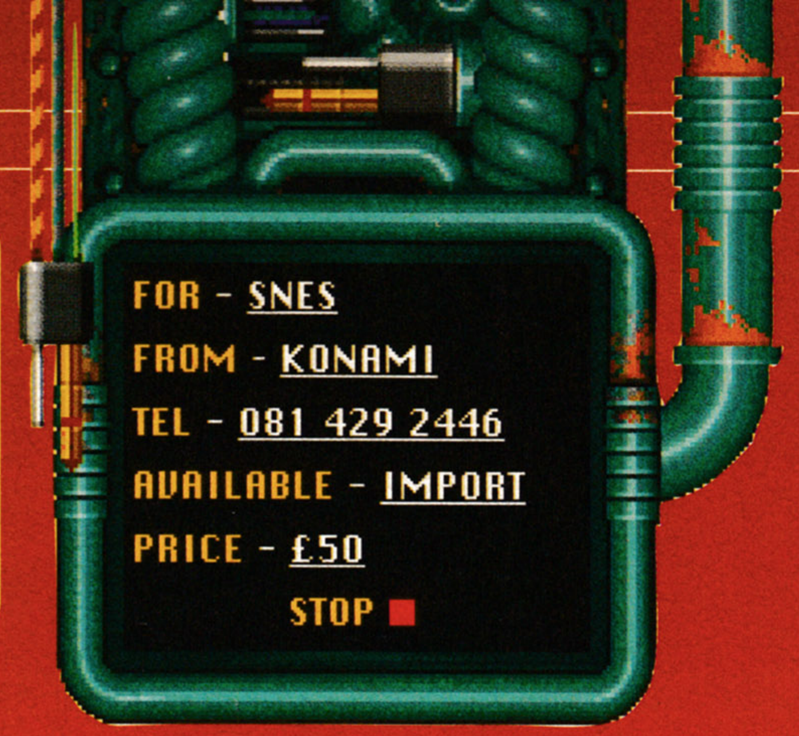
JUDGEMENT

WHY BUY A CHEAP KWIK SAVE PRESERVE WHEN YOU CAN GET THE MARKS AND SPENCERS OF JAM?

Use your little mouse to drive away from the jumping basket.

Is it just me? Do these things make sense?

And of course at the end of the level, smash the statue to get the gold.



LEGEND OF THE MYSTICAL NINJA 2

Good old Konami, eh? Time and time again they seem to come up with the goods. The original *Legend of the Mystical Ninja* was a great success in Japan and had some of the most beautifully blended RPG and platform action to be had anywhere and, now that we've seen the sequel, we can safely say that, for once, it surpasses the original. Unusually, the makers have kept only the best elements of the first game and upgraded and added to it to come up with a game that's an original in its own right which actually reaches greater heights of playability.

The philosophy behind the game is a typically consumer-friendly, quality-intensive Japanese one. Basically, whatever you want you can have. You quite fancy some challenging, varied side-on platform action? No problem. What about an RPG aspect whereby the character of your choice can increase his strength, cash reserves and interact with the population of Konami land in a series of semi-3D environements? Okey dokey. Alright then, you want the whole

These little bunny soldiers look almost too nice to kill. Still, sometimes you have to be cruel to be kind, two in a bush, etc...

Just three of the handy vehicles on offer...

Oh, I can't deal with these games, I really can't. It's all so... so... Look, have you seen Project Ako? That ultra-bizarre Anime film with the super-powered schoolgirls kicking in gigantic robotic contraptions. And that bleedin' *Rainbow Bell Adventures* last issue... I'm sticking to *Zelda*, me. Still, Will's right. He likes The Stone Roses, but he's right. This game has everything! It was a GAME of incredible proportions! HE was a ninja on his second outing into a lovingly presented, gloriously playable, amusingly bizarre fantasy land. DESIRE is a danger zone. HE knew that loving HER could send him spiralling into insanity. BUT, he couldn't tear himself away. In a world of LEGENDS, the TRUTH can be very far away... Danny Devito. Erm, Mike Myers? *The Legend Of The Mystical Ninja 2*. It really should be showing on your SNES as soon as possible. Only 10 minutes from this cinema. Christ, I'm off...

ANDY LOWE

JAPAN HAS VERY LITTLE CENSORSHIP AND ALMOST NO CRIME. KIND OF MAKES ALL THE CENSORSHIP LAWS IN THIS COUNTRY LOOK A BIT POINTLESS DOESN'T IT?

GAMES MASTER TIP

In order to gain cashflow, practise the village gambling games. The easiest game to make money at is pairs. Oh and learn Japanese.

lot presented in a coherent, graphically beautiful way with lovely backgrounds, characters, baddies, bosses and a stunning variety of scenarios? Oh, alright then. 3D sections where you take control of a 300ft robot and battle similar stupidly large automatons? I think we can do that.

GUN-TOTING BUNNY MEN

The atmosphere of the whole game is unique in itself. What you basically get is a strangely harmonious mixture of Japanese rural scenes and hi technology. You might be happily slicing your way through the evil, gun-toting bunny men in a scenic forest, for instance, when you get the once-in-a-lifetime opportunity to take control of a 15ft wooden exo-skeleton. Why not? In the villages, this mixture of the ancient and the modern is even more bizarre. Enter a wooden hut and you might find yourself in something which, to all intents and purposes, is a modern travel agents complete with helpful staff and computer monitors. On the other hand you might find yourself chatting, in Japanese, to an old man with a what looks like a fax machine and a massive stereo television set.

The RPG sections are fairly superficial with no puzzles or any chance of getting lost, but not only do they break up the rest of the game, but they offer you the chance to refresh and increase your character's health, buy various useful objects or, best of all, play one of the game's many money-making mini games, such as pairs, where you play against the computer and try to pick out pairs from a grid of cards or dice, which is basically a higher or lower Brucey affair.

On the other hand, you might just want to get on with the next platform section, each of which is a work of art in its own right. Each segment is beautifully balanced between being tough enough to keep the most talented player coming back, and short enough to stop the most inept of you from getting frustrated. Oh, it all looks superb, with great animation and backgrounds. Take into account that, on top of this, you've got a 3D section which knocks a lot of entire games into a cocked hat and that each of the game's parts not only betters many perfectly respectable SNES games, but are perfectly fashioned into a corker of a game and, basically, you've got all bases covered. You'd be a fool not to get hold of this. **WILL GROVES** ■

FAT BLOKE OR BAD HAIR DAY?

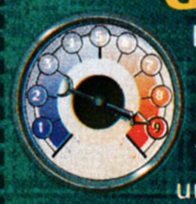
In the game you can control any of three characters, none of whose names we either know or can pronounce.

1. Who we'll call Tank, for no real reason. He has a deadly fan and lots of cash. 2. This one's a Jim as far as I'm concerned, and wields a mighty, um, pipe. 3. Shaz here, uses a pair of knives and throws bombs, so you'd better hope she (?) is having a good day.

300ft robots crushing innocent Japanese rabbits underfoot. Well, it looks like I've found my game. But there's so much more to it than that. It's a platformer. It's a beat-em-up. It's a shoot-em-up. God, I'm starting to sound like one of those bleedin' awful Sell-a-vision programes on Sky. All I need now is my Miracle Blade and I'm well away. Although I hate to admit this – and don't think I'm going all soft and wimpy – but this is a beautiful game. It looks incredible and is structured to perfection. Well done Mr and Mrs Konami (or Mr and Miss, this is the 90s, you know), you have produced a beautiful baby – now can we have it released officially over here please?

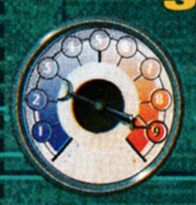
LES ELLIS ■

GRAPHICS



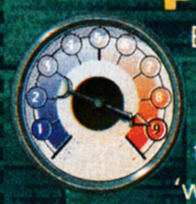
Beautifully crafted platform sections and lovely rural villages give the game a high quality, unique atmosphere.

SOUNDS



Atmospheric Japanese tunes which actually don't drive you insane.

PLAYABILITY



Brilliant mix and match of all the best bits of other games, which manage to incorporate the vital 'what next?' hook.

LASTABILITY

Each of the sections is a joy to play in itself and given that this is a sizey game there's virtually no chance of a short slot life.

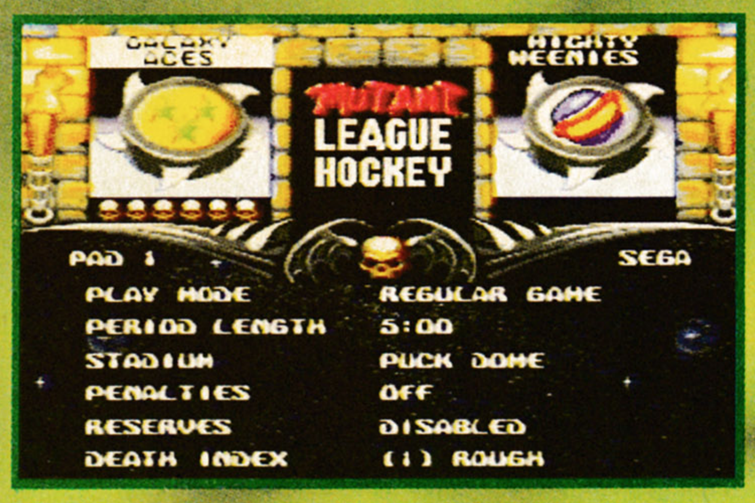
OVERALL

This is a top quality game, with just about everything you could ask for. This really is an outstanding game.

WILL ■

Mutant League HOCKEY

FOR - MEGA DRIVE
FROM - EA
TEL - 0753 549442
AVAILABLE - NOW
PRICE - £44.99
END ■



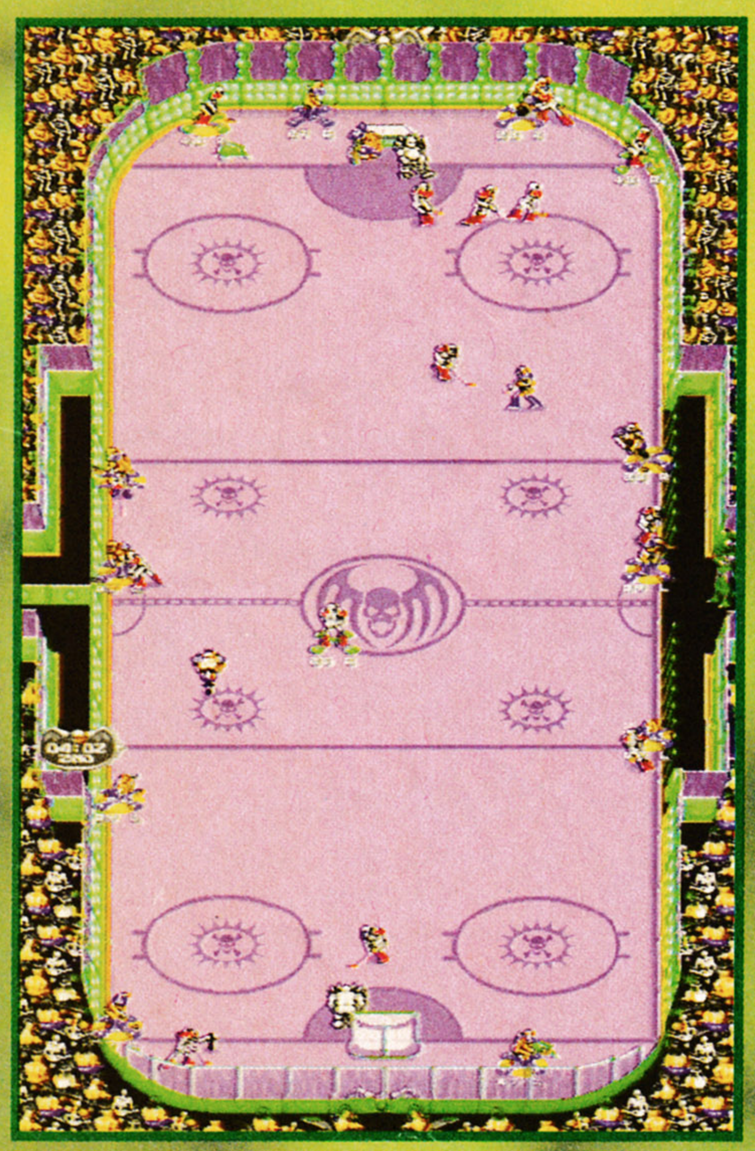
It's the traditional options screen, but, hey, done in a, like, mutanty way. Spooky.

The thinking must go something like this... We've got a reasonable sports sim that seems to work quite well (*NHLPA Hockey*), but we need to sell it to 'the kids'. The kids seem to like a) humour, b) violence. I know! We can keep the game that we've got, bung in a few mutants, blood, dangerous pitch hazards and the kids'll love it. We'll be Millyunares! Fair enough, but I've got a few little problems with this game.

PUCKIN' 'ELL

The question is, does it all add to the game or could it perhaps muddy the gameplay and in some way reduce the quality of the game? Um, that's two questions. Anyway, hockeywise the gameplay is basically identical to that found in *NHLPA*, with the addition of several nasty tactics. I couldn't think of a game less suited to a computer 'simulation' than ice hockey. The fact that the players are on ice makes them frustratingly difficult to control. The puck is too small to be clearly visible and the goal is far too small, in relation to the keeper, to allow much in the way of actual scoring. Despite all this the game makes a good job of creating some sort of game dynamic with reasonably easy passing and tackling, along with the simplest possible method of swapping player control.

The mutant bits add little real substance. Each player can attack individually, whether in possession or not, but you can also call team attacks, chosen during breaks in play and executed at any time during the game. You can choose to waste the ref, if you fancy it, take out the opposition goal keeper, or blast an exploding puck towards the opposition, ensuring the demise of at least one of your opponents. Each player can simply hit out at adjacent opponents, using one of the weapons which the crowd helpfully throw to the rink or, as a last resort, bare fists.



This is what the pitch would look like, if you could see it. In fact you only see a bit at a time.

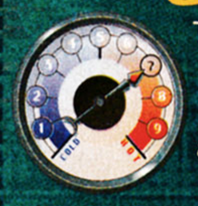
(IS ZOOL A MUTE ANT?)

The animation is a little too unclear to convey any sense of violence, and the new mutant fight scene is about as shallow as you can get. The main point of it all seems to be that if, as is quite likely, you can't manage to score too often, you can simply beat the opposition into submission. If you kill enough of their squad, they'll be forced to forfeit the game, making you the winner. I've actually won the play-offs without scoring a single goal. It's as fun as it sounds at first but you'll soon get bored of smashing one more mutant into the ice and what you're left with is a hockey game.

Not a bad hockey game, admittedly, but you'd be better off with the clearer play of *NHLPA Hockey* and, if you already own that game, then there's no reason to shell out for a couple of humorous touches. Once you've seen a gag a few times, it stops being funny. Sad, but there you go. **WILL GROVES** ■

And this is the fight bit. Even Andy didn't like this shallow, sub game, and he's not fussy.

GRAPHICS



The 'mutant' theme is well maintained but it's all a bit overcomplex and unclear.

SOUNDS

Fairly perfunctory grunts, slaps and crowd noises don't really do a lot to help the game.

PLAYABILITY

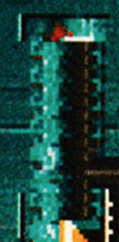
If you're familiar with *NHLPA* you won't find much that's new here, but what there is is as good as ever.

LASTABILITY

The play-offs are a bit easy, but against human opponents, this game, like all sports sims, is better.

OVERALL

This is the computer gaming equivalent of a Mr Blobby single. It's a loosely themed novelty. At least this time there's the basic hockey underneath to keep you going.
WILL ■



JUDGEMENT

ICE HOCKEY ORIGINATED IN EASTERN EUROPE IN THE MIDDLE AGES, WHEN THE PLAYERS USED DEAD ANIMALS INSTEAD OF SKATES. POSSIBLY.

Some unlucky butterflies.

FOR - MEGA CD
FROM - SEGA
TEL - 071 373 3000
AVAILABLE - IMPORT
PRICE - £50 APPROX
END ■

This desirable property situated in its own extensive grounds would make an ideal purchase for first time buyers. Well, not quite... things are never what they seem. Dare to enter this mansion and you risk traumatic metamorphosis into a butterfly.

In true Scooby Doo tradition you have to solve the mysteries as they unfold. You get to explore the mansion as if you were really there – you can look all around, zoom in on things, pick things up and stash them away in what must be pretty vast pockets. The mansion's rooms are all sumptuously decorated with some fascinating attention to detail. It wouldn't be a bad place to live were it not for the underlying spook value of everything you come across.

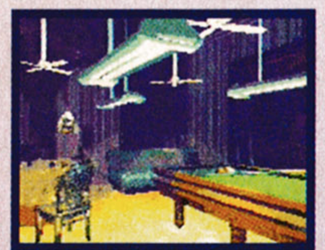
Often the solution to a mystery will be staring you in the face – well, it doesn't take much to work out that a key will open a locked door. If you get stuck though there is a magic mirror, located at the back of the pool room which reflects the future, and always holds a clue to what you have to do next. Weird, eh? The circle of candles in the cellar are sure to drive you to distraction. The mansion seems to be ridden with clues as to the pattern in which these must be lit and extinguished – on dartboards and in books on dusty library shelves. Rest assured though, that when you do crack the code a secret passage will appear. Bizarrely enough, blue butterflies in each of the rooms also give you fleeting glimpses of insight into the answers to the mysteries to be solved.

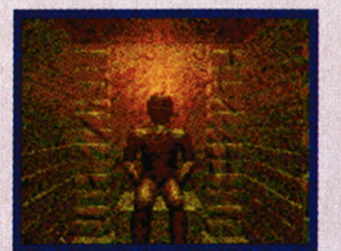
Mystery Mansion can be tiresome, in the time it takes to wander between rooms, up and down stairs, especially when you know what you've got to do, but it just takes so long to do it. That's not necessarily a criticism of this game though, perhaps it's more a measure of my impatience, but it'll definitely be a source of irritation for anyone like me.

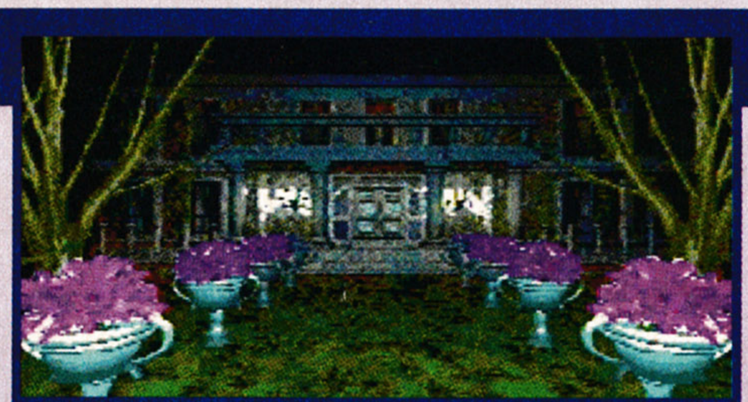
A gripping puzzler. Easy to get into straightaway, but demanding enough in places to make you want to keep on the trail. **ALISON HARPER** ■

MYSTERY MANSION

DES RES







Lloyd Grossman would have a field day with this place. Let's take a peek through the keyhole. Over to you, now who lives in a house like this?
1. Steve Davis? 2. Erm, I dunno. Russell Grant? 3. Anne and Nick? 4. It's... it's... that bloke from the wood varnish adverts.

Above – Cream cake frenzy in the boudoir. Right – Not really a crap piece of modern art, but a magic mirror.

GRAPHICS

More granulated than a bag of Silver Spoon sugar. Varied and interesting details around the mansion make up for this.

SOUNDS

Footsteps sound as if you're on stilts, and the most ridiculous regional accents ever. Some attempts at spookiness.

PLAYABILITY

Find and use objects, you know the thing. Some of the puzzles are straightforward, although some will drive you up the wall.

LASTABILITY

The appeal lies in solving the puzzles. Once you've done that there's little to come back to... It's not that big either.

OVERALL

Yep, it's a goodie. I've always fancied myself as some sort of super-sleuth and this did give me the chance to prove that I'm every bit as clever as Thelma and Shaggy from out of Scooby Doo.
ALISON ■

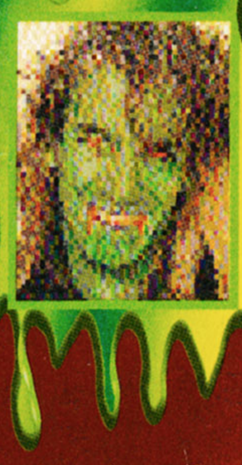
JUDGEMENT

You get to meet this happy face, when you die horribly.

When Les says he's hanging around he's not kidding.

FOR - 3DO
FROM - E.A.
TEL - 0753 549 442
AVAILABLE - IMPORT
PRICE - £40
END ■

ESCAPE FROM MONSTER MANOR



Legions of the undead, roaming long, dusty corridors in search of souls to claim as their own. Zombies on the prowl, grim reapers swinging their scythes at everyone in sight, ghosts and disembodied heads hunting down mortals and turning them into the undead. *Escape from Monster Manor* is quite simply *the* game on the 3DO, and if you're one of the three people in this country who own one of these black monster boxes, then perk up those ears because you need this game.

Escape from Monster Manor has it all. The graphics are breathtaking – superb monsters and locations that are beautifully rendered and smooth-flowing. The sound is totally awesome – connect this up to your stereo and watch the neighbours phone the police as they hear the inhuman screams of far-off torture. Watch them pack their bags and leave, as monstrous roars shake their house. I'm not kidding – the sound effects are that good. As for the music... total atmosphere! It belongs in the eeriest of horror films.

The game's a cross between *Doom* and The Exorcist, with superb playability and 12 huge levels to explore. If this is what the 3DO is capable of already, I can't wait for the rest of the bunch. **LES ELLIS** ■

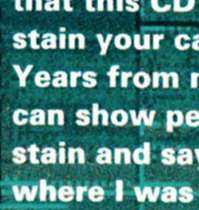
You don't stand a ghost of a chance. God, I crack myself up.

Escape from... Monster Manor™

GRAPHICS

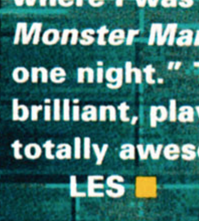
Graphics to die for. Blood-drenched reapers and fast-moving, smooth flowing, good looking 3D graphics. What a blast.

SOUNDS



Blood curdling screams echo all round. This is a total atmosphere experience. Crank the volume and scare the neighbours.

PLAYABILITY



Hey, you kill things. Horrible, grotesque, monstrous things that dwell in your darkest nightmare. Fun, ain't it?

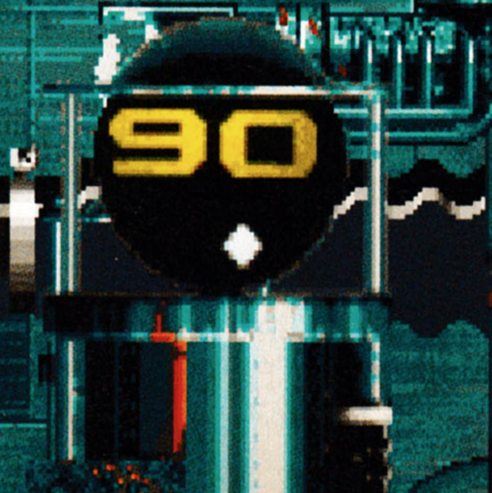
LASTABILITY

12 absolutely huge levels that take ages to explore fully. You won't want to stop playing it, hell you won't be able to stop.

OVERALL

A horror experience worthy of Argento or Clive Barker. The atmosphere oozes out of this game so much that this CD is likely to stain your carpet. Years from now you can show people the stain and say, "That's where I was playing *Monster Manor* late one night." This is a brilliant, playable, totally awesome game.

LES ■



JUDGEMENT

SPECIAL THANX TO DREAM MACHINES FOR THE LOAN OF THESE 3DO DISKS. CONTACT THEM ON 0429 869459.

JURASSIC PARK

Ah, he's not feeling very well. Where's my lump hammer?

Jurassic Park's prophet of doom.

Right, time for a quick test. You've seen *Jurassic Park* (the film) by now, unless you're weird or something. How would you expect the video game to look? Would you expect to see a naff old-fashioned platform romp where a crap sprite jumps around zapping dinosaurs? No, you wouldn't. Why Sega bothered to put that version out on the Mega Drive is anyone's guess, but the word "rushed" and the phrase "cashing in" spring to mind. Now, they've had a bit of time to work on the Mega CD version and they've made a decent game of it.

Out go the jumps and platforms, in come puzzles, exotic locations and some pretty mean looking graphics. I know which I'd rather have. The scenario here is a bit of a day-after-the-event job. You've been dropped on the island and have to collect an egg from each species of dinosaur and get back home to the biggest fried egg sandwich in history.

As puzzle-oriented adventures go, this is a fairly easy one, with only the time limit causing any problems. The ignorant dinosaurs tend to leave you alone until you annoy them (as if anyone ever gets so bored that they decide to go and annoy a dinosaur). As far as games featuring dinosaurs set on an island and based on *the* most successful film of all time go, this is the best of the bunch.

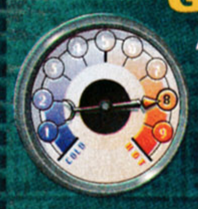
The graphics, while suitably moody and atmospheric, are hardly mind-blowing. The scenes have been rendered using powerful machines, but when whittled down to the Mega CD's poxy colour palette they lose an awful lot of clarity. With only a minor gripe about unnecessary delays in the game during play, I recommend this adventure to you with all my heart, which you are likely to see, if that T. Rex ever finds me in his compound again. **LES ELLIS** ■

A new series of All Creatures Great and Small – James Herriot has amusing adventures with a dino on the moors.

FOR - MEGA CD
FROM - SEGA
TEL - 071 373 3000
AVAILABLE - APRIL
PRICE - £44.99
END ■

JURASSIC PARK™

GRAPHICS

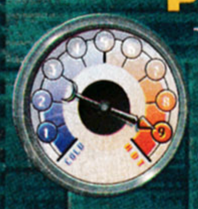


A bit pixelly in places. The dinosaurs look great. Good use of FMV as well.

SOUNDS

A classic roar at the start. Some pretty bad music but a wonderful atmosphere is created with some clever programming.

PLAYABILITY



The puzzles aren't tough enough to stall you for long and there is heaps of different stuff to do.

LASTABILITY

Plenty to do and a tight time limit to do it in. Luckily it isn't too hard, so you always make that bit more progress.

OVERALL

There aren't many adventures on the Mega CD, which is surprising when you think that CD is the perfect medium for this sort of game. This easily rates as the best of the small bunch. The game is packed with atmosphere and, of course, there are loads of dinosaurs in it. The perfect game for adventurers who don't like to think too hard.

LES ■

JUDGEMENT

81

(Read in gruff, overblown American accent...) It was a time of witchcraft and great menace...

HE was a man with a mission. SHE was a woman. A woman of lithe, breathtaking beauty.

"It is only shallow people who do not judge by appearances." Yep, it's a good job we don't freelance any reviews out to Oscar Wilde. For a start – he's dead. He'd miss his deadline, he wouldn't bother to grab the title screen, and then, of course, there's that appalling rotting smell...

Oscar would love *Dragon's Lair*: gloriously conceived, beautifully animated visuals; wickedly lurching and violent cartoon anarchy. Never mind the taste, he would probably say, how well is it presented? Never mind the melody, he would possibly not babble, what's the record sleeve look like? Never mind... (*Yes. We get the idea, thanks very much.* – Tim)

For those of you bizarre and unpleasant enough to be interested, the game itself involves the 'control' of one Dirk the Daring – a good-humoured, chisel-jawed, classical adventurer type who, armed with only a sword, a pointy helmet and an impressive talent for casually humming jolly tunes in the face of mortal danger, ventures into a large castle to wrench Daphne the admittedly Desirable from the claws of a nasty old dragon.

Dirk enters a room. The floor starts to crumble away. Cautiously, you tap the right direction on your joypad. The action freezes. Cut to – Dirk falling to his death. Tragically, you've either selected the wrong direction entirely, or you acted too quickly or too slowly. Start again.

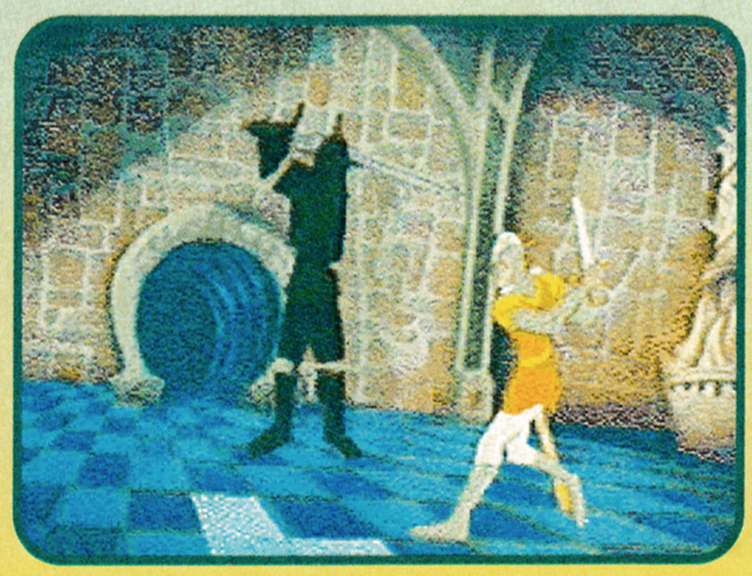
It's frustrating, inflexible, and rigorously entertainment-resistant to anyone but the most hardy, experienced and – most distressingly – informed player. You have to know *how* to complete a scene (with heart-stopping accuracy) before you can make even the wildest of attempts at actually completing it. This was all very attractive to the profit-hungry manufacturers of the grizzly old coin-op (of which this is a rough-edged, token effort of a conversion) but, if you're after a spot of casually challenging home-based entertainment, then go for something with a little more depth and longevity. **ANDY LOWE**

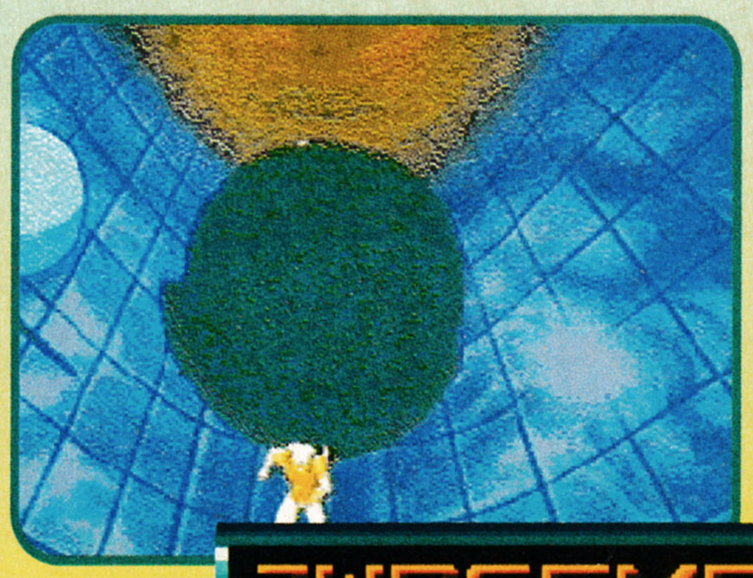
DRAGON'S LAIR

A tale of mystery, magic, violence, and, frankly, sex.

Bruce Willis. Sharon Stone. Dragon's Lair. Coming soon.

To a cinem... Oh, I can't go on with this. My head's aching...





"And on your left, ladies and gentlemen, we have the famous Black Knight. While on your right, is an amusing spheroid."

FOR - MEGA CD
FROM - SEGA (IMPORT)
TEL - OUT OF 'MINDER'
AVAILABLE - NOW
PRICE - £49.99
END ■

DRAGON'S LAIR

GRAPHICS

Look. It's a cartoon, for heaven's sake. It's not fair. I've had to give it a whopping great '10'.

SOUNDS

Some fantastic Disney-esque music and wonderfully grating, convincing effects.

PLAYABILITY

Just when it was doing so well, it tragically fell at the notorious old 'better to watch than play' hurdle.

LASTABILITY

You don't get all the coin-op scenes and they're not in a (vaguely exciting) random order. Bit of a swizz, there.

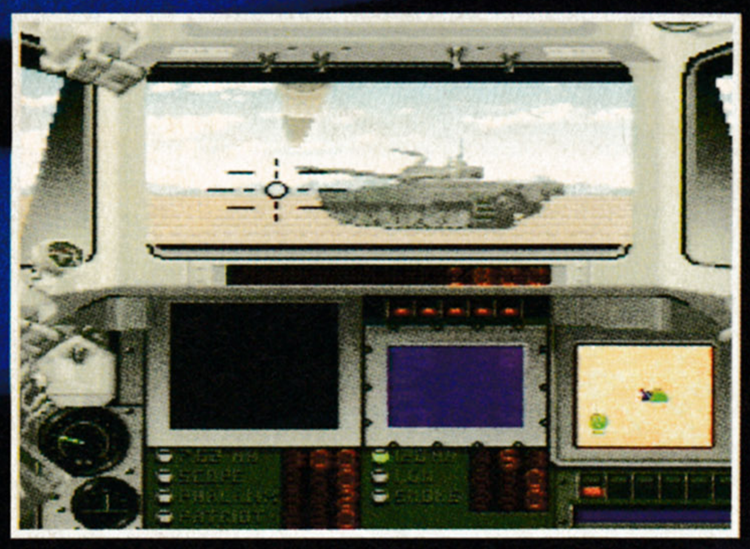
OVERALL

If you're the type who swears loudly and furiously attacks the nearest kitchen utensil every time you drop your toast and it falls on the buttered side, then *Dragon's Lair* isn't for you. If you relish the challenge of being soundly lashed to a heavy household item, in a hot room, with a large, ice-cold bucket of a well-known soda drink just out of reach – then you'll love it.

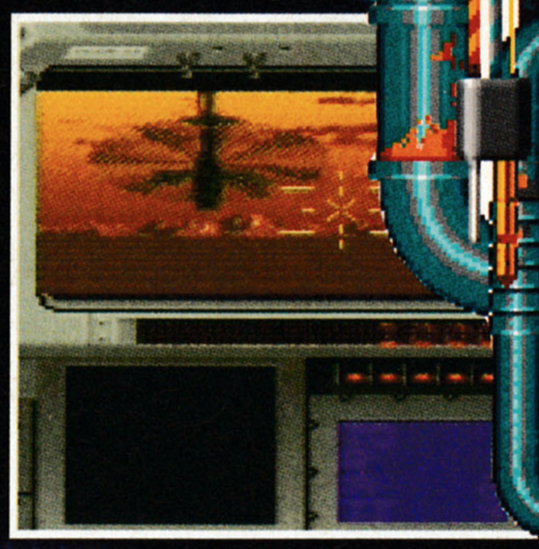
ANDY ■

46

JUDGEMENT



It's the same old story – tank meets tank, loses tank, seeks solace in drink, turns to crime, unexpectedly bumps into tank at party, starts up relationship again, dies.



It's the same old story – tank meets helicopter... (Shut up! – Andy). Ahem. A helicopter

FOR - SNES
FROM - DREAM MACHINES
TEL - 0429 869459
AVAILABLE - NOW
PRICE - £47.95
END ■

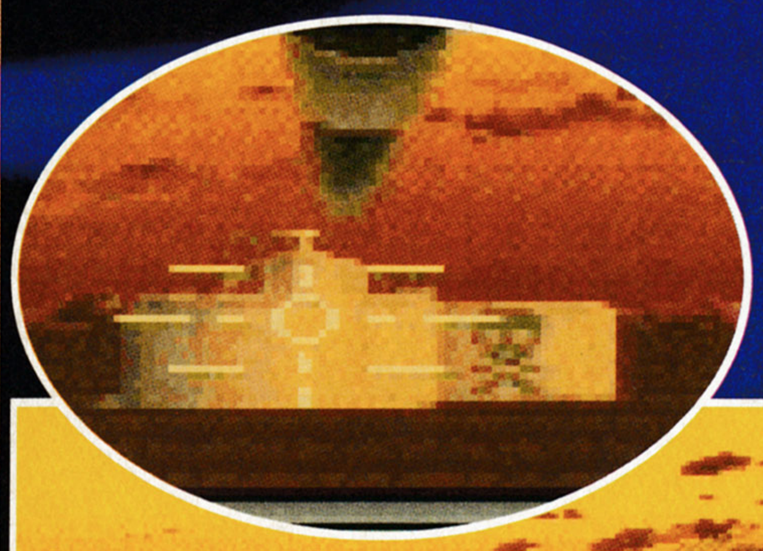
SUPER BATTLETANK 2

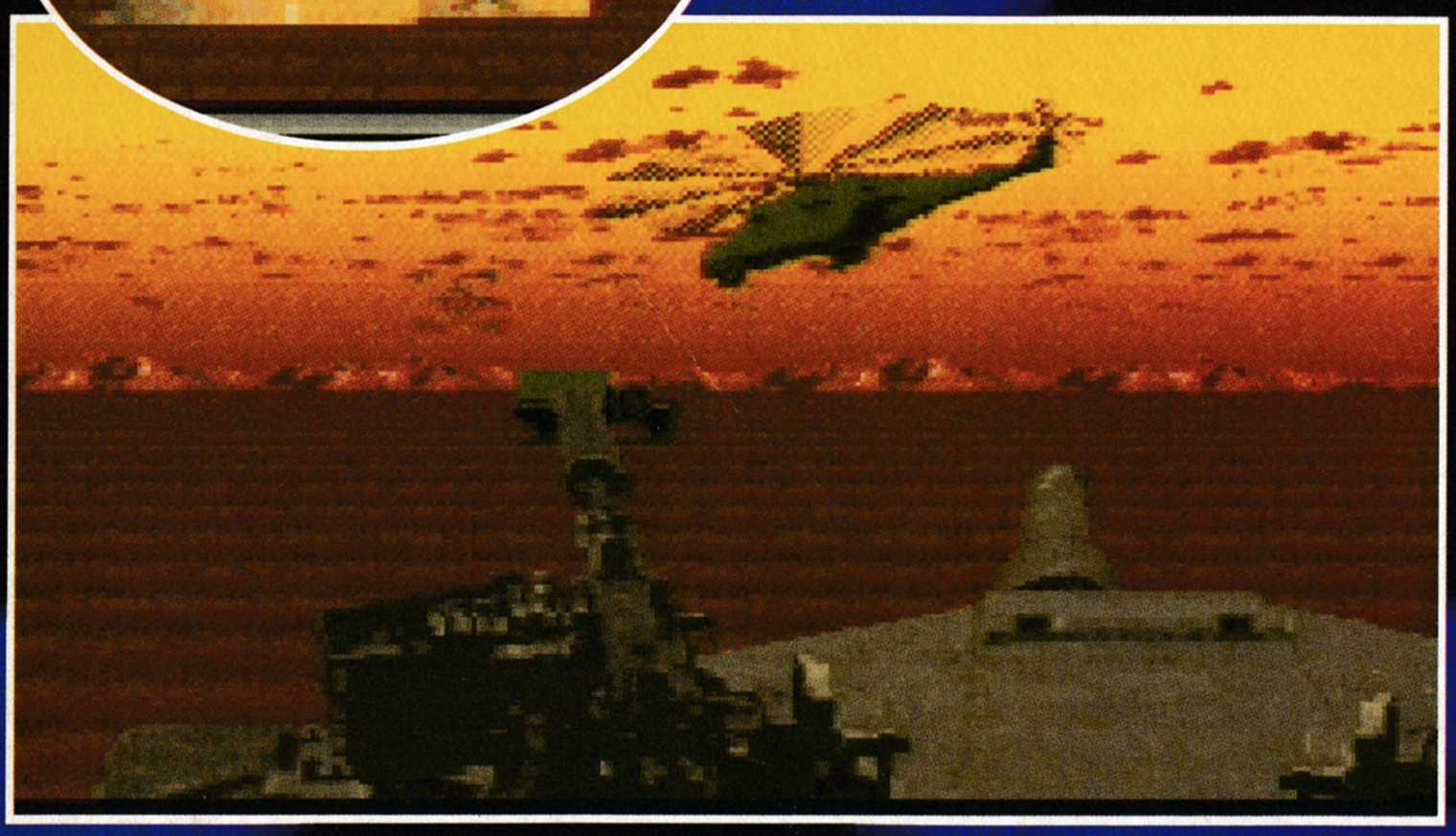
Tanks are great. They're big, clever and smart. No-one messes with a tank, that's for sure. Just try driving up to your local chippy in your new M1A2, ask for a portion of chips and a piece of cod in batter, and then refuse to pay. When they insist, simply point your giant tank directly at them. Top larks.

Super Battletank 2 is all about tanks, and your struggle to rid the world of people who don't agree with you. You sit in the hot-seat of your death machine, trundling around hostile landscapes and killing people by destroying the vehicles which house them. These vehicles take the form of other tanks, helicopters, halftracks and SCUD missile launchers, and you switch between tank view and your radar mode to detect any enemies in the area.

The graphics are stunning at times, with some excellent shots of tanks and helicopters storming around the desert and creating a bit of a ruckus. The game progresses as a series of missions, a bit like *Desert Strike*, with certain targets laid out for you. Moving around the play area is a doddle as you have an effective and versatile speed control (including reverse), and all the controls are intuitive and responsive. It's pretty hard though, with the end of certain missions requiring you to wade into occupied zones with guns a-blazing.

The only thing that lets the game down is the lack of any real fireworks (and I don't mean the type you set off on November 5th). It's not strategic enough to be continually occupying your thoughts, and the arcade element is just a tad thin, with insubstantial explosions contributing to a slightly weedy atmosphere. But this is nit-picking; it's a good game, and if its only flaw is that it's not a great one, then it should hardly be shot down in flames. **TIM TUCKER** ■



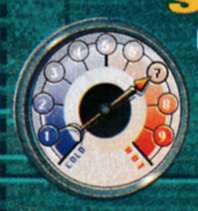


The *Operation Wolf* style end-of-level section is a full-on death festival, and to be frank, it's absolutely great.

GRAPHICS

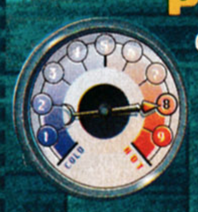
Some of the screens are lovely, but in general it's a little on the dull side.

SOUNDS



Not much to go wild about. It could do with some more meaty explosions and gun fire.

PLAYABILITY



One of the most playable strategy games on the SNES. The controls are lovely and easy to learn.

LASTABILITY

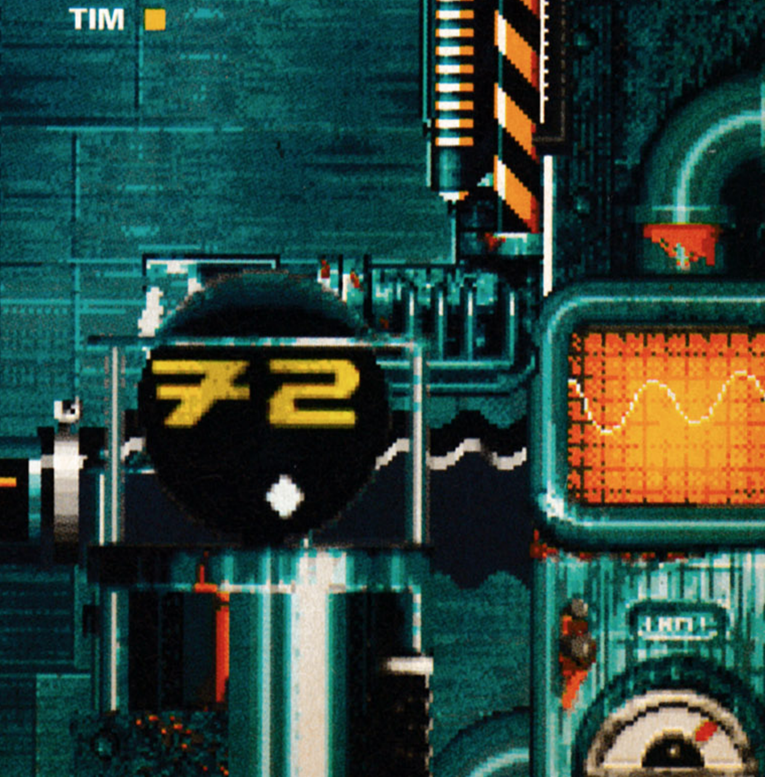
There are 16 tough missions, and there's a lot to sink your teeth into. A good run for your money.

OVERALL

It doesn't leap out and scream "Buy me" (just as well really), but it's good to see a soundly designed and well programmed strategy war game on the SNES, a genre that's been absent from the consoles recently. Tank freaks won't be disappointed.

TIM ■

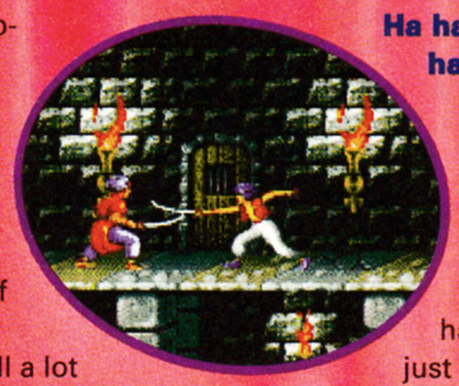
JUDGEMENT



PRINCE OF PERSIA

FOR - MEGA DRIVE
FROM - DOMARK
TEL - 081 780 2222
AVAILABLE - NOW
PRICE - £39.99
END ■

Before *Flashback* wowed with its rotoscoped sprites and *Aladdin* awed with its gorgeously fluid animation, there was *Prince of Persia*. At the time it came out on the Amiga and the Master System it was really something special, a something-never-been-seen-before. Unfortunately, with the the current state of software excellence, this is looking a little tired. Okay, so the sprites' animation is still a lot smoother than most games manage, but the backgrounds are incredibly dull and lifeless – they don't even scroll, let alone parallax.



Ha haaah. Ha ha haaah (sorry).

It's up to the gameplay to make this stand out then, and unfortunately it's not quite up to the task. It's true that the puzzle oriented nature of the game is a welcome break from bouncing around the bleeding walls like an idiot, and although the pace is akin to a slug with a hernia, it does create an intriguing gaming experience as you painstakingly determine which particular pressure pad you have to stand on to open a gate, and just how you're going to make that ridiculous jump.

However, the controls are highly irritating, requiring you to press different combinations of buttons to take small steps, long steps, long jumps, clambers, drops, and pick up objects, and the hazards can drive you insane when all you want to do is jump over a pit full of spikes. It's especially irritating when you've already made the jump or solved the puzzle on a previous attempt, and you're punished for not getting it *quite* right on subsequent goes. A good game in its day, but overshadowed by better releases in recent times.

TIM TUCKER ■

Ha haah. I am victorious. Ha... (snip).

OVERALL

The animation is still fairly impressive, but the overall graphic look is disappointing. *Aladdin* and *Flashback* have easily surpassed it, and we can only conclude that it's had its day, and it's time to let it lie. Sorry.

TIM ■

68

JUDGEMENT

PUGGSY

FOR - AMIGA
FROM - PSYGNOSIS
TEL - 051 709 5755
AVAILABLE - NOW
PRICE - £25.99
END ■

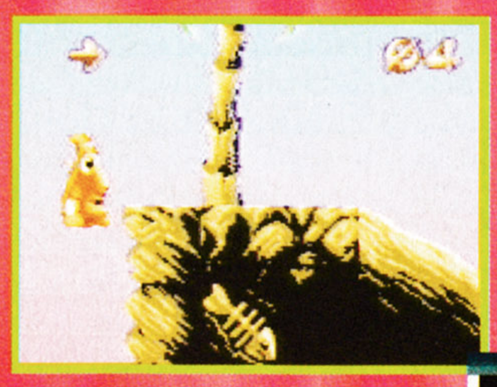
Right. It's definitely a puzzle game. It's played out on a series of decorated platforms. Wait – I know this one: it's a platform puzzle game! The main character, Puggsy, is one of yer actual cartoony marketable creatures whose main asset seems to be a couple of dodgy looking, freely undulating head mounted, um, things, who has to find his spaceship by completing a series of puzzles whilst avoiding the usual motley crew of deadly-to-the-touch desert island natives. The puzzles themselves take the not altogether novel form of finding out, largely by trial and error, which of a series of objects to use, in what way and in which order.

When it appeared on the consoles, ooh, a few months ago now, *Puggsy* was well received and, since this is a straight portover as far as the puzzles are concerned, the only changes can really only be superficial. Perhaps. Since the platform and baddies element is quite prominent this is where the conversion succeeds or fails. Unfortunately there's more than a shade of failure. The main problem is that Puggsy himself isn't exactly what you'd call nippy. In fact, the terms that spring to mind are more likely to be 'sitting' and 'duck.'

He's certainly limited in his number of dodging options. He's perfectly adept at picking up, manipulating and dropping the various objects scattered around the place but whichever planet his species evolved on obviously never had an environment that required ducking or running because, um, he can't do these things. And that basically is the problem. Is it a platform game with a lead character with the abilities to deal with the baddies, or is it a puzzle game with a pure problem-solving agenda? Either way it doesn't completely work.

WILL GROVES ■

It's a little bit difficult to see here, but the object Puggsy's got hold of here's a gun.



Here Puggsy doesn't have a gun, but that's not going to stop him jumping. Sorry.

OVERALL

***Puggsy* never quite succeeds as either a platform game, due to Puggsy's irksome unwieldiness, or as a puzzle game, because of the arbitrary find/use nature of the whole thing.**

WILL ■

68

JUDGEMENT

TOTAL ECLIPSE

FOR - 3DO
FROM - DYNAMIX
TEL - 0429 869459
AVAILABLE - IMPORT
PRICE - £40
END ■

So, this is it – the 3DO game that everyone has been waiting for, the one everyone has been drooling over since they saw the demo which came with the 3DO. Well, now that all the drool has encrusted itself on your chin and made it embarrassing when you go to school, you can feel just a little bit prattish for having got yourself worked up in a lather for nothing.

So what if it almost captures the feel of swooping through valleys and zooming over hills or the tunnel sequences are almost better than the Star Wars ones? *Total Eclipse* may have all this, but it's so bleedin' boring to play...

It's your basic in-yer-face shoot-em-up, you see. Granted, it's very fast and nice looking, but aside from that there isn't really much to distinguish it from all the other thousands of shoot-em-ups that are out there. **LES ELLIS ■**

I guess you could say that things have come a long way in the ten years since *Space Invaders*.

OVERALL

An impressive demo for the 3DO, but it doesn't cut the ice as a game. The internal sequences aren't responsive enough to the controls and you find yourself losing annoying amounts of energy for no reason. It's frustrating to play. A case of nice legs, shame about the face.

LES ■

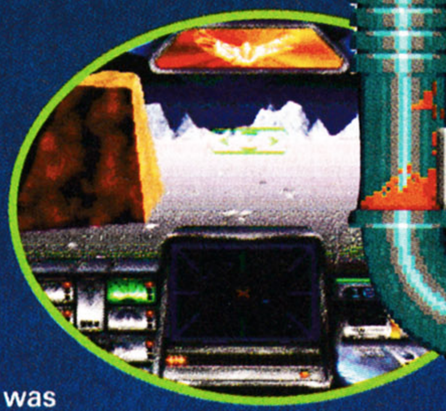
JUDGEMENT

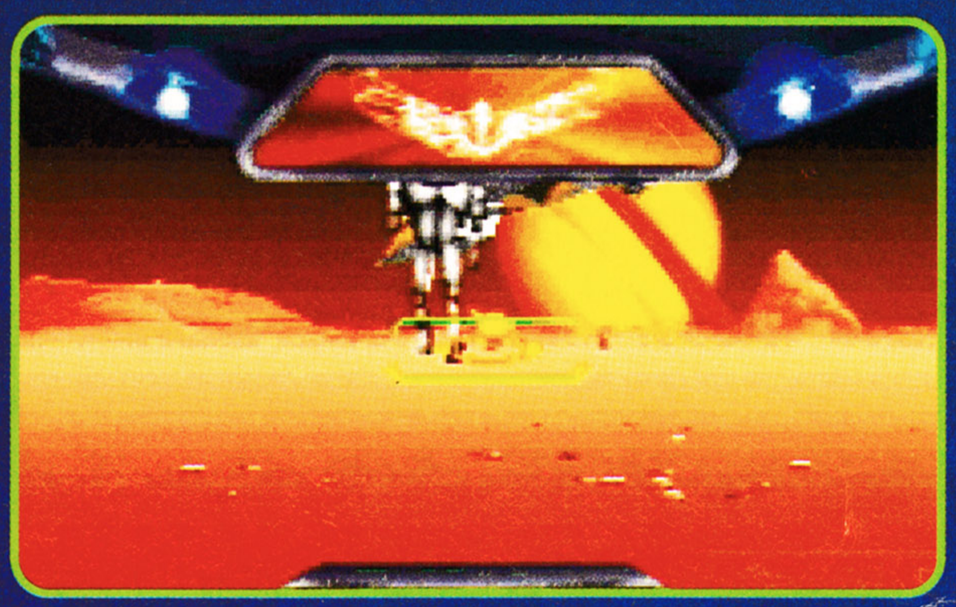
STELLAR 7

FOR - 3DO
FROM - DYNAMIX
TEL - DREAM MACHINES
AVAILABLE - IMPORT
PRICE - £40
END ■

Why bother, I ask you. Look at this 3DO business, lovely new machine, stacks of potential, everyone wants one and what do they do? They put out a bunch of cheap looking crap games for it. Could this be a shrewd move on behalf of the companies to make average games look better? My guess is that these games are just quick ports put out there to make a fast buck because the companies know that anyone who has a 3DO will be desperate to get any game for it, no matter how bad it is.

Cue *Stellar 7*, a really old game that first appeared years ago. Recently it has made a reappearance on CD formats with the game tweaked a little and a flash soundtrack added. This would be permissible if it was a half decent game, but unfortunately this ain't nowhere near half decent. What you get for your money, guv'nor, is a basic Battletank game with filled in graphics, a few different enemy ships and a cool rock guitar soundtrack. Battletank was fun because it was so basic and simple. Now that they've souped it up and tried to make it look flash they've managed to remove everything that was good about the game. Banish this to the same rubbish bin as *Mad Dog McCree*, preferably a very deep one. **LES ELLIS ■**





Unfortunately, in the many years since *Stellar 7* was first released, things don't seem to have changed an awful lot.

Ultimate 3DO shoot-em-up my – pert little buttocks.

OVERALL

***Stellar 7* is a stale formula given a smidgen of new life with a flash soundtrack and new graphics. But this isn't enough to salvage this from the retirement home for old games.**

LES ■

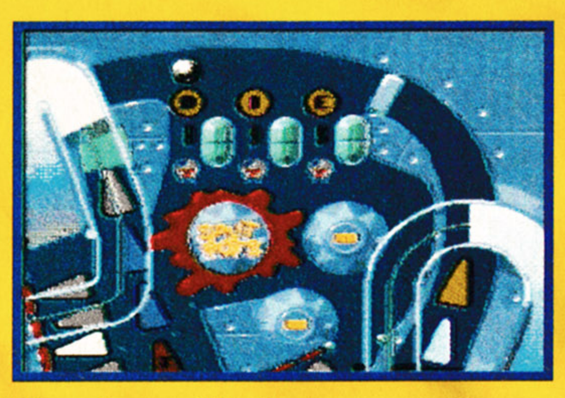
JUDGEMENT

BOTH OF THESE 3DO DREAM GAMES WERE LOANED TO US BY DREAM MACHINES, SO GIVE THEM A CALL IF YOU WANT THEM. 0429 869459 IS WHERE THEY'RE AT.

PINBALL DREAMS

"Ten minus zero and counting." I love space ships.

Can you believe it's a SNES? We certainly can't.



There's a subliminal message in this shot. Can you spot it?

This is a straight port over from the Amiga, giving you four totally separate pinball tables, and... that's all. While that was okay on the Amiga (after all it was nearly half the price), on cartridge it's a crime. Why didn't they put *Pinball Fantasies* on as well, which would give you eight tables of pure pinballing mania? To add insult to injury this version of the game is actually *inferior* to the Amiga version.

For a start, there's the increased play area. Whereas on the Amiga each table was the width of the screen, this is wider, and, as a result, scrolls in four directions, which is mildly confusing, visually messy and totally unnecessary. The scrolling itself is appalling at times; there is far too much jerk and shudder, unforgivable for a SNES which can handle fast scrolling in its pinball sleep.

And then there are the colours. The version we see here was written for the Amiga 500, a now (let's face it) out-of-date machine which was capable of 32 colours on-screen. The SNES can handle 256 bleeding colours at a time, so there's absolutely no excuse whatsoever for three distinct shades of gray on a ramp, when a subtle metallic blend would work far better.

It's such a shame because underneath it all there's a good, playable game. Simple it may be, perhaps lacking the depth of more computer game-orientated pinball games such as *Jaki Crush*, but the tables are generally well designed. If this was free of the problems described above, had *Pinball Fantasies* on there too, and maybe threw in a bit of impressive mode 7 scaling here and there to remind you it was a SNES you were playing, it would be up in the high 80s.

TIM TUCKER

FOR - SNES
FROM - GAMETEK
TEL - 0753 553445
AVAILABLE - NOW
PRICE - £44.99
END

OVERALL

The ball mechanics are okay, but the table mechanics are all over the place. It's still a playable pinball game, but without any of the slickness found on the Amiga version.

TIM

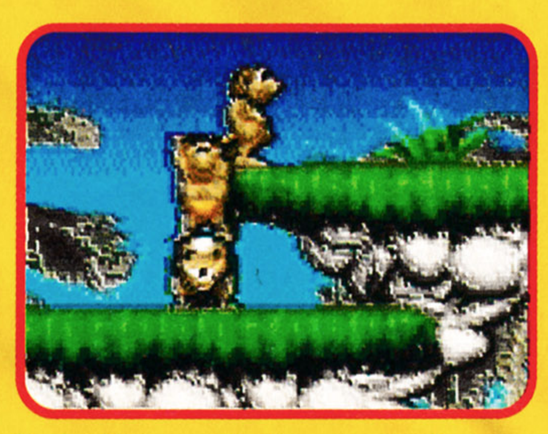
JUDGEMENT 68

HUMANS

You know, there was a problem with *Lemmings*, despite it being one of the best games ever and everything. The problem was this: whenever you'd worked out a level, you sometimes had to be spot on with your reflexes to ensure that you got all the Lemmings through. This lead to the tedious situation of knowing that you'd solved the puzzle, but still having trouble whizzing around with the mouse to ensure that you did all the right moves at the right time. *Lemmings* veterans will know what I mean.

Humans appears to consider this the most interesting aspect of gameplay that *Lemmings* had to offer, and serves up ingenious variants all the way. The Lemmings are replaced by Humans, who you lead on a discovery for weapons, fire and all sorts of other things that were adequately explained in 2001: A Space Odyssey as far as I'm concerned. The puzzles are well thought out, and more than adequately complex, but they all suffer from the fact that any arcadey bits you have to accomplish, such as jumping or climbing, have to be spot on or the level is ruined.

The thing which made *Lemmings* good was simplicity. All you had to do was point and click. *Humans* has a tortuous control system that forces you to change humans, scroll through abilities, place objects, make jumps, even reach higher levels, all with different button combinations, and it's horrendous. It *does* become more familiar, but it's frustrating more often than not. Which just about sums up this game really. **TIM TUCKER**



(Left) Humans being puzzled.
(Above) Humans being stupid.

FOR - SNES
FROM - GAMETEK
TEL - 0753 553445
AVAILABLE - JUNE
PRICE - £44.99
END

OVERALL

Yet another game fails to be as good as *Lemmings*. On the plus side, it has lots to do, and the puzzles will stretch you to the limit. If only it wasn't such a pain to control.

TIM

JUDGEMENT 64

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NAUGHTY BY NATURE - HIP HOP HOORAY
HOUSE OF PAIN - JUMP AROUND
THE FLAVOUR - NO MATTER WHAT U DO
E.Y.C - FEELIN' ALRIGHT
A TRIBE CALLED QUEST - CAN I KICK IT
JAZZY JEFF & THE FRESH PRINCE
CAN'T WAIT TO BE WITH YOU
(YES, THE NEW ONE!!!)
DE LA SOUL - ME, MYSELF AND I
APACHE INDIAN - BOOM SHACK-A-LAK
STAKKA BO - HERE WE GO
SALT-N-PEPA - PUSH IT
JAZZY JEFF & THE FRESH PRINCE
BOOM! SHAKE THE ROOM
HEAVY D & THE BOYZ - NOW THAT WE'VE FOUND LOVE
MONIE LOVE - IT'S A SHAME
RUN DMC - WALK THIS WAY
HONKY - THE WHISTLER - **SNOW** - INFORMER
SOUL II SOUL - GET A LIFE
OUI 3 - FOR WHAT IT'S WORTH

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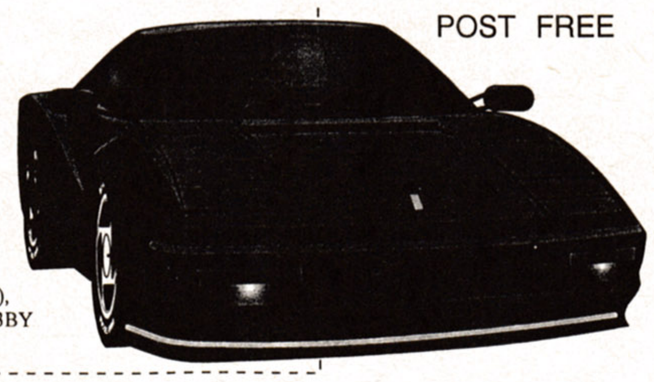

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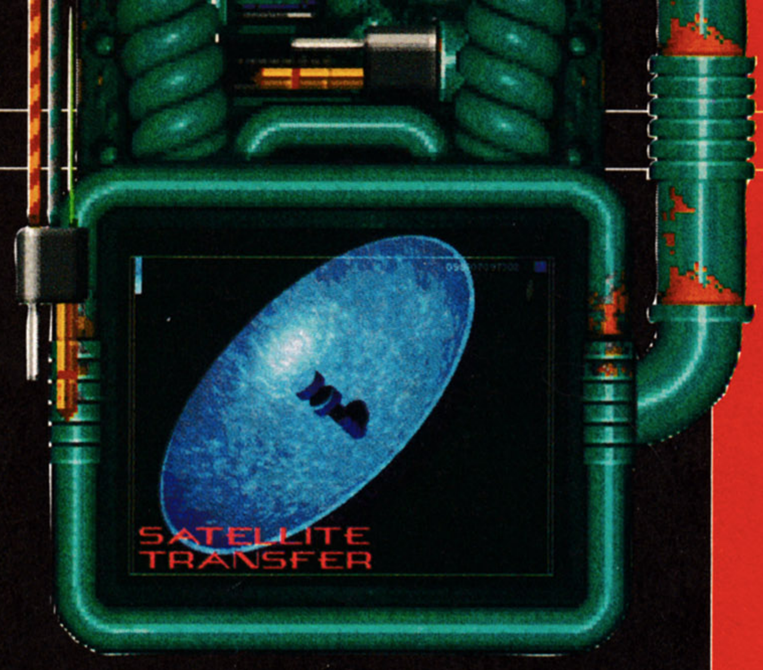

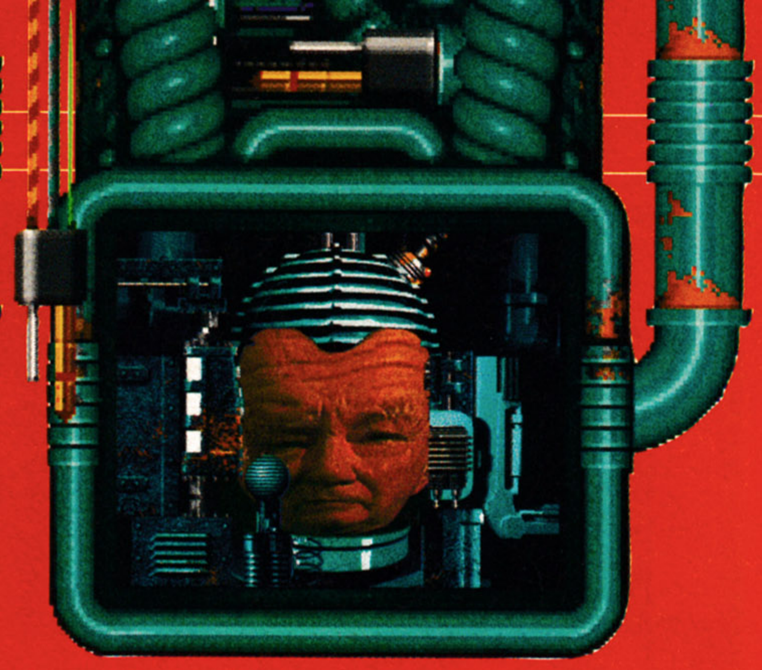

IT'S TIPS...

You may well like to think that you're actually rather great at games. And you certainly don't need *us* to tell you how to play 'em. Who do we think we are, eh? Well, here's what we reckon... Unless you spend your entire conscious existence bolted to some form of video games system, delving ever deeper into the grubby corners of each of your beloved games, then you probably get 'stuck' from time to time. The following section will offer hope, sympathy, guidance, and, above all, some top tips. Hey, it *does* make sense...

Although we do have our very own scabby band of in-house tips maestros, we do heartily welcome your worthy contributions. The rules are simple... Make 'em good (and current). Don't rip 'em off out of other mags. Easy!

So, send those lovely tips in to...

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JAMES POND 3
MEGA DRIVE 78

A bit of a dip into the young fish's, actually rather tough, third outing. Meanwhile, check out the Prototypes pages for some sneak first news on James Pond 4! Blimey. Isn't it all just too exciting?

TURTLES - TOURNAMENT FIGHTERS
SNES.....82

Now, although this is a top fighting game (and this is the final part of our 'combo' guide) one fact remains... You can't actually 'be' Kintaro, can you? It's not as good as Mortal Kombat 2. Or Stre - (That's enough beat-em-ups. - Alison).

SYNDICATE
AMIGA 84

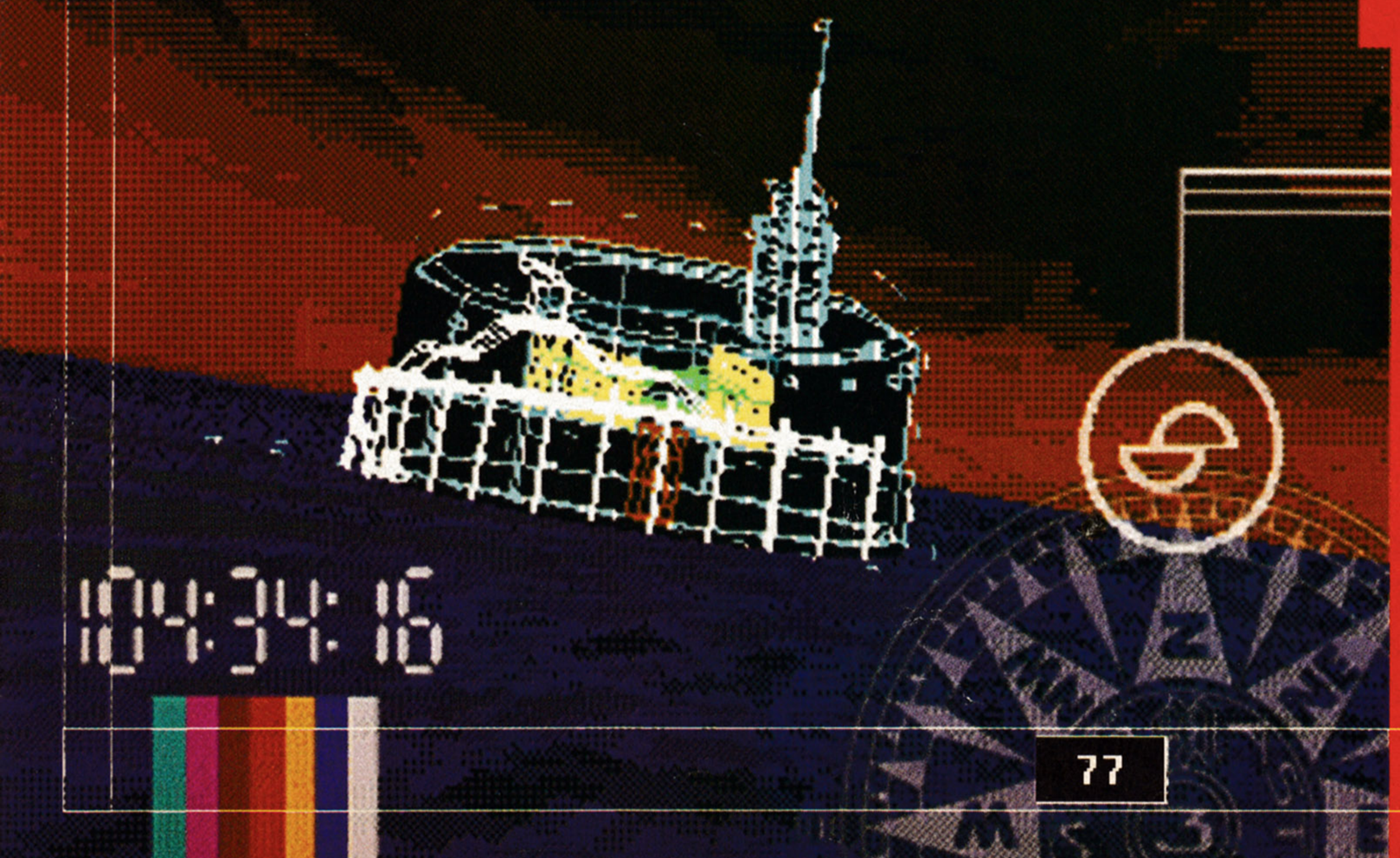
It's back! Les' favourite ever game. Here, the vampirical one shows you how to 'do' the four hardest missions in the game. See. He's nice, really. A bit.

SECRET OF MANA
SNES 86

Well. Is it better than Zelda? It's certainly bigger. And more complex. (Andy - *Nothing's* better than Zelda. Except Stre - AGH!)

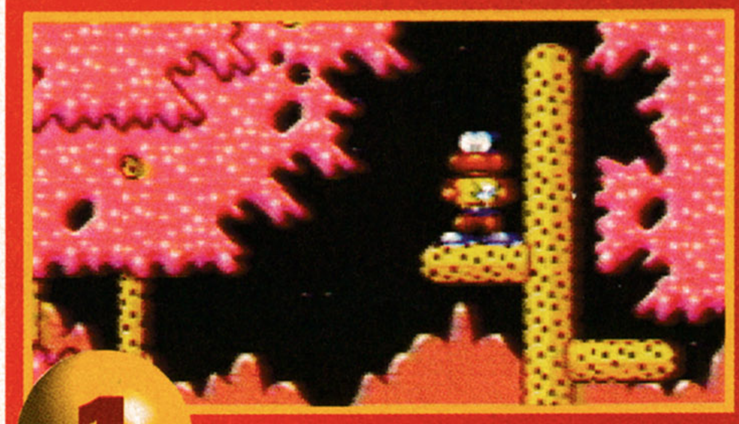
CONSOLETATION ZONE.....90

You ask, we answer. Basically. Here's some examples of questions we do NOT want to hear... "How do you 'be' Shao Kahn on Mortal Kombat 2"? "How do you 'be' Goro on Mortal Kombat 2?" "How do you 'be' Kano on Mortal Kombat 2" "How do - " etc.



JAMES POND 3

GARDEN OF EDAM

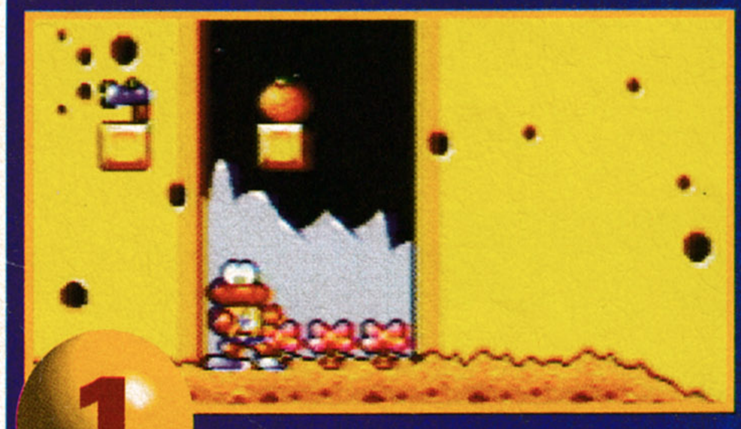


1 At the very start of the game, jump on to the very top of the first 'cactus' you see to reach a star which should set you in good stead to get through the level.

2 At the wreckage, jump on top of the block and jump again to reveal another. Jump on this and up until you reach the rocket navigation module. You'll need to take the roundabout route which follows...

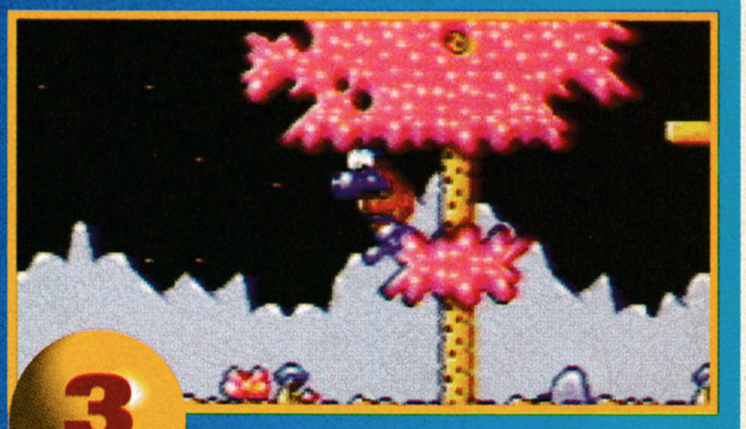
3 Next go to the cliff edge and jump off to avoid the spike pit. Go over the next hill, pausing at the top to collect the coin on offer and go to the transmitter, watching for the only mouse on this level, and punch it.

CAMEMBERT CANYON



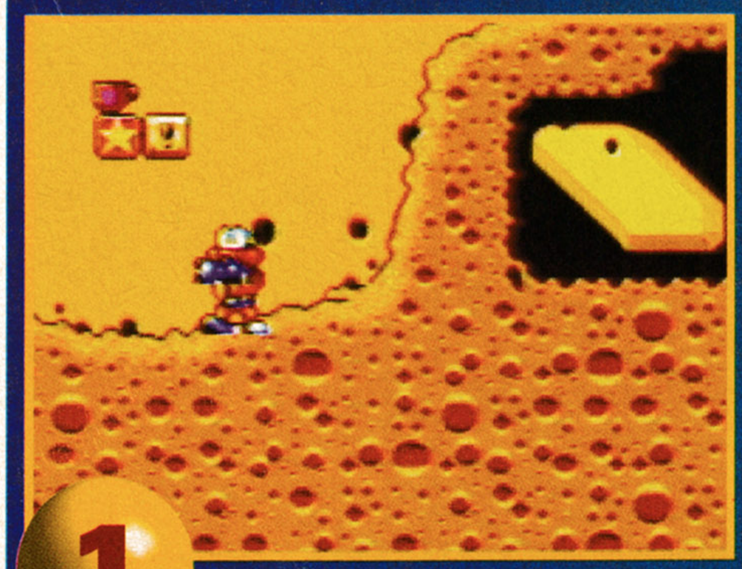
1 Take the northerly route. Run down the hill. Stop at the second gap between blocks. In the middle is the superior orange ammo. Jump over the tank and two sets of worms. Take out the mice.

2 Head left and up over the blocks. At the top, go right, hit the block to make a bridge, and collect the teacup. Carry on until you see the two blocks. Above is a switch. Turn the bridge on and go right until you reach a wall.



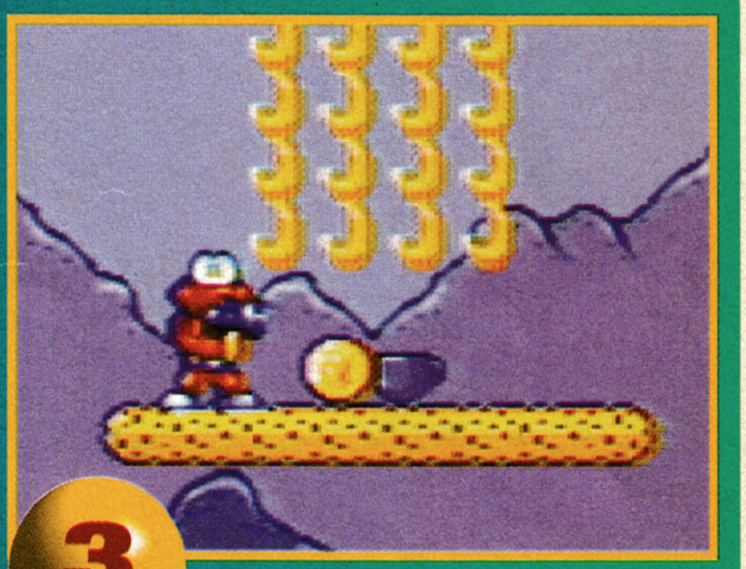
3 Hit the switch hidden in the tree to blow the wall and make your way to the end of the level.

ROQUEFORT RIDGE



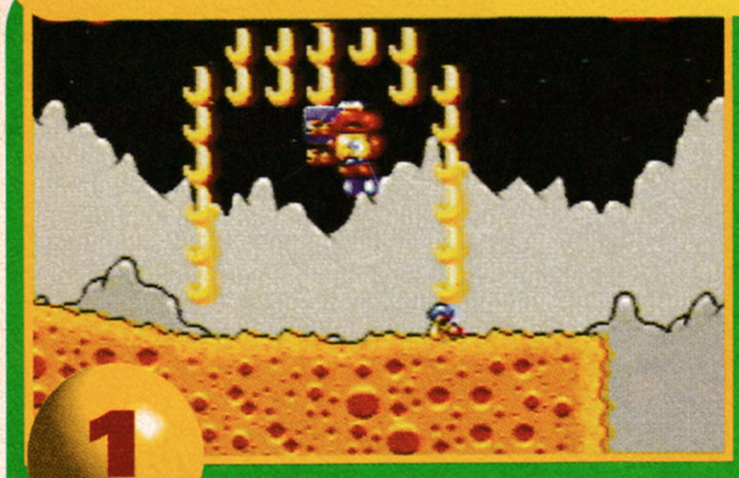
1 Get the gun from the first mouse and use it to take out the rest of them. Carry on, collecting the star in the cave. The best way to kill the birds is to jump onto them and continue bouncing until they die.

2 Jump to get to the top of the hill after the missile launcher and go to the platforms to the left. Follow them to get a cup, a star and a crown. Next jump behind the tree with the platform next to it to fully replenish your health.



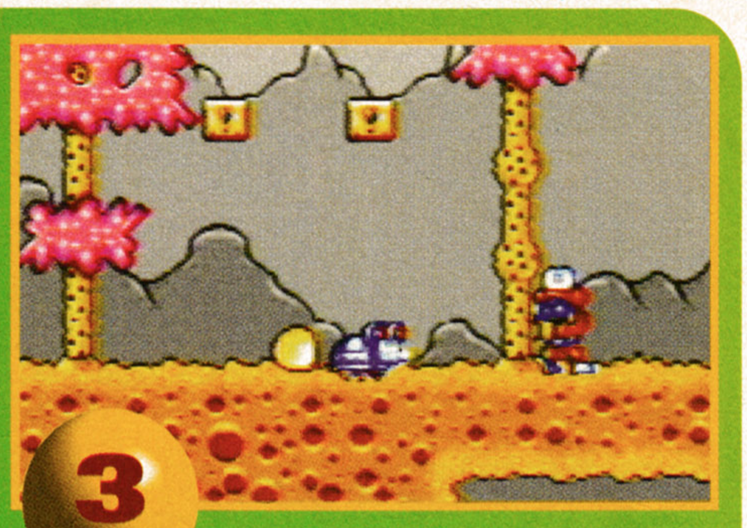
3 Jump left on the block behind the tree to get some goodies. At the next hill jump to the platforms on the right. Kill the mouse, grab the brolly and jump right for a power-up. Jump to the left of the final cactus to activate a secret block.

GORGONZOLA GORGE



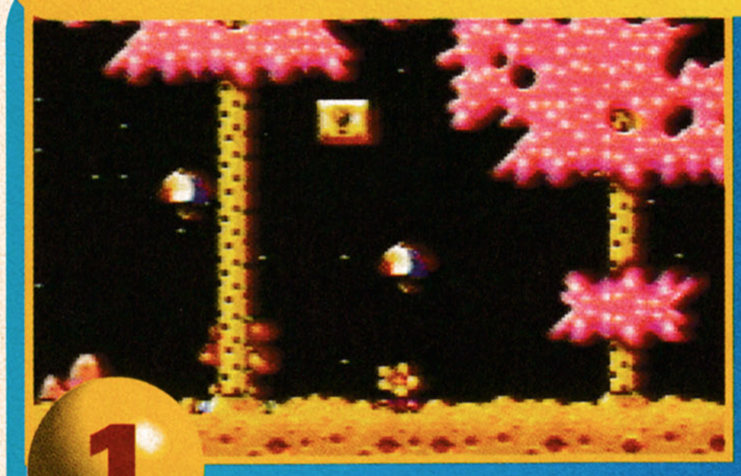
1 This is the first level where you'll come across these multi-moon blocks. Head to the right and blow the yellow blocks with the switch in the tree by the large mouse.

2 Go down the open shaft. Jump over the big mouse. Collect the hover pack. Kill the mouse and head to the top of the screen to collect the goodies. Jump down to the block by the tree. Collect the lemon ammo.



3 Head down the right-hand shaft, taking out the enemy with your gun. Collect all the available bonuses and destroy the transmitter.

CAERPHILLY STEPPES

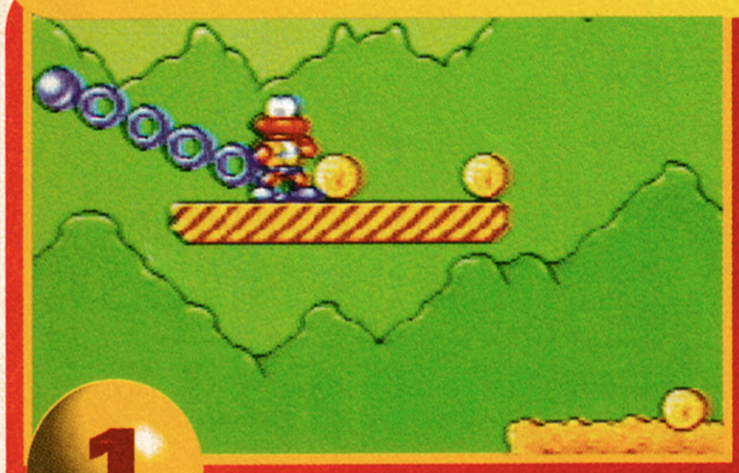


1 This is a tricky, but not too dangerous, puzzle level. Head west and wait for the brollies to drop. Pick one up. Drop it below the blocks above you.

2 Go back, pick up the other. Return to the first. Jump above it. In mid-air, grab the other one and jump on the falling brolly. Jump again quickly. Repeat...

3 Grab the TNT and drop down, placing it on the yellow blocks. When these have blown, jump in to collect the goodies and destroy the beacon.

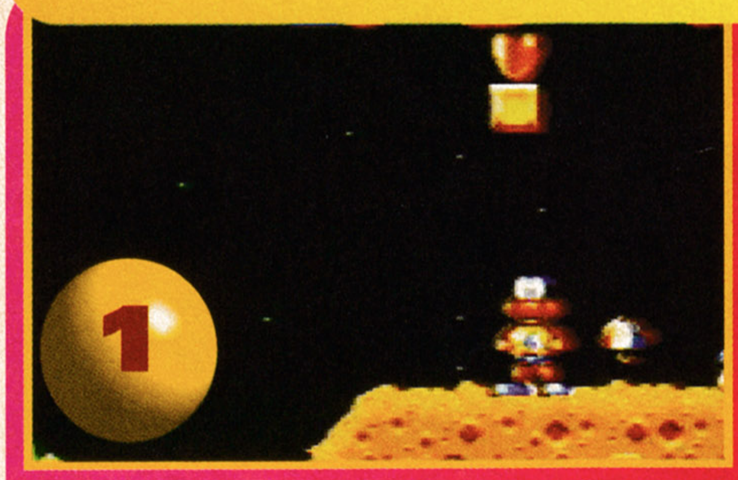
CAERPHILLY DOWN



1 The major part of this level is taken up with swings over pits with tanks in. When you get to the swings with mice etc. on them you will inevitably get hit from time to time. While still invulnerable, jump into the pit and run up the other side. Luckily there are plenty of stars lying about to get you through.

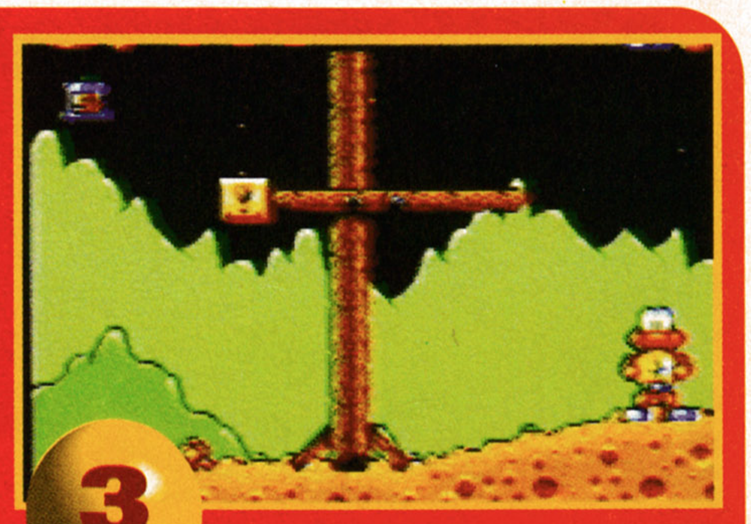
2 Always check behind the trees as there are plenty of multiple moon blocks for the taking on this level. You'll find the transmitter to the right of the screen.

GOUDA GULLY



Go to the far right to collect a 1-up. Get the brolly. Jump left. The left-hand switch blows the left blocks, the middle, the right ones. Collect the goodies. Pull the last switch. Head right. Jump left, over the middle gap and left...

2 Get the TNT and quickly flip the ground switch. Drop the TNT on the case below to blow open a route to Finnius Fog, whose help you'll need later in the game.



3 Again head to the far right and keep jumping left until you reach the transmitter.

HOT CUSTARD SPRINGS

1 Zoom to the right. When you take off, land on the platforms to collect some stuff. At the custard monster, run up the cliff but jump off on the way up to reach some multi-moon blocks.

2 To get across the very wide pit of custard, you'll need to repeat the same brolly trick as in CAERPHILLY STEPPES. The brollies in question can be found just before the hill and next to the pit in question.

3 To get up the final, very tall cliff, you'll need to run all the way down the previous incline, jump over the custard monster at the bottom and use your momentum to reach the end of the level.

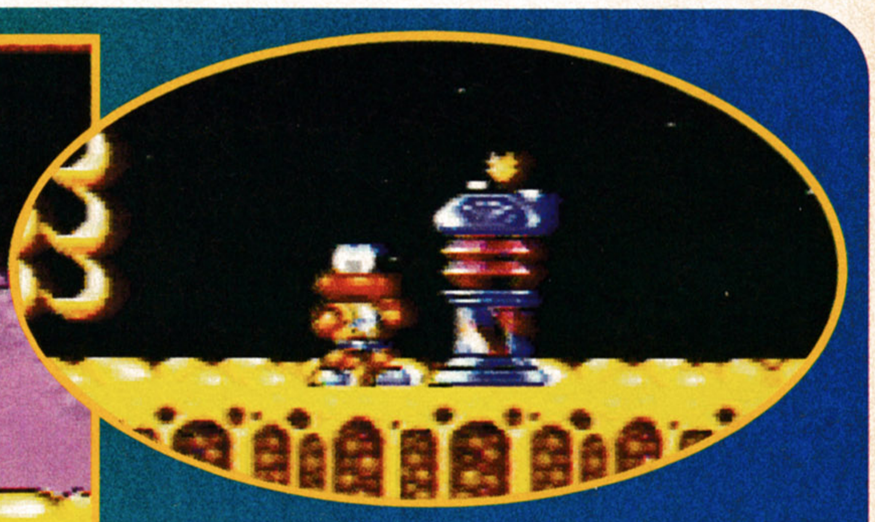
BUBBLING PLAINS

1 To get the first of the lost treasures, jump from the cliff to the left on to the 'trees', head up and right. Get an extra life in a pit after the first two pits.

2 Before the custard pits you should find your first fruit suit. Climb in and you are able to float through the boiling custards. It's best to keep it for the second vat, though.

3 Jump over the tank, the one that you'll come to after a mini plague of mice, and run up the cliff to reach this level's transmitter.

CAERPHILLY DOWN



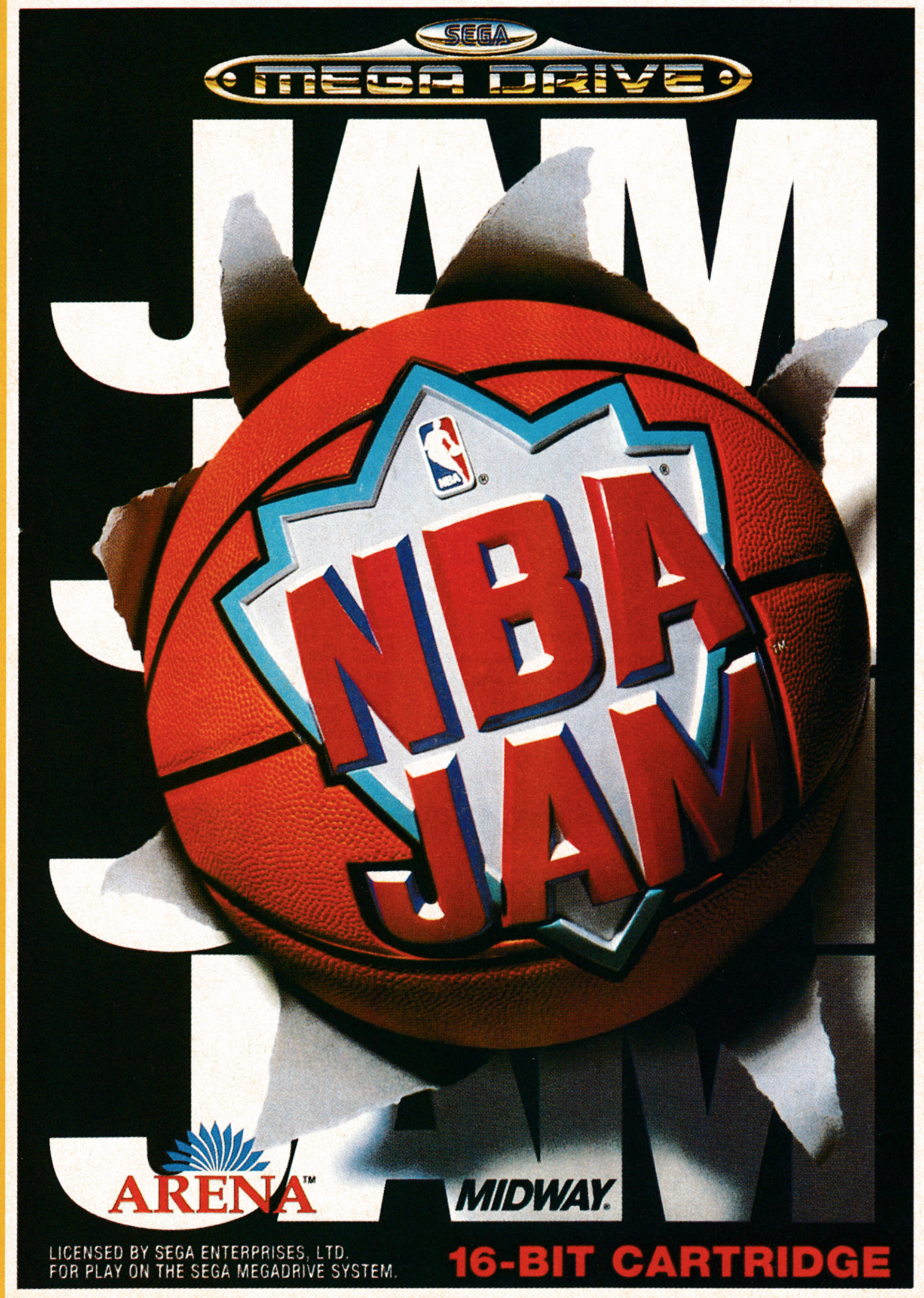
A short easy level which poses no real problems and about which, therefore, there's nothing to say.

LUMPSVILLE LURKER

1 The Lurker is the first recognisable boss the game comes up with, but he looks far worse than he really is. When the level starts, press left to land on a platform and jump left again to pick up a navigation device. When you see the Lurker's head, wait for about a second and drop down. Bounce off his head and run left, keeping him in sight.

2 When he jumps into the air, move to his previous position. When he lands, jump over his tongue and on to his head. Simply repeat this procedure about ten times and you'll have popped his cork.

NBA
RENT IT NOW



BLOCKBUSTER VIDEO®

SEGA GAME GEAR

SUPER NINTENDO ENTERTAINMENT SYSTEM PAL VERSION

RITZ VIDEO

TURTLES

TOURNAMENT FIGHTERS

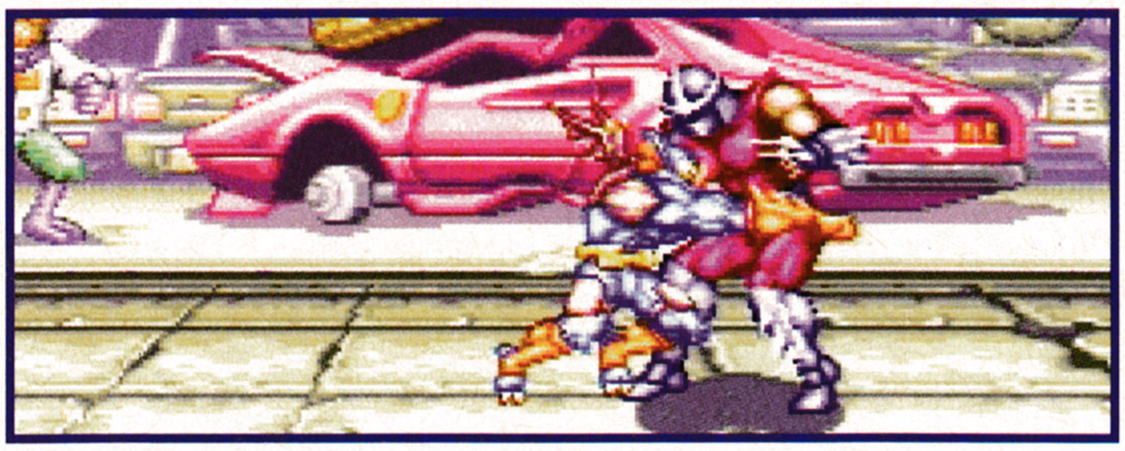
Yep, it's time for the second part of our decidedly astonishing Turtles 'combo' guide. 'Combo' is actually short for 'combination', you know. Fascinating, eh? Er... This month, it's Wingnut, Armaggon, Chrome Dome and War!!! Peruse on...

WINGNUT

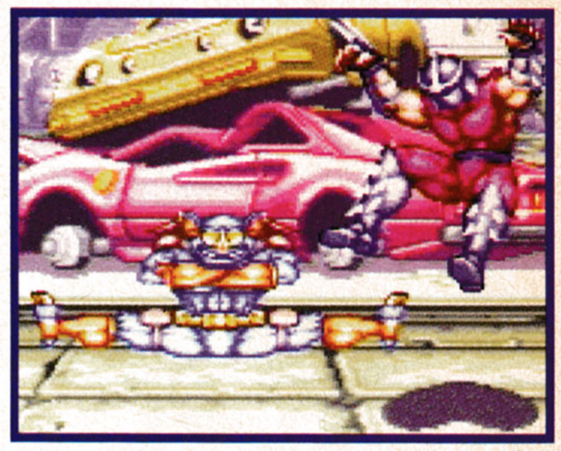
1. Swipe their mind in with a fierce kick ('A') Power Dive. As you're coming down, keep tapping fierce punch.

2. As you land, you should still be in range for the hit to connect.

1. Jump in with a fairly late fierce punch.

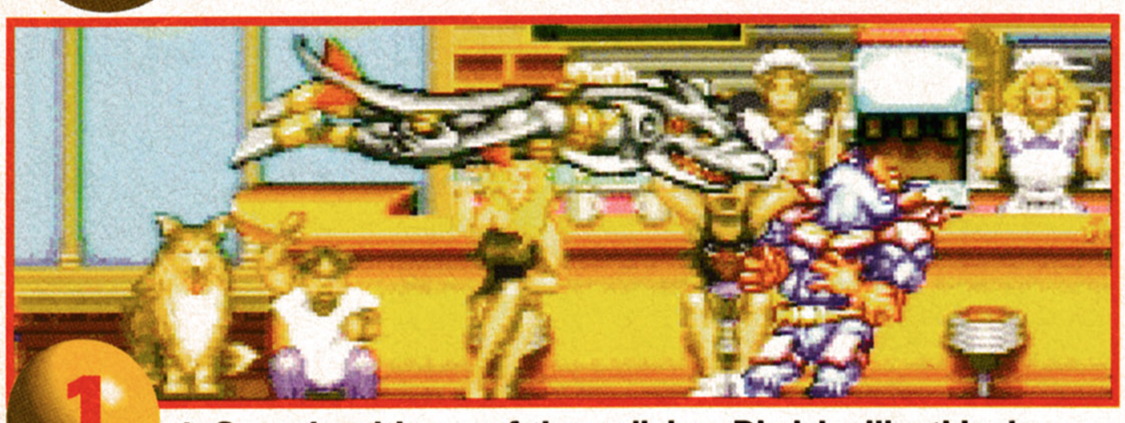


2. Land and, while holding down, tap jab punch twice.



3. Keep holding down and immediately tap any kick button to finish with that funny spinning leg thing.

ARMAGGON

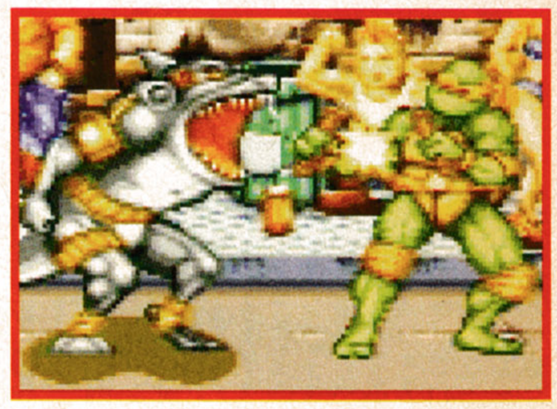


1. Come in with one of those diving, Dhalsim-like thingies (jump, hold down and hit fierce punch). Keep charging down.

2. As you land, flip up and hit fierce kick for a Fin Slicer follow-through.

1. Jump in with a late fierce kick.

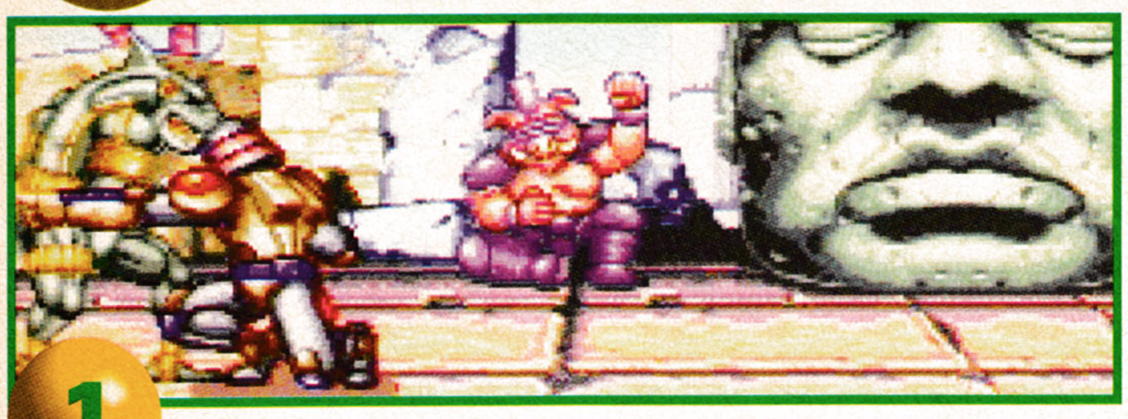
2. Land, crouch and charge back. Tap jab punch.



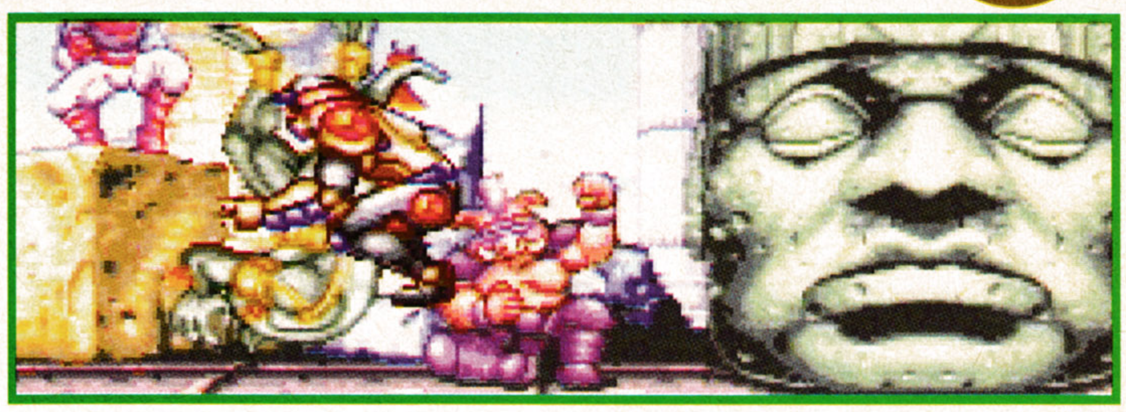
3. Flip towards and hit fierce punch for an Aqua Shock finish.

ULEEHUZEUHLIUGGERBGKUNGLAOFATALITY2STANDQUITEADISTANCEAWAYANDHOLDLOWPUNCHBACKBACKFORWARDFORWARDTHENGUIDETHEHATUPWARDSATTHELASTSECONDTODECAPITATETHEVICTIMKHEWS

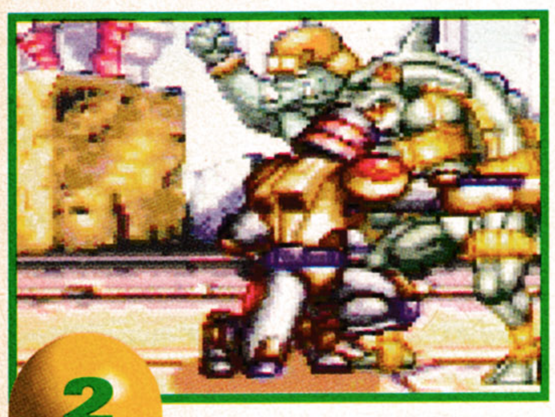
CHROME DOME



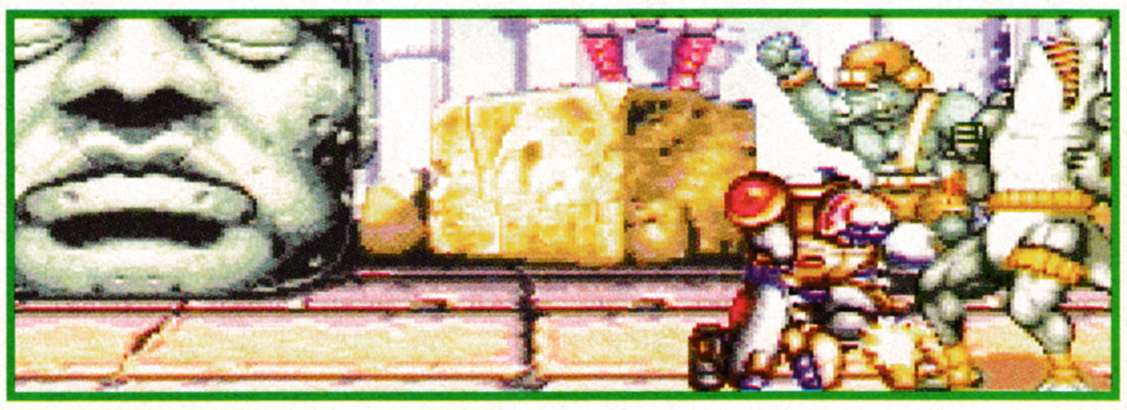
1. Get in close, crouch and hit 'em with two low jab punches. Keep holding down.



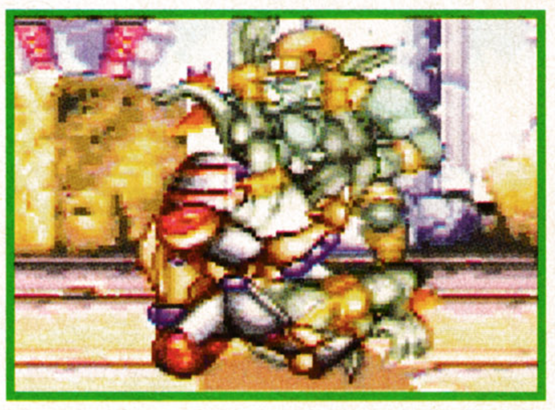
2. After the second hit, push up and hit Y&B simultaneously for a seriously damaging Electric Piledriver.



1. First crouch and hit jab punch.



2. Instantly go into the Chrome Spark. Keep holding down.



3. Push up and hit Y&B for the Pile Driver finish.

1. Jump in with a fairly late fierce punch.

2. Land and tap fierce punch again.

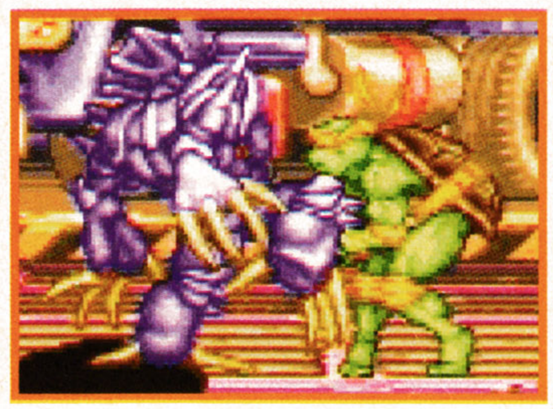
3. Simultaneously go into the Chrome Spark.

4. Tap fierce punch again, just in case the opponent is still in range for a final, dizzying hit.

WAR

1. Jump over and slap up their insolence with a a fierce punch to the head.

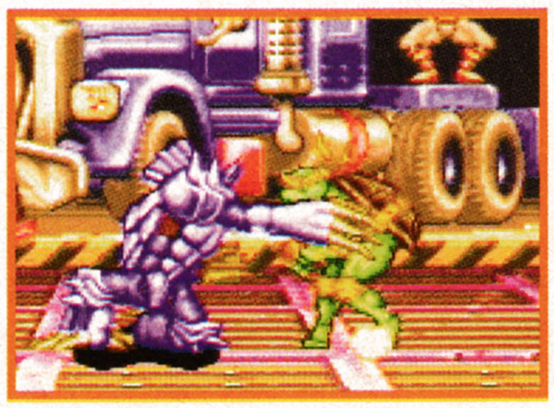
2. Land and tap jab punch.



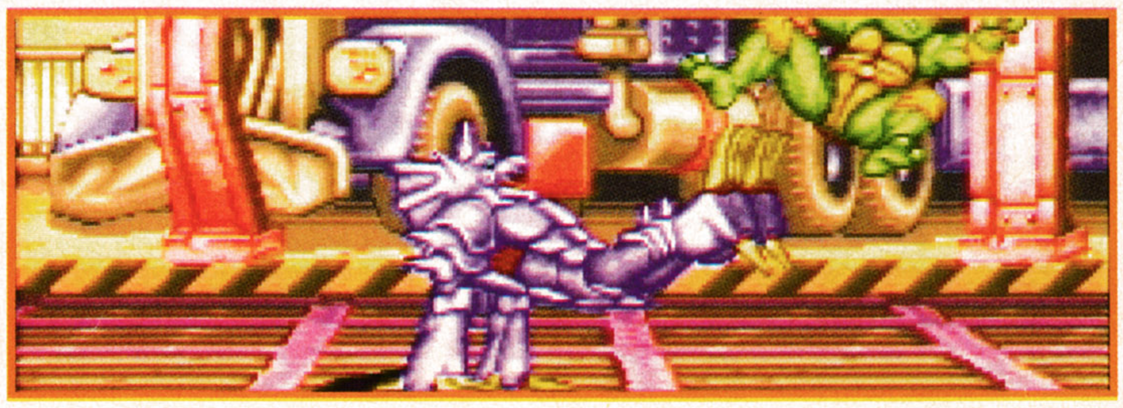
3. Instantly follow it through with a jab kick.

4. Pull back and hit Y&B simultaneously for a rushing headbutt.

1. Jump in with that effective, fierce punch intro move.



2. Land and – yep – tap jab punch.



3. Pull back and hit fierce kick for the wildly unnecessary kick smash.

SYNDICATE

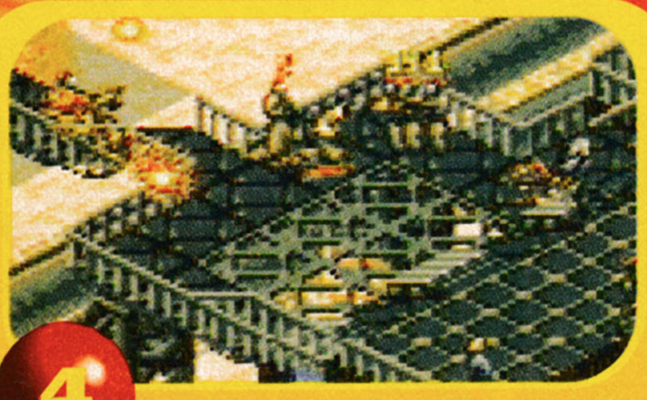
We called in our top cyborg incinerator, Paul Weaver, to introduce the pleasure of Gauss gunning and drive-by rocket launching to you and your game. Not quite sure how he picked up those skills - I mean, he comes from a small Welsh village, probably surrounded by sheep.

FAR EAST

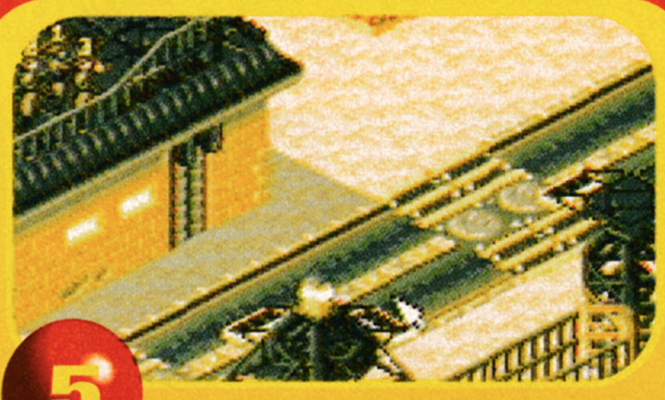
1 Take four agents and use the default weapons settings. Leave this mission until as late as possible, so you have more powerful equipment.

2 Move the first two agents into this position and have them in observation mode until you have everyone positioned where you need them.

3 Agents number three and four need to be in this position for optimum efficiency. In other words, they can slaughter more people here.



4 The enemy have a tendency to run into your waiting ambushes. Take control of all four agents and set all their IPAs on panic mode. Now sit back and watch the carnage.



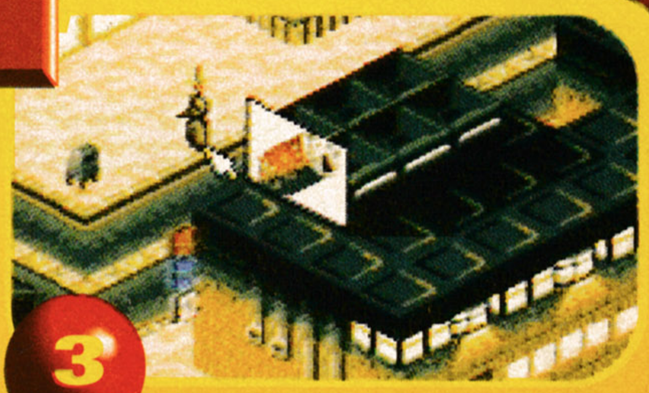
5 Activate the shields and take to the rooftops. Climb to here and storm the enemy compound. Use your mini guns to clear any pests that may be infesting this place.

6 From here you can use the gauss guns to wipe out anything that moves. The first wave of enemy guards won't even know what hit them. The mission will now be a doddle.

MAURITANIA

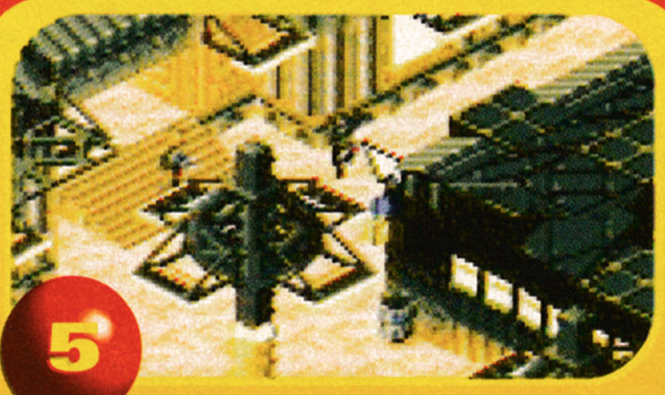
1 On the team selection screen you can choose which two agents you want to take. Arm one with the default settings and one with these goodies.

2 From the start, split your two agents. One goes to the left, the other goes right and down. This may not make a lot of sense right now, but it will later.

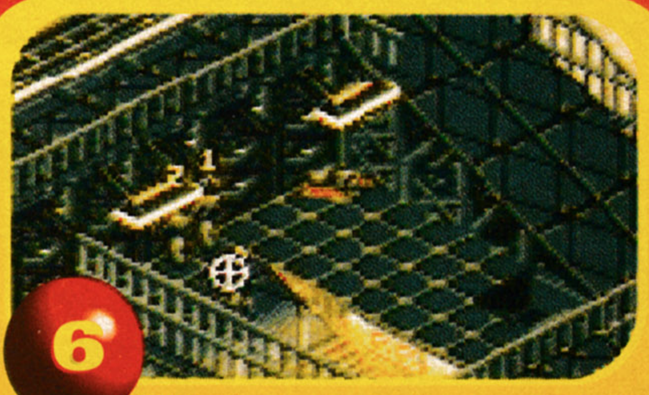


3 Take agent one and go down the unused railway line. Fire your mini gun to attract a little bit of attention and move your other agent to here.

4 When agent number one gets to this wall, use the scanner to determine where the guards are. Then use the gauss gun through the walls when needed.



5 Take control of agent two, set the perception to maximum and stand here. Use the long-range rifle and pick off the remaining guards.



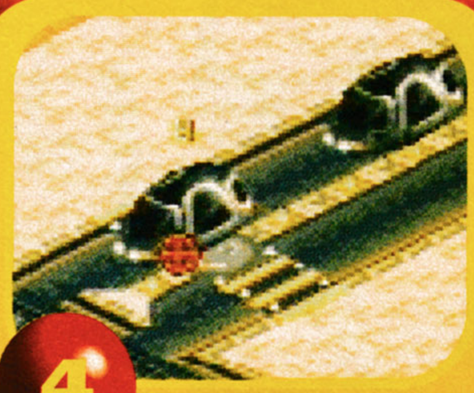
6 With the enemy wiped out, stroll in and persuade your prey to come for a little walk. Head back via the railway track to complete the mission.

COLOMBIA

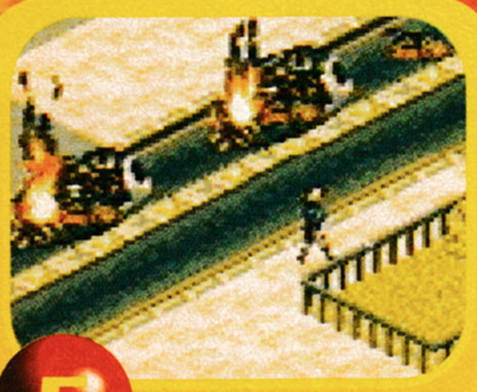
1 This is a long drawn out (and slightly tedious mission), so for safety's sake take four agents on this mission, each armed with the default equipment.

2 After your team are taken in, head straight up and start shooting agents. Hang around for a while, send out for a pizza, read the papers and let the enemy come home to you.

3 Keep heading up until you find this car. Nick it. Make sure you reduce the IPA levels when you're in the car.



4 The car will take ages to go around the circuit and back to the first position. When it gets back, head further down to here, then go past the barrier.



5 Here's how drive-by shootings should be. Only this time poor, innocent civilians get taken out by chainguns and rocket launchers, instead of weedy shotguns.

6 Take the long and winding road south-west which will eventually head north-west to this cluster of buildings. Kill all the agents in various ways and steal the ambulance.

7 Once you have "borrowed" the ambulance, head back to where you stole the first car and head back to the hospital. Make sure you persuade the good doctor to come with you.

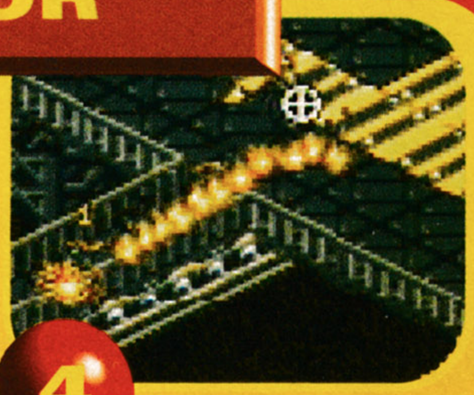
8 Once you have the doctor, head back to the town centre. Get out here and the good doctor will saunter into the building to help the wounded businessman.

THE ATLANTIC ACCELERATOR

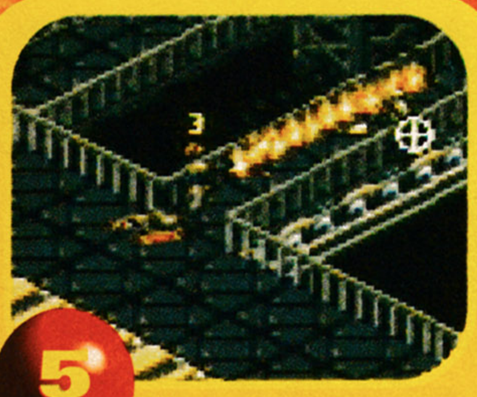
1 Forget the previous default setting – you need something special for this mission. Arm each agent like this. Oh, in case you feel like being clever, you need all four agents for this mission.

2 As soon as you start, take control of the whole team and move them to this point. Then hit both mouse buttons, so they enter panic mode. Now watch the brown smelly stuff hit the fan.

3 When you hear the enemy coming, knock the shields on. Move one of your agents out of the way. The enemy will concentrate on the main group leaving this guy free to gauss them.

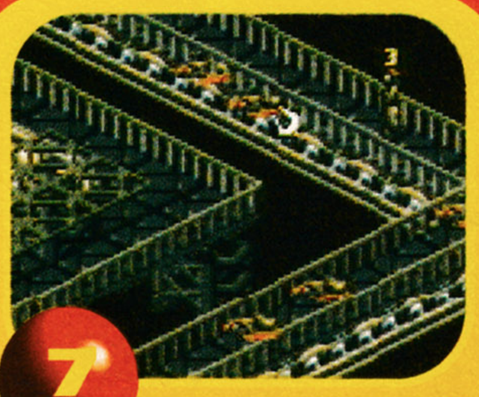


4 If you get overrun, and believe me you will, turn on the energy shields and rush the enemy. When you get close enough, switch to flamers and let them have it.

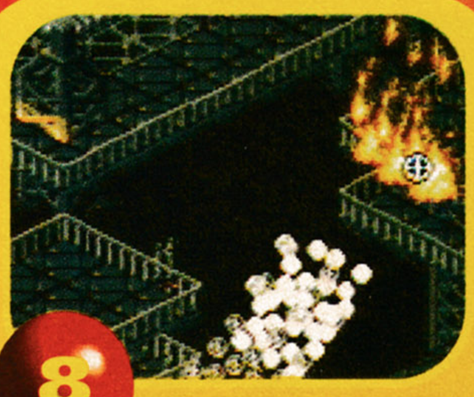


5 Here's another neat tactic. Run away with the energy shield on, spin around and flame them. Use this tactic for the rest of the level using the buildings as cover all the way round, if you need them.

6 You can afford to lose a couple of agents here. When enemy agents gather, send a man into the middle and detonate his chest unit to wipe out loads of enemy agents.



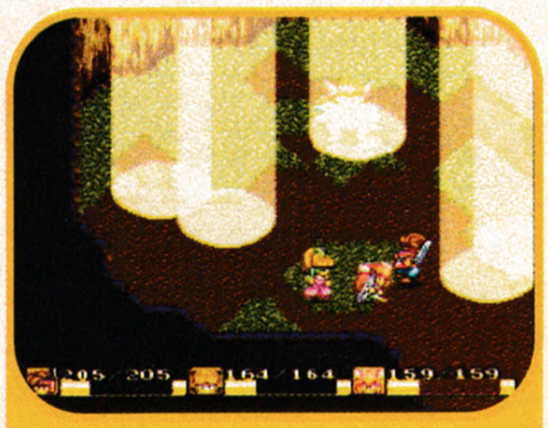
7 After the initial slaughter, there will be an awful lot of bodies lying around, and bodies mean extra weapons and first aid, so search them all thoroughly.



8 When you reach this point, you can use your gauss guns to wipe out these towers. This way you don't have to get within range of the guards.

SECRET OF MANA

Weaver's the name. My friends call me Paul, but you can call me Mr Weaver, gaming guru. Les still calls me that Welsh git who never writes enough, though. No respect for authority, that boy. It's that part three of Mana time of the month and, this time, I'll take you all the way to the Ice Palace...



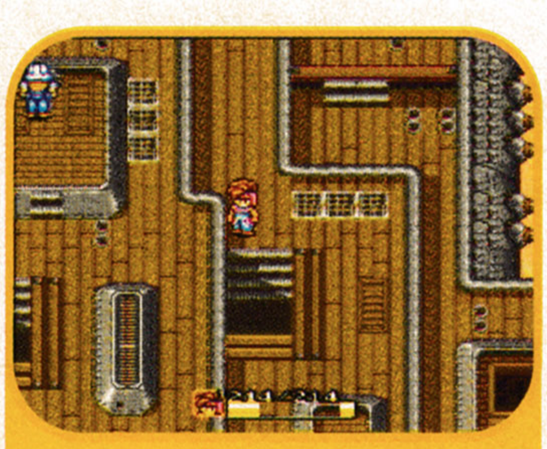
1 After killing the viper, you'll get another sword orb. After collecting it, head up through the next set of caves and go through the centre beam of light to find the white dragon.

2 You're automatically taken back to the king who promises to raise the dragon well (bed by 8 o'clock, I suppose). Power up the sword and head to this point in the great forest.

3 Take the cannon brothers' travel service and head to the land of Kakkaro.

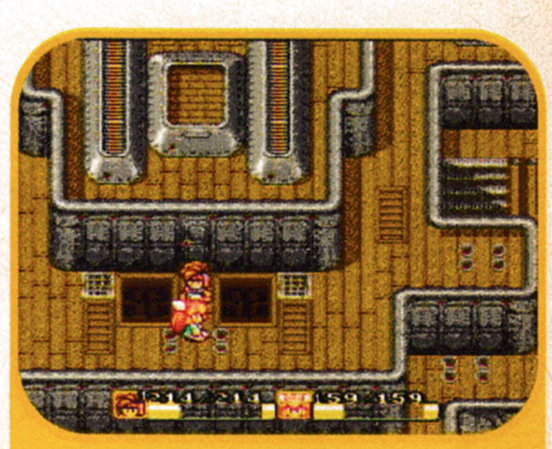
4 In the desert, follow this route to escape: up, right, right, up, right, up.

5 Unfortunately, once you get on the ship you find that it's a working passage for this ride. To escape these ignoble chores, talk to this guy and then talk to the guards.



6 After the guards leave their post, head up the stairs, then go left, circling down, then up and right to here.

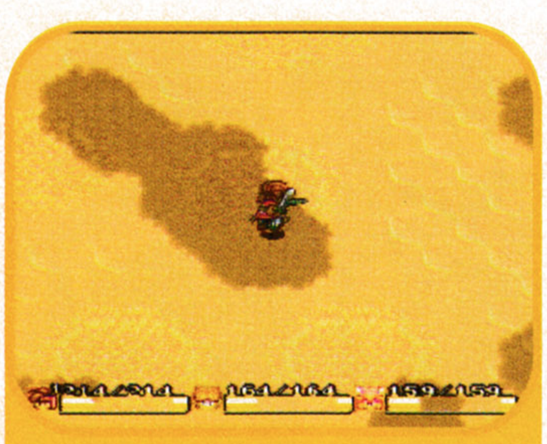
7 Go down the stairs and walk through the ship to find the sprite, who is really having a hard time of it.



8 After rescuing the sprite, go back up the stairs and head right and down to this set of stairs.

9 Head right and up to talk to the thick security guards, (is that a prerequisite for the job?). After they have run off, go through the door to re-unite the party.

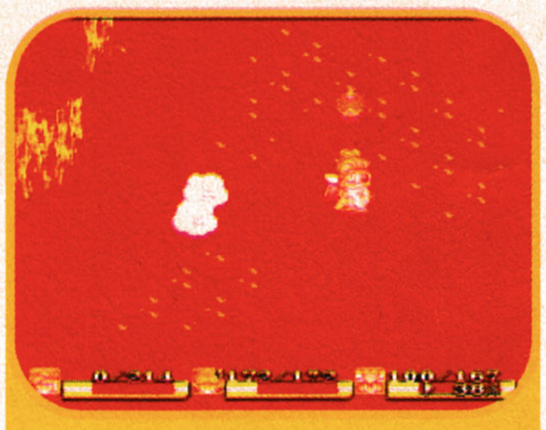
10 Seconds after, you have to fight for your life against Geshtar. To beat him, move your party to the far right, and only hit the bike when your weapons are on full charge. The sprite's thunderbolt spell comes in handy again here.



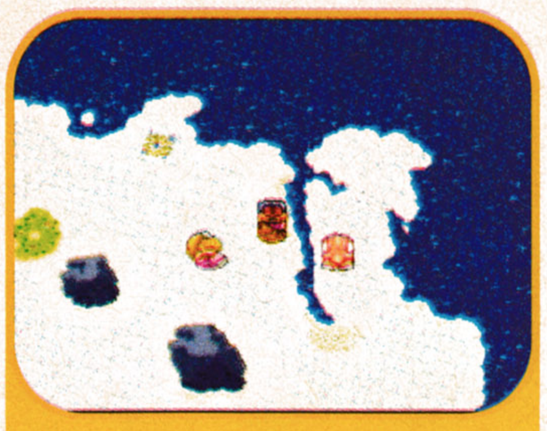
11 After defeating the mech rider, your former captors apologise for their treatment of you. You'll find yourself marooned in an oasis, so you should talk to everybody to find the rescue ship. Then head up from here.

12 In the village, see the shopkeeper for new armour, specifically the silver band, gold vest and gold tiara. Visit Watts to power up your weapons, and save the game.

13 From the entrance to the village, follow these directions to reach the fire palace: down, down, left, up.



14 Take the left-hand exit once inside, and head down the next set of stairs you find to get to this inferno. You'll find a crystal orb, but none of your spells work. Doh!



15 Now go back to the village and use the cannon brothers to get to the ice country.

16 Once you land in the ice country, don't bother wandering around the village. Instead head left from the shop as far as you can and then go down to here.

17 When you get to the house, talk to Rudolph! Then, pop into the house to get the spear orb. Pick up the chest again for another one. Hooray and so on.

18 Go back to Watts in the ice village and get the spear re-forged twice. Go back to the house and go down. Now go right, then down, go past the cannon brothers, then left and up to here.

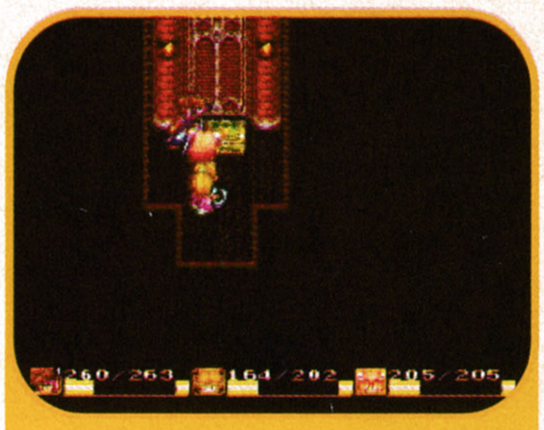
19 Head left and then straight up, and you'll find that a previous guardian has returned for another go. So hit him! Simple enough this time – use the spear instead of the sword and don't bother with attack spells. Job done!

20 With another bow orb secured, head up to find this curious tropical paradise among the ice and snow. Well, it is... until you release the salamander from this pot! It bestows fire magic on the sprite and the girl in return.

21 After returning the village to its natural state, head back down and right to here. Use the cannon brothers to get back to Kakkaro.

22 Once in Kakkaro, power up your weapons again with Watts, save the game and head to the fire temple. Go back to the inferno room, and use the Exploder spell to destroy the crystal orb.

23 Go right and up the stairs. From there, avoid the dangerous red blobs as best you can, head up the middle staircase, then left to here. Use the fireball spell on the orb to destroy it.



24 Go down the new passage which has been created, then head up and right to here, open the chest for 1000gp. Then head all the way down and up the next staircase which is on your right.

25 From the top of the staircase, head left and then make your way down to here. Go down and travel through the twisting corridors to pick up the axe's orb.

26 From the staircase shown, go right, down, then left and up, then down these stairs.

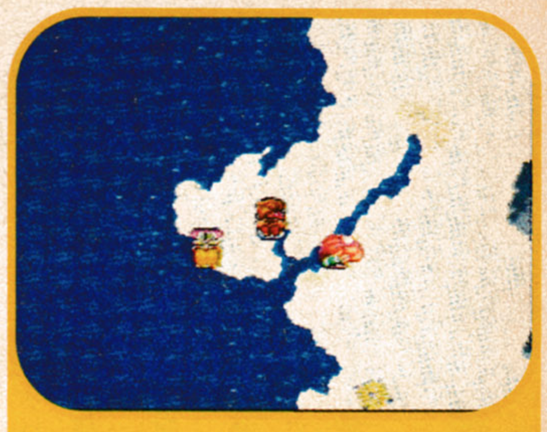
27 Wander through the twisting passages, before crossing the small bridge to head down the stairs, then head left to here and step on the green pad.

28 From there, head up these steps. Then go up the next set, and use the whip to get over here. Next, go down the small steps and up this staircase.

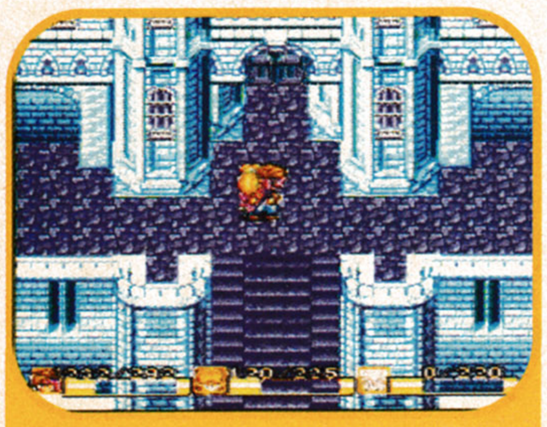
29 Continue going up until you get to this room, and step on the green pad. Cast freeze on the orb that appears. Finally, walk between these two lit braziers to make the doorway appear.

30 Go up the stairs to face the minotaur. To defeat it, use the spear, cast Thundersabre on it and use the Air Blast spell continually. When it charges, get out of the way and stab it in the back.

31 After defeating the minotaur, go into the next room to be rewarded with... Doh! The seed's not there!



32 Head back to the village in order to power up the javelin, the bow and the axe. Then go to the cannon brothers and head back to the ice country.

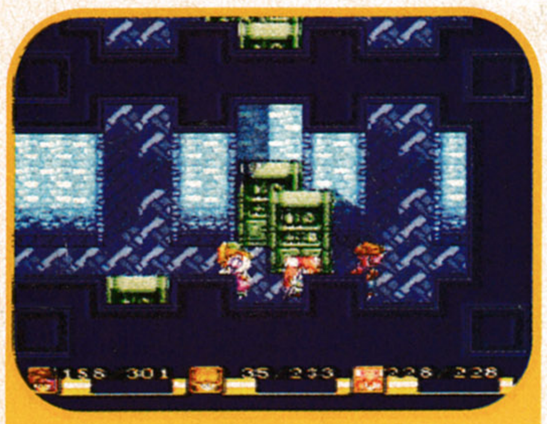


33 Go to the former Paradise Village, then head up and follow the path around and up to here towards the Ice Palace.

34 Once inside the palace, head right and up through the thin corridor and step on this pad.

35 Go up from this pad, then up again. Now take the right-hand door in the next room and step on this pad. Go up the newly created stairs and into this room to get the Glove Orb.

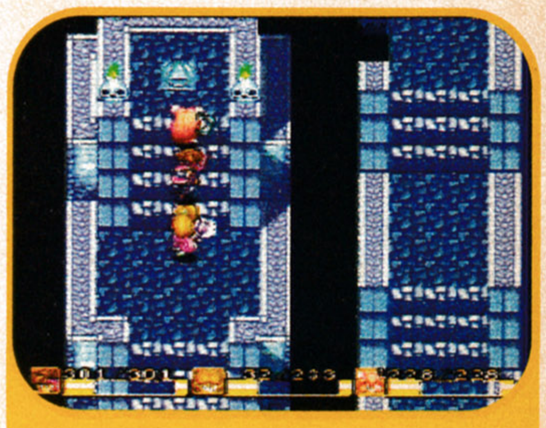
36 Return to the forked room and head left. Step on the pad, head up the new steps and go through the door. Defeat the spectres with the Air Blast spell, then step on both pads from left to right to open a secret door.



37 Make your way through the next room, and follow the path through the library. Continue right from the point shown...

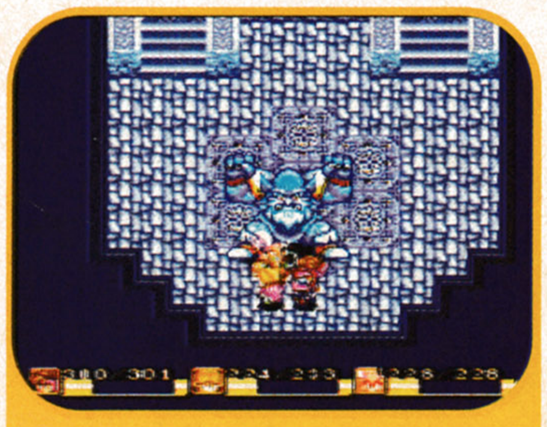
38 Head all the way up from that point, and enter the large library. After destroying the books, step on these pads.

39 When faced with three Tonpoles, use weapons on them. Once you've beaten them, they transform into these. Stay at diagonals away, and power up your weapons. The sprite should use a Fireball spell on them at every opportunity.



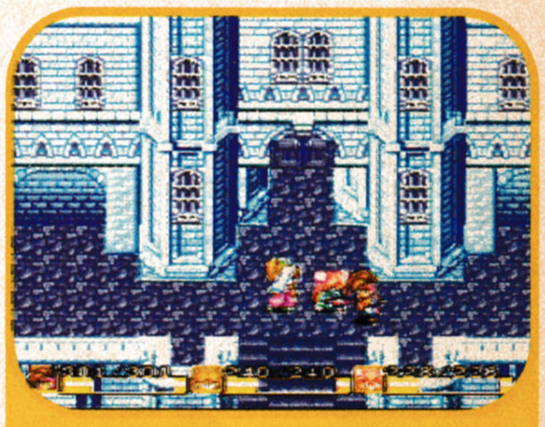
40 It's not over yet! From the library, head up, circle around from here, and use the whip to leap the gaps.

41 Nip straight through the next room and you'll enter this throne room, where you're told to "be gone"! Well, do you? No.



42 Now you've got to fight a giant Frost Gigas. Use Fire spells constantly, and, once again, beware when it teleports. The crystals indicate where it will reappear.

43 With the boomerang orb secured, you can now rescue the old man, who turns out to be none other than... Santa Claus. (*What?* – Andy)



44 With your happy troupe together, and the Fire Seed, you leave the ice palace and... More next month. (*Don't worry, it's the last bit.* – Andy)

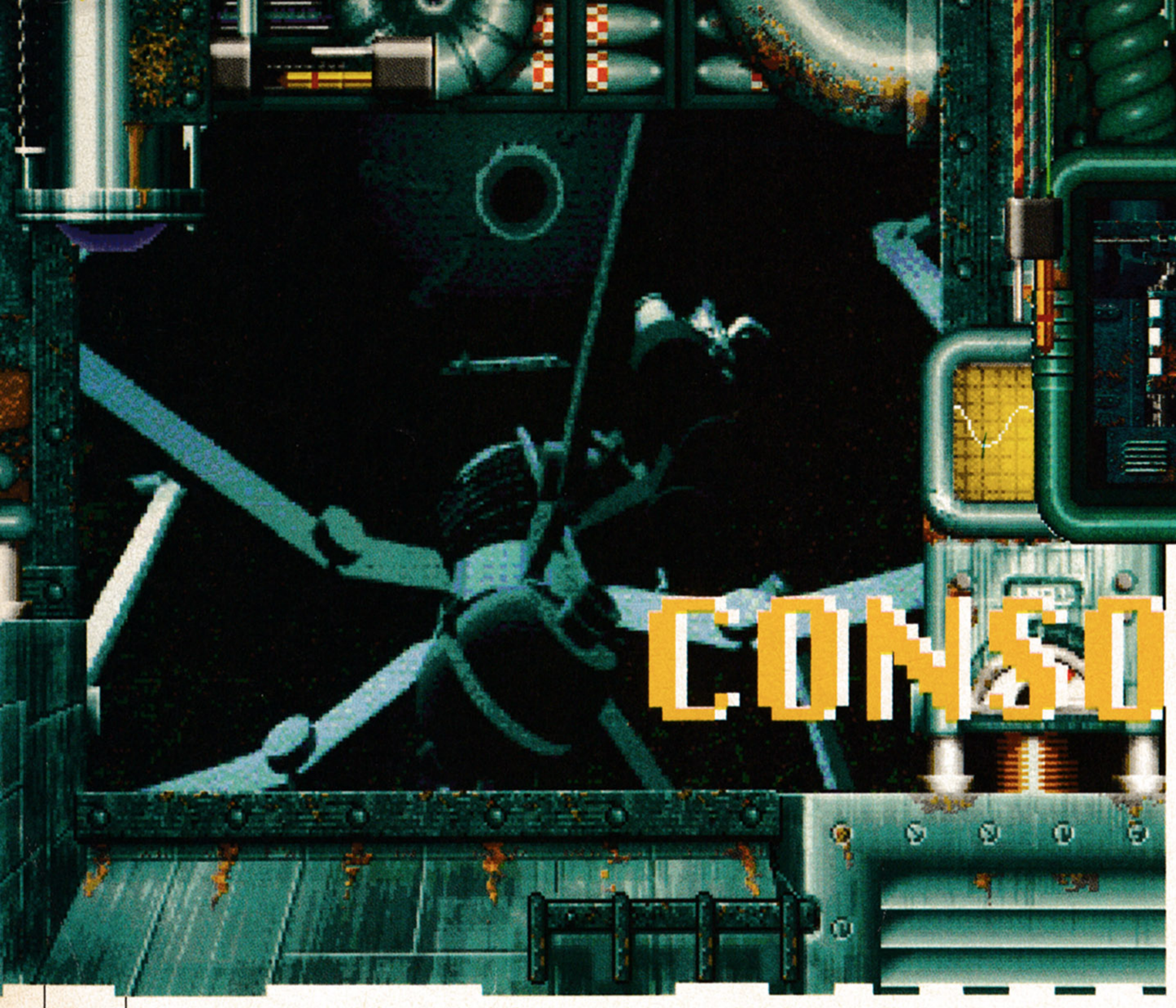
Bet he reads...

TOTAL!

No wonder this bloke's so cheerful. He's just bought the March issue of TOTAL magazine. A mag which fulfils all his Nintendo needs.

With an exclusive feature of Nintendo's best Super FX title – Stunt Race FX. Super NES reviews of NBA Jam, Madden '94, Skyblazer and Mega Man X. Plus Mystic Quest on the Game Boy and a crammed section of NES classics – TOTAL offers you a massive 21 reviews in all. And that's just for starters. There's also player's guides for Flashback and Zelda IV, masses of tips 'n' cheats, all the latest CES news and loads more besides.

He's off to the flicks now, with the free cinema tickets he got with the mag. Isn't it time you got the TOTAL picture? On sale now!



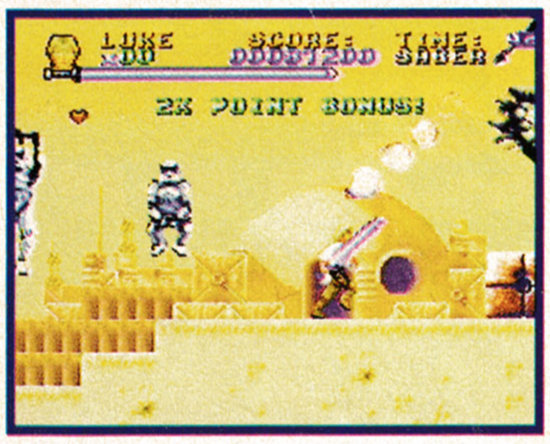
Have you got a little problem that you'd be embarassed to ask your friends? Well, our resident agony uncle is all ears. Confide in him at... The Consoletation Zone, GamesMaster Magazine, 30 Monmouth Street, BATH, BA1 2BW.

CONSOLETATION ZONE

SNES

DEAR GAMESMASTER,
I've been playing *Death Valley Rally* for far too long and, frankly, I'm sick of the sight of it. However, being the sadly obsessive character I'd always hoped I wouldn't become, it's either get my full 50 quid's worth and finish it or embark on a blood spattered quest for revenge upon the world – my neighbours, in particular.
Nutter, Next Door.

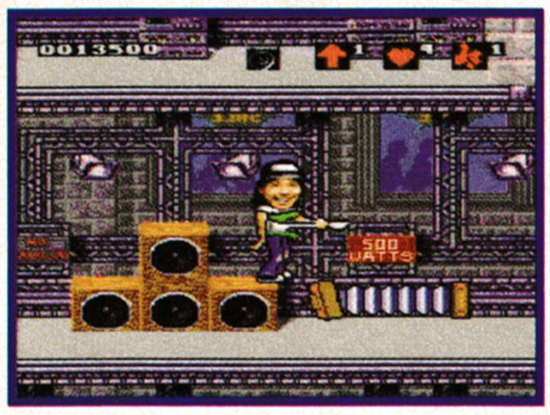
Since you've asked so intimidatingly, I'll furnish you with a cheat for 75 lives. Press L, Select, R, Y and Start until a screen says 'zippity Splat' and then press X.



***Star Wars* and that. Five continues is as much as I can do. What do you want, blood? Don't answer that.**

DEAR GAMESMASTER,
Help me. Help – me. HELP ME! I can't get anywhere on *Super Star Wars* on the SNES. It's not really any particular bit that I'm stuck on, it's just that the game seems to short out my synapses and make me incapable of the sort of play that I manage on other titles.
Bob Sutton, Norwich.

Even though this sounds like a bit of a dodgy excuse to me, I'll give a cheat for five continues anyway. On the game start screen, press X, B, B, A, Y and start the game.



If you want to play *Wayne's World*, then you really do need help. Professional help.

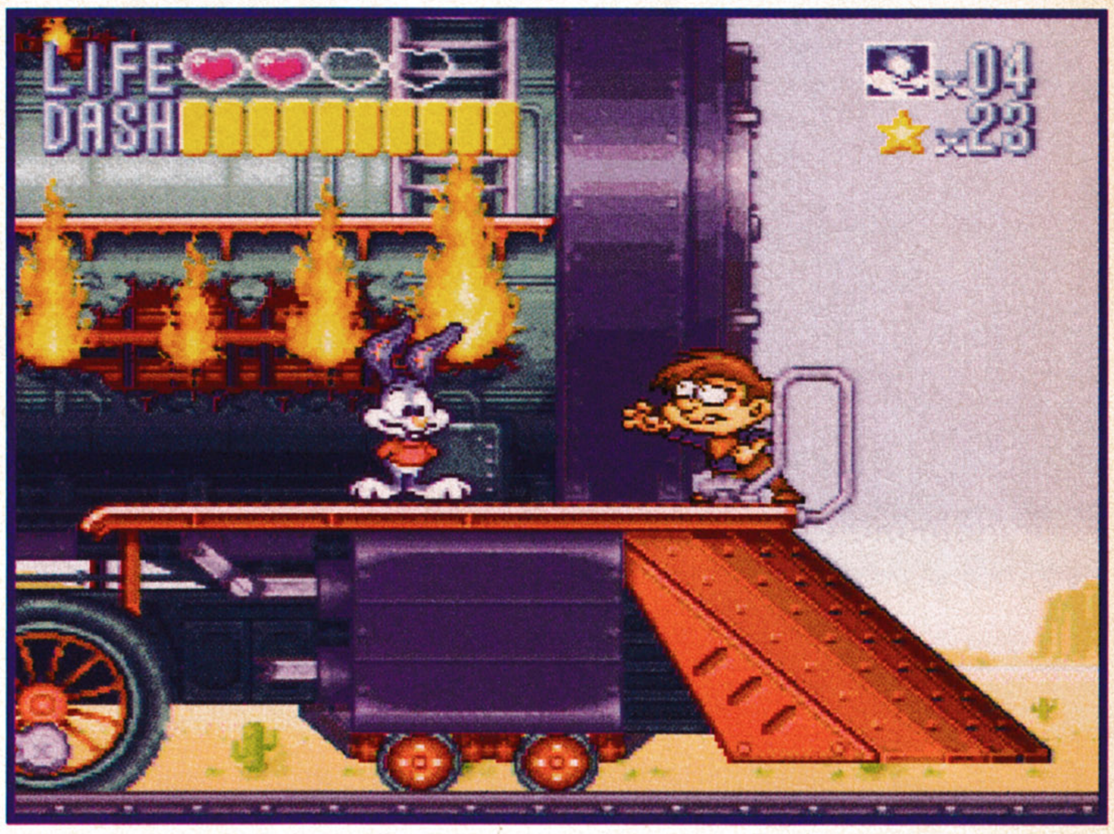
DEAR GAMESMASTER,
I'd like to see some of the later levels on *Wayne's World*, but I can't really be bothered to play it through because it's crap. Any ideas?
John Larkin, Manchester.

For a level select hold down X, Y, B, L, R and Down on the logo screen, and then press Up.

DEAR GAMESMASTER,
Tiny Toons, SNES, stuck. Help. Urgent.
Sean Chapman, Bury St. Edmonds.

Codes. Here. Now.

EASY
1 BABS – GOGO – MAX
2 PLUC – BOOK – ELMY
3 MAX – CALA – SHIR
4 ELMY – ROAD – SWEE
5 SWEE – PLUC – BOOK
HARD
1 PLUC – BABS – BOOK
2 ROAD – MAX – ELMY
3 GOGO – SHIR – SWEE
4 BOOK – PLUC – BABS
5 GOGO – CALA – ROAD
6 MAX – BABS – SWEE



Now, remember kids, it's not big, it's not clever and it's certainly not safe to try these sorts of moving train antics at home. No, really.

DEAR GAMESMASTER,
I've been experimenting on *First Samurai* and have found an excellent cheat. On the option screen press L, R, X and A at the same time. Before the screen doors shut press:

R for level 1:1
D for 2:1
L for 2:2
And U for 3.
Andy Best, Leeds.

NES

DEAR GAMESMASTER,
I need a level select for *Shadow of the Ninja* on the NES, and surely if anyone can help, you can.
Greg Nutt, Isle of Mann.

On the title screen press A four times, B four times, A, B, A, B, A, B, A, B. Next press and hold the following for whichever level you wish to play.

1-2: B on pad 2.
1-3: A on pad 2.
1-4: A and B on pad 2.
2-1: B on pad 1.
2-2: B on pad 1 and B on pad 2.
2-3: B on pad 1 and A on pad 2.
3-1: B on pad 1 and A on pad 2.
3-2: A on pad 1.
3-3: A on pad 1 and B on pad 2.
4-1: A on pad 1 and A on pad 2.
4-2: A on pad 1 and A and B on pad 2
4-3: A and B on pad 1.
5-1: A and B on pad 1 and B on pad 2.
5-2: A and B on pad 1 and A on pad 2.

Hopefully his purple pants won't fall off in mid-leap or he'll be exposing more than evil.

AMIGA

DEAR GAMESMASTER,
Here are all the codes for *Nightshift* on the Amiga.
BA = Banana
PI = Pineapple
CH = Cherry
PL = Plum
LE = Lemon

1. BA BA BA BA
2. CH BA BA LE
3. BA CH PI PL
4. PI LE PI PI
5. PI PI LE CH
6. CH PL CH PL
7. CH PI LE BA
8. PI BA PI CH
9. PI LE LE CH
10. LE BA PL PL
11. BA PI CH PL
12. CH PL BA PL
13. PL CH BA PI
14. PI CH PL BA
15. PL PL PI PI
16. BA BA PI BA
17. BA PL CH PL
18. PL LE LE PL
19. LE PI CH PL
20. CH PI PI CH
21. LE CH PI PI
22. PL LE CH BA
23. PL CH CH LE
24. PL PI LE LE
25. BA PI PI LE
26. PL CH CH BA
27. BA CH LE BA
28. LE BA BA PI
29. CH PL CH PI
30. CH CH BA PL

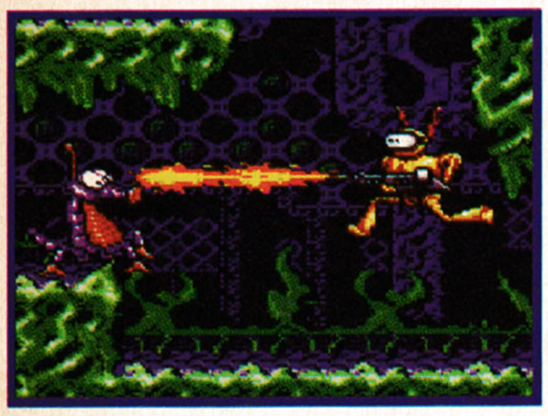
Yours forever, Adam Dowsett.

Thanks, but I don't think we'll be needing you forever.

MEGA DRIVE

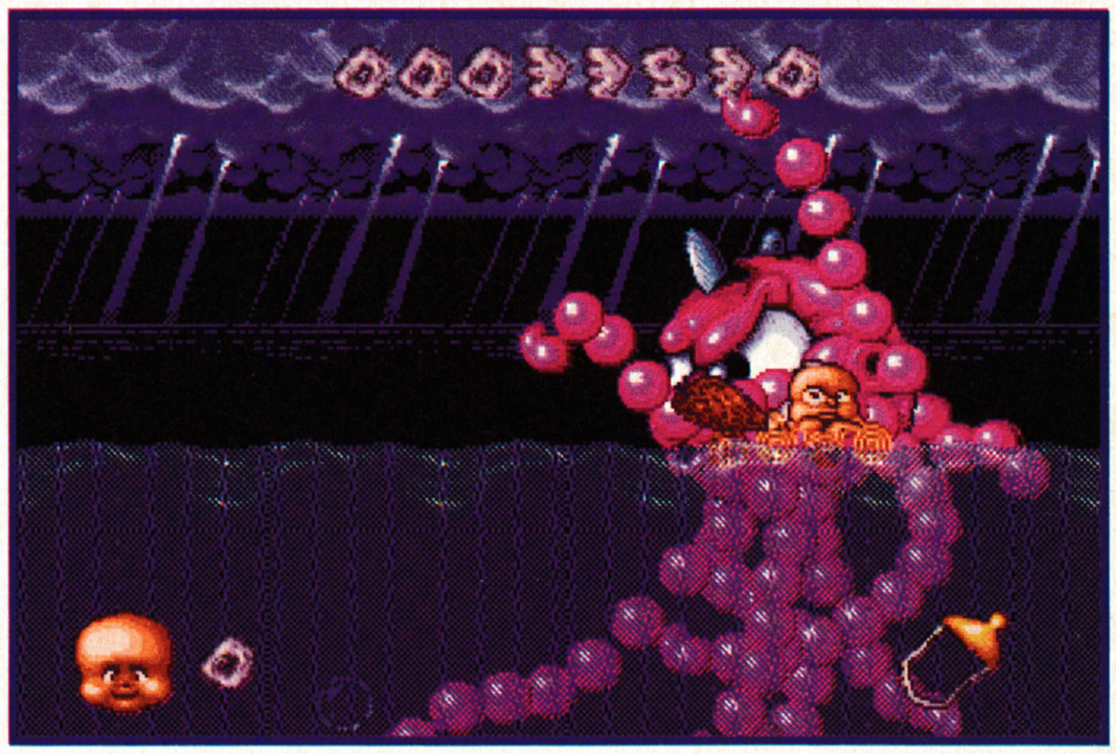
DEAR GAMESMASTER,
To get a full load of everything plus infinite lives on *B.O.B.* on the Mega Drive, plug both joypads in and press and hold all the buttons until you hear a noise and start the game.
Alex Kilroy, Chichester.

Ta very muchly.



B.O.B. using a flamethrower.

Spiderman in his nice outfit.



Maybe it's just me, but this looks a bit grim. Some sort of nightmare octopus wrestling with a big headed baby. It's a bit much for me.

DEAR GAMESMASTER,
Spiderman (Mega Drive) has got me beaten. I just can't seem to get very far into the game.
What am I doing wrong?
Sarah Saucette, Fulham.

Well, for a start, you're not using the following cheat mode. On the options screen put the cursor over the level and press and hold start on pad 2, then press and hold A, B and C, and press up and left on pad 1. Now start the game. If you pause it pressing A, B and C, it will skip a level. A on its own will give you more web, and B on its own will give you more life.

DEAR GAMESMASTER,
I'm stuck on *Chuck Rock 2* on the Mega Drive and I'd really appreciate any sort of help.
Gavin Filpott, Chester

Right, for a level skip, pause the game, and press B, A, Right, A, C, U, D, A. Now restart the game, pause it again and press A and Right to skip a level or A and Up to skip the whole zone.

If you're at a loss as to things to do until the next issue of GamesMaster, you could busy yourself with some of the team's challenges. Could you beat them?

GAME BOY

DEAR GAMESMASTER,
I'm stuck on *Parodius* on the Game Boy and I know you're my only hope of completing the game. Please help me out.
John Hartcliffe, Barnstable.

Well, you're right, I am your only hope. To get tons of power-ups pause the game and tap Up, Up, Down, Down, Left, Left, Right, Right, B, A, B, A.

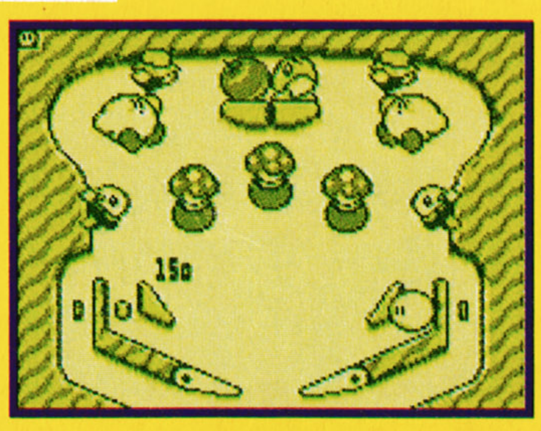
DEAR GAMESMASTER,
Secret bits, I've got 'em. Take this *Motocross Maniacs* secret bit as a token of my esteem. On the fifth course don't use nitros unless you get a new one, and, as you're going up the hill before the third 'N' capsule, keep pressing the B button. You should whizz up into the air and find 28 nitros. Odd, eh?
Jim Hardside, Lancaster.

I don't know about odd, but it's definitely old. Still, thanks anyway.

DEAR GAMESMASTER,
I don't like to bother you with my wordly problems, but basically I don't mind that much and I'm after some help on *Humans* on the Game Boy. Please help me.
Jon Farcett, Bolton.

You can't get much more helpful than level codes, so here goes.

2: CVBM
3: QWSD
4: PLKP
5: MNBV
6: VBCD
7: ZXVZ
8: KJHR
9: PYST
10: LKLQ



Poor Kirby. He's getting all bruised and sore. Hang on, this isn't Dream Land at all. It's more like a nightmare for the little blob. Erm, is this pic relevant enough yet?

Over to **David Moitysee** (?) **from London** for a *Kirby's Dream Land* tip...

On the title screen simply hold Down, B and Select. This will give Kirby the maximum nine lives.

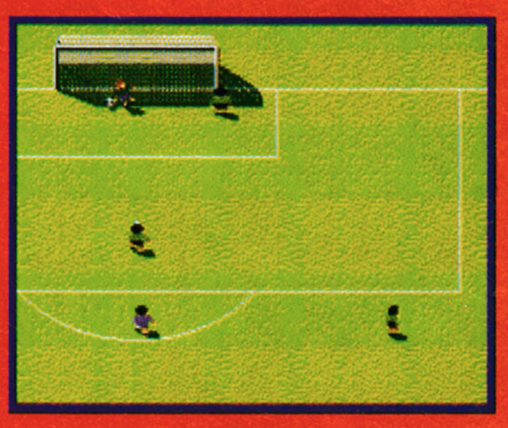
WHY DON'T YOU...

...try some stupidly hard GamesMaster challenges? Eh?

SNES

TURTLES TOURNAMENT FIGHTERS (KONAMI)
Andy's far too hard challenge... Get to the title screen and then, using the second joypad, enter Up, Left, Down, Right, X, Y, B, A, X, Y, B, A, X. This gives you access to special attacks in one-player story mode. Now, defeat *every* character with a special attack. To do this, it's essential to find the lengthier moves which, when blocked, increase the special attack gauge.

MEGA DRIVE



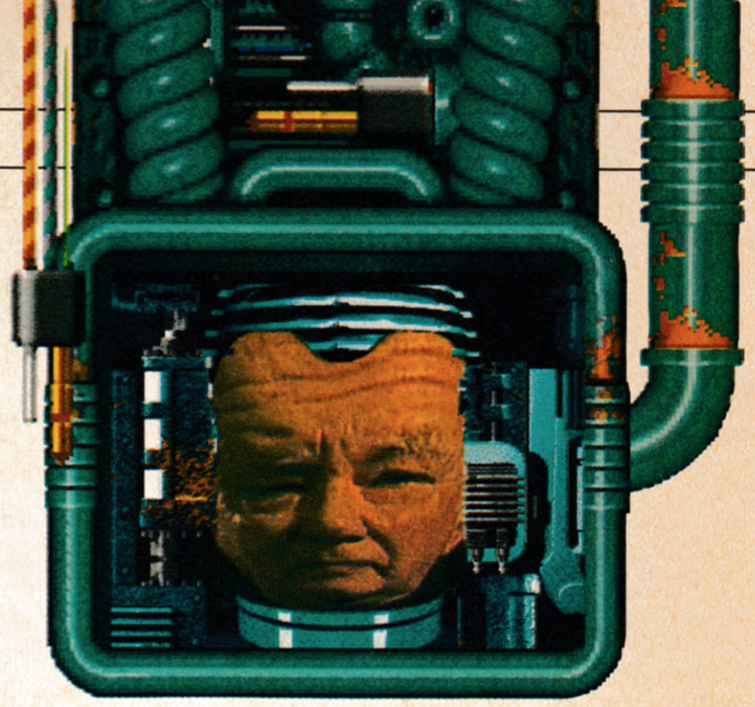
SENSIBLE SOCCER (SONY)
Will's great challenge... Play a friendly against any team of your choice, and beat them 40-0. "I've done it. It's easy," said Will. This morning, actually. Andy believed him. But Tim didn't. Sorry, this is irrelevant.

AMIGA

CANNON FODDER (VIRGIN)
Les' vaguely unusual challenge... All you have to do is finish the entire game with only ten casualties. Easy. ("No way!" – Will) Ah. Actually. That *is* a bit hard. Let's call it 50 or fewer casualties, then. There. That's possible.

ACTION REPLAY CODES

ALLO, ALLO. ZIS IS WAT WE CALL THE ACTIAN REPLOY CEDES ZOCTION. TO USE THEEZ LITTLE NUMBERZ AND LETTERZ YOU WILL NEED TO GO OUT AND BUY ONE ZOZE LITTLE ACTION REPLAY CARTZ FROM YOUR LOCOL SHAP. IN OTHER WORDS, THE NEXT PERZON TO FENE LOS AND ASK HIM HOW TO ENTER THESE CODES ON THE TITLE SCREEN OF A GAME WILL PROMPTLY GET DEAFENED BY A LOUD SCREAM OF FEEDBACK COMING DOWN THE FONE IN YER EARS. YOU HAVE BEEN WARNED.



ACTION REPLAY CODES (SNES)

DAFFY DUCK

7E1F 0E0C	Infinite health.
7E1F 1002	Infinite lives.

JURASSIC PARK

7E02 9510	Infinite ammo.
7E04 0555	More Dinosaurs.

LAGOON

7E05 20DD	Invincible.

LAMBORGHINI

7E19 BEFF	No damage.

MR NUTZ

7E00 9100	Super Jump.

ROBOCOP VS TERMINATOR

7E10 C50A	Infinite health.

STREETFIGHTER 2 TURBO

7E18 8F0B	Go straight to Bison.
7E0730C0	Finish the game on the hardest level.

SUNSET RIDERS

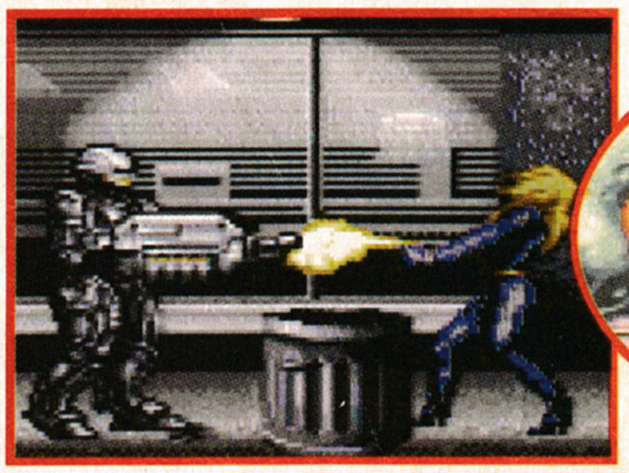
7E1F BA04	Infinite lives.

TERMINATOR 2: JUDGEMENT DAY

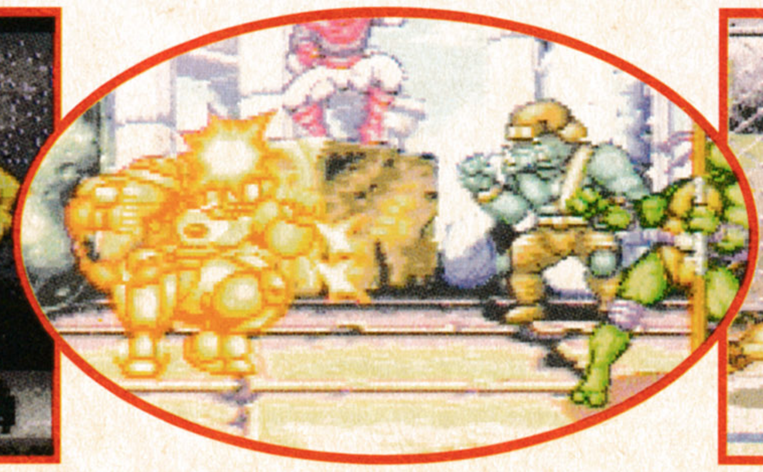
7E14 70C8	Infinite energy.

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 the game speed.
7E0E 9F40	Use with code below for super jump (player 1). Turn Action Replay on at the energy screen.
7E1E F809	Use with above code.
7E1A C454	Unlimited ultimate move.



Oh Robo, I would luv to, how you say, get my hands on a tin opener and...



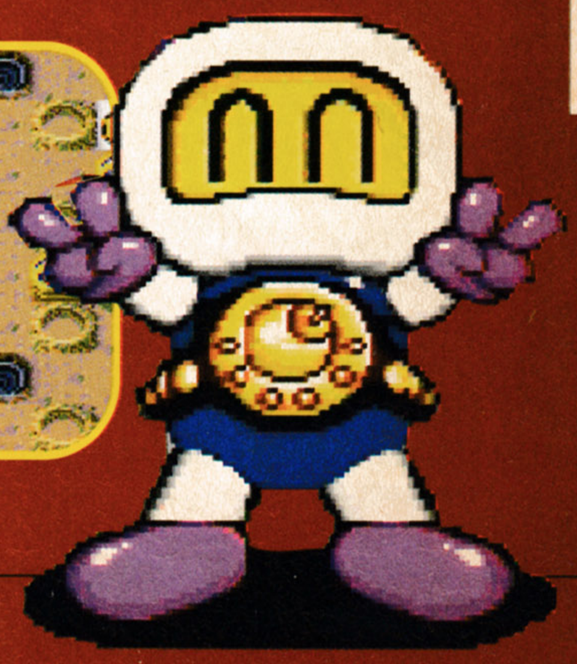
...find out just what you are 'iding inside that metal zuit of yours.

And as for you Guile, how I long to get inside your zo sexy army bootz.

SUPER BOMBERMAN (SNES)

7E0D 7D05	Infinite lives (white bomberman).
7E0D BD05	Infinite lives (black bomberman).
7E0D 7901	White bomberman kick.
7E0D B901	Black bomberman kick.
7E0D 7940	White bomberman Block Passer.
7E0D B940	Black bomberman Block Passer.
7E0D 7801	White bomberman Super Bomb.
7E0D B801	Black bomberman Super Bomb.
7E0D 7902	White bomberman Power Glove.
7E0D B902	Black bomberman Power Glove.
7E0D 7920	White bomberman Bomb Passer.
7E0D B920	Black bomberman Bomb Passer.
7E0D 710X	White bomberman Bomb Blast. Change X to any number between 1-9. The higher the number the bigger the flame.
7E0D B10X	Black bomberman Bomb Blast. Change X as above.
7E0D 700X	White bomberman bombs. Change X to number of bombs you want to lay at one time.
7E0D B00X	Black bomberman bombs. Change X to number of bombs you want to lay at one time.

If you hadn't sussed, you have to read all the captions with a French accent.



ACTION REPLAY CODES (MEGA DRIVE)

ALADDIN

00034 06000 Lets you play the UK version on Japanese and US machines.

FLASHBACK

0017D 44E71 Use with code below to allow you to find cheats with your Action Replay.

0018E 86000 Use with above code.

GAUNTLET IV

01FAA 26002 Use with code below to allow you to play UK and US version on Japanese, US and UK machines.

FFE79 10000 Use with above code.
FF00F 900C8 Unlimited energy (Warrior).
FF010 D0005 Unlimited keys (Warrior).
FF010 F0005 Unlimited potions (Warrior).
FF03B D00C8 Unlimited energy (Valkyrie).
FF03D 10005 Unlimited keys (Valkyrie).
FF03D 30005 Unlimited potions (Valkyrie).
FF068 100C8 Unlimited energy (Wizard).
FF069 50005 Unlimited keys (Wizard).
FF069 70005 Unlimited potions (Wizard).
FF094 500C8 Unlimited energy (Elf).
FF095 90005 Unlimited keys (Elf).
FF095 B0005 Unlimited potions (Elf).

JAMES POND 3

FFFAA 10003 Infinite lives.

ROBOCOP VS TERMINATOR

FFF08 C0040 Infinite energy.
FF009 C0005 Infinite lives.
FFF0F 000FF Invulnerable.
FFF1A A000X Replace X for weapon select. 1 – Ed Gattling Gun, 2 – Grenade Launcher, 3 – Bazooka, 4 – Plasma Rifle, 5 – Homing missile, 6 – Laser, 7 – Flame Thrower.

SENSIBLE SOCCER

018B3 6601E Lets you play the UK version on Japanese and US machines.

SONIC SPINBALL

00032 26600 Allows you to play UK version on a Japanese and US machine.

FF579 E0003 Infinite lives.
FF579 E1003 Boss room is open.

ZOOL

00069 06006 Use with code below to allow you to play the UK version on Japanese machines.

0001F 04A20 Use with above code.
00069 06006 Use with code below to allow you to play the UK version on US machines.

0001F 05520 Use with above code.
FFED5 30004 Unlimited energy.
FFEB0 30000 All candy has been collected.
FFEB6 90010 Unlimited time.

This be that Zool game. The only game name that soundz the same in Wiltz as anything else.

Enough of the French. How about a bit of good old fashioned Wiltzire for yer to chew on?

Ar, that it be. Howz about this fer one of they there platform games then, eh zir?

I've had enough of this, time to change back. Agh, I'm stuck, I'll have to speak Wiltz forever.

ACTION REPLAY CODES (GAME BOY)

LAMBORGHINI - AMERICAN CHALLENGE

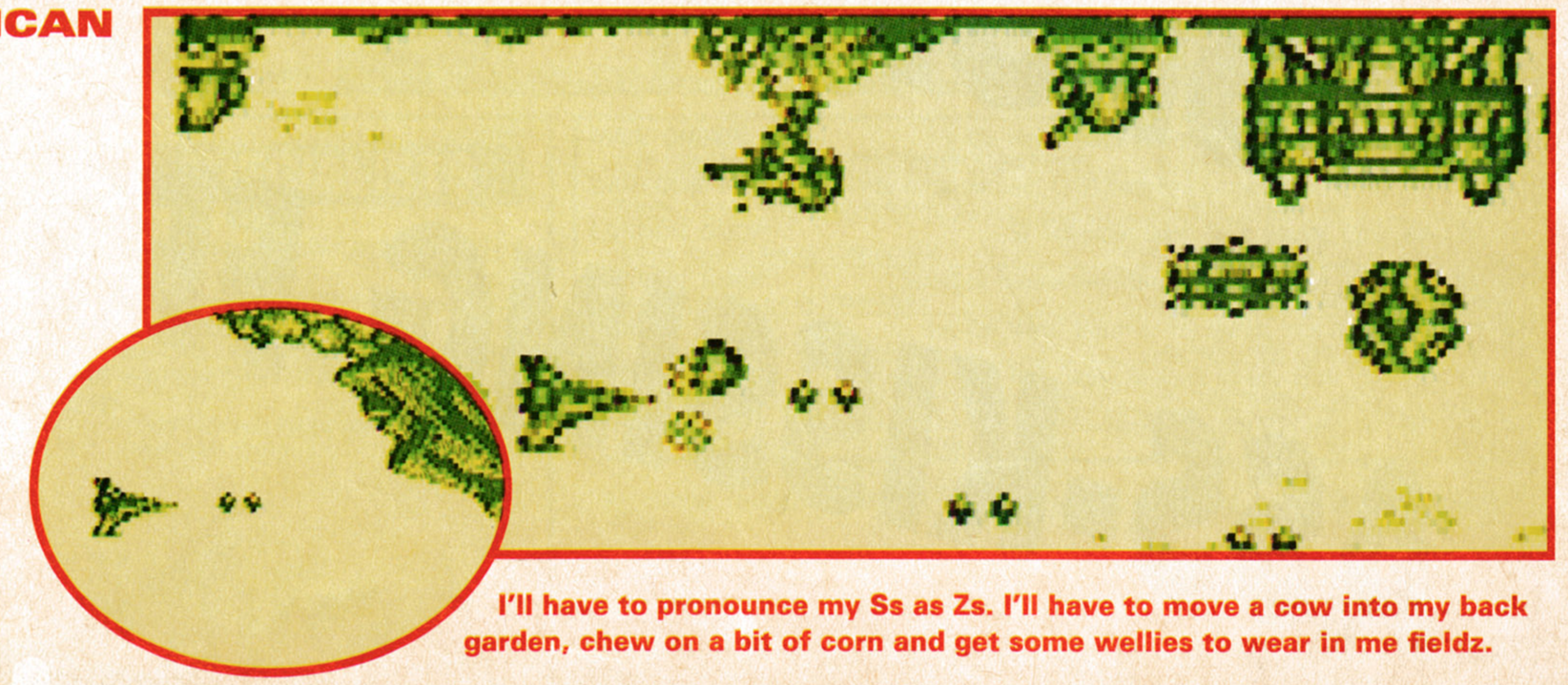
0400 70C4 $11,000 per race.

NEMESIS

0A01 93C9 Double gun.
0C0X 34CC Ghost fighter.
0103 3CCC Invincibility.
0301 80C9 Infinite lives.
0C04 91C0 Changes the sounds.

PHANTOM AIR MISSION

08F5 8BCA Infinite fuel.



I'll have to pronounce my Ss as Zs. I'll have to move a cow into my back garden, chew on a bit of corn and get some wellies to wear in me fieldz.

SEGA POWER

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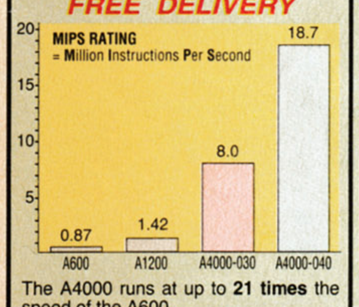

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GOOD LETTER TOPIC NEXT ISH - MORTAL KOMBAT 2 AND GAME CERTIFICATION. BAD TOPICS - GAME PRICES, "MY MATE SAYS..."

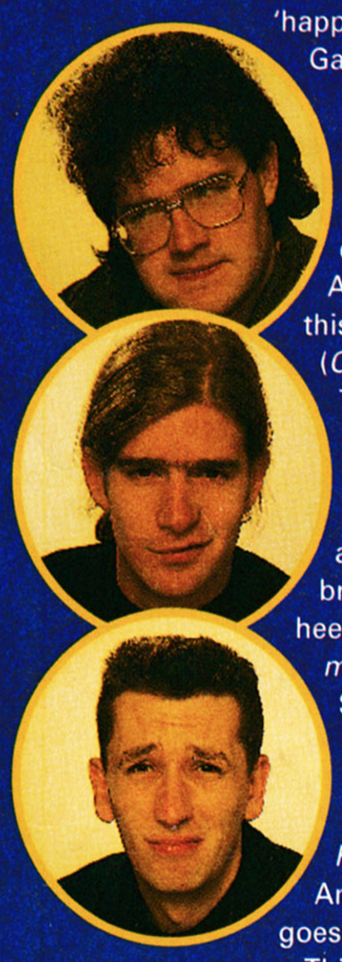
LETTERS

If you amusingly entertain the notion that you can cope with stringing more than two words together, then you might as well write to us. Send your undoubtedly original insights on 'being' bosses, over/underrated games and why other mags are crap to Letters, GamesMaster, Future Publishing, 30 Monmouth Street, Bath.

"I'LL SHOW YOU THE LIFE OF THE MIND!"

Great mag. No, really. Anyway – I'm writing to ask a few questions and pass on the thoughts and opinions of a reader who's been there from the first issue.

First and foremost – get Dom back. His column was the throbbing lifeblood of the mag, even though most of the time it had sod all to do with the 'hip' and 'happening' world we all know as GamesMaster.



Second, I just want to chuckle at that sad and unfortunate individual who wrote to the February issue complaining about the lack of Atari Lynx coverage. You see – this time last year, I had a Lynx. (*Oh, what a giveaway!* – Andy). That is, until I saw it was doomed for the computer scrapheap along with the Master System, Dragon 32K and Oric – one which my brother still has – oh yes. Tee hee. (*The long winter evenings must just fly* – Andy). To the Scottish tool, I say this... The Lynx is gone. Dead. It ceases to be. It is no more. (*Yes, we've all seen the bleedin' Parrot Sketch, thank you* – Andy). Quids says the Jaguar goes the same way.

Third, the bleedin' price hike on your mag. Thirty pence! Hello, Ebeneezer, was there any warning? No. I looked a right twanny in the newsagents with my two pounds, didn't I? (*I think you'll find that practically every single videogame mag has recently 'gone up' in price. Look up 'inflation' in one of the many dictionaries available from all good book vendors* – Andy).

Oh, and another thing. These new-fangled reviewers. Whatever happened to James 'Git' Leach and Neil 'Smug-looking git' West? I mean, come on. Ed Ricketts. Tim Tucker. These have to be pseudonyms. They're just begging for rude limericks to be written about them. (*Right then, readers. A shiny new cart to the sender of the funniest limericks* – Andy). And Will Groves. He looks like he just got out of the wrong side of bed after a 14 pints and 3 kebabs all-nighter. Mind you, Andy is okay, but I believe that thesauruses should be used in moderation, Mr. BigLongWhatTheHellDoTheyActuallyMeanWords. (*Preposterous pontification* – Andy). Les is good for a laugh, too – but that comedy wig has had its day. Come on, Leslie – show the world your short back and sides. We won't laugh.

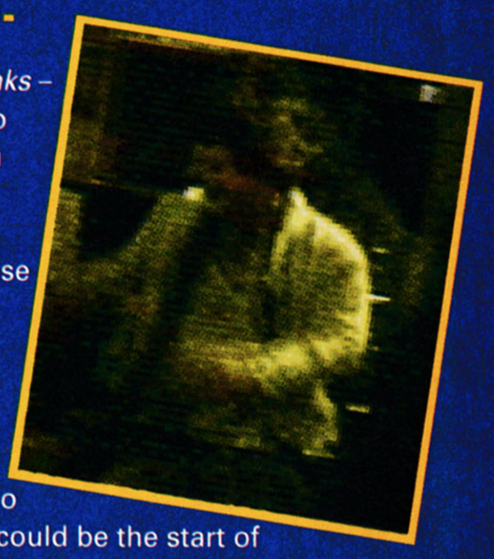
I read with dismay about the proposed price tag on Sega's *Virtua Racing*. A note to the software companies... (*Wake me when it's over* – Andy). In September, 1992, I bought a SNES with *Streetfighter 2*. Soon afterwards, I realised that most games cost in excess of 45 big ones. This meant I could afford a game approximately once every leap year. I sold the SNES and bought what I thought was a bargain – an Atari Lynx. I...

JAMES L. FRANCIS,
MID GLAMORGAN

(This letter has been terminated due to it starting out promisingly and ending with a tedious "When are these games going to be out for the Amiga?" type of question).

"I AIN'T GOT TIME TO BLEED."

My team and I have been studying your magazine for quite a while now. We just thought we would drop you a line to let you know you have our seal of approval. (*Hey, thanks* – Andy). We have also noticed the way you answer letters. We hope you treat ours with some tact. Please don't worry. We're not complete lunatics, and we're not trying to steal your thunder (heaven forbid!) Who knows? Maybe this could be the start of a friendship. Please expect more letters... Thank you for reading.



MISTER REE,
DARK LANDS (!)

Mister Wee – soon to be from the Role-Playing-Games Ruined My Life Self-Help Group, more like. ("My name is Keith. ('Hi Keith!!') It's been seven days since I last assumed the role of a mythical creature and whimpered at my pustule-addled, diminutive oik friends about the Evil One and bloody elven-kings.") We are frightened! We need more information, O mighty one!! We are not worthy! We would rather be sealed in pits of our own filth than share the same page as your obvious raging genius! Go ahead. Send us "more letters"... Les will throw them in the bin, but send 'em anyway. Eh?

"LOOKS LIKE HE DON'T STAND UP AS GOOD AS HE USED TO..."

I think you are good dong tips but is ed lomas pinky floyd better because he is in megetech and segas power and yore magazine but you are in one onley?

KINDNESS CORNER

Yep. It's a new, feel-good section of the letters pages where, instead of mercilessly ridiculing your difficulties, we randomly pick out a letter and actually answer its questions politely and kindly. Just like our mums keep telling us to...

LOTS OF INTERESTING ENQUIRIES...

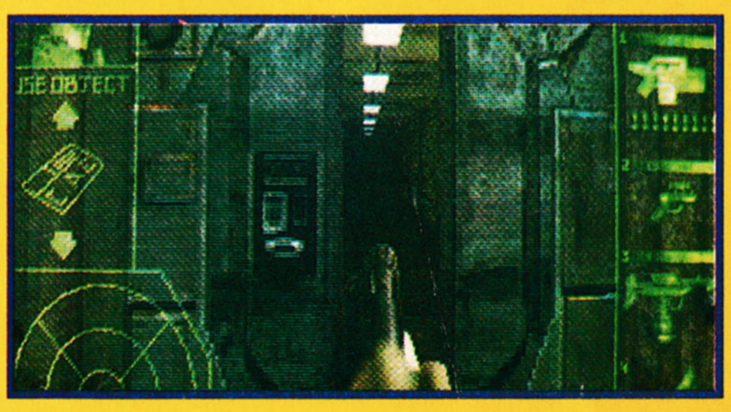
JAGUAR

I am writing to ask you about the new Atari Jaguar. What I want to know is...

1. Will any of the *Streetfighter 2* games be coming out (or even *Mortal Kombat*) for the Jaguar? If so, when?
2. Could you name some of the decent games scheduled for the Jaguar for the forthcoming year?
3. Is this *Cybermorph* game any good?
4. How much will most of the Jaguar games cost?
5. On the Super NES, will *Super Streetfighter 2* be coming out? If so, when – and how much will it cost?
6. Will that decent-looking game *Theme Park* be coming out on any consoles and if so, when?
7. When you used to advertise the GamesMaster T-Shirt with someone wearing it, was it Ade?

JOHN PAUL PRIESTLEY,
SURREY

Here we go, then...
1. No news on any Jaguar *SF2* releases, but we've heard plenty of rumours about a *Mortal Kombat* conversion. It'll probably be around in two or three months time.
2. *Chequered Flag* (old Atari coin-op) looks good, and so does *Alien vs. Predator* (unlike the rubbish SNES version). Also, hairy old industry die-hard Jeff Minter is currently working on some top new stuff. (See Jaguar previews this issue).
3. It's not bad. You do get it free with the Jaguar, but it's not as good as some of the packaged games on the other consoles (*SF2 Turbo* – SNES, *Aladdin* – Mega Drive).
4. Around 40 quid.
5. We're all praying for an August/September release. At a guess – it'll cost around £49.99.
6. *Theme Park* won't even be available on the Amiga for a month or two. Expect a console release towards the end of the year.
7. Nope. It was Simon (Deputy Art Editor).
Hey, thanks for writing in.



A better Alien vs. Predator match would surely be E.T. versus a Praying Mantis. Thing. Sort of.

Tim thought this was a new American Football game and, frankly, he messed in his pants.

Andy reckons that Neo Geo beat-em-ups are the best thing ever. But not as good as *SF* – NO!

why. I see ed pinky in lots so is he good and do you know him? why. how many games is he having and dose he look funny like you becuse he does tips? why. Is he from rochester near me becuse you say so where and i can meet him with steven? why. I like lots of magagazines but i see pinky floyd ed lomas lots but i never seen no pictures.
PETER JOHNS,
KENT.

Ye-eeesss. Unfortunately, we were forced to put this letter through our fabulous hi-tech ULTD (Universal Language Translation Device). Here's the translation text...
"Your tips are good. How come Ed Lomas doesn't appear in your mag? He must have loads of games, and he probably looks a bit weird because he harbours a strange delusion that he 'is' Pink Floyd – famous 60s/70s prog. rock 'combo'. Erm... Erm..." (At this point, the machine began to emit ominous plumes of grey smoke and this unsatisfactory letter reply ended).

"OH MY GOD. THE QUARTERBACK IS TOAST!"

Why is no-one at all interested in the Neo Geo console? A review for a game has become a great rarity and, while I admit that there aren't hundreds of games released for the machine every month, new owners such as me have no way of checking out which games to buy.

Price seems to be the Neo Geo's worst point. Or is it? You can pick up a second-hand Neo Geo console or game via mail order for around half price! So, what's the possibility of a Neo Geo special feature? Just a round-up of all the games available (including pictures/ratings)? Most console mags ignore the owners of this undeniably brilliant machine.

So, will my letter just be chucked in the "sad gits who own unfashionable machines that weren't bought from Dixons" bin, or will British Neo Geo owners finally get some sort of guide as to which games to buy?
STEPHEN THOMAS,
MID GLAMORGAN

P.S. Please don't answer my letter in the usual embarrassing discriminative, immature way that some console-based magazines do! I'm over the age of ten! (Ooh, sarcasm, eh?) And, no. I'm not the presenter of Gamesworld.

New Neo Geo releases tend to be pretty rare and – admittedly – we always strive to review the best ones in GamesMaster. (Look out for *Art of Fighting 2* next issue. It'll be the best thing ever!) Ahem. There is a British Neo Geo Owner's Club which publishes a regular newsletter for all those distressingly deprived, but, probably, vastly rich Neo Geo owners out there... Give 'em a call on 081 904 0088.

"WASTING PEOPLE IS RADICAL, MAN!"

I have a few questions to ask...
1. I have seen some messages on the spine-line of your magazine. "Maybe the good fairy moved 'em" and "Well, why don't you put her in charge?" When did you start doing this? What is it all about?
2. About how many magazines can you fit into the GamesMaster binder?
3. When is *Lemmings 2* out on the Super NES?
ALEX TOMKINS,
WEST MIDLANDS

1. Andy, being the slightly anal film-buff saddo that he is, does the spine-line messages. They're all film quotations (which are vaguely relevant to whatever's on the front cover). Send him details of the film and scene and he'll send you the cart of your choice.
2. Twelve.
3. In two or three months time.

SADDO CORNER

OH DEAR...

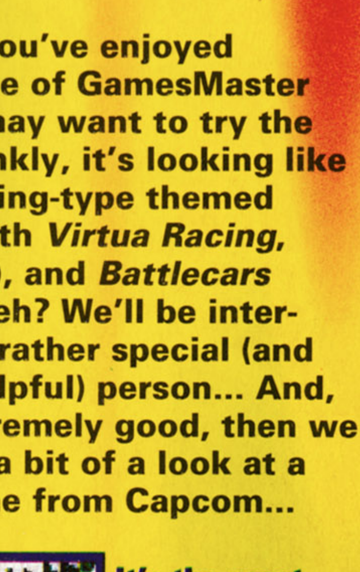
Could you please print this photo of my girlfriend Pam Corbin in her Fancy Dress Chun Li outfit? I think it would be a good laugh and give her quite a shock!
LEIGH HAWKER,
SOMERSET

Well, it certainly gave us a good laugh. Perhaps other readers have girlfriends who, for one reason or another, feel compelled to dress up as famous characters from video games... If so, send them in to 'Fancy Dress Corner, GamesMaster Magazine...' Etc... etc...

Yes, that's right. Why not dress up as *your* favourite character? It'll be great. (Does anyone have a girlfriend who looks like Cammy, for example?) Look. We're joking. OK?

NEXT MONTH

How was it, then? Did you enjoy all the *Mortal Kombat 2* frenzy? The Right Said Fred thing was a laugh, wasn't it? We, the manufacturers do try to ensure that this issue reaches you in perfect condition. If, for some bizarre reason, you weren't satisfied with anything, then for heaven's sake, write to us! Tell us that something or other was a bit rubbish! Tell us that we're actually incredibly great! Feedback, please! (It's a bit like those things that you don't bother to fill in at the end of a meal at Pizza Hut, isn't it?)



Anyway...

If (as we trust) you've enjoyed reading this issue of GamesMaster Magazine, you may want to try the next issue... Frankly, it's looking like one of those racing-type themed issues – what with *Virtua Racing*, *Road Rash* (3DO), and *Battlecars* (SNES). Blimey, eh? We'll be interviewing a really rather special (and exceptionally helpful) person... And, oh, if you're extremely good, then we just might have a bit of a look at a certain new game from Capcom...

It's the most expensive thing ever! But is it the best? Could be, could be...

Cars. Battling cars. Yep. Automobiles in ruck shocker.

On the road. On bikes. On your case. And, er, on the 3DO.

Look in this issue's sidelines for hidden *MK2* moves!!!!!!!!

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NEW

MEGA CHEAT INPUT SCREEN

Now you can input upto 100 different cheats on any game at one time. This new feature allows you to customise your games with as many cheats as you like - all at once. Imagine - infinite lives, unlimited energy, special moves super high jumps, double speed, unlimited weapons, infinite re-tries, custom colours, special magic etc. etc. - all at once? Well now you can with the new Mega Cheat System.

NEW

"DEAD CODE" GENERATOR

"Dead Codes" are super cheats which effectively enable you to re-write whole sections of the game giving total control. No other product features "DEAD CODES".

NEW

ADVANCED CHEATFINDER

Action Replay has always allowed you to input not only the thousands of cheats found in the cheatbook supplied or from the huge number of cheats published in magazines each month - but the feature that has always put Action Replay ahead of any other cheat system is its unique game trainer (cheatfinder) feature. Now the game trainer is even better with improved game cracking routines plus new menu systems which make cracking open your games now even easier.

NEW

NEW SLO MO FEATURE

With this unique feature you have total control of the speed of the whole game. You choose from about 10% to full speed very effective with most games!

NEW

UNIVERSAL ADAPTOR FEATURE

This unique adaptor feature which allows you to play even import titles has also been improved. Now you can even play so called "NTSC only" games from the US and Japan.

NEW

UNIVERSAL CHEAT SYSTEM

Only with Action Replay can you use the same cheat on UK, US, and Japanese versions of most games. So if you see a cheat in the Manual or a Magazine you can use it with even an imported version of that game. No other cheat system can do this!

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So remember because Action Replay has both a **Universal Adaptor** and a **Universal Cheat System** you can buy the latest releases even as import and crack them wide open -NOW!!

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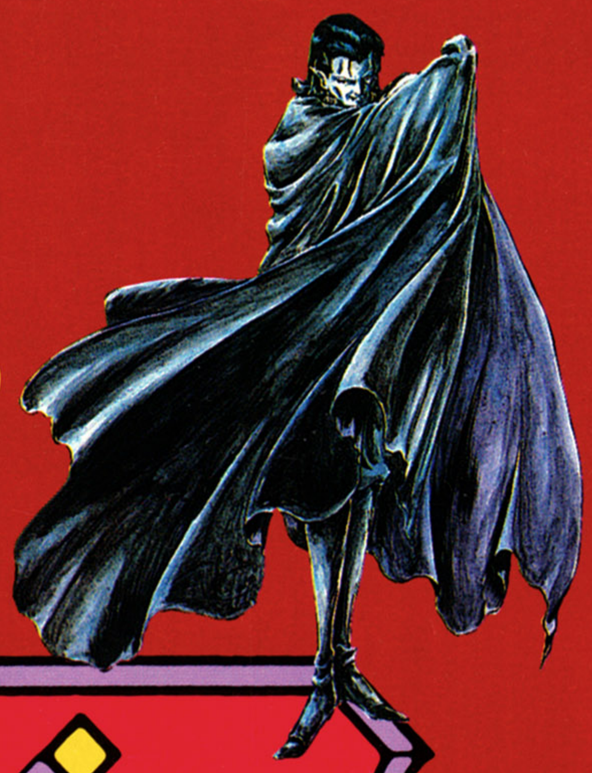
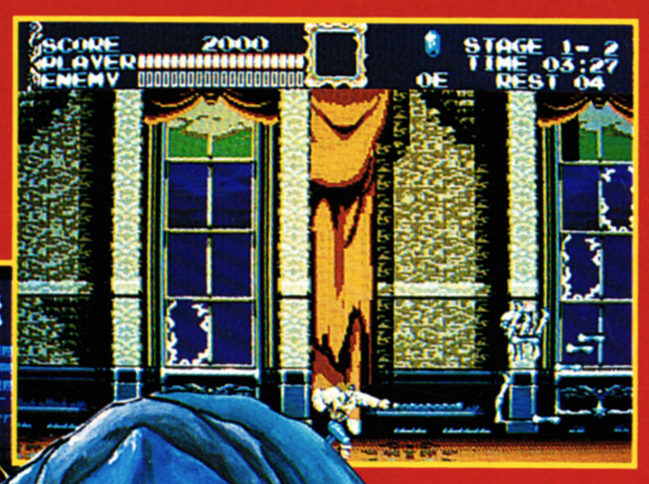
MEGA DRIVE

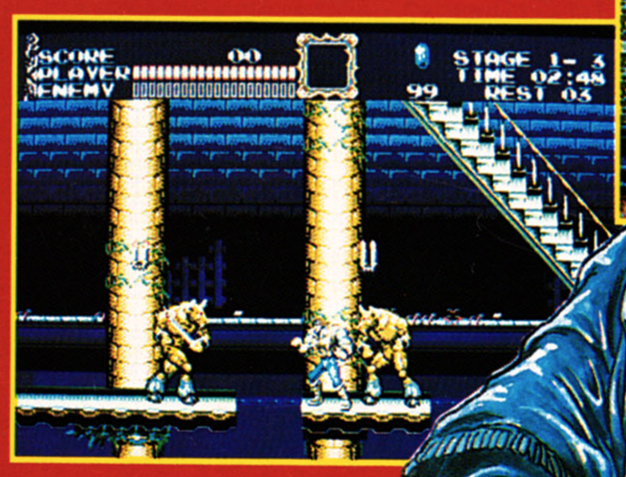
A spine tingling, blood curdling 6 level living nightmare from hell.



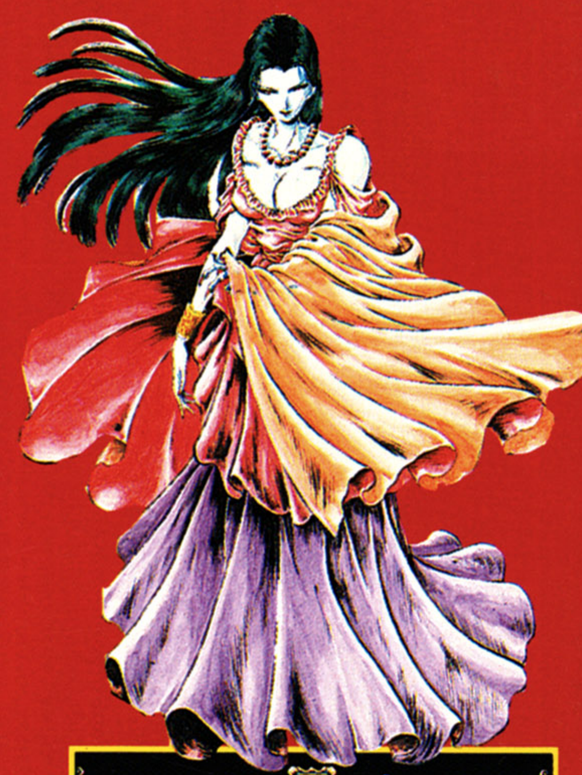
Castlevania®

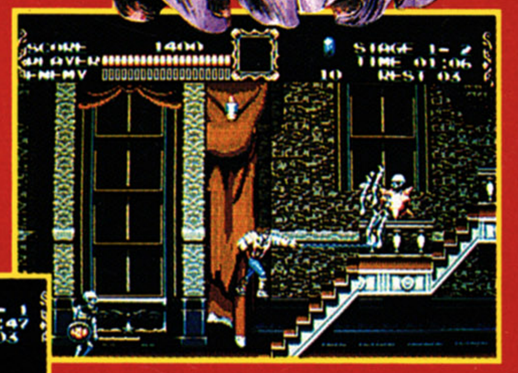
The New Generation





As John Morris the whip wielding vampire hunter, or Eric Lecarde, master lanceman, you'll chase the demonic vampiress Countess Bartley across Europe to prevent her resurrecting the master of all evil - Count Dracula.





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