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GamePro UK Edition Issue Nine

LIFE'S A BITCH

# GamePro

# ALIEN TRILLOGY

FULL PSX REVIEW INSIDE

ISSUE

09

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MAY 1996

IDG  
MEDIA

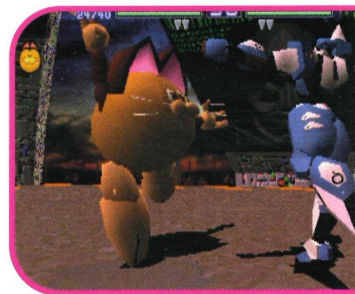


ISSN 1358-7536

DUKE • SHELLSHOCK • ULTIMATE MK3 • WING COM 4 • PANZER DRAGON 2 • GEX

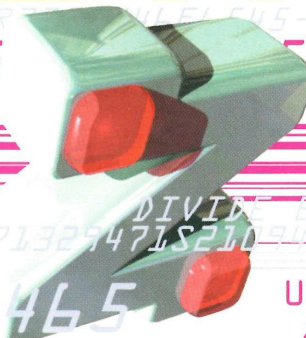
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In here is everything you've b...  
the undiscovered depths that  
Expect anything.

# SYSTEM CRASH<sup>XTA</sup>



"You definitely won't j...  
which ought to be rec

# ZERO pIViDE™

DIVIDE-BY-ZERO



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

*owns your words*



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SYSTEM CRASHING  
DIVIDE BY ZERO  
DIVIDE BY ZERO

BLE PROGRAM ERROR

RRRR><

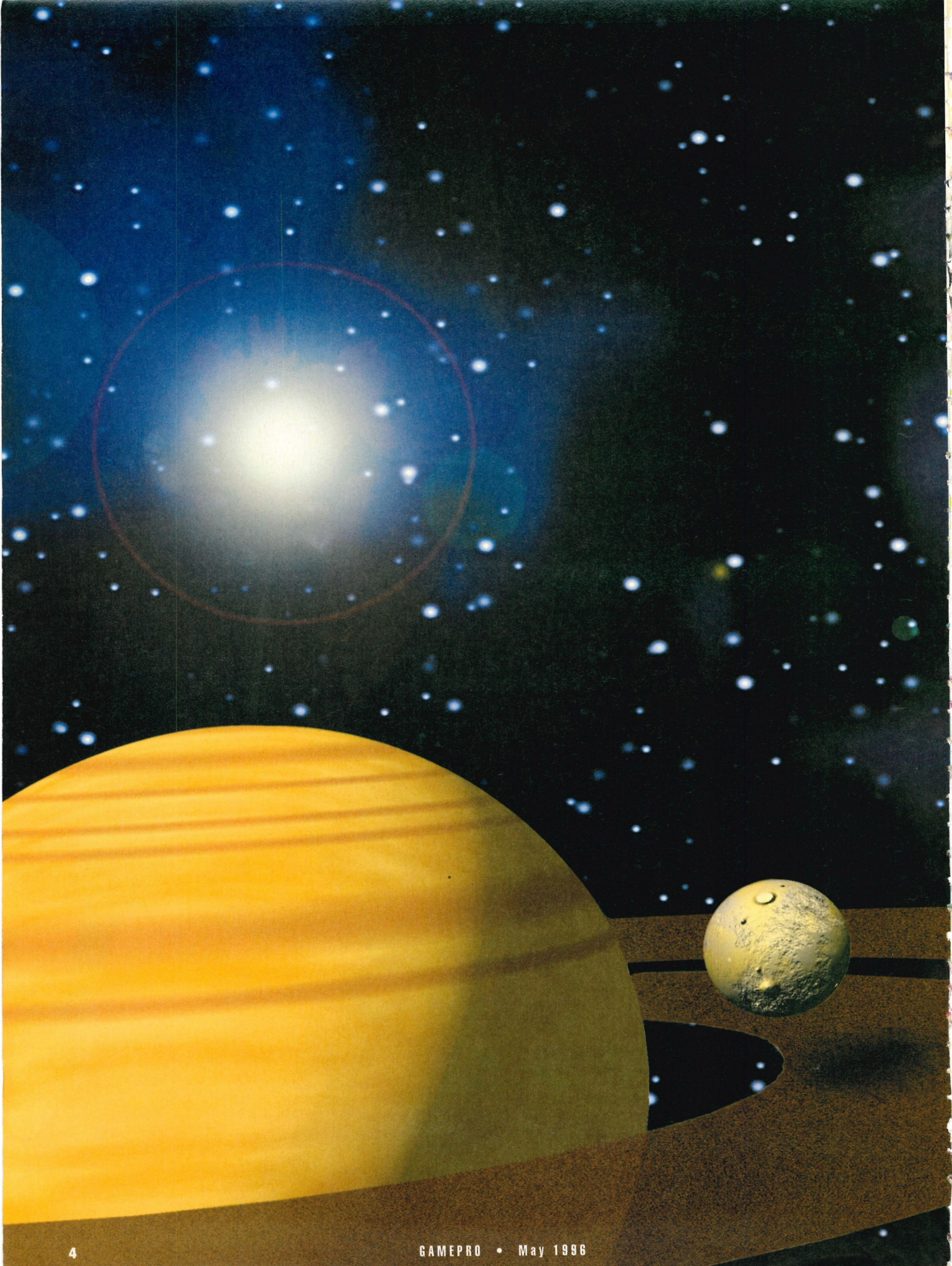
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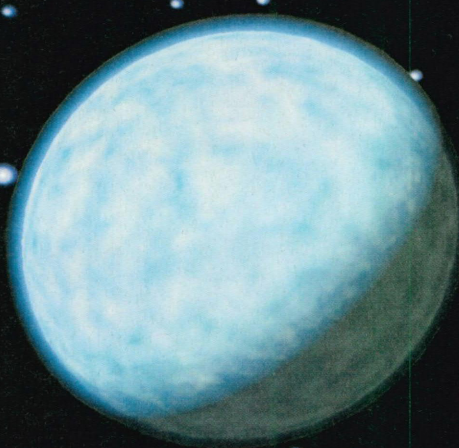
ダイバイド

el let down if you choose this over Tekken,  
mmendation enough for anybody...

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





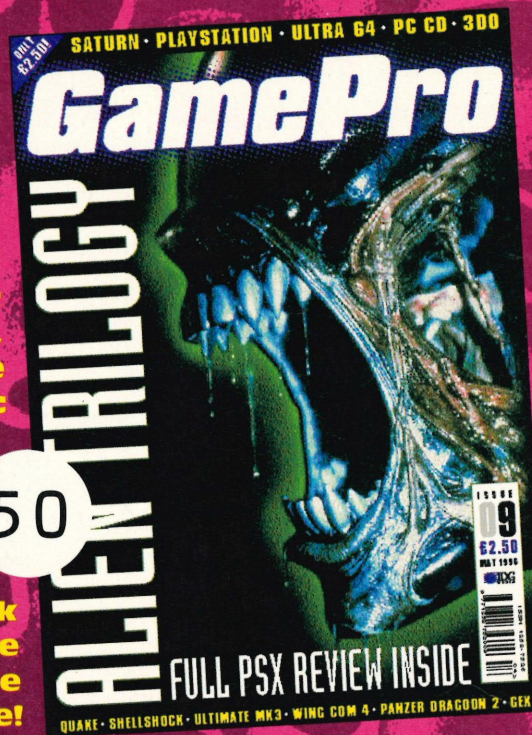


**N**intendo's all-singing, all-dancing Ultra 64 has been put on the back burner for a while, and the PlayStation's initial roar has died down to a barely audible squeak, changing Dwight P Dibbly into a distant memory in the blink of an eye.

At this unexpected lull in the next generation supremacy war, Sega is getting ready to swamp the industry with its third wave of superfly Saturn ammunition. Sony may have won the first battle, but at present, Sega is looking favourite to scoop the title in round two. As usual, the Pros have secured those ringside seats once more. You don't have to pay £10 per head for exclusive items on the GamePro network of fun, so sit tight, 'cos things are gonna get crazy. Prepare yourselves...

# GamePro

**Acclaim's 3D xenomorph stomping beauty finally hits your PlayStation this month! Gasp in awe at the graphics, scream at the atmospheric sound effects, and soil your slacks as huge great monsters devour your intestines and suck out your eyes! The fun starts on page 50, don't be late!**

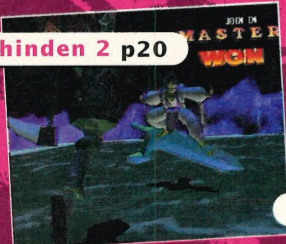


18

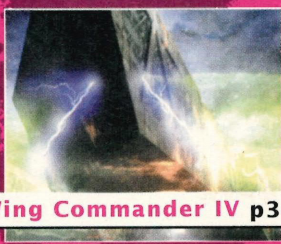
## ProReviews

This month's selection of software is one of the biggest and best we've ever received. Over 30 new games await you inside!

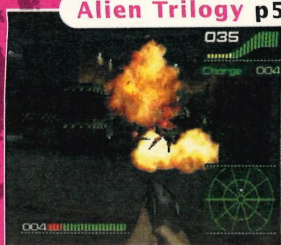
**Toshinden 2 p20**



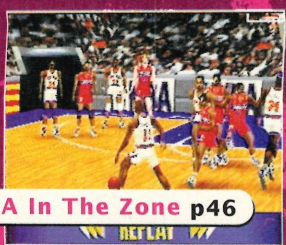
**Wing Commander IV p30**



**Alien Trilogy p50**



**NBA In The Zone p46**



62

## ProSpects

New stuff! New stuff! We've got all the latest new stuff! Don't you believe us? Then put our reputation to the test. Turn to page 62 and then tell us we're wrong! Go on, we dare you!

**Panzer Dragoon 2 p64**



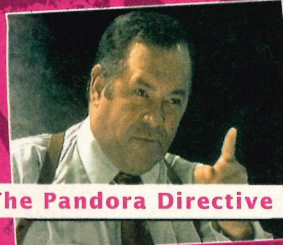
**Ultimate MK3 p68**



**Magic Carpet p71**



**The Pandora Directive p80**



## 17 POWERSPORTS SOCCER GIVEAWAY

Your one and only chance to get your sticky mitts on over £400 worth of Adidas soccer stuff starts here! Free shirts, caps, balls, gloves and Predator boots ahoy!

## 54 GAMEPRO'S ANNUAL READER SURVEY

Wayhey! A whopping bag full of hot games and cool merchandise could be yours in exchange for a bit of paper! Yes, it's that easy! Turn to page 54 for all the details. Go on!

## Regulars

### 8 Eye Witness

Exclusive news about Pete Sampras, Wacko Jacko, Quake, Loaded, tank driving, guide books and more awaits you this month. Go check it out right now! Yes!

### 104 Get a Grip!

All the latest films, books, records, videos and toys find their way into G.A.C! Lord knows how we do it, but come and have a look at what's turned up this month...

### 105 Back Issues

Lost your copy of issue four? Someone stolen your issue two have they? Soiled your copy of issue seven? Never mind, help is at hand. You can now purchase any issue of GamePro you require (so long as they're not sold out of course) by filling in the form on page 105. Go do it, now!

### 106 Let's Write to Ronnie

Ron's on his hols for the next few months, so he's invited various celebrity pals to help out in his absence. This month - Mario from The Goombay Dance Band!

### 110 Subscriptions

Subscribe and you'll get GamePro for half the price you pay in the shops. Sounds good doesn't it? Read the information on page 110 now! You won't regret it. Honest.

### 112 The Internutter

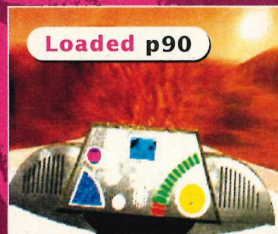
The crazy world of on-line football is this month's subject for our resident cyber-guru. Skinner and Baddiel ain't got nothing on our 'Nutter! Eh kids?



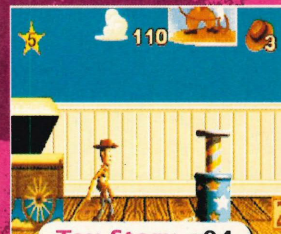
## S.W.A.T.Pro

84

How to finish Loaded, seven simple ways to complete Doom, a quick-step guide to D, and thousands of other exclusive tips and cheats. What are we talking about? S.W.A.T.Pro of course!



Loaded p90



Toy Story p94



Doom p96



D p102

Millennium has scored a 'number one, pop pickers' kinda goal with the release of PSX title, Defcon 5. To celebrate, they've given us loads of grenades and military gear to give to you lot. Help yourself on page 57

## Feature: VIDEO CDs

Video CD cards have been around for a good while now, but not on a next generation console. Why? Who cares? The important thing is that Sega has just invented one for the Saturn. Find out more inside!



58

Editor: Jay Sharples  
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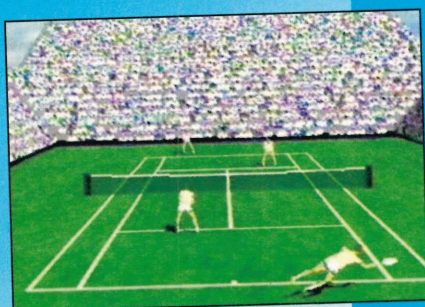
Frigmond Soyd, that old Hammond Organ sound, petrol stencils, Chris' Bond party, Miss Pinky, free Oasis tickets, Fudge slice ragers, Bill's eight-hour freezathon at Maine Road, Aladdin's cupboard, shirt vultures, Travis Bickle, High School fashions, cars that break down shortly after you've bought them, series two of The Fast Show, moaning c's, leaky rooves, pixel breezers and Jo for signing her life away.

eye witness

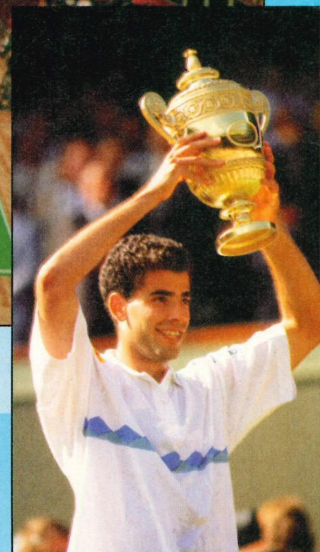
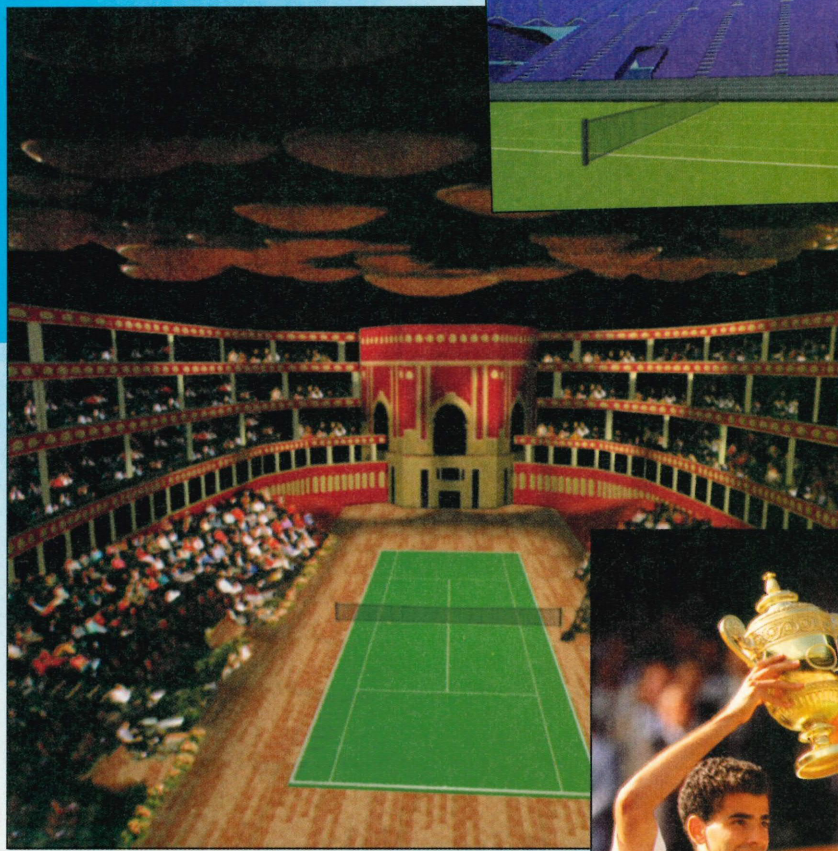
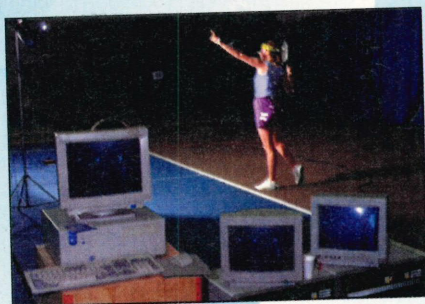
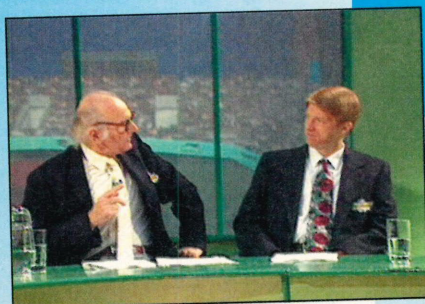
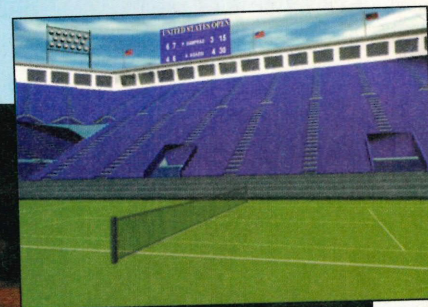
Games, gossip  
and wild rumours are just  
what Eyewitness is all about. We  
scour the interactive globe each month,  
desperately hunting for that elusive news  
story with which to whet your appetite. This  
month we've tales of Saturn conversions, bug  
munching, disappearing blood, and how to  
demolish a car in under a minute. You  
won't find a better read this side  
of Uranus. Honest!

eye witness

# Sampras Extreme



*Hi-res tennis courts, motion-captured  
babes, Pete holding a cup, an early screen  
shot and Ron Manager... Isn't it?*



JUST AS this issue of GamePro was going to bed, we received news of Codemasters' latest PlayStation offering, Pete Sampras Extreme Tennis.

The game is set for release around June, and the seven-strong team down in sunny Stoneythorpe is, as we speak, slaving away at the mammoth task of creating the best tennis game ever. Features include a

whopping 24 opponents, up to four-player ball-slapping action, a TV sports programme with comments on each rally, hidden characters such as pimps and street-wise hustlers, fully motion-captured players, comprehensive umpiring in eight different languages, the option to play on various world-famous courts, and over 50 Megabytes of sound samples, including

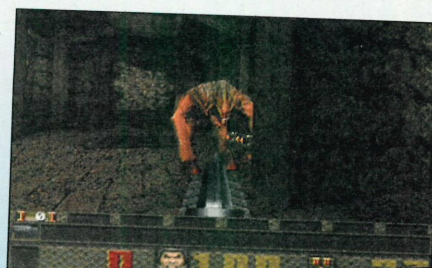
cheers, boos, varying effects for different shots, crowd reaction and many, many more.

This game is going to be huge, so sit tight as GamePro prepares for a Sampras overload next month. Not only that, but we'll be showing you a whole lot more of what Codemasters has hidden up its rather spacious sleeves. And believe us, the future looks very bright indeed!

*Here's big Pete, enjoying one of the many great moments in his amazing career. Or something*

## Jacko goes shopping!

AFTER LAST month's somewhat controversial performance at The Brit Awards, and the trauma of being 'assaulted' by good old Jarvis Cocker, Wacko Jacko decided to console himself by going shopping in London and spending bucketload upon bucketload of the folding kind of currency. One of the stores Jacko closed down so he could shop 'til he dropped was none other than top HMV game emporium Level One. So, what software did the sequinned-gloved popstrel purchase? DKC2 and a sizeable wad of cut-price SNES titles, that's what. So even with his untold wealth and rooms full of money back at home, the musical eccentric still went on the hunt for bargain software, thus proving he's just a normal guy. Either that or he's a top stingy git.



## Sega gets loaded!

GREMLIN INTERACTIVE has announced that its top selling PlayStation title and general bloodfest, *Loaded*, is to be converted to the Sega Saturn. The game will apparently be keeping all the initial features from the PlayStation version, with only a few alterations having to be made to suit the technical specs of the Saturn. Expect to see it adorning the shelves of your local game store sometime around May, and if you're lucky we'll have a copy in the office in time for next month's mag. Watch this space!



## Next generation quake

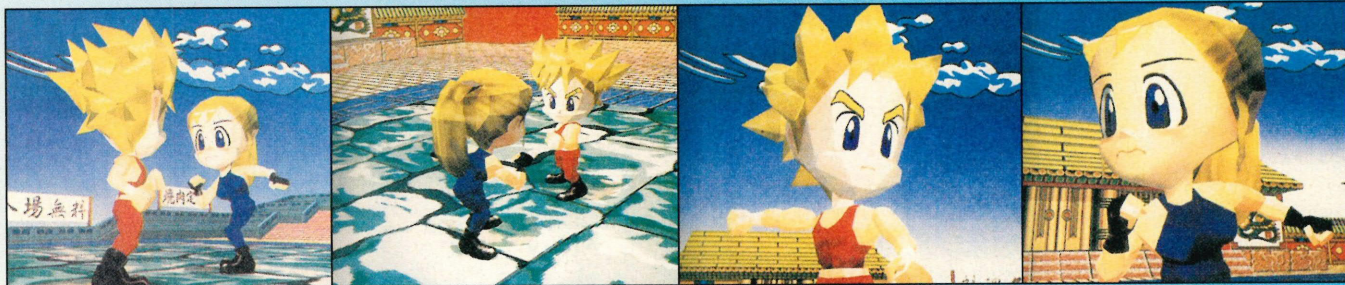
LATER THIS year, PlayStation and Saturn owners can finally flick two fingers at their PC-owning pals, as id's follow-up to the amazing *Doom* series, *Quake*, arrives on both systems. GT Interactive is the company responsible for this pant-wettingly good deal, as it snared the rights for the release earlier this year. Check out the ProSpects in this very issue, where you'll get a good look at the PC version of *Quake* and some idea of what's in store for your super-console when the game is released.



## Bad bug buffet

LAST MONTH, Acclaim Entertainment threw a top party down at London Zoo's insect house to announce the release of its PC CD-Rom title, *Bad Mojo*. After sending most of the computer industry a sizeable cockroach through the post in way of invitation to the party, the boys at Acclaim topped the night off by laying on a special finger buffet of edible insects to all who had the guts to eat them. *GamePro* declined the invite to the ugly bug ball, as eating insects and various forms of grubs is an everyday occurrence for us worm-chomping Pros!

## Pixel fiction?



IT MAY be some hilarious Japanese gag or an elaborate marketing ploy, but we've received screenshots of one hell of a weird looking forthcoming Saturn title. Virtua Kids (yes, really!) is, as you would expect, another member of Sega's head-stomping Virtua Fighter family, yet

this time around all of the infamous virtua warriors have been warped back through time to when they were wee nippers. Oversized heads, kiddish yelps and comedy visuals agogo, Virtua Kids is a really weird looking piece of software. Rumour also has it that Sonic,

Knuckles and Dr Robotnik are set to make a comeback in a new 3D fighting game. Another hoax or gaming reality? Well, apparently, both games are Japan-only arcade titles, and it's most unlikely that they will ever reach the shores of good old Blighty. So there!

eye witness



## Want some free stuff?

NOT THE sort of thing that usually appears in Eyewitness, but we've got together with the kind chaps at Beyond Vision to give you lot some free videos. The titles on offer are Frankenstein Must Be Destroyed, starring none other than Peter Cushing as the good Baron, and the classic 70s James Caan flick, Rollerball. We have five copies of each of the movies to give away, and all you have to do to win is prove to us that you're over 18 years of age and answer the following question:

**Name Peter Cushing's character in the sci-fi great, Star Wars.**

Send your entry to the usual address, and mark your envelope 'Uncle Pete'. The first five correct entries get the loot!



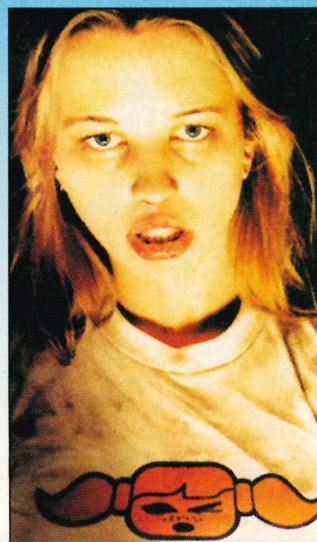
## 16-bit surge shocker

CATCHING THE leading videogame companies offguard somewhat, it has been announced that sales of 16-bit hardware and software over in the States far outpaced 32-bit sales during the recent 'holiday season' (that's Christmas to us Brits by the way). The Mega Drive and SNES clocked in with combined US sales of four million in 1995, according to a story in The Wall Street Journal, while the combined Stateside sales of the Saturn and PlayStation barely topped one million. Official UK figures have yet to be announced.

## Wipe it up!

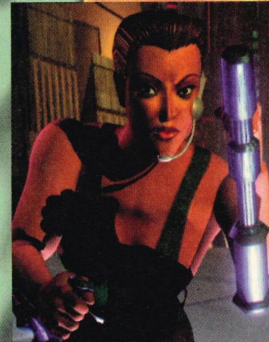
WHILE SONY Interactive is having to censor its US advertisements for the g-force PSX title, Wipeout, by removing the blood from the 'wiped out' gamers' chins (see below), a similar row is erupting at home. British MPs are currently outraged

with the ads and reckon the two players look like they've 'overdosed'. Plus, they claim the letter 'E' is rather too prominent in the game's logo. Nowt better than a bit of controversial advertising, eh kids? Don't believe the hype!



# CRITICOM™

## CRITICAL COMBAT



"THE GRAPHICS ARE EXCELLENT, THE ANIMATION GORGEOUS, AND THE PRESENTATION THROUGHOUT QUITE BREATHTAKING... CRITICOM IS A VERY, VERY INTERESTING GAME." **PlayStation Plus**

"AT LAST, A BEAT 'EM UP WITH A DIFFERENCE... A BLOODY GOOD GAME." **Play Magazine**

"CRITICOM IS A STUNNER... A CHALLENGING COMBAT GAME THAT ONLY REVEALS ITS DEPTHS WITH TIME." **PlayStation Magazine**

"VERY SATISFYING INDEED... AN EXCELLENT FIGHTING GAME." **PSX-Pro**



VICTOR KAI  
more gameplay



- Revolutionary character upgrades.
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- Earn additional crunching combo moves as your combat skills develop.
- Spectacular Hollywood style cinematics.

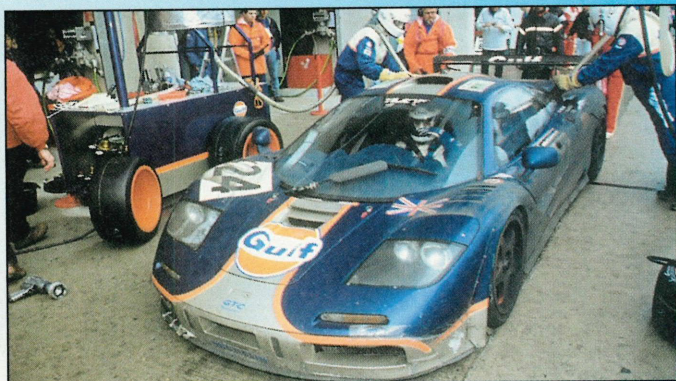
Hits the Streets... Early April Price... £44.99

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TM



## And there... he... goes...

DRIVING FANS watch out! EA Sports has just signed a deal with McLaren, allowing the Electronic Arts Sportsters to go ahead with the creation of one of the fastest racers around. Expect more news next issue on this wheel-burning title!

## Do you do Kung Fu?



DO YOU like graphic novels? Do you like Kung Fu? Do you like graphic novels featuring Kung Fu? Yeah? Well you'll just love Ocean Software's new line in interactive comic books! The series kicks off with *Reflux*, a story about a futuristic cyberhacker who has the ability to assume the identity of all the people he comes into contact with. This CD-Rom allows readers to



interact with numerous plots, characters and amazing martial arts live action sequences. You can also listen to spoken dialogue, and gasp in awe as the comic book before you merges into a series of short-soiling stunts and intense fist-throwing action scenes. *Reflux* is published under the Hit Squad banner and should be in the shops by the time you read this.

## Here we go, here we go, here we go – again!

IN CONJUNCTION with the forthcoming football extravaganza that is Euro '96, Sega and Gremlin Interactive have cooked up yet another top soccer treat for both Saturn and PC platforms. The game will boast all the teams and star players that will appear in the actual competition, all the official FIFA rules and regulations, over 30,000 words of dialogue from the BBC's Barry Davies, plus the all-new and improved True 3D engine that was used in the creation of Gremlin's boot-scorching *Actua Soccer*. Euro '96 on PC CD-Rom is set for a May release, with the Saturn version arriving shortly after.

HALF TIME RESULTS			
TURKEY	SHOTS	CROATIA	
5	3	9	
40%	SHOTS ON TARGET	4	
2	POSSESSION	60%	
0	BOOKINGS	1	
0	SENDING OFFS	0	
0	GOALS	2	

## Tanks very much!

PSYGNOSIS AND Millennium decided to promote the imminent launch of their new PC blast *Deadline*, by organising a day out crushing cars. In the most tenuous of links to the game's content (a kind of S.A.S. strategy romp), all of us privileged game journos were given the chance to smash the hell out of old car wrecks – in a Chieftain tank!! What a day! Thanks again, folks. Oh, by the way, the game is due for launch any minute, so keep your eyes peeled in the coming issues of *GamePro* for a full preview and review.



## Help is at hand

BOXTREE PUBLISHING is swamping a book store near you with even more additions to its player's guide strategy book series. The latest releases see guides for *Command & Conquer* (PC), *Gex* (3DO, Saturn & PlayStation), *Earthworm Jim 2* (Mega Drive & SNES), *Heroes Of Might & Magic* (PC), *CivNet* (PC), *Mech Warrior 2* (PC) and *Breath Of Fire 2* (SNES). They should set you back around a tenner or so each, which ain't that much to



fork out when you consider you'll be relieved of all your gaming worries and frustrations. All of the above titles are in the shops now, and Boxtree has *Hexen*, *Dark Eye*, *DKC2*, *This Means War!*, *Chronomaster* and *Angel Devoid* books planned for next month!

## PSX Po'ed!

TIME WARNER Interactive, the company responsible for bringing dinosaur beat'em-up *Primal Rage* into your lives, has recently announced three hot new PlayStation titles lined up for later this year. After a successful run on the 3DO, 3D blaster and ultra-weird



Doom clone, *PO'ed*, is set to hit your console some time around April, with Time Warner's other 3DO best-seller, *Return Fire*, and top baseball extravaganza, *Hardball 5*, arriving shortly after. We'll have more news on these products for you next month.

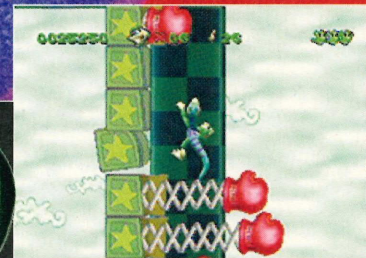
TM



Do not adjust your horizontal hold. 450 frames of GEX animation, CD-quality sound and hand-rendered backgrounds.



Advance thru different worlds like Indiana Jonesville and Frank N. Steintown. (Legal weasels require we be vague.)



Try jumping, tail-whipping & face-sticking to discover secret levels/bonus stages that only lrv in Engineering knows about.



Electronic Gaming Monthly "Editors' Choice Gold Award"  
Diehard Gamefan "Character of the Year"

**NEW** for  
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and the  
**PlayStation™**  
game console.

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Get ready for one serious See-Food Cocktail.

It's GEX, your bug munching,

tongue-lashing alter-ego. Oh yeah, we got

Hungry-Man portions of pop-culture

cheese all right. With late night TV freaks

like Camera and Flatulence Man.

But it's our special sauce—over 300

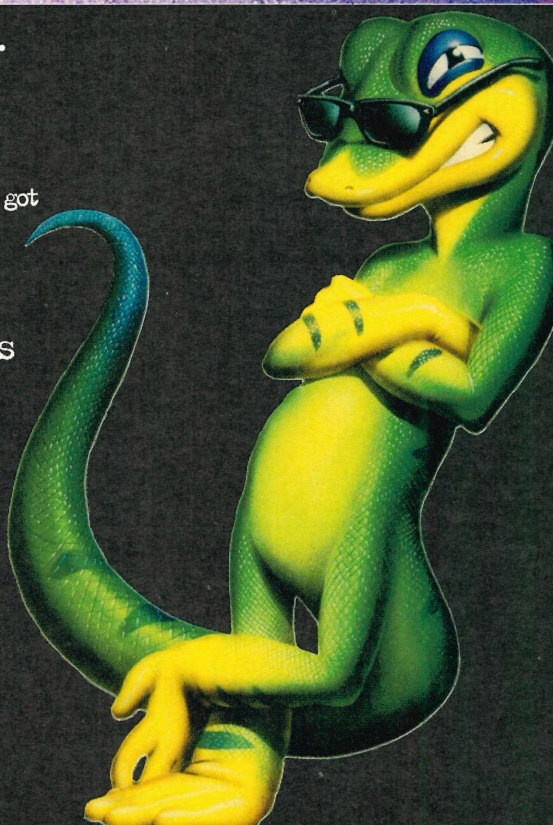
hilarious one-liners and sound effects

from HBO® comedian Dana Gould—that give

GEX major attitude. So forget about

good taste. And go with the skanky bug

du jour instead.



## GamePro Top 10

This new section of the mag informs you, the reader, what software has been blistering our digits this month in the GPro office...

- 1 QUAKE**  
Eight-player death-match ahoy!
- 2 DUKE NUKEM**  
Four-way pig blasting action agogo!
- 3 THE NEED FOR SPEED**  
Split-screen fun for all the family!
- 4 WORMS**  
Still a firm fave
- 5 STRIKER**  
With Andy Gray turned right down
- 6 RAYMAN**  
Ultra bright, super cool and bags of fun!
- 7 NBA IN THE ZONE**  
Better than Total NBA?
- 8 ALIEN TRILOGY**  
Coverstar and total top trilogy treat
- 9 ARCADE CLASSICS**  
Back to the old school with Defender, Robotron & more
- 10 ZERO DIVIDE**  
Butt-kicking bonanza with big battling 'bots!

## SNK signs up

PROVIDING A boost for NEO•GEO fans, SNK has announced that it will develop games for two Japanese systems more prevalent than its own NEO CD, (ie the Saturn and the PlayStation). SNK also announced that its latest arcade hits will be ported over to both systems in Japan. The King Of Fighters '95, Samurai

Shodown 3 and the new Real Bout Fatal Fury will be released for the PlayStation, and titles of equal calibre will also appear on the Saturn. In addition, SNK indicated it will work on a 3D game that takes advantage of the PlayStation's polygon-crunching power. So, more top titles are on their way, next gen kids!

## Crap peripherals of our time Part One

The Nintendo  
Super Scope: Arse



Industry name-dropper, Simon 'stud puppy' Byron, sidles up to Vicky McDonald at a recent party. Next month: Simon meets Bianca

## Sony goes Sega

ALL YOU Saturn owners out there who are getting a tad fed up with your PSX-playing pals constantly going on about how fast Wipeout is, and what a top laugh Destruction Derby is in Total Destruction mode, can now happily wipe those smug grins from your so-called friends' gobs. The reason? Well, those very same Sony titles are, at present, having the final touches put to them for their Saturn conversions. Both games should see the light of day around May, but here at GamePro we'll be getting our hands on them for research purposes later this month. Full previews will appear next issue, so you won't have to put up with the jibes of the PlayStation fraternity for very much longer.

## Charts

### BLOCKBUSTER VIDEO

#### Super NES

##### Retail Chart

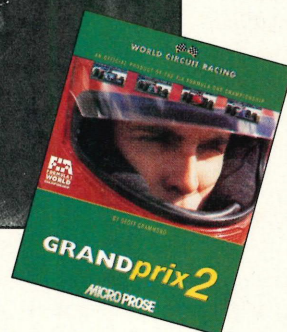
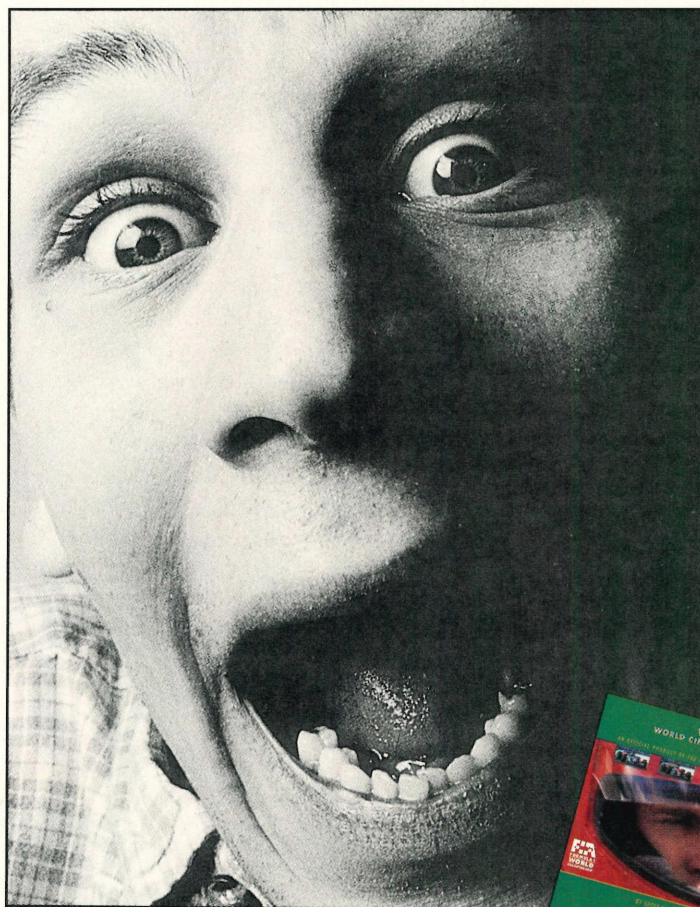
1. Theme Park
2. Doom
3. NBA Jam: TE
4. ISSS Deluxe
5. Micro Machines 2
6. DK Country
7. Earthworm Jim 2
8. Jungle Book
9. The Mask
10. Mortal Kombat 3

#### Mega Drive

##### Retail Chart

1. NBA Jam: TE
2. Brian Lara Cricket
3. Theme Park
4. Road Rash 3
5. Micro Machines
6. Mortal Kombat 3
7. Earthworm Jim 2
8. Jungle Book
9. Mega Bomberman
10. Sonic 3

# This man has a secret



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# At the deadline

The part of the news section where we speculate, gossip, spread wild rumours and generally have a brief chat about what's gone on in the past month or so...

● A new line in PlayStation accessories is to be released later this year. The merchandise apparently includes stationery, storage systems, carry cases, books and a funky range of club clothing! Groovy.

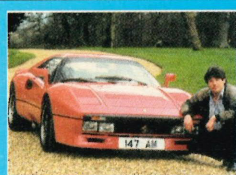
● **The RPG outlook is brightening for PlayStation owners, as Sony and SquareSoft prepare to sign a deal that will bring a 3D polygon version of the next Final Fantasy game to the PSX.**

● Electronic Arts' FIFA '96 is still atop the Gallup cartridge charts this month, with the Ocean/Team 17 title and former GamePro coverstar, Worms, currently residing at first place in the CD chart.

● **The Bitmap Brothers are busy developing a sequel to their smash hit The Chaos Engine (or Soldiers Of Fortune on import) for the Saturn and PlayStation. No release date has been set.**

● Fans of BMG's loveable lizard, Gex, can look forward to Gex 2 around Christmas time. Again, US comedian Dana Gould will provide the vocals for the game.

● **Nintendo has slashed prices on its Game Boy and SNES titles! Killer Instinct £29.99, Arcade Classics**



Virgin Interactive has recently signed a deal with videogame wizard Archer Maclean and his dream team, Awesome Developments. This should produce some corking new titles for Virgin's '97 range.

**Twinpacks £17.99, Super Metroid £14.99, Mario Allstars £34.99, plus Game Boy Double Value Packs are now all £29.99! Bargain!**

● EA Sports is currently putting the

finishing touches to its new range of PSX titles, including the 3DO shooter Space Hulk (which is also out on CD-Rom very soon) and its new PC basketball dream, NBA Live. Expect to see something in next month's issue.

● **Namco's stunning sequel to its hugely successful beat'em-up, Tekken, will be with us next issue, along with a whole host of scorching Namco PSX goodies. Watch this space!**

● Bullfrog's potential beauty, Dungeon Keeper, has been delayed yet again. Bullfrog's boss, Peter Molyneux, commented on the unfortunate affair: "While it was a very good game, it was not a great game, and at Bullfrog it is our business to create ground-breaking games."

No firm release date has been set as yet.

● **Secondary school kids in Britain have better computer access than their counterparts in any other developed nation, including America. In a recent survey, the National Foundation for Educational Research found that 46% of English and 70% of Scottish schools have more than 20 computers, with the US only boasting 43% and South Korea 34%.**

● Film director Stanley Kubrick, the dude who brought us 2001: A Space Odyssey, The Shining and A Clockwork Orange, recently purchased a copy of Mindscape's new wargame Steel Panthers. The retail outlet that sold him the game is apparently wondering if the game is to be converted into a movie. Yeah right.

● **Interactive Magic is about to storm the PC**

**world with its new bundle of hot software. The American Civil War, Destiny and Daley Thompson's Decathlon are the first titles to be released, and they should see the light of day around**

**April, May and June respectively.**

● Funsoft has recently signed a deal to bring Mattel Media's software products into Europe. For those who don't know, Mattel is the world's largest toy firm, and is responsible for Barbie's global domination

● **US Gold's human-munching aliens and proprietors of the intergalactic fast food chain, Orion Burger, get their own game released this March.**

**Next month we'll be**

**solving puzzles, enjoying plenty of cartoon animation, and chewing on the odd thigh burger like the bloodthirsty aliens we are!**

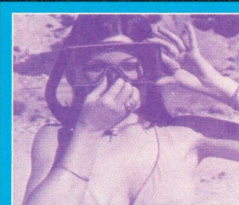
● Sega's Panzer Dragoon Zwei is looking pretty darn hot at the moment.

The finished

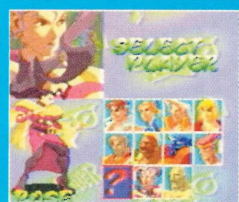
version arrived at our office too late for it to get any review space this issue, but expect an in-depth poke around Panzer Part Deux next month!

● **Jumping Flash 2 is on its way! Expect a summer-time release for the sequel to Sony's bionic bunny.**

● Yet another setback for the Nintendo64! Industry rumour is that chip delays will put back the Japanese release in April. If this happens, the delays could snowball into both the American and UK markets.



Telstar's Multimedia Division may be forced to can its range of soft-porn software after the rest of the Telstar Group complained the titles were 'damaging their reputation'.



Capcom's new addition to the Street Fighter series arrives on the Saturn this summer as Street Fighter Zero finally gets a Sega release. Full review next issue!

COMPETITION

# ADIDAS POWER SPORTS SOCCER COMPO

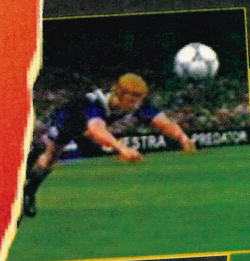
To officially announce the UK release of Sony Interactive's foot pumpin' PlayStation soccer spectacular, Adidas Power Sports Soccer, the Pros have cooked up this fantastic footy competition for all our soccer-hungry readers.

The first prize winner in this awesome giveaway will receive the following goodies: An Adidas Predator baseball cap, a copy of Adidas Power Sports Soccer for the PlayStation, an Adidas training shirt, a pair of the new Fingersave goalie gloves, an Adidas Predator T-shirt, a shiny new pair of Predator 3 soccer

boots, plus a stonking new pair of the Adidas Traction boots worth £130! Top prize or what?

The next five runners-up will get a copy of the game, Adidas Power Sports Soccer, plus one of the Adidas training tops for their troubles.

All you have to do to stand a chance of winning is name the six footballing icons below, pop your answers on the coupon and send it off to us at the usual address. Make sure you mark your postcards 'TOGGER COMPO'.



## 'TOGGA COMPO'

1:	3:	5:
2:	4:	6:

Name:

Address:

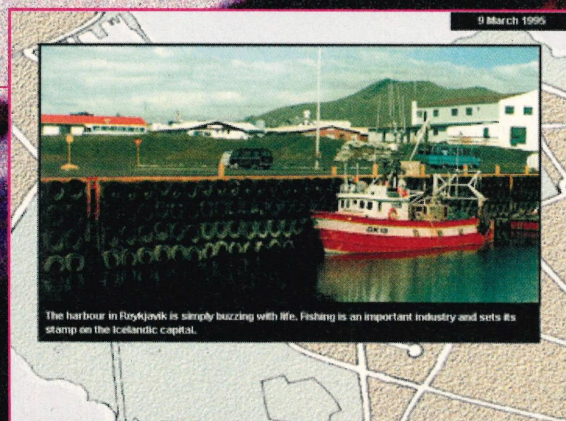
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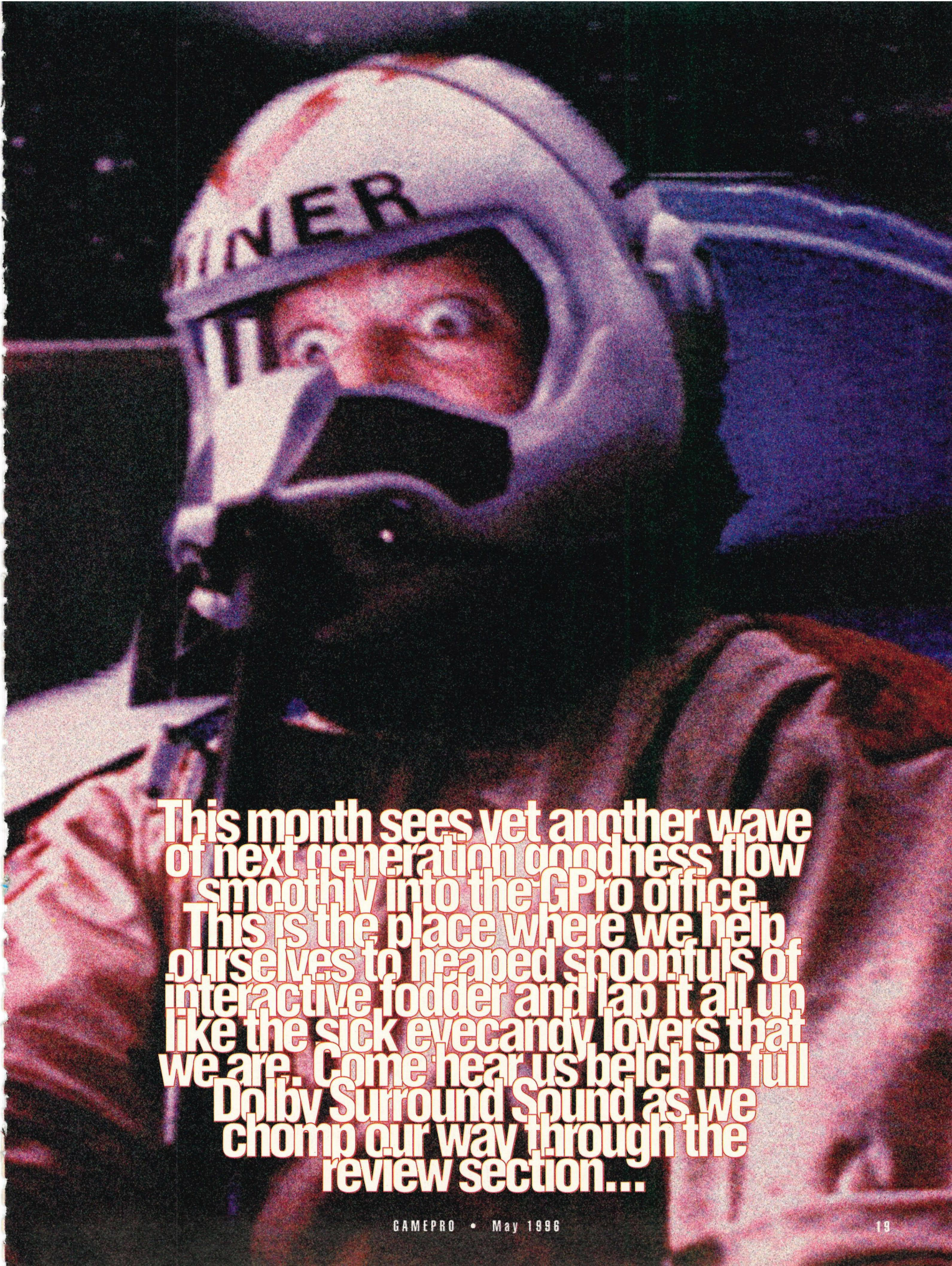
Send entries to Gamepro: IDG Media, FREEPOST, (SK3038), Macclesfield, SK10 4NP.

☐ Tick this box if you do not wish to receive promotional material from other companies

# ProReview

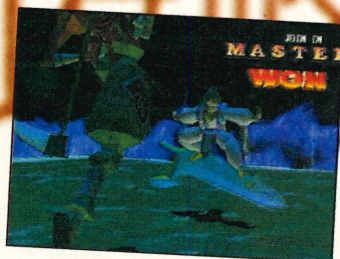
<b>Toshinden 2</b>	<b>20</b>
<b>Myst</b>	<b>22</b>
<b>Mortal Kombat 2</b>	<b>24</b>
<b>D</b>	<b>24</b>
<b>Warhammer</b>	<b>25</b>
<b>Wrestlemania</b>	<b>25</b>
<b>F1</b>	<b>26</b>
<b>Gex</b>	<b>26</b>
<b>Heretic</b>	<b>27</b>
<b>Namco Museum Volume 1</b>	<b>28</b>
<b>Namco Museum Volume 2</b>	<b>29</b>
<b>Wing Commander IV</b>	<b>30</b>
<b>Big Red Racing</b>	<b>32</b>
<b>Shockwave 2</b>	<b>34</b>
<b>Psychic Detective</b>	<b>35</b>
<b>The Need for Speed</b>	<b>36</b>
<b>Darius Gaiden</b>	<b>38</b>
<b>Sim City 2000</b>	<b>38</b>
<b>Hang On GP</b>	<b>39</b>
<b>Rayman</b>	<b>40</b>
<b>Magic Carpet</b>	<b>41</b>
<b>Descent</b>	<b>42</b>
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<b>Backpacker</b>	<b>43</b>
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<b>NBA In the Zone</b>	<b>46</b>
<b>Shellshock</b>	<b>48</b>
<b>Alien Trilogy</b>	<b>50</b>





This month sees yet another wave  
of next generation goodness flow  
smoothly into the GPro office.  
This is the place where we help  
ourselves to heaped spoonfuls of  
interactive fodder and lap it all up  
like the sick evecandy lovers that  
we are. Come hear us belch in full  
Dolby Surround Sound as we  
chomp our way through the  
review section...

PlayStation



Here's the Toshinden 2 crew! Some faces you'll recognise, while others are brand new



Eiji



Chaos



Kayin

Uranus, one of the end-of-game bosses, takes on the lofty assassin, Chaos

# Battle Arena Toshinden 2



By Bruised Lee

Toshinden was one of the first games on the PlayStation, and it blew everybody away. An arcade-quality beat'em-up that could be played in the comfort of your own home. Unreal!

But as time progressed, other beat'em-ups arrived on the next generation scene. Let's face it, Toshinden might still be popular with a lot of gamers, but it's had its head firmly kicked in by the superior Tekken.

**Ellis and Kayin are both characters from the first game**

Admittedly, Toshinden was and still is an excellent game, but it probably got more attention and praise than it truly deserved, simply because it was the first beat'em-up to appear on the PlayStation. It wasn't quite as intuitive as Namco's Tekken, but the characters were appealing and the special moves, what there were of them, were impressive.

Takara, creator of Toshinden, has returned with a sequel, and



It's a fireball frenzy, kindly provided by Uranus

having seen the immense success of Tekken, is the beat'em-up crown about to be wrestled away from Namco? Well, you'll have to wait and see for now, because first you'll want to know about the sequel's new additions.

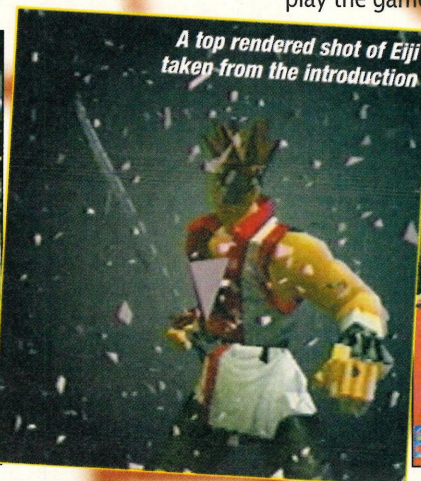
What has changed? From a quick glance, not a lot, but play the game for

a while and you begin to realise that the characters are considerably more detailed.

## Mean Arenas

More shading has been added to make them look more realistic, and the number of frames of animation must have been increased, because the characters move with more fluidity.

Eiji, Kayin, Sofia, Rungo, Fo, Mondo, Duke and Ellis all



A top rendered shot of Eiji taken from the introduction





**Ellis**



**Sofia**



**Gaia**



**Tracy**



**Rungo**



**Mondo Fo**



**Duke**



**Cue a top spinning kick from Sofia as she attempts to defeat Fo**

make welcome returns, but this time they've been joined by two new characters, Tracy and Chaos.

Tracy is an American police-woman who is adept at using her Tonfa rods, while Chaos is a lanky assassin who originates from Sri Lanka.

Completing the list of fighters is Gaia, a character from the first game who could only be controlled if you entered a cheat.

Takara should've added more new fighters to the



starting line-up, as this would've made the

sequel more appealing to gamers who've already splashed out on the first game.

Having said that, at least they've added brand new boss characters. And although Sho seems to have disappeared, the winged angel, Uranus, and the female overlord known as Master, are suitable replacements.

### Battle Ground

The graphics are much improved, and look more defined thanks to a healthy amount of gouraud shading. The backgrounds have been given a new lick of paint and are far superior to the ones we saw in the first game.

The differences on the sound front are negligible, although you've just got to hear Chaos's

insane babbling when he wins a bout. It's quite ridiculous in a funny Japanese kind of way, and guaranteed to raise a smile from all but the sternest of gamers.

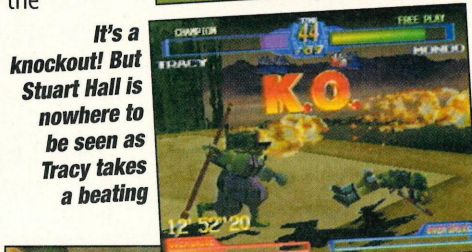
This version is definitely recommended over the original, but those who've purchased the first game will have to be true fans of Toshinden to buy the sequel.

Toshinden 2 has some new features, such as the over-drive bar previously seen in games like X-Men and SF Zero, and graphically it's very impressive.

But the gameplay hasn't been enhanced, and this makes it seem more like a remix than a true sequel.

Takara's latest beat'em-up is not as good as Tekken, and what makes things even worse is the fact that Tekken 2 will soon be exploding onto the PlayStation. That's the beat'em-up everyone is eagerly awaiting.

**Chaos attacks Master, one of the end-of-game bosses**



### PlayStation Game Profile **TOSHINDEN 2** TAKARA

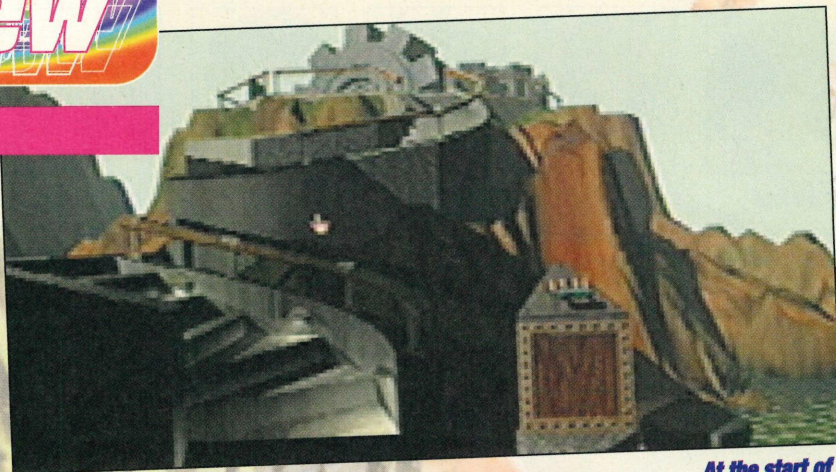
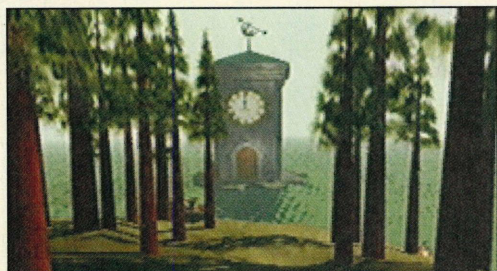
**Graphically superb, but on the gameplay front it's not that different from the original. However, this is still the version to plump for, even if it's only for the extra fighters.**

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

**78%**



PlayStation



*At the start of the game you're faced with a strange and spooky-looking island, and no help whatsoever*



By Dr Zombie

A popular and very surreal point 'n' click adventure, *Myst* became an instant classic when it first appeared on the PC. Now it's made the relatively easy transition to the PlayStation courtesy of Sony Interactive Entertainment.

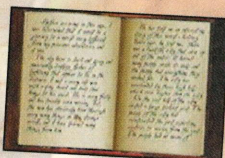
For those who don't know, '*Myst*' is a book which describes a mysterious island world. After reading it, reality suddenly disappears and

you're transported to the island. The adventure then starts properly and it's up to you to explore the world and try to find a way back to your own reality.

The story doesn't stay that simple, of course, as other factors make life slightly more complicated.

## Play *Myst* For Me

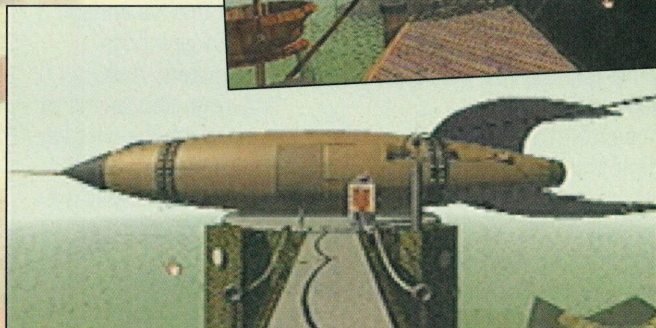
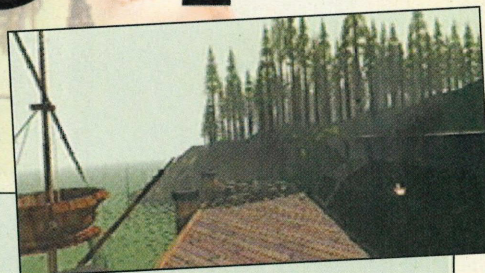
The high resolution graphics are impressive, but they're only static shots – animations are few and far between. You start off admiring the graphics, but after playing the game for a couple of hours you quickly tire of seeing similar screens. The lack of movement hinders their appeal.



*Read the *Myst* book at the start, then it's off to the island*



**PROTIP:** Click all around each screen to see what items are of use



Sound-wise, *Myst* should have been quite impressive, but unfortunately it doesn't contain the right kind of tunes and noises to keep you engrossed in the adventure.

The atmosphere isn't helped by the snail-like pace of the game – CD access times border on the ridiculous at times. Another slight problem is that *Myst* is too bloody hard.

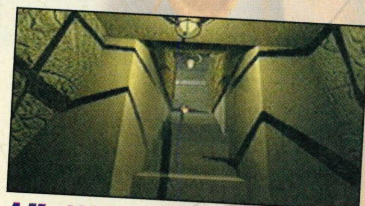
The first couple of puzzles could surely have been made a bit easier so that the game is accessible to all gamers and not just those with

brains the size of a small planet. Couldn't they?

If you want an action-packed piece of software, then *Myst* isn't what you're looking for at all. But if you fancy a game that requires a bit of thought, intelligence and the patience of a saint, then this adventure could be worth taking a look at.

Unfortunately, and especially on the PlayStation, this is one of those games that will only appeal to a small minority of gamers.

Whether PlayStation owners constitute the right market for this sort of game is open to debate.



*A *Myst* hint book is available, but it's a tad expensive at £18.50*

PlayStation Game Profile

**MYST**

SONY INTERACTIVE ENT

**A thinking game that is unlikely to appeal to PSX owners. *Myst* contains some good graphics, but it's slow-paced and most gamers won't have the patience to play it.**

£44.99

Available now

Adventure

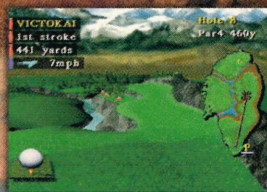
1 player

Hint book available

**70%**

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Valora Valley Golf gives you all the control and playability of top quality golf games but adds the excitement of mind-bending fantasy courses. Give your ball amazing powers with a selection of incredible Hyper Shots. Use your skill and judgement to negotiate spectacular obstacles. Swing into action with a game that combines traditional golf strategy with the thrills and spills of the arcade.



VIC TOKAI  
more gameplay



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- Dynamic in-game music • Flexible power scale • Caddy advice for beginners •
- Special effects with a range of magical Hyper Shots •
- Use of 'fade' or 'curve' to negotiate obstacles •

TEE OFF: EARLY APRIL  
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TEE OFF: EARLY APRIL  
RRP: ONLY £39.99



By Scary Larry

Mortal Kombat!!! Finally, Saturn owners can have their piece of the MK pie. Unfortunately, they won't be satisfied with this peevish offering.

### Kruel And Unusual

Nothing's missing from this version of Mortal Kombat, which duplicates the arcade version perfectly. All the moves, fatalities and combos that made MK II a winner at home and in the arcades are present here.

The graphics are representative of the skill and devotion that went into the original MK II almost two years ago, but the technical craftsmanship must have fallen by the wayside.

Although the game looks like MK II, it plays like Silly Putty. Missing frames of

# MORTAL KOMBAT II

animation and horrific slowdown at crucial moments haunt the game throughout.

The sounds fare better, with excellent CD-quality noise.



**PROTIP:** Random select is the same as before. Just hold Up and press Start

Saturn Game Profile  
**MORTAL KOMBAT II**  
ACCLAIM

ETBA  
Available now  
Beat 'em-up  
1-2 players  
12 fighters

**82%**

# ProReview

## Saturn



**PROTIP:** Jax's Arm Rip remains the same - press Block four times, then press Low Punch



**PROTIP:** Sub-Zero and his Freeze move will get you through most of the game

The grunts, groans and martial arts music are the same. Your ears could do better, but not by much.

The gameplay really suffers in this version. The disc access slow-down grinds the fun to a halt by freezing in the middle of special moves and fatalities, and the load time between matches is abominable.

### Kraving Kombat

This is basically the best MK II available, and a welcome relief for Saturn owners. Saturnites will be waiting a while for Ultimate MK, so they should pick this up.

If you have yet to make a system choice, this version is nowhere near the quality of MK 3 for the PlayStation. This just isn't ready for Kombat.

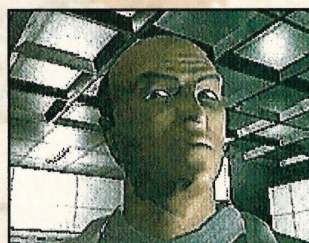


By Scary Larry

Thirsting for some grisly gothic puzzle action with a twist of Myst? This simple but fascinating game is stylish, sexy and truly frightening.

### Do The Bite Thing

You are Laura Harris, daughter of brilliant-doctor-turned-mass-murderer, Richter Harris



**A face only a daughter could love.**

(no relation to the Kevorkians). She's called to talk some sense into daddy, but instead she gets pulled into his vampire world, and you're invited to go along for the horrifying ride.

To get to daddykins, you must solve a variety of puzzles that involve number

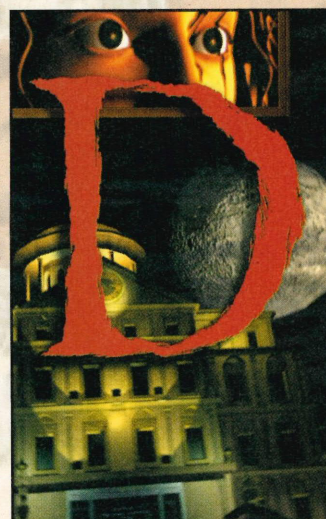


**PROTIP:** The key to this door isn't a key at all. It's more sword-ed than that.

games, item recovery and luck. Along the way, you learn a bit about your family's gruesome past.

### The Lady Is A Vamp

The graphics feature some of the best rendering in the business. The whole game looks and feels as frightening



as your favorite slasher flick. There is some slow-down, especially when turning left or right, and overall Laura moves pretty slowly for someone in a haunted house - but you'll soon forget all that as you're drawn into the story.

The sounds are equally fascinating. There are some eerie musical sequences, and Dr Harris's voice is chilling.



**PROTIP:** Use a sheet of paper to blot this plate of soup (and it's not tomato).

You'll even hear Laura panting with fear as she's chased.

Fans of Myst or 7th Guest will like the eerie yet easy fun of this game. But, like most games of this genre, once you've played it, you've played it. So rent this for a weekend.

Even if you don't get through it, you'll be fang-ful for the memories.

Saturn Game Profile  
**D**  
ACCLAIM

ETBA  
Available now  
Adventure  
1 player  
Movie style

**89%**

PC

**Charging towards the enemy**

## WARHAMMER

**Examine your map prior to every mission**

**By Axe Grinder**

Pressured by the legions of

Warhammer board players and miniature collectors to convert the heavy rule-books and game scenarios to the PC, Games Workshop teamed up with Mindscape to oblige.

Apparently, a priority of the game's development was not just to copy across the games from their original form,

but to create a world built around the basic ideas of the Warhammer geography, using the computer to improve the interface and co-ordination of armies within each of the sprawling campaigns.

So has the loss of tactile qualities such as the collectable miniature figures diminished the game's appeal? Well, yes and no. Of course, there's nothing to match playing against another human opponent, using the original board game.

### War Of The Worlds

The PC version allows a much more fluid game, with both your own and the computer controlled enemy armies able to call upon artificial intelligence.

*Just like the boardgame, but on a computer*

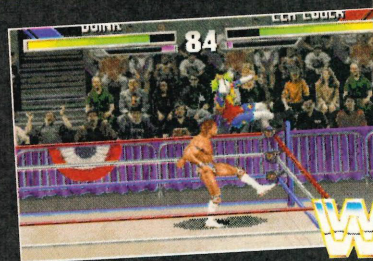
Movement through a campaign in the 'Old World' (where most of this game is set) is gradual, and the missions have been carefully designed to give maximum enjoyment. Warhammer is an absolute treat.

**PC Game Profile**

**WARHAMMER  
MINDSCAPE**

£44.99  
Available now  
Strategy  
1 player  
B/game conversion

**90%**



## WRESTLEMANIA



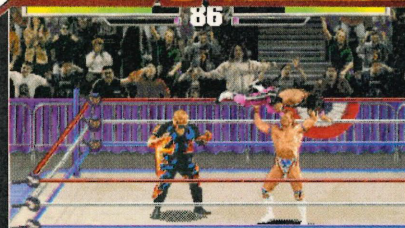
**By Bruised Lee**

It went down a storm at the seaside arcades, and now Acclaim is releasing it for almost any platform you choose to name (including the PC). You all know how successful the 16-bit and superconsole versions are, so how does the conversion to Mr Business Machine shape up? Surprisingly well is the answer.

### Grapple Fans

Ever since an arcade speed version of Mortal Kombat winged its way across to PC-ville, we have known that the little beastie is capable of throwing around big, two-dimensional sprites just as well as any other of the dedicated game boxes. And here's proof again that such games are worth the time and effort of the softcos.

WWF on the PC is fast as hell. In fact, it's a pixel-perfect conversion of the arcade hit. What else could we

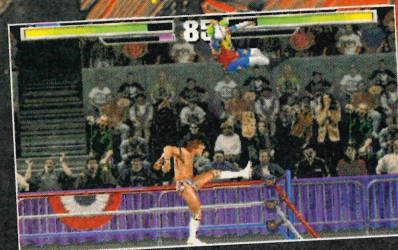


**WWF wrestling action for your PC. And it's as fast as the arcade original!**

have asked for? There's all of the popular US characters with game options aplenty to keep PC wrestling buffs happy. Even if you don't watch the sport on cable, playing Wrestlemania is well worth your time.

It offers more laughs than most other beat'em-ups, and includes huge combos and speciality comedy moves for each wrestler. A truly accurate conversion.

*Let's hope this massive leap from the ropes flattens our opponent*



**PC Game Profile**

**WWF WRESTLEMANIA  
ACCLAIM**

ETBA  
Available now  
Wrestling  
1-2 players  
8 fighters

**87%**



By Tommy Glide

This could've been an absolute classic racer, but unfortunately it isn't. For a game with an official licence slapped all over it, it's slightly disappointing. For starters, you only get five cars to choose from, and although the tracks look nice enough, there



## F1 Challenge

are only six of them in total.

When it comes down to it, F1 Challenge just isn't as playable as it should be. Some of the corners on the harder tracks are near impossible to steer around, and the lack of markings makes it very difficult to see where they are – you tend to crash into the wall before you even get a chance to slow down for the corner. It's alright if you learn the track layout to perfection, but it's a pain. An arcade racer like this should be instantly accessible.



The graphics, if you get a chance to admire them, are quite impressive – the ray-traced introduction is worthy of a special mention.

Nowhere near as enjoyable or as polished as Daytona or Sega Rally, F1 Challenge will only appeal to true fans of the sport. But even they might be disappointed.

*A shot of a Ferrari from the rather bland introduction sequence*



Saturn Game Profile  
**F1 CHALLENGE**  
SEGA

ETBA  
Available now  
Racing  
1 player  
Six tracks

**68%**



*Adjust the wings and tyres for absolutely no reason at all*

# ProReview

Saturn



**PROTIP:** Use the pick-ups to enhance Gex's various outstanding abilities



By Dr Zombie

# Gex

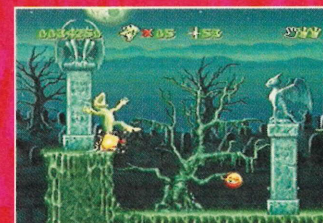
Slowly beginning to dominate all formats, Gex was originally a big hit on the 3DO. It recently made the transition to the PlayStation, and now Saturn owners are about to experience their own dose of lizard/platform antics.

This sideways-scrolling platformer sees Gex the Lizard trapped in a world of television genres (horror, cartoon, karate etc). He must escape by finding a remote control in each level. He can then channel hop to the next, until he finds his way home.

Graphically similar to what we've already seen on the PSX and the 3DO, Gex features gorgeous backdrops and some nice, sharp sprites.

Gex is the only rendered character within the game, and because he's the main focus point, a lot of time and

*Run around and collect all the gold insects for a special bonus*

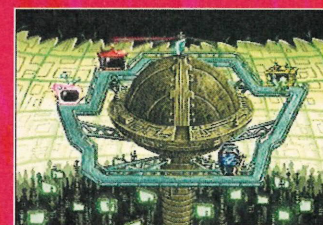


*Keep an eye out for the remote controls – they're hard to spot*

effort has been spent on him.

There's a quality intro, good music and nice sound effects, but at the end of the day, Gex is still a platformer.

It will appeal most strongly to fans of the genre, but the rest of us might lose interest quite quickly.

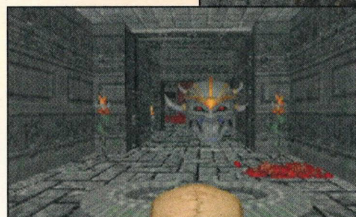
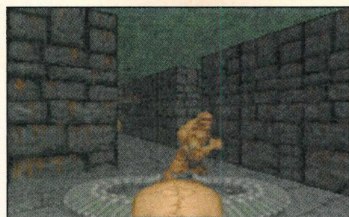


Saturn Game Profile  
**GEX**  
CRYSTAL DYNAMICS

ETBA  
Available now  
Platformer  
1 player  
Big 3DO hit

**80%**

PC CD-Rom



Mythical weapons include this skull-on-a-stick



By Dr Zombie

Wind back the clock to the Christmas before last. December 1994 was a very merry time indeed. Why? Because Heretic arrived. Yes, splatter-hungry doomsters across the globe united to celebrate the next step forward in 3D blood-letting, as the shareware-only game flew out of Raven's nest.

## Launch Party

It never received an official launch on these shores. Only the shareware version was made available. But now, feeling a bit of heat from Apogee's Mr Nukem, GT has decided to give Heretic a comprehensive UK launch, bundling the original levels

Beware of the scary beast with the X-ray eyes



with two brand new chapters for free.

And at £29.99 who's going to complain? Heretic, or Doom with wands, as it is now affectionately labelled, added a whole new dimension to the Doom experience. Actually, many Doom fans prefer the old Heretic to the now three-month-old Hexen. Playing it is a lot more straightforward and relies more on reactionary shooting skills than expedition-sized puzzles which involve traipsing back and forth from one end of a level to another – and then back again.

So, there's 45 levels in total, 18 of which make up the two new chapters.

If you consider yourself a reasonably hard Elf in the old

world of Heretic, then these are the levels for you. They have been specially designed to tease every last drop of gameplay out of the original Heretic game engine.

## Great Graphics?

You might not be able to swim underwater, shrink to the size of Tom Thumb or blow holes in the scenery, but Heretic's strength was never graphical frippery. Mind you, it did shuffle the Doom genre forward a foot or



This hovering skull feels the wrath of your staff

# Heretic

## SHADOW OF THE SERPENT RIDERS



Watch out for oncoming whirlwinds. They'll suck you inside and spin you round and around

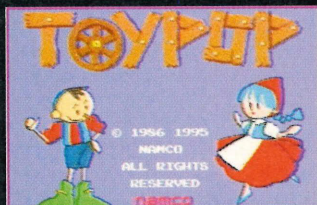
two at its original launch, enabling the player to look up and down and turn troublesome enemies into chickens (which remains the highlight of the multi-player version).

PC CD-Rom Game Profile  
**HERETIC: SOTSr**  
GT INTERACTIVE

Eeeeeeh, remember the days when we got all excited about being able to look up at the sky and down at the floor? Wind back the clock and enjoy a few more levels for free!

£29.99  
Available now  
Doom clone  
1-4 players  
1st person persp

88%



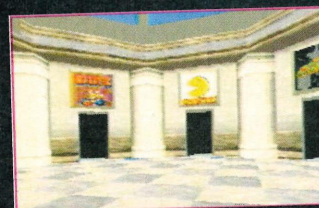
*We don't remember it either, but it was probably good in its day*

# namco museum volume 1

*The god-like game called Galaga is easily the best game in the compilation*



*You can keep Sega Rally, this is the world's best racing game*



*Why not take a casual stroll around Namco's virtual museum?*



*An absolute classic from yesteryear, Pacman sees you bombing about in a pill-munching frenzy*



*If the museum doesn't tickle your fancy, you can always jump to the speedy short-cut menu for the price of one PlayStation game, but to be perfectly honest, you'd be much better off with a copy of Tekken or Ridge Racer.*



**By Sir Gamabus**

The majority of gamers have finished with their Mega Drives and Super Nintendos forever. Now they own either a Saturn or PlayStation, and despite the abilities of both these machines, they've already got their eyes on a Nintendo64.

### Namco Nostalgia

Check out Namco Museum Volume 1 for a concept. A virtual trip back through time to when arcade games first appeared. Anyone who's younger than 21 won't remember playing the majority of the games contained on this collection, but just about everybody will have heard of them. Titles such as Pacman, Pole Position and Galaga are all legends from the past.

If a game like Pole Position hadn't been created, you wouldn't be playing titles like Sega Rally, Ridge Racer and Formula One Grand Prix now. As important as it is to look to the future, you must also respect some of the games from the past.

But why would you want to play them again in the year 1996, especially on a Playstation, which is supposedly spearheading the next generation?

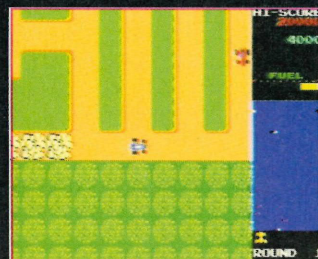
If you're some sort of nostalgia freak who constantly reminisces about the days when games didn't have to rely on ray-traced graphics and Dolby surround sound to get attention, Namco Museum Vol 1 could well be what you've been looking for.

Admittedly, you will get some kind of buzz from the collection no matter how you

Without question, the pick of the bunch is Galaga. An awesome, but very basic shoot'em-up for which the words 'dangerously' and 'addictive' were invented.

### Museum Madness

You might get Bosconian, Toy Pop, Rally X, New Rally X, Pole Position, Pacman and Galaga



### PlayStation Game Profile NAMCO MUSEUM VOL 1 NAMCO

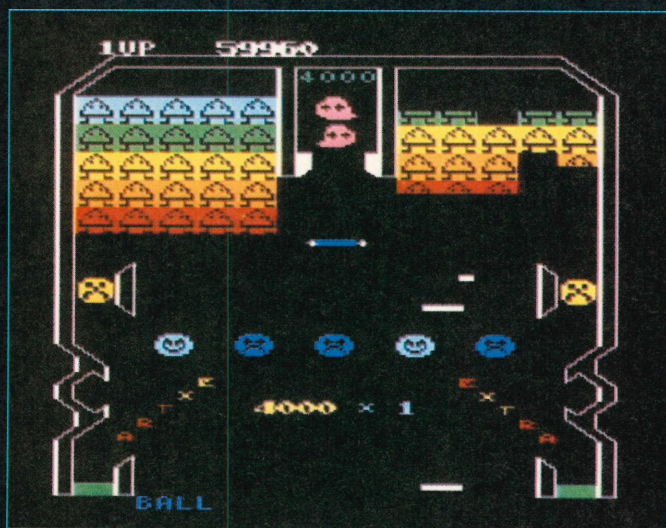
*Hard to score this one. Nostalgia freaks will absolutely love it, but the majority of gamers won't even want to give it the time of day. This puts a high score out of the question.*

£39.99  
Available now  
Namco comp  
1-2 players  
7 games

# 75%

PlayStation

# namco museum volume 2



By Sir Garnabus



The second volume of Namco Museum classics is, unsurprisingly, a lot like the first lot of supposed greats. Instead of repeating what's already been said, we'll just tell you about the six games that are in the compilation. But first there's something we forgot about.

The compilation is called Namco Museum because you get a chance to walk around a 3D 'virtual' museum which houses all the games.

It features a grand hall with six corridors leading off it. There are display cases all over the place, and these contain facts and instructions on the various games.

Unfortunately, there's a short-cut menu, so every time you load up the collection you tend to skip the virtual museum, thus rendering it completely useless.

Grobda is a 2D tank effort which, like most of the games in this collection, is dead simple. You have a shield and a gun, and you must wipe out the enemy tanks before they do the same to you.

## Crusty Classics

Although Dragon Buster is meant to be an RPG, it behaves more like a platformer. It's very repetitive and quite possibly the blandest game ever created.

Very similar in style to Galaga, Gaplus is a fast-paced shoot'em-up. It can get quite



Not very useful, but the museum in Volume 2 has been improved



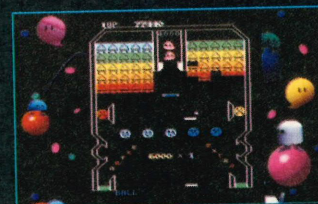
Avid watchers of UK Gold will absolutely love this compilation



Go to each room to get some information on the games



Very similar to Galaga, Gaplus is quite a good little shoot'em-up



The presentation isn't up to much, but Cutie-Q is highly addictive

addictive and is one of the best games on the disc.

Mappy is a police mouse, and in this platform game he must foil a load of cat burglars by using trampolines and doors. And yes, it is as wacky as it sounds!

Cutie-Q is a mixture of pinball and breakout. Your objective is to clear the screen of blocks, but the more you destroy, the faster and more difficult the game gets. Cutie-Q is one of the compilation's highlights.

## Arcade Ancients

Another fine game is Xevious, a horizontally/vertically scrolling shoot'em-up. Constantly under attack from the air and ground, this is not a blaster for the faint of heart.

To sum up then, Volume 2 contains a couple of decent

games, but it's not quite as good as Volume 1.

Gamers who crave nostalgia might want this second addition to the series, but everyone else would be advised to look to the future rather than the past.

PlayStation Game Profile  
**NAMCO MUSEUM VOL 2**  
NAMCO

To be fair, it's a fine concept, but at £39.99, Namco should've included more than six games in the package. The development costs would have been nil, after all!

£39.99  
Available now  
Nostalgia comp  
1-2 players  
6 games

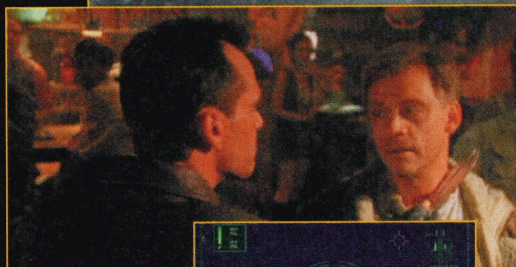
**65%**



By Atomic Dawg

The Wing Commander series took on a whole new meaning when Electronic Arts announced it was planning to intertwine the well loved space-flying action of Origin's long-running series with Hollywood-produced cut-scenes for the third WC release – Heart of the Tiger.

In fact, us gamers couldn't wait to see tubby Mr Hamill's re-emergence as hero of the Terran forces. It was quite a new experience really, what with an amazing SVGA option – for those with Kray research machines – and lots of high-production film pieces to keep the action flowing.



**Owners of Kray research machines (or P120s and P166s) can play Wing IV in glorious SVGA. Grrreat**



# WING COMMANDER IV

## THE PRICE OF FREEDOM

### Buffalo Wings

So we all played it in blocky VGA, but you can't deny the novelty factor of having top actors like Malcolm McDowell and John Rhys-Davies brought to the already successful gaming formula.

Some old moaners reckoned that Play-Per-View, using chunks of film

alongside the shooty bits, only served to distract from the game or vice versa. However, the die-hard WC fans who had played from the first, without (yes, without) sound samples of any kind, just couldn't believe their luck.

Fair enough, the in-game switching from fluid film sequences to the pixellated, VGA cockpit of whichever ship you were to fly next, did give the game a certain disjointedness, but on the whole, most

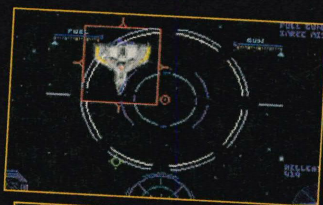
thought that the mixture worked a treat. The reward of five minutes of plot (and what a twisty-turny plot it was) on the return from another successful mission kept most gamers at it non-stop until the last few scenes had been squeezed out of disc four.

### Hallo Space Boy

Wing IV is more or less a continuation of the third game, kicking off on Colonel Blair's (Mark Hamill's) home planet. Having successfully sorted the Kilrathi threat from episode trois and retired back to the simple farming life, you

have been tracked down by Maniac (who, incidentally, played Biff in the Back to the Future series of films). Inevitably, he's come to ask Mr Smartass shoot'em-up champion of '95 to do it all over again (c'mon, Origin wasn't going to write a completely new game engine). This time you're up against an unknown enemy from the border-worlds.

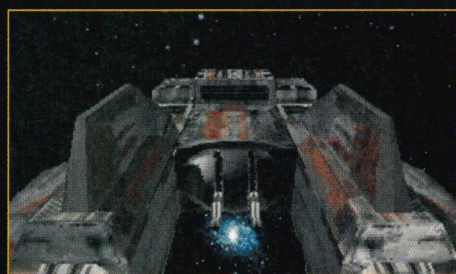
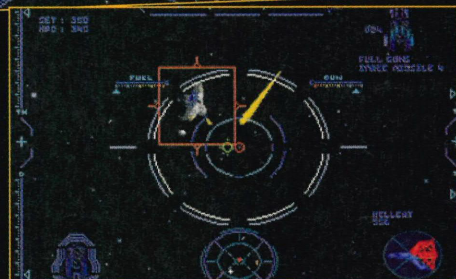
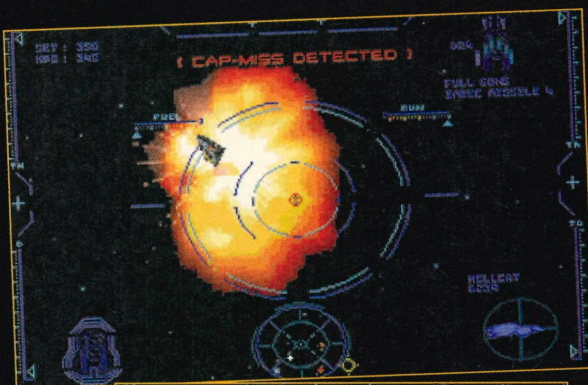
Before you know it, you're sucked into a plot which, we think, is far fruitier than the last, and mission-based action which at last involves some to-ing and fro-ing, mid-mission.



**This is part of a cut-scene from WCII. Things have moved on a bit**



*Interestingly, the pre-explosion zap is just as satisfying as it ever was in I, II and III*



*Fly the usual mixed bag of battleships*

# WING COMMANDER FREEDOM

It was always going to be hard to move on from Wing III. Truth be known, Heart of the Tiger is very similar to this game, and if the third instalment was your first look at Wing Commander and you didn't like it, then it's unlikely you'll appreciate this.

## Wing Nuts

Instead of re-creating the skeleton design of 'Tiger', Origin and Chris Roberts have had a think about how the two sections (the arcade bit and the film bit) they knew were staying, could be improved.

This has been achieved in a number of ways. First by writing another compelling

story. Although some of the acting is a little creaky in places (amazing when you look at the talent involved), the

story is top-notch, especially when you consider that it has to work for a game and not as a stand-alone movie.

Every small section of film contains some new plot turn, unlike a normal movie which can afford to drift in and out of the action. And now, all of the film-action is available in higher-colour, higher-resolution and Dolby Surround Sound stereo (if you've got a decoder that is).

Very early on in the game you are asked to make crucial decisions regarding which side will receive your pledge of allegiance. A different game unfolds for each choice.

The wait before embarking on a new mission has

thankfully been reduced to about half its former self. It was a problem with the last game and where most of the brownie points were lost.

If you install all 70 megabytes of the new game data and own a quad-speed CD-Rom drive, you won't be left hanging around for any stupid length of time – 20 seconds at the most.

## Price War

One gripe about The Price of Freedom concerns the space combat sections. A maddening delay is sometimes experienced when in mid-scrap, and more than often it kicks in during a frantic dog-fight.

This is the only gameplay flaw, and although it can be a bugger at times, we can forgive it for excelling in all other areas. The manual does stress that you should keep your hard drive in good

condition by defrag-ing it before playing. This ensures that WC IV can read and write data without trouble – and this certainly does help.

Is it a film? Is it a game? Who knows? What matters is that it works, and if your machine is big enough, you're in for a special experience. Play it through your Hi-Fi.

**PC CD-Rom Game Profile**  
**WING COMMANDER IV**  
**ELECTRONIC ARTS**

**Play-Per-View done the Origin way. If you're a fan of the series, there's nothing to stop you getting just as excited over this, the fourth episode. A ninja PC is recommended.**

£39.99  
Available now  
Interactive Movie  
1 player  
Six CDs

**90%**



By Tommy Glide

We can distinctly remember seeing the very first screenshots of this game, oooh, way back before even the 3D engine was up and running. We remember them so well, because after a glance, for some bizarre reason, they reminded us of Geoff Crammond's awesome 3D Stunt Car Racer, which you may remember from the old Atari ST.

Great! Let everyone else worry about cramming loads of SVGA action into their P200-only jerk'em-ups, we'll just sit down and smash around in a collection of cross-country fun buggies with a

**Hardest to master are the helicopters. They lurch and sway all over the place**



PC CD-Rom Game Profile  
**BIG RED RACING**  
DOMARK

**A surprisingly good game that ignores fancy graphics in favour of gameplay. Domark's Big Red Racing will be lapped up by PC-owning fans of off-road vehicles.**

ETBA  
Available now  
Racing  
1-2 players  
Network option

**85%**

Take a variety of vehicles for a spin, including amphibious hover boats such as these

# Big Red Racing

few mates, happy in the knowledge that our DX2-66s and P60s can manage 20-30 frames per second in VGA.

Big Red's Racing game does run in SVGA, but unless you are one of the newcomers who has spent £2000 on a PC, this fact is pretty much

irrelevant. You will more likely play this game in the lower resolution, which looks good and is fast and furious enough to create a real feeling of speed.

From the outset, BRR advertises the fact that it is in no way a serious racing sim. Probably the

best way to describe it is Micro Machines meets Sega Rally after five pints (because it's considerably slower than those two).

### Red Alert

You can drive a variety of vehicles, each with completely different handling characteristics. These include dumper trucks, jeeps, hovercraft, helicopters and even Minis, in which you can tear around the streets of Rome, Italian Job-style.

Like Sega Rally, Big Red Racing is depicted in a first-person, super-undulating perspective, although there are a number of other impractical camera angles to play around with.

### Reddy For Anything

We played BRR on GamePro's trusty Pentium 75, which threw the chunky scenery around with ease in VGA. The SVGA option really is for those only with P120 machines (it'll probably still be slow on these), and even the lower res shouldn't be played on anything less than a Pentium. For example, even on the P75, we had to reduce the screen size to get a decent frame rate.

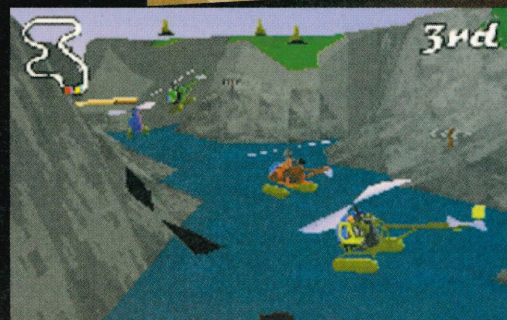
A few irritations, such as the complete lack of vision if you dig hard into a corner and throw up mud from the track, and the appalling

**Dive in and out of these Norwegian fjords. Watch those cliffs!**

accents used for almost every location, are forgivable when you consider the overall fun driving experience.

Especially nice is the way in which you can leave the race-track altogether, take off up some mountainside and then tear-arse down a hidden valley back onto the course. Highly recommended for those with a penchant for off-road vehicles.

A two-player, split-screen option works well a la Mario Kart, and the network option is in there if you play your games across a PC network.



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By Major Mike



Judging by the number of people that Electronic Arts has employed to produce the film-like sequences of Shockwave 2, you feel as though you should be watching it on a cinema screen rather than playing it through your TV.

The story-line follows on from the first game. Since the aliens were forced back through their own Jumpgate, an important alien artefact has been found. This could be the key which unlocks the deepest secrets of alien technology.

### Tidal Wave

You control Captain and his crew of pirates. A distress call is intercepted, but on reaching the source, you find an alien ship escaping with the artefact. With no option but to follow the ship through the Jumpgate, Captain finds himself marooned in an unfamiliar star system. Your mission is three-fold, kill the aliens, rescue the artefact and return home safely.

**3DO Game Profile**  
**SHOCKWAVE 2**  
**ELECTRONIC ARTS**

**Shockwave 2 is a major improvement over the first game. The movie sequences are very impressive, but the game section, although full of action, quickly becomes tedious.**

ETBA  
Available now  
Shoot'em-up  
1 player  
2 discs

# 79%

# SHOCKWAVE 2



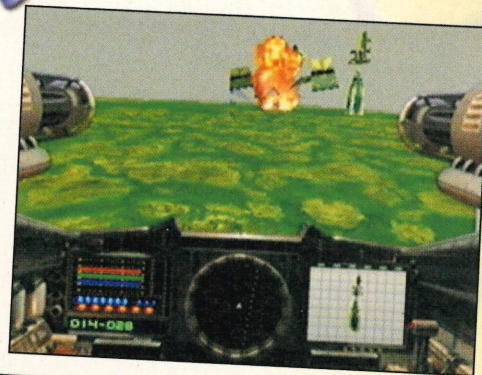
This sequel features larger battlefields, the ability to customise three new vehicles with 19 different weapons, plus 45 minutes of non-linear full-motion video.

Normally, that much presentation is used to mask poor gameplay, but that's not the case in Shockwave 2. The film sections work very well.

**PROTIP:** Even if you really want some, don't get red contact lenses



Members of your crew will give you advice at several points during the game



In this sequel, you can equip your spacecraft with several different types of weapon



Like a cross between Aliens and practically every other space film you've ever clapped eyes on, the movie uses some impressive effects. These include real actors appearing alongside super-imposed ray-traced characters. The shoot'em-up sections are action-packed, but with each level the gameplay always remains the same. Gamers could get bored quite easily.

With enhancements galore, not least the brilliant film-like sections, Shockwave 2 is far superior to the original game. The movie sequences are good enough to make you want to play on to see more of the story, and you couldn't wish for a bigger dose of shoot'em-up action.

PC CD-Rom & 3DO

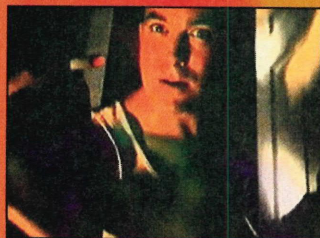
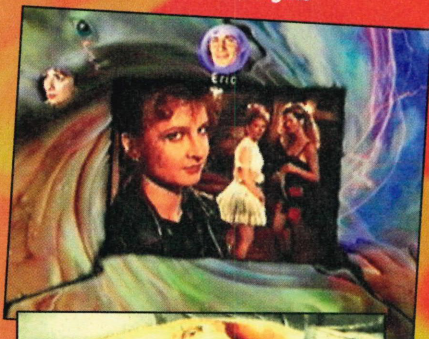
# Psychic Detective



By Scary Larry

The interactive movie is a concept that was laughed at a few years ago, but now they're bigger than big business. The introduction of advanced CD technology and the fact that companies are investing big movie budgets in big name stars means that the products

**PROTIP** Search out explanations of psychic visions to gain crucial insights



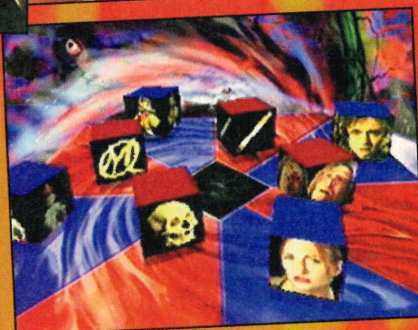
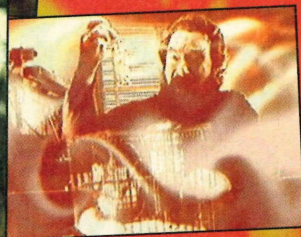
**PROTIP:** Remember kids, Nick O' Tine says, "Smoking kills..."

are getting better all the time.

Just as an example of how far the interactive movie has progressed, EA's latest release, *Psychic Detective*, is being show-cased at various international film festivals, including Robert Redford's Sundance Film Festival.

*Psychic Detective* was created by Colossal Pictures, the company responsible for MTV's award-winning *Liquid Television* and the special effects seen in *Top Gun* and *Bram Stoker's Dracula*.

In this interactive thriller that utilises a full five hours of live action footage, you take on the role of Eric Fox, a



*So that's what Mick Jagger gets up to in his spare time!*

man who uses his psychic powers to solve murders and uncover the plans of a devious band of mad psychics.

You can travel from one character's mind to another to discover their true thoughts and experience events from their perspective. In the world of interactive movies, this is a fairly unique experience.

## Private Dick

What makes this stand out is the fact that it's perhaps the scariest and most bizarre game you're ever likely to play. We shouldn't have expected anything less from the creators of *Liquid TV*, and it's definitely not a good idea to be playing *Psychic Detective* late at night.

The game has got an 18 rating, but even though it's not all that frightening most of the time, some of the far-out trippy bits make you feel very uncomfortable.

Those gamers who

*Trust your subconscious to figure out the significance of the locations*



have an affinity with the weird and bizarre will love *Psychic Detective*. But even though it's gripping all the way through, gamers with little patience might find it a bit too slow-paced. Very reminiscent of and just as weird as *Twin Peaks*, *Psychic Detective* freaks you out. But that's probably why it's so damn entertaining.

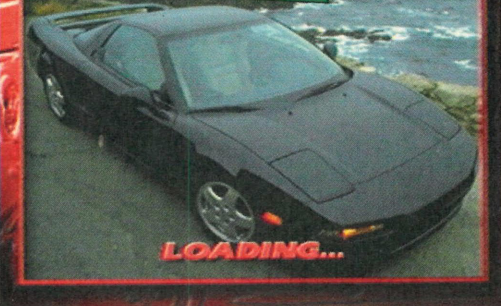
PC CD-Rom & 3DO Game Profile  
**PSYCHIC DETECTIVE**  
ELECTRONIC ARTS

**Weird, bizarre and freaky, this game will mess with your mind! The storyline is excellent, and with 14 different endings it'll keep you occupied for a fair while.**

ETBA  
Available now  
Interactive movie  
1 player  
Top storyline

**90%**

## PlayStation



By Tommy Glide

Come on, admit it, you're bored of Ridge Racer. We're not knocking it, but it was definitely limited as far as long-term playability was concerned. Once you've raced your way through the one track and beaten all your best times, there's not a lot you can do but chuck it to the bottom of your game's cupboard.

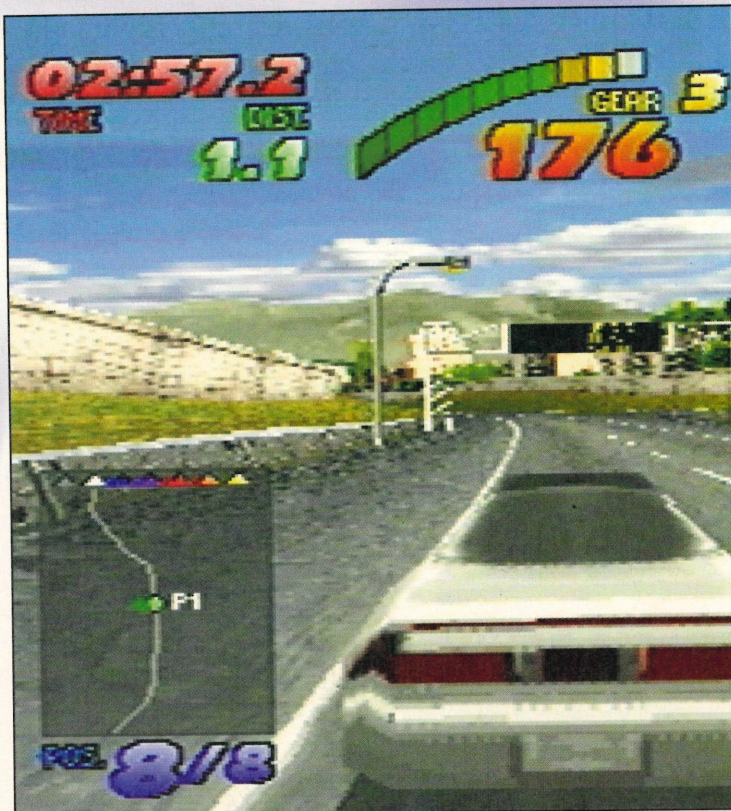
A decent two-player racer is what the PlayStation has been desperately lacking, until now.

### Needful Things

The two-player mode in Need for Speed is a stroke of genius. It was an option neglected by the likes of Ridge Racer, and, to be honest, was a grave error on Namco's part, although Ridge Racer Revolution may well sort this discrepancy out.

There are eight performance motor cars available. All handle differently and some have better acceleration than

*Unlike Ridge Racer's measly one track, there are several to choose from in Electronic Arts' excellent racer*

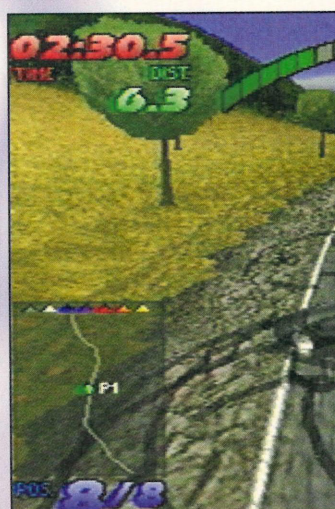


*The Need for Speed is the best two-player racing game on the PlayStation. Buy it right now sir!*

others, but each one has as many good points as bad.

The easy control system combined with the simplistic gameplay is what makes Need for Speed so appealing. Actual handling of the car

# THE NEED



*Ooh, it's a skidmark fest of epic proportions! It's not advisable to do this if you want to win yourself a race*

There are four viewpoints to choose from, although the in-car angle can only be used in one-player mode



# FOR SPEED

is more accurate than in previous PlayStation efforts. At the lights, for example, you can't simply hammer your accelerator down to the floor to get a good start – you have to slam into first gear before your car will go anywhere.

Tactics and co-ordination therefore play a major part in the game, and techniques like slip-streaming are well worth learning if you want to become successful.

Graphically, Need for Speed is on a par with the likes of Destruction Derby and Ridge Racer. There are four viewing

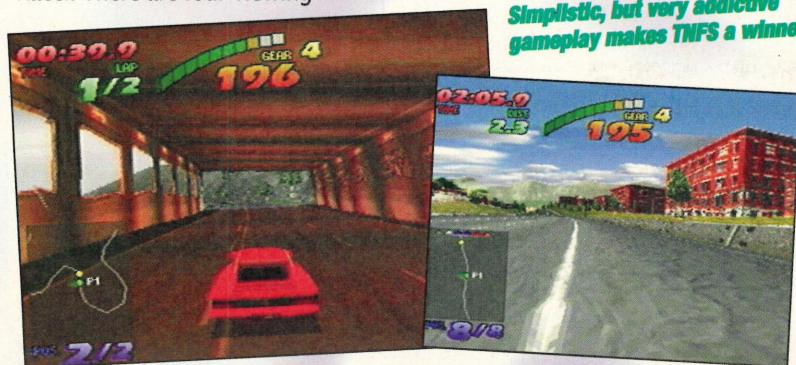
angles in total, bonnet, windscreen, in-car and heli-cam, although the in-car option is only available in one-player mode.

As well as some rather good in-game graphics, there are some fancy FMV sections where you can see the 'real' cars in action. Perhaps not entirely necessary, but they do make the game seem more polished than its competitors.

## Rapid Racing

The courses are varied enough, and, unlike Ridge Racer, there are enough of them to keep you entertained. Some tracks have civilian cars on them. This is a nice feature as it adds a touch of unpredictability to the racing.

*Simplistic, but very addictive gameplay makes TNFS a winner*



Where are all the Skodas? Choose from any of these eight super sports vehicles to race about in

Each course is split into stages, and all the roads are based on real locations, ranging from Las Vegas streets to Alpine forests. Plus, all the tracks can be played at morning, noon or night-time.

One of the game's best features is the ability to replay the action. Each race can be reviewed in full, and viewed from any of the four camera angles. Fast forward, rewind and pause controls are all at your fingertips, and the programmers have even included a great edited highlights option.

Although we keep harping on about the two-player race game, you can, if you've got one, use a link-up cable to provide a four-player race'em-up experience.

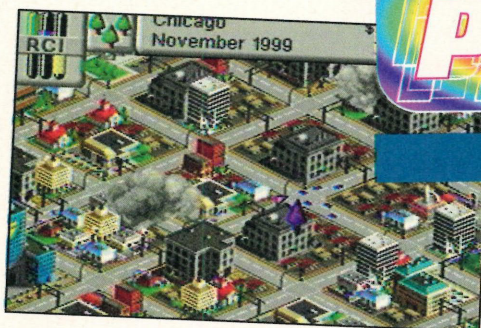
The Need for Speed is an enhanced PC conversion that has made the perfect transition to the PlayStation. There's no need to wait for Ridge Racer Revolution – this is the best two-player racing game you can buy.

PlayStation Game Profile  
**THE NEED FOR SPEED**  
ELECTRONIC ARTS

Top-notch graphics, sound and gameplay, added to the excellent two-player option, make The Need for Speed an essential buy for all race fans. Who needs Ridge Racer?

ETBA  
Available now  
Racing  
1-4 players  
Link cable compat

**90%**



As time passes, more futuristic buildings become available

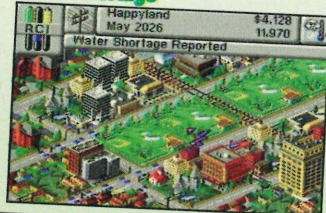
# Sim City 2000



By Air Hendrix

Incredibly popular on PC, Mac and Amiga, the Sim City series is more of an experience than a game. It gives megalomaniacs everywhere the chance to play at being God, or at the very least, a town planner (aren't they the same thing?).

The message bar keeps you well informed. Here you've got a water shortage



Saturn Game Profile  
**SIM CITY 2000**  
MAXIS

ETBA  
Available now  
Simulation  
1 player  
Town planning

**80%**

But it's not all about plonking down buildings wherever you want, although that's what you tend to do at first. It takes a fair amount of skill to maintain your city and keep it running smoothly.

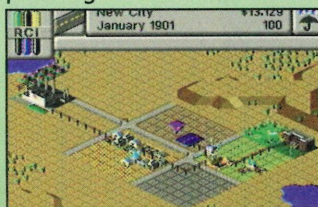
There's so much to do within the game that we have neither the time or space to tell you about it. But trust us, Sim City is one of the most engrossing games ever.

## City Slicker

Having played Sim City on various formats, the Saturn version isn't quite as impressive as its counterparts. It's tricky using the joypad rather than a mouse, and even

though it's playable enough, it's a bit too slow for our liking.

Sim City is one of those games that is instantly playable, but will take a lifetime to master. It might not be the world's best version of Sim City, but patient gamers will like it.



# ProReview

Saturn

**PROTIP:** When facing the Zone E boss, save a smart bomb to escape from this deadly shower of bubbles



By Brother Buzz

Darius Gaiden toes the standard shooter line, but this true-to-the-arcade port still delivers quality outer space zapping on the Saturn.

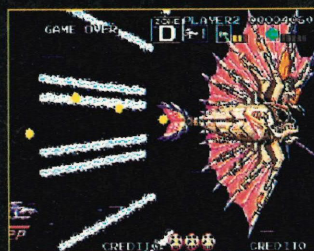
## Be On Guard

Gaiden's token plot never even registers, but you'll be too immersed in the thumb-bruising combat to care. Your ship's fitted with a laser and three smart bombs, and standard power-ups amp its capabilities with shields, multiple shots and more.

The two-button controls handle the mundane tasks well. Charged-up shots and selectable weapons and pilots would've deepened Gaiden's gameplay, though.

The side-scrolling action whips through levels packed with a challenging, varied line-up of enemies and obstacles, closing with a menacing boss.

You finish the game by completing seven of the 28 levels, which branch out in a fan-like layout that enables



**PROTIP:** Stay in front of the mouth of the Zone D boss - when it turns its back, it unleashes this brutal fan attack



**PROTIP:** Reserve at least one black-hole bomb to save your hide in tight situations

# DARIUS GAIDEN

you to pick your own path through the battle. This set-up creates a host of routes through the game, building in strong replay value.

## Fish Fillet

The colourful fish-themed graphics serve up enormous bosses and wild, detailed backgrounds. The eye-popping smart bomb explosion displays impressive graphical prowess, but the action frequently slows down when things get too busy. On the sound side, CD-quality tunes pace the action, but the flat effects never take off.

Completing every level of Gaiden will pose a formidable challenge to hardcore shooter fans. Less fanatical players may want to leave it alone.

Saturn Game Profile  
**DARIUS GAIDEN**  
ACCLAIM

ETBA  
Available now  
Shoot'em-up  
1-2 players  
Side-scrolling

**83%**

Saturn

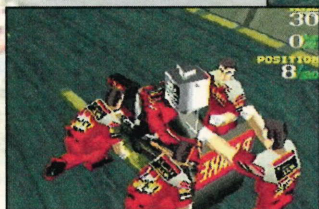


By Tommy Glide

Super Hang-On was, and still is, the classic arcade motorbike racer. Just released on Sega's Saturn and revving its engine in the pit-lane is Hang-On GP, a game with a similar name and look to the racer from yesteryear.

As impressive as Super Hang-On was, with today's superior technology, Hang-On should've been a far better game than it is.

Judging from the backdrops and the game's three different viewpoints, you could be forgiven for expecting



**Pit-stop strategy plays an important part in proceedings**

a motorbike version of Daytona USA.

Whichever bike you choose, they all tend to jerk around the corners, unlike all your computer-controlled opponents, who race past without a care in the world.

## Cliffhanger

Even when you feel fully in control of your bike, which'll take a while, you'll still crash into walls for apparently no reason at all. This is very

annoying. And to make things even worse, it's not even a particularly good crash sequence. Your rider just seems to disappear into thin air.

Hang-On's worst feature? It's the whining bike noise. How annoying is it on a scale of one to 10? Bordering on a 9.5 to be honest! Best described as an angry wasp trapped in a jam jar, it's so high-pitched that it sounds ridiculous. Remember people, racing motorbikes don't

**Check out the rider's-eye view as you hurtle round the tracks**

whine, they roar!

At the end of the day, Hang-On isn't really an edge of your seats, sweaty palms kind of racer, and therein lies the problem, because that's what it should be.

Hang-On may not be completely brilliant, but it's not that bad either. If you give it time it can get quite addictive. Sweaty bikers will probably love it, but Sega Rally and Daytona USA are far better racing games.

Saturn Game Profile

**HANG-ON GP**

SEGA

**This could've been a classic, but Hang-On GP suffers from a terminal lack of realism. It is graphically impressive though, and the gameplay gets better the more you play.**

ETBA  
Available now  
Bike racing  
1 player  
Six courses

**75%**

# Hang-On GP



**Left: Choose your bike's design specs before setting out**



PC CD-Rom

# RAYMAN



By Bacon  
Face

At first glance, Rayman could be any old platformer – fruity backdrops, cutesy character animation and a sickly sweet soundtrack. But after an hour or two of non-stop play, you start to appreciate the depth of what is, essentially, the best platformer on the PC yet.

Not that the PC has been overly spoilt in this area. In

fact, Earthworm Jim is probably the only other platformer worth booting into your Windows setup.

## Ray Of Sunshine

Even comparing Rayman to 'Jim is a little unfair. Although pretty cool back at its original launch, Activision's worm is totally mono-dimensional when compared with this. It would be more realistic to compare Rayman with Sega's

Sonic and Nintendo's Mario – It really is this good.

For those who missed Rayman's first outing on the Super-consoles, you're in for a pleasant surprise. Hidden inside the game's 40 levels you'll find almost every form of game genre imaginable – there's even a section reminiscent of the classic Rainbow Islands, with water filling up the screen as you desperately try

and bounce your way up and away from an impending death.

Just like the hottest console platformers of days gone by, this one keeps you coming back for just one more go, until

you are drained completely of all life energy.

Exploration is the key, and as some of the levels cannot be completed without special abilities given to you in later stages, there is much to-ing and fro-ing – essential for the Grade-A addictive quality which both the Sonic and Mario series' possessed by the bucket-load.

At half the price of your average console classic, there's little to complain about here. It's a pixel-perfect copy of the Jag, Saturn and PlayStation original. If you're into the platform thang, buy Rayman immediately.

Stop off at the photographers and restart from here when you die

Your fairy chum will pop up every now and again with new weapons

I CAN GIVE YOU A NEW POWER.

## THE DREAM FOREST



ANGUSH LAGOON

Progress Mario-style through Rayman's levels. You'll often have to return to finish one off

PC CD-Rom Game Profile

**RAYMAN**  
UBISOFT

Far more adventurous than Earthworm Jim, Rayman encompasses a lot more than the standard platform genre. It should change PC owners concepts about this type of game.

£29.99  
Available now  
Platformer  
1 player  
40 levels

**90%**



PlayStation



By Slo Mo

Judging from its back catalogue of titles, Bullfrog must be one of the best and most original developers in the entire world.

Populous, Flood, Powermonger, Syndicate and Theme Park are all classic titles from the Bullfrog stable, and last year Magic Carpet became one of its biggest successes. A number one seller virtually everywhere, the game has now made the transition to the 32-bit world of the PSX.

You play the part of a wizard who must battle against seven others in a bid to restore your realm by

# Magic Carpet

collecting stolen magical energy known as manna.

To successfully take control of an area you must collect the manna and store it within your fortress, thereby protecting it from the enemy.

## Aerial Axminster

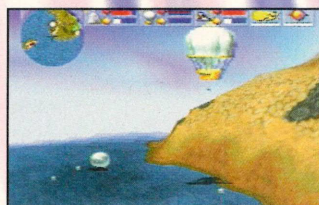
Bullfrog has made a few improvements on the original PC version. An extra 25 levels, which were previously only available as a data disk on the PC, have been added. This means you get a grand total of 75 stages of carpet-related shenanigans for your money.

*Some of those little blokes belong to you - others don't*

The control system uses every button on the PSX joypad, and is quite tricky to get to grips with. But once you get into the swing of things it works extremely well.

Magic Carpet is essentially a fancy shoot'em-up, but a fair amount of strategy and thought is required if you want to progress further into the game. Dangerously addictive for the first few days it may be, but the gameplay tends to be a bit samey at times.

*That little red vase is well worth picking up - it's an extra spell!*



*Shoot the manna balls then watch your balloon pick them up*



*A selection of ray-traced shots taken from the impressive introduction sequence*

Although it might not appeal to every PSX owner, Magic Carpet is still a Bullfrog product, and you can't go far wrong with one of those.

PlayStation Game Profile  
**MAGIC CARPET**  
BULLFROG

**Not what you would call a 'normal' game, Magic Carpet contains excellent graphics and sound effects. Despite the odd fault, there's enough in the game to hold your interest.**

ETBA  
Available now  
Shoot'em-up  
1 player  
75 levels

**85%**

# DESCENT



By Major Mike

The first-person shooter goes full circle in an excellent conversion of the PC hit Descent. It's a riveting game of reflexes, skill and patience.

### Which Way Is Up?

You pilot a spaceship on a mission to destroy renegade mining robots. The object is to destroy the core in each level



**PROTIP:** Lava pools will damage your ship if you get too close. To easily navigate these areas, turn the ship upside-down and hug the ground

and rescue hostages. While the plot is simple, the techniques are not. Levels take a similar tone to Doom – find coloured doors while shooting enemies in the process. Levels get bigger and harder and enemies get more aggressive as you descend further.

The controls are complicated but manageable.

The joypad works very well, but for a real

**Awesome cinematics show your narrow escape after each level**

## MISSION CONTROL



The Mission



Briefings



Progress

PlayStation Game Profile  
**DESCENT**  
INTERPLAY

This is an excellent version of the classic PC game. Descent on the PlayStation is an awesome, dizzying underground trip which will have your jaw hitting the floor.

ETBA  
Available now  
Shoot'em-up  
1-2 players  
1st person persp

**85%**



**PROTIP:** Lost? Use the Automap feature to pinpoint your location and the various exits

outstanding, but sufficient to create atmosphere.

The graphics are smooth, but the game seriously drags when the action gets heavy – so much that it sometimes looks like slow motion. The most striking visuals are the coloured light sources in the dark corridors – fire a laser blast or flare and it illuminates the walls as it travels. The rendered cinematic sequences that mark the climax of each stage are also excellent.

Despite the limitations of the PlayStation controller, Descent is incredibly well done. Doom-fatigued players looking for the next challenge will want to take this Descent.

**PROTIP:** Detonate mines by shooting them from a distance. They also go off when an enemy gets too close, or when you get too close

### Flying High Underground

Piloting the ship is another control dilemma. You can go anywhere in the maze-like stages, limited only by walls and other barriers. Flying in a fully functional 360-degree environment and exchanging fire with enemy drones takes practice, but once mastered it's second nature.

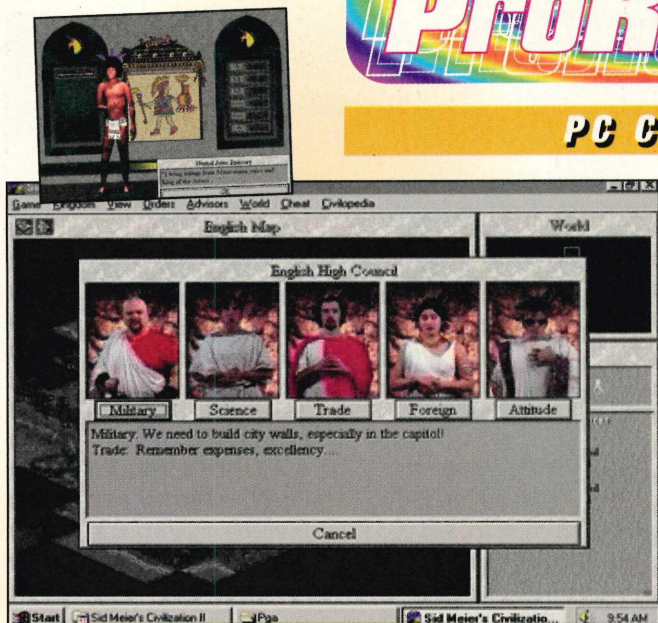
The music is a plus. Harsh rock and techno-pop tunes never let up and perfectly fit the stages. The sound effects are a range of laser blasts, explosions and squeals of enemy craft – nothing



**PROTIP:** Be careful around these purple webs – enemies love to teleport out of them. Speed past and drop mines



PC CD-Rom



## CIVILIZATION 2



By Dr. Zombie

Not that the original Civilization needed updating or anything, it's just that Sid Meier, the creator of the original, suffers from a chronic case of creativity overload. The sequel just popped out unexpectedly when he looked at the keyboard the other day.

Okay, so he probably did a little bit of planning, and he might have drawn all of the in-game artwork as well. Oh, and it's quite likely he put in just over 23 hours a day calculating the Artificial Intelligence algorithms – unlike the original, where you could cheat your pants off.

We know it's a bit of a crusty old cliché, but we could fill a



fair-sized novella with praise about this glorious game.

It's an old favourite made better, and we implore everyone who didn't burst with excitement and lose their social life with the first game to get a life and buy this.

When IBM unveiled the first prototype PC, back in 1651, its owner, Irvine Bubblegum Macaroni, said: "My machine will inspire a Civilisation".

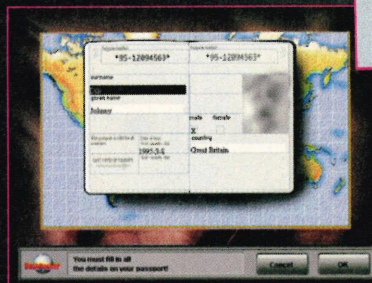
Had he ended the sentence with "game" then he might have been close.



PC CD-Rom Game Profile  
**CIVILIZATION 2**  
MICROPROSE

£44.99  
Available now  
Simulation  
1 player  
Civ sequel

**93%**



First stop, Iceland.  
Heaven knows why,  
but it's a nice day out

Check in at the start  
of the game with  
your Backpacker  
passport

## BACKPACKER



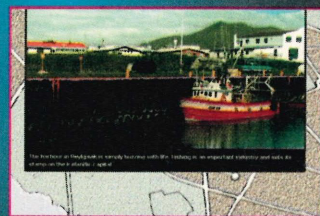
By Scary Larry

Hands up all those who've travelled around Europe with a friend and a backpack, slept in youth hostels, met skinny German teenagers with pencil moustaches and rat's tails, and run out of money and had to call dad to pick you up from Hull ferry port.

Well, Backpacker promises to let you re-live the experience. Catapulting you into an unfriendly country with only a passport and a small amount of the folding stuff, this interesting little game is almost as compelling as the real thing.

facilities intact. Sounds easy enough, but after a few sweaty washing-up jobs in the more seedy parts of Europe's dirtiest cities, you'll soon be running home for cover.

This quirky little number will put off any timid folk considering inter-railing this summer. But then again, it could inspire those with chronic wanderlust to take to the road. Check it out!

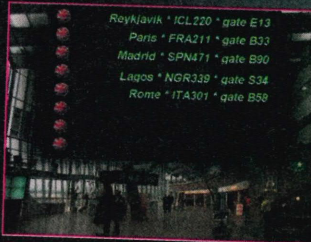


Check out the info when you first  
arrive at a new destination



### Back To Basics

As in real life, you can choose to stay in expensive hotels or save cash by roughing it on the streets. The ultimate goal is to travel the globe and get back home with all your



Take your pick. The world's your  
oyster, but remember, you've only  
got a limited amount of dosh

PC CD-Rom Game Profile  
**BACKPACKER**  
BMG

£TBA  
Available now  
Travel  
1 player  
Travel the world

**80%**

## Saturn

# Revolution X



By Bruised Lee

Acclaim took Midway's arcade hit and turned it into a complete miss for the Saturn.

Shooting from a first-person perspective, you're trying to

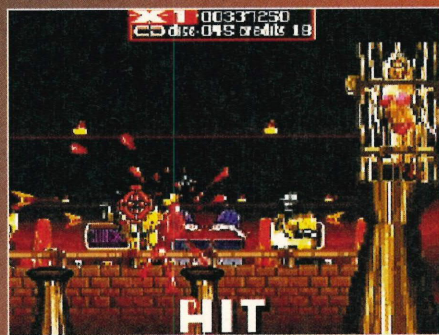
**PROTIP:** Destroy the enemies that are shooting at you before eliminating enemies that are running around

save the world from the New Order Nation, but someone should save you from this game. Rev X's graphics are composed of blocky pixels. The dull backgrounds are as lifeless as the repetitive gameplay, and the smooth control is overshadowed by the slow-down.

Sad old rockers Aerosmith try to dress up the soundtrack with their 'greatest hits', but

they were always onto a loser with this project. And as for the sound effects, they're either missing or just completely wretched.

Acclaim would have a better chance marketing Revolution X as an expensive coaster.



**PROTIP:** When shooting the armoured vehicles, aim for the sections that flash

Saturn Game Profile  
**REVOLUTION X**  
ACCLAIM

ETBA  
Available now  
Shoot'em-up  
1-2 players  
Aerosmith

**74%**

## PlayStation

**PROTIP:** At the beginning of this stage your ship is twice its normal size. Any projectiles will hit you immediately, so shoot first



By Scary Larry

Philosoma tries hard to be a next generation shooter, but in gameplay it barely surpasses Novastorm. Only shooting fanatics will find some redeeming trigger action. The real eye-grabbers are the full-length rendered movies that pace the story.

## Jet Freak

They're gorgeous, but they don't help the somewhat stodgy gameplay. The backgrounds and explosions, usually the mainstay of shooter graphics, are dull

and all the enemies look suspiciously similar.

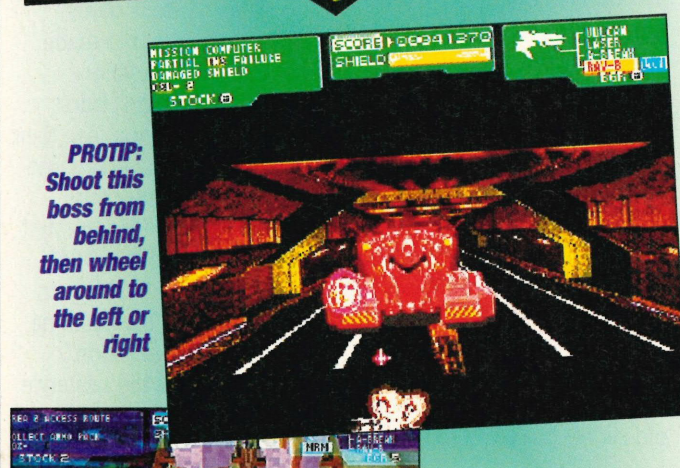
While Philosoma throws a ton of views into play (forward scrolling, overhead, side-view and more), truth be told, none of them is any more exciting than the others.

The sounds and controls are both stable and unassuming. The music doesn't interfere, and the controls are fairly easy to maintain.

If you've breezed your way through Novastorm and you're looking forward to Jupiter Strike, Philosoma should be the next entry in your flight log, jet-boy!

# PHILOSOMA

**PROTIP:** Shoot this boss from behind, then wheel around to the left or right



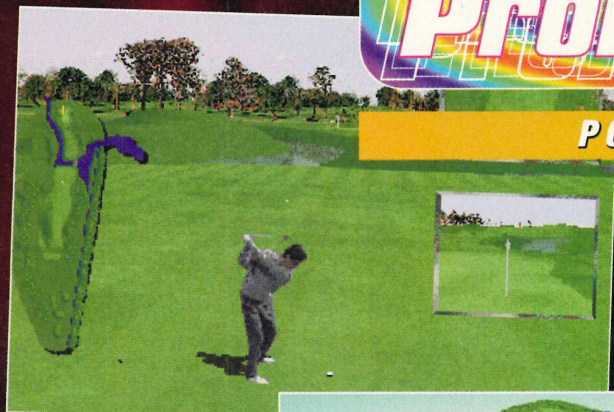
PlayStation Game Profile  
**PHILOSOMA**  
SONY COMPUTER ENT.

ETBA  
Available now  
Shoot'em-up  
1-2 players  
Multiple views

**78%**

# ProReview

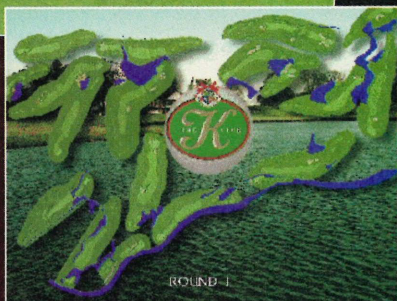
PC CD-Rom



By Bacon Face

The best thing about PGA Euro-tour is that we can now play on our local (well, local in the sense that the courses are this side of the Atlantic) turf, using the superb PGA engine already popularised in EA's original and '96 versions of the game.

With commentary from Peter Alliss, it does feel a whole lot more English. And



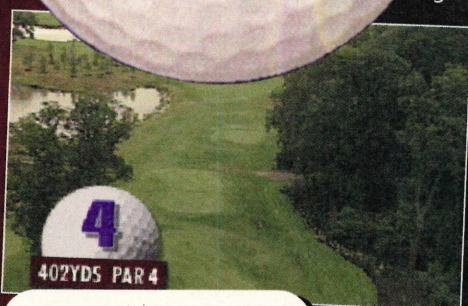
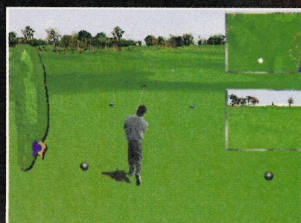
*Before you start, each course is laid out in full geographical detail*

better too, because each hole now has a filmed fly-by, rather than the cacky animation used in earlier versions.

## Tour Of Duty

There are three digitised courses to take on, and loads of professional players, all of whom are European stars. Watch their unique swing patterns and approaches to the tougher holes, then bore your mates senseless when the golf's on telly by spouting on about the subtleties of Langer's backswing.

*Left: The filmed fly-bys are a vast improvement on previous anims*



PC CD-Rom Game Profile

**PGA EUROPEAN TOUR**  
ELECTRONIC ARTS

£44.99  
Available now  
Golf sim  
1-4 players  
3 courses

**92%**



By Bonehead

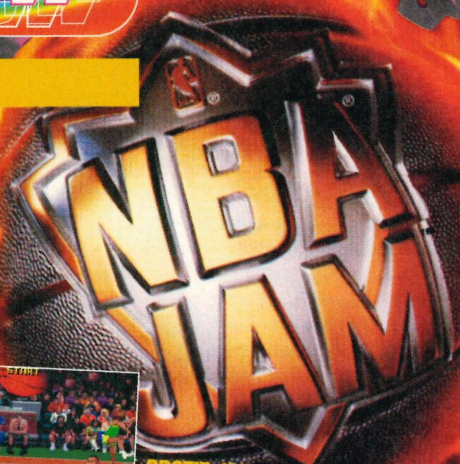
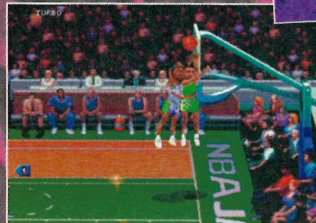
Metal hoop stuck to the garage door. One-on-one before tea. Scruffy Nike trainers. Losing the ball on the roof and climbing up to get it. Hmmm.

## Slam-Dunks It!

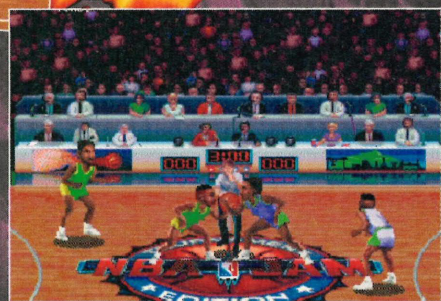
Now that Channel 4 has started televising the NBA, interest in the game of bouncy orange balls and tall blokes seems to have escalated to gargantuan proportions. Acclaim has even launched the popular console game onto the PC in a last-ditch, desperate attempt to cash in on the fad.

We're not too bothered about the cash thing, though, and all you want to know about is whether it's worth buying for your flagging 486.

*PROTIP: Time your leaps well to deflect shots*



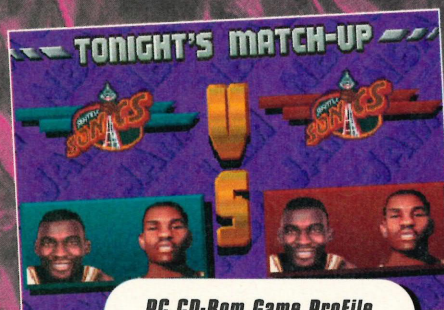
*PROTIP: If the scores are close, play safe with a two-pointer*



*PROTIP: To win the tip-off, push up then press the pass key continually*

We seem to be experiencing a glut of really excellent console-to-PC conversions this month, and here's another. It's as accurate a job as Acclaim managed with the wrestling.

You can have up to four players playing at once, and it's a pixel-for-pixel copy that's packed with every feature the console TE boasted.



PC CD-Rom Game Profile

**NBA JAM: TE**  
ACCLAIM

£19.99  
Available now  
Basketball sim  
1-4 players  
Is it the shoes?

**80%**

## PlayStation



By Scary Larry

Basketball was never on our list of favourite sports – it looks far too boring, what with baskets being scored every two seconds and stuff.

But then, just a few weeks ago, while wildly flicking through the TV channels, we discovered Channel Four's excellent NBA Raw, featuring the very best matches from the NBA. We were captivated. How could this sport, that we once thought was rubbish, be so damn cool.

We can't pinpoint exactly why our opinion on the sport

has changed, but if anything, it is out of sheer respect for the players. Whenever you see someone do a slam-dunk, you can't help but be impressed.

The majority of people clock in at well under 6 foot 4, and there are plenty of us who would love to be able to leap high into the air and slam the ball into the net with cheers from an adoring crowd ringing in our ears.

### Grabs The Rebound

Now you can call it fate, a strange coincidence, whatever, but what should arrive for review this month, but NBA: In The Zone. Spooky, we know, but at least now we can go to Slam Dunk Central where height is not a factor, but skill with the joystick is! In The Zone looks as good

Three-pointers can be quite risky. It's sometimes better to go for a two

Score a slam-dunk then sit back and admire the glorious replay

as Total NBA '96. The light reflections might not be as

impressive, but the actual stadium more than makes up for that minor point. The players are all to scale, and the faces are so detailed that you can actually tell who's who.

As for the sound, the words, 'absolutely' and 'brilliant' spring to mind. The tunes are full of funky and downright fly hip-hop beats, and suit the game perfectly. In-game sound effects include the

**PROTIP:** Jab the 'triangle' button to perform a fake shot or a body swerve



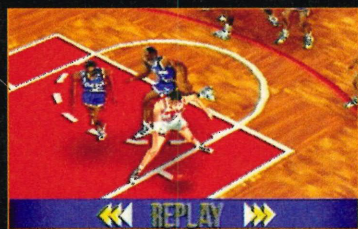
obligatory squeaky trainer noise and plenty of cheering from the crowd. Plus, there's some commentary which, surprisingly for this type of game, is minimal enough not to get on your nerves.

The control system is really easy to get to grips with, but it'll take you a while before you feel fully in control.

Anyone can pick up the joystick and have a game of NBA: In The Zone, but the more you play, the more tactics and manoeuvres you learn (eg how to steal and block).

### Above The Rim

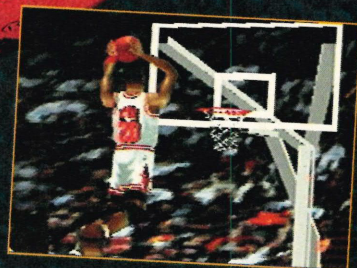
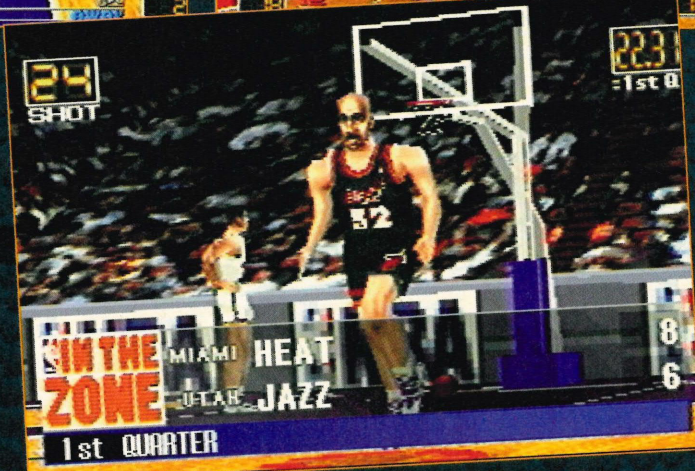
There are three viewpoints in all – normal, sideline and quarter. Although each one is perfectly acceptable, you don't get the freedom that's a feature of Total NBA, especially when, at times, it's quite hard



You can choose from three viewpoints, although the quarter view is the best

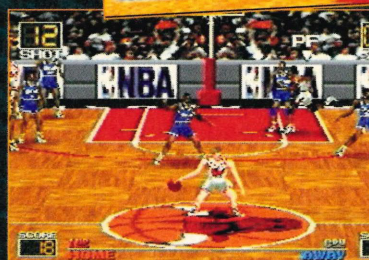


Compared with Total NBA '96, the players from In The Zone are better defined and more detailed



Like a cross between Total NBA and NBA Jam TE, NBA In the Zone is an essential purchase

Make your way around the map of the States and choose your team



Get fouled and you get two free-throws



to see exactly what's going on. Every basket is replayed once, but you haven't got the option to watch some of those fancy moves and scores again and again.

Despite being in direct competition with Total NBA '96, NBA: In The Zone hasn't suffered at all. In fact, it's just as good as Sony's basketball simulation.


Competing against the PlayStation is all well and good, but In The Zone is one of those games that works even better when you've got some human opposition.

### Warming The Bench

If you've already got Total NBA, you'd have to be basketball mad to buy In The Zone. But, if you're a PlayStation basketball virgin, you'll be more than happy

with whichever game you decide to choose

If you had to choose between them, In The Zone, with its superb soundtrack and more stylish slam-dunks, would just about clinch it.

HOUSTON ROCKETS					
					
34-Hakeem Olajuwon (C)					
Position:	C	Birthdate:	01/21/63		
Height:	7-0	College/year:	Houston '84		
Weight:	255				
G	72	REB	775		
65	72	R/G	18.8		
MIN	28.5	AST	2.5		
FG	798/1545 (52%)	ATG	3.5		
3FG	3/16 (19%)	PTS	2085		
FT	406/537 (76%)	PFG	27.8		
STL	133	BLK	242		

PlayStation Game Profile  
**NBA: IN THE ZONE**  
KONAMI

With its impressive graphics, superb funky soundtrack and absorbing gameplay, NBA: In The Zone is, if you haven't got Total NBA yet, an absolutely essential purchase.

ETBA  
Available now  
Sports sim  
1-2 players  
Mem card compat

92%



By Major Mike

It's 1994 and a special forces unit protecting a civilian convoy comes under heavy artillery fire from an unknown source. All requests for tactical support from US Intelligence are denied, and the unit is declared expendable. The convoy is destroyed and only five men survive.

Three years on and a five-man mercenary unit is operating out of the derelict State Correctional Facility on Jackson Island, New York. Calling themselves Da Wardenz, they're committed to combating terrorism, fighting oppression and exposing corruption world-wide.



*Da Wardenz are more than just an elite fighting group – they're your 'buddies' too. You'd better make an effort to get to know them, because your life will depend on it*

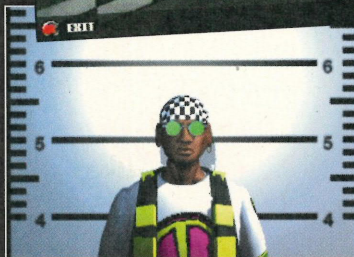
### D-TOUR

An expert with armoured vehicles, Private Cecil Coles is your best buddy. That's because he's been assigned to accompany you in the tank during your missions



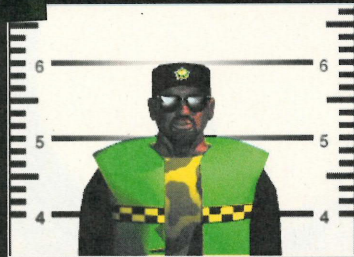
### 9-1-1

Lieutenant Charles Valdez used to fly for the Army Air Corps, but is now Da Wardenz' pilot. He controls the A-10 for supporting air-cover and the Chinook for rescue missions



### PROPS

Corporal Alvin Fielder is an ordnance and supply specialist. He controls the supply of equipment and ammunition for your Predator tank



In a world without justice, they're the last line of defence...

Yes, we know it sounds a lot like a rejected A-Team script, but who cares? Welcome to Shellshock, a shoot'em-up that's reminiscent of the old gaming favourite, Battle Zone.

### Subculture

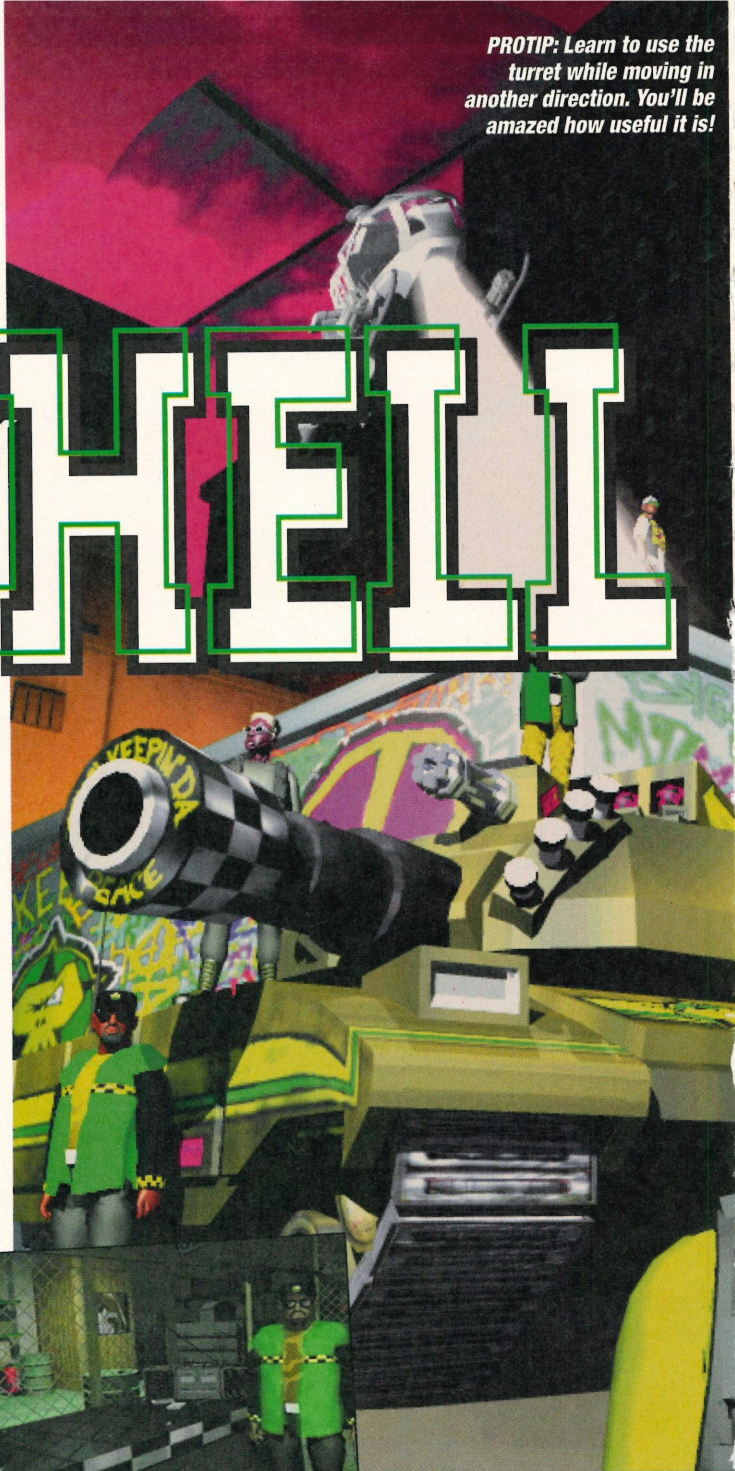
You must serve on a tour of duty with Da Wardenz, and prove your tank handling abilities as you battle through a variety of scenarios. The missions are set in various locations, which range from battle-scarred, derelict cities to snowy wastelands.

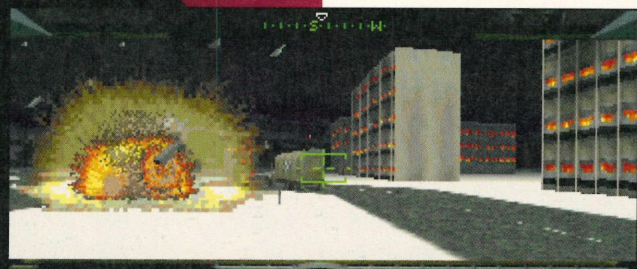
*Props will help you with the equipment side of things – as long as you can pay*



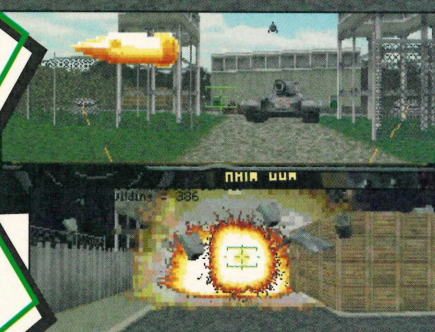
# SHELL

**PROTIP:** Learn to use the turret while moving in another direction. You'll be amazed how useful it is!

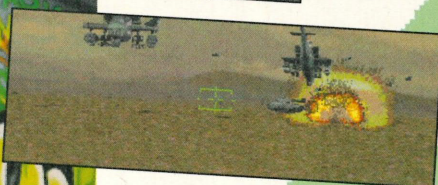




# SHOCK



*Hmm, now where have we seen these helicopters before?*



Taking control of an M-13 Predator Battle Tank and a couple of tons of weaponry, you are set a task for each mission. In the first you have to blow up a specific number of enemy tanks, but as you progress they start getting more complicated and involve hostage rescues and night raids.

The tank handles like a real one (probably?), with independent controls for each

track and a turret which turns separately to the main body.

The controls are really easy to use – the top buttons on the joypad control the tracks and turret, while the four main buttons are used to select and fire your weapons.

The rendered graphics were created by Silicon graphic workstations, and are very impressive, especially the five main characters.

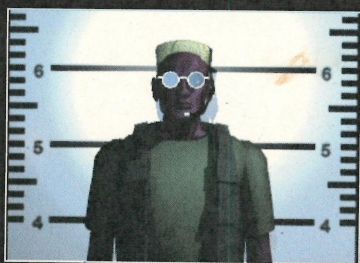
The in-game graphics are a bit bland at first, but they get a lot better as you progress through the game. It's a shame that you can only view the action from inside the tank, because it would've looked more impressive with some external viewpoints.



*Don't worry about the foliage. Shellshock is far from 'eco-friendly'*

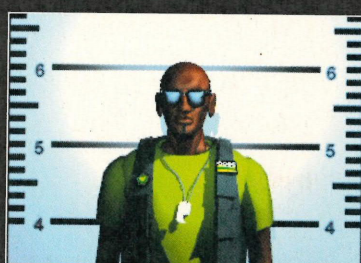
on the shelves of HMV next to the likes of Massive Attack, Portishead and DJ Krush. It's next generation music for next generation machines, and full respect must go to Martin Iveson, Shellshock's musical genius.

Core has created a great game by combining top-notch graphics and sound with tough shoot'em-up action.



## EARSHOT

*In charge of communications and tactics, Sergeant Darnell Jones appears during the game. He'll guide you out of the area once you've achieved your primary objective*



## DOGG-TAGG

*27 years old, Captain Mike Reynolds is a one-time member of the Special Forces. He's now the leader of Da Wardenz and briefs you at the beginning of each mission*

## Confusion

Sound-wise, Shellshock contains the best tunes since the raging techno blast of Wipeout.

The chilled-out music contains some downright funky hip-hop beats, and it's nice to see a company like Core Design working on an original soundtrack that could happily sit

## PlayStation Game Profile SHELLSHOCK CORE DESIGN

*An instantly accessible 3D blaster that's action-packed from the word go. If your trigger finger is feeling itchy then Core Design's Shellshock is well worth taking a look at.*

£44.99  
Available now  
Shoot'em-up  
1 player  
25 levels

**85%**



**Sneak up behind the bitch and give her what for! Erm... with your pulse rifle of course!**

# ALIEN



**By Major Mike**

So, it's finally happened. Someone has eventually, after many years of weighing up the pros and cons, gone ahead and attempted the impossible – to create a decent game from one of the best series of movies ever made.

Alien fans around the globe have been clamouring for such a piece of software for many years, but up until now,

no-one has been entirely successful in bringing the bitch to the small screen of videogaming. Admittedly, Atari managed to intertwine the xenomorph hunting aspect with another great movie monster, and having combined them with one of the hottest gaming genres around, brought us Alien Vs Predator. This was in the early days of the Jaguar, but the game moved slowly, provided limited atmosphere and

basically wasn't as good as it could have been.

Now, several years later, Acclaim Entertainment and the dudes at Probe have produced this little beauty from thin air, and are currently in the process of slamming it straight onto your PlayStation.

### Three Times The Fun!

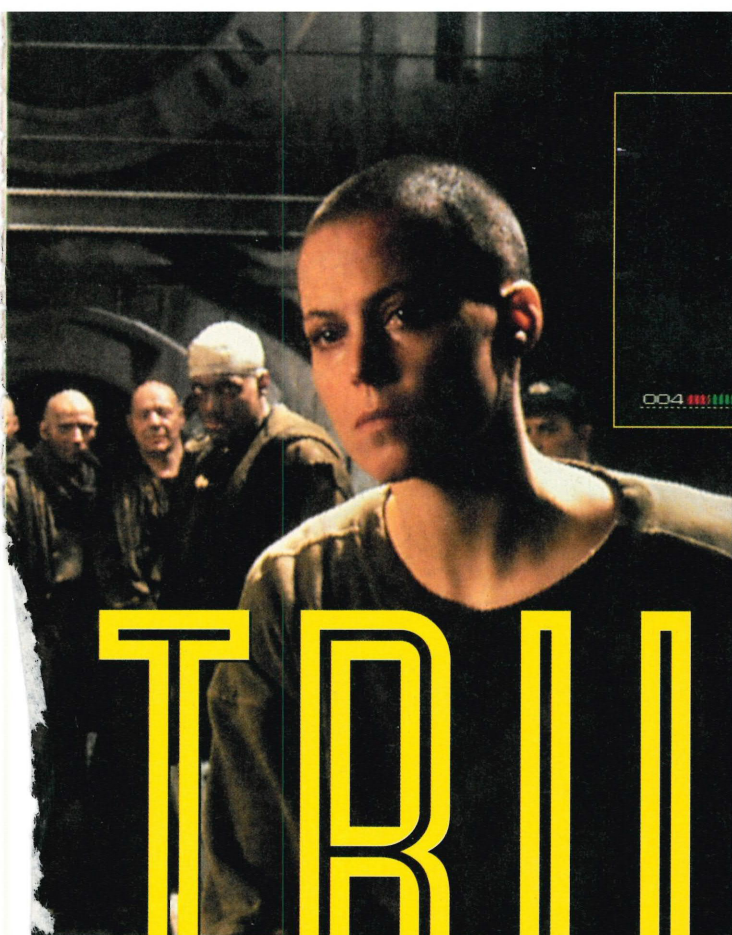
So, after years of waiting, is this latest addition to the Doom clone family tree any cop? Well, if you want a brief



**Full of manly marines, Ripley's craft prepares to swoop down onto Acheron...**



**Bishop warms up the APC as the craft gains its footing on the desolate planet below...**



*Shoot security men, blow up loads of stuff and get your face hugged all in one game! Cool!*



# TRILOGY

answer, then yes, it's bloody amazing. But, if you want a long-winded explanation of why this latest PSX offering should soil the slacks of the most hardened Doomster in an instant, then we suggest you read on.

The aim of the game is fairly simple, well, in theory anyway. As Flight Lieutenant Ellen Ripley, you must make your way into the overrun base on Acheron and waste all the xenomorphs you can find.

On your way you'll be given various missions to accomplish, such as removing barrels from the base entrance, collecting ID tags from the dead occupants, obtaining numerous weapons and energy-enhancing pickups, and finding your way out through the egg-filled mazes before you.

## **Acid House**

As expected in a game of this nature, various swiftly

approaching enemies will try their hardest to make sure your mission fails. And, as this is an Alien game, these oncoming nasties take on the form of the beasties from the films. Chest-bursting snake aliens, the spider-like facehuggers, immature dog aliens, fully grown xenomorphs, and even the big bitch herself all put in appearances throughout the game, and try as they might to stop you in your tracks.

Most of these annoying mutants can be easily removed from existence with one of your many available weapons. The standard military issue 9mm pistol gets the job done, albeit rather slowly, but the later weapons are the ones you really need to make any progress.

## **Bitchin'**

Hicks' trusty shotgun makes an appearance, as does Vasquez's devastating Smart



*As the rains falls heavily, the hapless marines step outside and attempt to secure the base...*

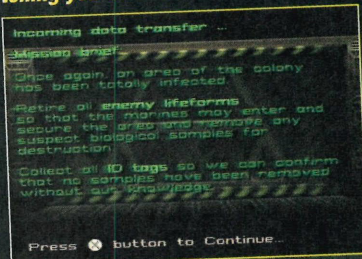


*They bypass the automatic doors thanks to their marine training, as Bishop looks on...*

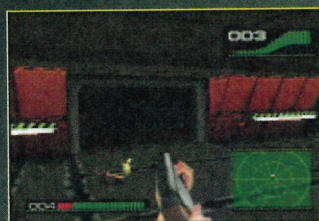


*Once inside the base, the military motion trackers go bananas and things get spooky...*

At the start of each mission, you'll receive specific orders telling you what to do



Right: Just one of the many ways you can die. Have your face hugged to death, fall in acid, get eaten or just get shot. It's easy!



Gun. Ripley's fave, the Flame Thrower, and the highly effective Pulse Rifle also turn up during the course of your mission.

Extra ammunition for these bullet-blazing beasts can be collected during play, as can a wide range of health-restoring goodies. And believe us, you'll need them!

Medikits, the Auto Mapper, protective boots and vests, Night Vision goggles, energy boosts, adrenaline shots,

battery packs and the ever handy shoulder lights are all available for you to use. The only problem is knowing where to find them.

### **Xenomorphin' Fun!**

Don't be fooled into thinking that this game is just Doom with Aliens. Doom may have started the ball rolling with all this first-person perspective jive, but it seems that the guys at Probe have done some serious thinking with this title,

and were desperate to produce something more than a dodgy film-licensed clone.

Tension is another important factor with Trilogy, something which the atmospheric music, sound effects and beautifully created levels back up 100%.

The game doesn't just put you in Ripley's shoes – you are Ripley! Every noise you hear sends shivers down your spine, and the ominous bleep from your motion tracker

# ALIEN



Staring up through an acid-created hole, one of Ripley's team quickly becomes lunch...



In a panicked frenzy, marines go mental and quickly become trigger happy chappies...



Bishop looks on helplessly as his colleagues are ripped to shreds before his very eyes...

*Aaarrghhhh!  
Several aliens  
are chewing at  
my bones and  
sucking at my  
face! Oh pooh!*

*Blow up the  
eggs! Stop the  
evil aliens from  
spreading, now!*

*Watch out for the  
steam pipes.  
Instant damage  
ahoy if you touch  
these babies!*

# TRILOGY

where something draws near is hair raising to say the least.

Most of the time you'll sense that there is something other than you in the room. Your motion tracker confirms it, but due to the shading and lighting of the levels, the alien enemy is nowhere to be seen. This is where the panic factor comes into play.

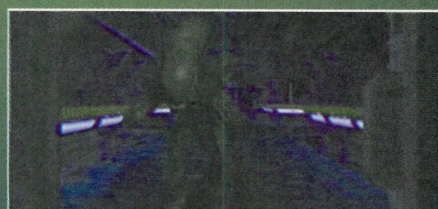
Your heart pumps, your palms sweat, you quickly become engrossed in this mysterious world of endless

corridors and blood thirsty bitches, but you carry on regardless.

Yes, we think it's safe to say that Alien Trilogy is one hell of an addictive piece of software. It's also one of the toughest titles we've played for a long while. Without the use of a handy cheat or a complete list of passwords, you'll find yourself pulling your hair out at the complexity and difficulty rating. Nevertheless, it's a beauty.

If you've mastered the PlayStation version of Doom and you can't be bothered waiting for conversions of 3D classics Hexen, Heretic and id's forthcoming Quake, then Trilogy should be high on your want list. It's creepy, it's kooky and altogether spooky, plus it puts you in the main role of one of the cinema's best loved intergalactic heroes, and that in itself ain't half bad.

Seriously, buy this game. It's a Godsend.

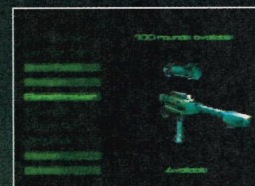


*Aliens storm the APC! Now it's down to you and your pulse rifle to sort this mess out...*

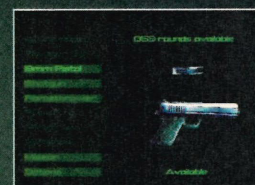


*Not of course before you've checked out the groovy title screen and got all juiced up!*

Playing with fire!



Flame Thrower



9mm Pistol



Pulse Rifle



Shotgun

PlayStation Game Profile  
**ALIEN TRILOGY**  
ACCLAIM

*The best movie-  
licensed game ever  
made. Awesome  
graphics, supercool  
sounds and an  
oversized portion of  
absorbing gameplay to  
boot! Trilogy rules!*

ETBA  
Available now  
3D shooter  
1 player  
First-person view

**93%**

Every year we churn out one of these beauties. It gives us a rough idea of how the mag is perceived by you, the reader, plus it provides you with the opportunity to voice your opinions, tell us what you do want and what you don't, and you even get put in the running for a top bag of gaming goodies!

The software houses of the land have kindly donated several prizes to the GamePro booty bag, so the lucky survey we pluck out first from the pile will walk

away with the bulk of the booty. The next 20 surveys out of the sack will win a year's free subscription to GamePro and an assortment of free things for the people who sent them in. Good eh?



So, with all that said, all that's left for you to do is fill in your survey. And

don't worry if your school attendance record isn't, shall we say, entirely up to scratch – the questions aren't that tough! C'mon kids, get yer pens out and get scribblin'! Tell us what you think!

Name Age Address Sex 

Machine(s) owned:

Sega Saturn ☐Sony PlayStation ☐3DO ☐SNES ☐Mega Drive ☐32X ☐Mega CD ☐Game Gear ☐GameBoy ☐PC CD-Rom ☐Neo-Geo ☐Jaguar ☐CD-i ☐

Machine(s) most likely to purchase this year:

Sega Saturn ☐Sony PlayStation ☐3DO ☐SNES ☐Mega Drive ☐32X ☐Mega CD ☐Game Gear ☐GameBoy ☐PC CD-Rom ☐Neo Geo ☐Jaguar ☐CD-i ☐Nintendo 64 ☐Number of games bought each year: 

Where do you buy your games from?

Toy Store ☐Catalogue ☐Games Store ☐Mail Order ☐Do you frequent the arcades? ☐What's your annual income? 

What type of music do you listen to?

How many CDs or LPs do you buy each month? How many videos do you rent out each month? How often do you go to the cinema each month? What was the last film or video you watched? 

Which mags do you read regularly?

CVG ☐Gamesmaster ☐Games World ☐Ultimate Future Games ☐Maximum ☐NMS ☐E.G.M. ☐Edge ☐X Gen ☐PC Home ☐PC Gamer ☐PC ZONE ☐PC Power ☐PC Format ☐Play+ ☐Saturn+ ☐PSX-Pro ☐Official PlayStation Magazine ☐PlayStation Plus ☐Official Sega Magazine ☐Wired ☐The Face ☐i-D ☐Sky ☐Loaded ☐Premiere ☐Empire ☐Smash Hits ☐Mojo ☐NME ☐Melody Maker ☐Select ☐

**The Internet:**  
Amazing technological breakthrough and life without it isn't worth living, or tedious chatline for wacky scientists and computer nerds with too much time on their hands?

**Name your personal best game ever:**

**Your nomination for best game of '95:**

**Most awaited videogame item:**

**Blur or Oasis?**

**Give three reasons why you buy GamePro:**




**Do you prefer single format magazines or do you like to get information on various gaming systems?**




**Why did you buy this issue?**



**Do you think you've had value for money from this issue?**

**If not, why not?**



**Do you intend to buy the next issue?**

**What do you intend to do with this issue once you've read it?**

Keep it ☐

Throw it away ☐

Give it to a friend ☐

**On average, how many people will read/borrow/steal your copy of GamePro?**

**Given a choice, which of the following sections would you like to see more of?**

Eye Witness News ☐

ProReviews ☐

ProSpects ☐

SWATPro ☐

The Internutter ☐

Get a Grip ☐

Fighter's Edge ☐

Write to Ronnie ☐

**And which ones would you like to see less of?**




**What's more important, screenshots or text?**

**Do you subscribe?**

**If not, why not?**




**What kind of free gifts meet with your approval?**



**CD demos: Good value or complete rip-off?**

**Free supplements: Rank or Ream?**

**Would you be gutted if we only covered next generation machines and software?**

**What type of things would you like to see in the mag that aren't in it already?**




**Which issue of GamePro do you think was the best, and why?**



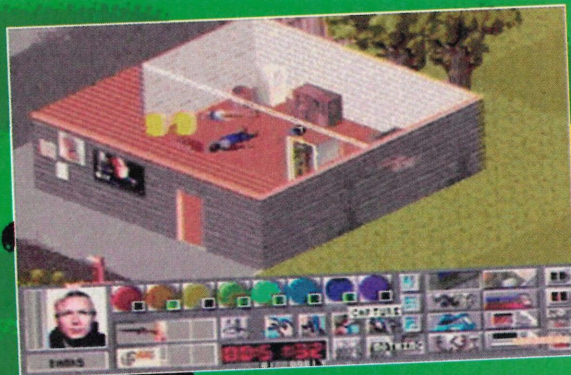
**Front covers: What entices you towards GamePro? The colours, the main image or the coverlines?**

There, that wasn't too hard was it? Now tear out the page (or photocopy it if you don't want to spoil your mag) and send it to us at the following address:

**GAMEPRO READER SURVEY, FREEPOST (SK3038), IDG Media, Media House, Adlington Park, Macclesfield, SK10 4NP. Cheers!**



Competition



PlayStation title Defcon 5 has stormed into the charts this month, shooting straight in at the number one position. As you might expect, the people at Sony and Millennium are slapping each other on the back in an over-excited fashion and popping champagne corks like there's no tomorrow. So much so, it seems, that they rang our office in a celebratory frenzy and offered us loads of top Defcon 5 and Deadline army-related goodies to give away.

Five copies of Defcon 5 are up for grabs, along with several S.A.S. survival handbooks, stopwatches, timers and a handful of highly amusing hand grenade lighters.

All you have to do to stand a chance of winning some of this lot is answer a simple question. So, come on soldier, stomach in, chest out and away we go: In the ITV drama, Soldier, Soldier,

# Barmy Army

one of the main characters (who also went on to become slightly more famous in the popular singing 'duo' Robson and Jerome) was called Tucker. We know it's a bit of a long-winded

question, but it's nearly finished, ahem... Name the guy who played another character called Tucker in the school drama Grange Hill. Send your answers to the usual address, and make sure you mark your entry clearly with the words: TUCKER'S LUCK! Cheers!



## Tucker's Luck Compo

Answer

Name

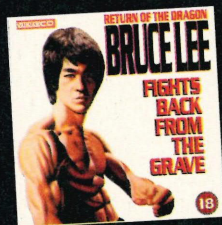
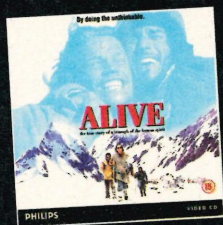
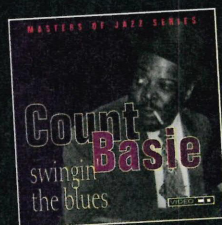
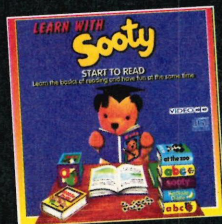
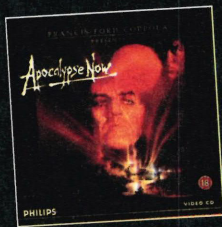
Address




Send entries to Tucker's Luck compo, GamePro, Media House, Adlington Park, Macclesfield SK10 4NP

☐ Tick this box if you do not wish to receive promotional material from other companies

As you can see from the huge selection below, Video CDs covering virtually every type of viewing interest are available. Music, movies, educational stuff, drama etc. Aren't VCDs brilliant?!!



# HOLLYWOOD

With every new console comes the inevitable onslaught of quirky add-ons and wacky peripherals to help you, the punter, part with your cash. Six-way adaptors, back-up memory carts, arcade joysticks and transparent pads have all become mainstream interactive items, and so Sega has taken the idea of 10-a-penny peripherals and given them a dose of 21st Century magic. The result? The weird and wonderful Video CD Card.

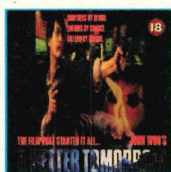
This beauty allows you, via your Saturn, access to over 200 blockbusting movies and music vids, plus the option to play around with each and every one of them like a camera-hungry control freak director. Most Video CD players on the market (VCDs can currently be viewed through such devices as the CD-i, 3DO, Amiga CD32 and most PCs and Apple

Macintosh machines in conjunction with various MPEG cards) produce slow and often jerky playback, but not Sega's! This card is based on the world beating MPEG 1 digital compression card, which reproduces a picture so good, that similar VCD players simply can't match it.

Not only does the VCD produce crisp visuals complete with CD quality sound, but it's completely interactive too! All the usual Play, Pause, Rewind, Fast Forward and Stop options feature, but where the Sega VCD card really comes into force is when you start fiddling around with the built-in effects. You have four different levels of slow motion and strobe to play around with, an index and time display so you can start a film from the exact second you require, a zoom and pan facility which allows you to play cameraman and director with the movie of your choice, plus a nine picture display flash

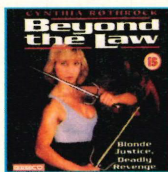
## A Better Tomorrow 18

Written and directed by Japan's answer to Tarantino, A Better Tomorrow is John Woo's supercool Japanese mobster flick that tells the tale of two brothers (Ho and Kit) and their gangster buddy Mark. The brothers' father is brutally murdered and Ho finds himself in the slammer. Kit, however, (an ambitious young policeman), remains ignorant of the whole thing. Mark swears to avenge his friend, but in one of the best shootouts ever to appear on film, his leg takes a severe battering and he is reduced to washing cars for a living. Ho gets out of prison, and he and Mark team up to attack the crimelords. This results in conflicting loyalties between the three men, and a spectacular bullet bonanza that would make the likes of Quentin fill his pants several times over.



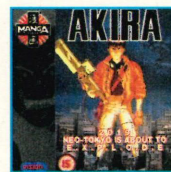
## Beyond the Law 15

Martial arts heroine Cynthia Rothrock stars as an ass-kickin' FBI agent hellbent on bringing an important informer back to the USA in this badly dubbed action packed adventure. During her mission she bumps into the Mob and Japanese mafia types, the Yakuza, too! And guess what? Yep, she kicks their butts with a variety of pant-splitting high kicks, ninja somersaults and incomprehensible yelps and squeals. The dubbing doesn't help the storyline one bit, and to be truthful, although the action scenes are fairly impressive, they fail to grab your attention for the entire duration of the movie. If you're after a spot of martial arts action, we'd strongly recommend you search for one of the many Bruce Lee titles available rather than spend any hard cash on this VCD.



## Akira 15

One of, if not the, best anime movie ever made, just happens to be one of the key titles of CD Vision's launch into the wonderful world of Manga VCD. The year is 2019, the world is on the verge of absolute destruction, and Neo Tokyo is awash with drug-fuelled biker gangs, rioting fundamentalists and techno-fetishism. The strange cosmic force of Akira bursts into the lives of certain members of one of the city's cyberpunk biker gangs, and from here everything starts to go pearshaped for all concerned. This is a top-class piece of Japanese animation, and if you've never witnessed this movie before you should do so as soon as humanly possible. This one rates highly, no matter what format it comes on. If you've got the VCD Card, then buy Akira.



## A.P.E.X. 15

Probably the worst VCD of the CD Vision Manga bunch, APEX or Advanced Prototype EXploration Unit to give it its full title, is a sad futuristic space story loosely based around some kind of time paradox. Scientist Nicholas Sinclair has been accidentally transported back through time along with a paradox-creating time probe. Once there he zips back to the future, only this is a future the good Mr Sinclair doesn't recognise. Cue irate killer A.P.E.X. units and muscular army-type blokes firing rockets at anything that moves. What you're left with is a boring, special effects laden yam which offers nothing new or exciting to the tired and well-worn action movie genre. Frankly, it's pants, and we wouldn't want to recommend it to anyone.



function which gives you a blow-by-blow view of what's happening on screen.

The initial price tag of this beast is a somewhat whopping £169.99. For that you'll get the VCD card and a Polygram Music VCD, starring, amongst others, such top name artists as The Police, Tina Turner, Bon Jovi and the mighty Who.

It may not be everyone's cup of tea, and the price tag may put a few people off, but Sega is confident that an interactive item such as this will sell.

To celebrate the release of this thumping hunk of VCD delightfulness, we've teamed up with the dudes at Sega HQ and VCD meisters CD Vision to give away some top video CD card-related stuff! All you have to do to win is

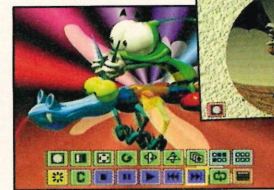


tell us how many different types of strobe and slow motion effects there are on the Sega VCD card.

First one out of our special lucky dip box will walk away with one of the Sega Saturn VCD cards, plus a wad of VCDs to play on it. Answers to the usual GamePro address please, and mark your entry VCD.

Now all that stuff is out of the way, we thought we might as well review the latest VCDs. You know, so you have a brief idea of the sort of stuff

## Photo CD too!



Another one of Sega's new toys for the Saturn is the fabby Photo CD. Even more simplistic than the VCD Card, this handy little device allows you to get your holiday snaps processed onto CD instead of normal photographs. Then, with a little help from your Saturn, you can treat your friends to an interactive slideshow on your TV! Again, you have many features to play about with to make your virtual photo album look more interesting, including zoom, sphere and rotation options, and the whole thing is basically a top way to view your photos. It won't cause any technological breakthroughs, but if Sega can keep up this interest in the Saturn's capabilities, the future for its next generation console looks mighty rosey.

that's coming out in the future. Here we go then...

## CD Delights

As well as the ever-growing amount of Manga entertainment and ropey music VCDs that you can play with on your Saturn, there are all sorts of blockbusting classics such as Four Weddings & A Funeral, Apocalypse Now, A Fish Called Wanda and Wayne's World to help fill your new movie collection.

Most blockbuster flicks find their way onto VCD, albeit several months after their official video release dates. You can purchase other 'specialist' films through most outlets, but these mainly consist of

tacky American soft porn skin flicks or new additions to the ever-expanding catalogue of Jezebel titles (ie early 70s small budget horror/love stories with a fondness for oodles of bare flesh).

Anyway, if you're over 18 and you fancy that kind of fantasy type stuff, then you'll love this VCD lark. But remember kids, porn is evil!

There are other forms of visual entertainment also available on VCD, such as TV dramas, documentaries, sport, educational wildlife stuff and children's titles.

The future is looking bright, and if you own a Saturn, it just might be worth investing in a VCD card.

# ATE SATURN

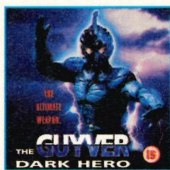
## Appleseed 15

Biodroids – half human, half robot. Trouble brewing? You betcha! The central computer controlling the earth's population of Biodroids is under attack from terrorists, who are, quite frankly, fed up with all these robots ruling the globe. The city's Extra Special Weapons And Tactics (S.W.A.T. Pros?) squad is sent in to stop all these utopia-destroying shenanigans, and what we're left with is an explosive anime action flick where the aim of the game is to brutally slaughter the naughty, non-conformist terrorists and stop civilisation from going totally down the pan. Top-notch animation oozes from every pore of this baby, and the action is non-stop. If you're a fan of hot Manga adventures, you'll adore Appleseed to its very core!



## The Guyver: Dark Hero 15

Not the anime version that we know and love, but a weak Power Rangers-inspired bloke-in-a-monster-suit type affair featuring plenty of impossible ninjitsu manoeuvres and even more unrealistic rubber dinosaurs. As far as the storyline goes, Sean Barker has the Guyver force buried deep inside him, and token evil crimelords – the Krunos Corporation – want to steal it from him. They lead him into the caves of Utah and then attempt to zap the superhuman strengths from within his mech alien spandex jumpsuit to feed their desire for global domination. The Guyver kicks ass, performs Olympic standard gymnastics and rescues the token attractive girlie from the evil clutches of Krunos. It's all quite bland, but fans of the Power Rangers will lap it up.



## Junglism U

Take a trip through the urban jungle that is Junglism, and you'll be faced head-on with thumping drum and bass rather than the roar of an irate tiger. What are we talking about? Who knows, but this VCD is pants. It basically tries to introduce the great unwashed public to one of the more frantic aspects of modern music. Interviews, exclusive tunes and plenty of naff video jiggery-pokery is guaranteed when you slam this one in your Saturn, as jungle heroes such as the Kermit Crew, Dillinja, MC Det and the Potential Bad Boy all storm your living room and hit you square in da face with some rubbadub drum and bass anthems. An important moment in British pop culture captured on VCD for eternity, or a ropey, low budget tie-in piece of pure pop merchandise? You decide.



## Street Fighter II 15

This weird and wacky anime tale is, surprise surprise, based on the ever-popular 2D fighting title from Capcom. This time around there's no Jean Claude and Kylie, instead the Street Fighting crowd are given more believable characterisations thanks to the use of some excellent animation and, shock horror, a decent storyline. Bison is the bad guy once again, and top heroes Ken and Ryu are on a mission to stop him and his evil cohorts in their tracks. The ranksters are attempting to take over the globe by collecting the minds and bodies of the greatest fighters on the planet, but we all know that a crime so heinous can't be allowed to happen. The final battle is about to begin and, unlike the film, it's mildly entertaining. Thank heavens!





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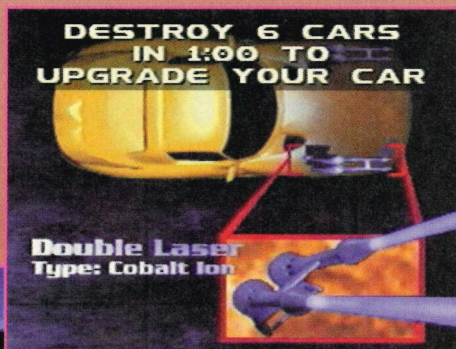
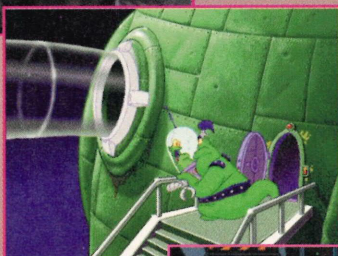
# Prospects



Even though the Nintendo64 won't be with us now until September time (or even later), we're still going to keep you posted as far as new Nintendo software goes. Plus we'll continue to supply you with oodles upon oodles of info about every other system under the sun. Wanna know what the future holds for your games console? Turn the page kiddo, all your dreams will soon become reality. Or something...

## PANZER DRAGOON ZWEI

*This sequel is so hot that it's practically breathing fire! Fly over to page 64 to check out the return of Sega's 3D flying spectacular*



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## Panzer Dragoon Zwei Saturn

Do you remember the first Panzer Dragoon? Of course you do. It was a rare treat and the perfect game to show off the Saturn's graphical capabilities. The fact that it was a bloody good blaster as well was a bit of a bonus.

Panzer Dragoon Zwei is set in the time before the first game, a bit like the forthcoming Star Wars movies.

The word we're desperately searching for is 'prequel'. That's right, Panzer Dragoon Zwei is a prequel.

On the first level your dragon is a mere youngster whose wings are not yet fully developed – he can only run along the ground. As you progress through the various levels, the older your dragon gets. Near the end of the game he's a fully grown, scaly, fire-breathing monster from the pits of hell.



Once again there are several angles from which to view the action, including the infamous 360-degrees viewpoint.

In PD Zwei, the play area has been made bigger. It's also possible to look much further above and below your dragon.

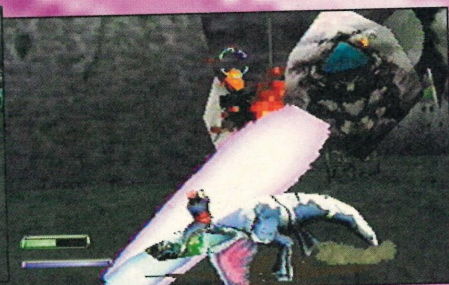
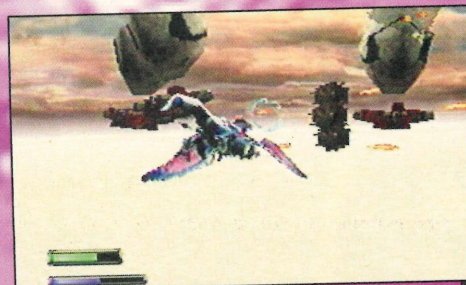
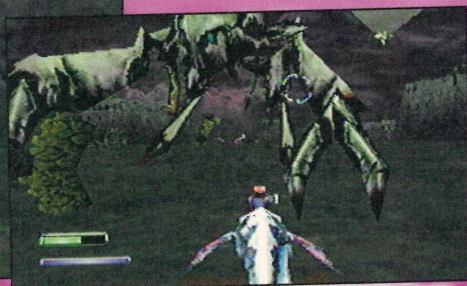
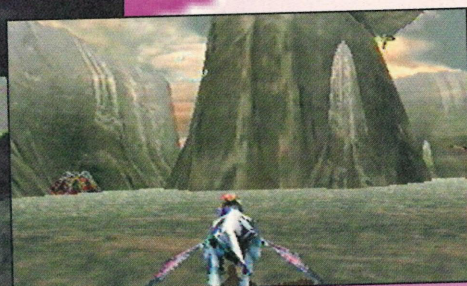
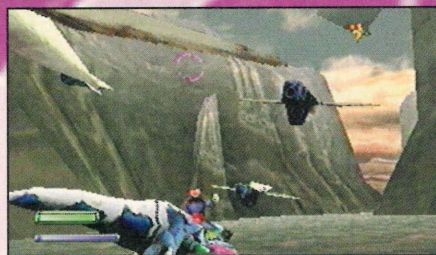
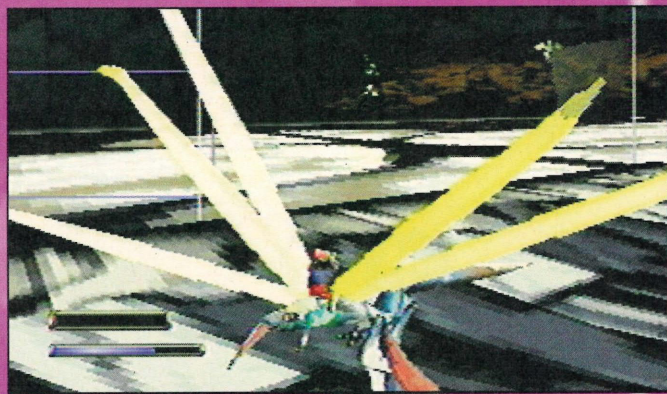
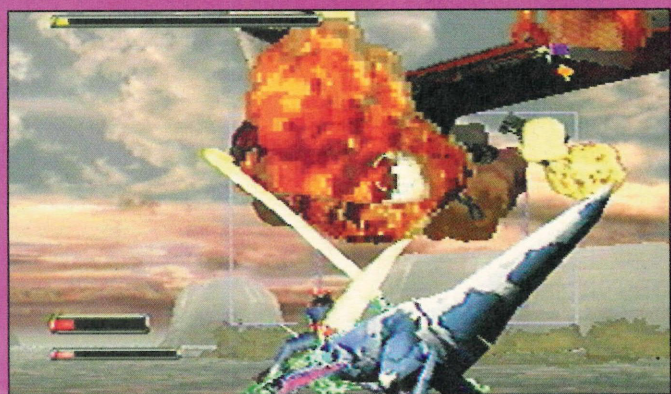
Other new features include a Berserk mode, which is used

kind of like a smart bomb. As with most other games, this feature is only available to the player every now and then.

This sequel also offers the player a choice of paths to take. Owners of the first game will remember the frustration of having to follow a pre-determined path.

Bigger and better than the original, Panzer Dragoon Zwei looks like it could well become a classic. You can read the full review in next month's GamePro, and you should be able to get your hands on a copy of the game very soon.

**By Sega**  
**Available April**



## King of Fighters '95



A beat'em-up very much in the style of Street Fighter, King of Fighters '95 is heading your way very soon.

There's something unique about KOF '95 – it uses an innovative Dual-Rom system. For those gamers who aren't technically minded, this means that the game uses the CD and a 16-Mb Rom cartridge.

As a result, the loading times are virtually non-existent. It also gets around the problem of the Saturn's rather small internal memory.

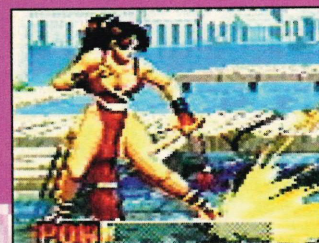
KOF '95 should be out now in Japan, but there's no release date for the game on these shores just yet.

If you think this combined CD and cartridge malarkey will

cost you loads of money, there's no reason to worry.

The CD and cartridge will cost you the princely sum of 7,800 Yen, but this is still a good 2,000 Yen cheaper than the proposed Nintendo64 cartridge price.

**By SNK**  
**Available Soon**



## Battle Arena Toshinden Remix



Ooh, and you PlayStation owners thought you had exclusive rights to one of the best next generation beat'em-ups around. Well, start fretting, because Saturn owners are about to get their own taste of Battle Arena Toshinden.

Featuring all your favourite characters, like Mondo, Fo and



Sofia, the Saturn version has one-up on the PlayStation equivalent thanks to a new hidden

character called Cupido.

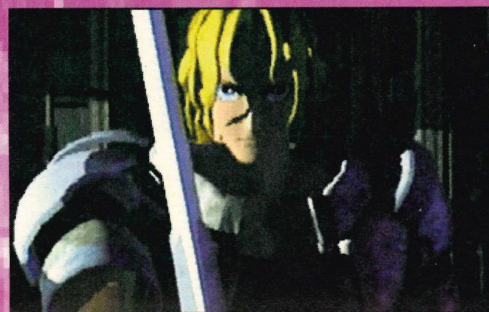
There's also a brand new Full Motion Video introduction sequence to gaze at in awe, and a new story mode too.

If you fancy some beat'em-up antics and the chance to boast to your PlayStation-owning mates that the Saturn can match anything their



machine is capable of, then you can get to grips with Toshinden when it arrives in April.

**By Takara**  
**Available April**



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As most of you may know, when it was first released, Mortal Kombat 3 appeared exclusively on the PlayStation.

You see, those cheeky chappies down at Sony HQ secured a 'lock-out' clause on the game, which basically allowed the company to the exclusive rights for a specific time period.

No-one else was allowed to publish a next generation version of the classic combat title until Sony's clause had run its course. But now, thanks to GT Interactive, Mortal Kombat 3 is about to slap your Saturn straight in

the face – and about time too!

Renamed Ultimate MK3, the game features all the amazing options of the original, such as finishing moves, friendship moves, fatalities, babalities and the infamous animalities. Now there's a grand total of

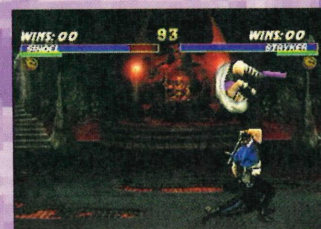
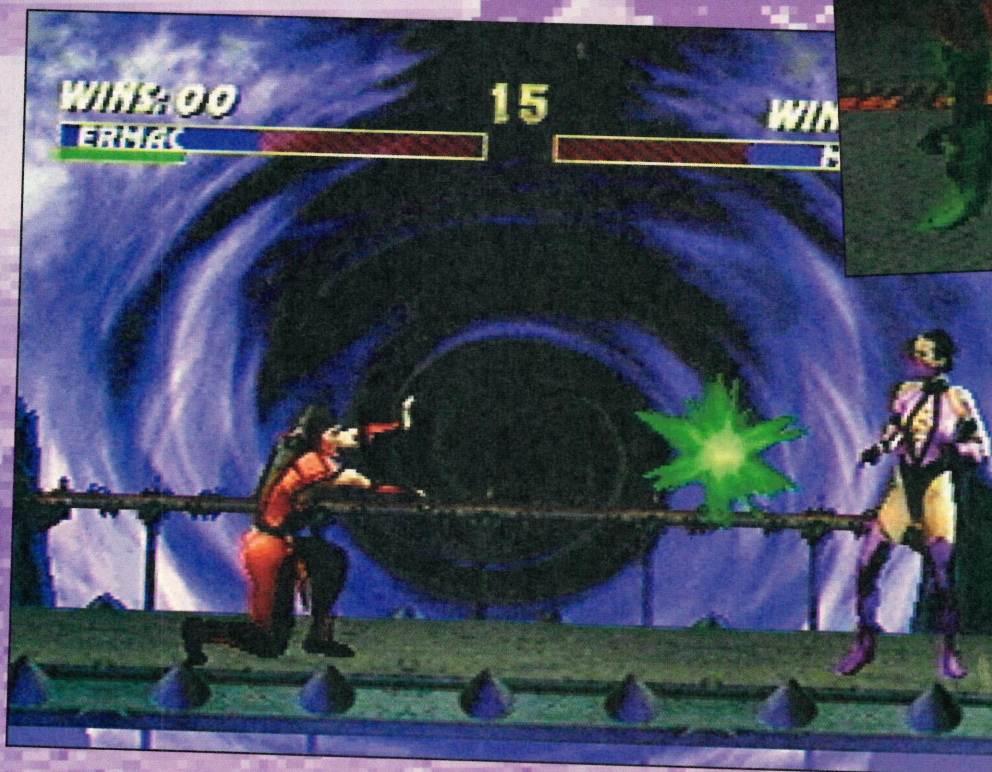
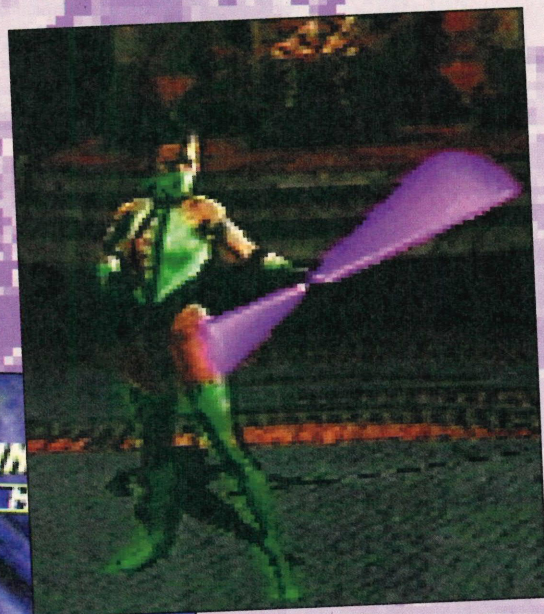
21 characters to play around with, including a handful of top battlin' dudes from Mortal Kombat 2 and new special secret ones never seen before!

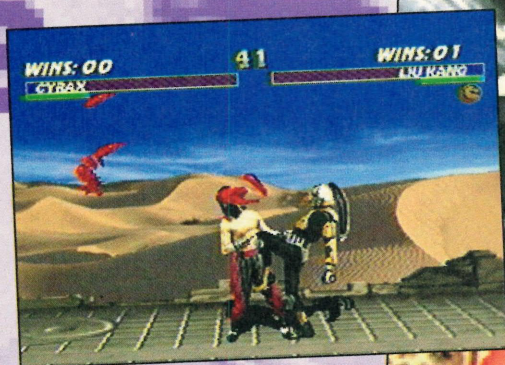
Other plus points for Saturn owners are the four brand new locations in which

to pummel your opponents. There are a whole new batch of tricky Kombat Kodes to attempt to suss out and master too!

Three new playing modes have been introduced into the tournament. Now you can play either in the regular one-on-one MK mode, or a four-player, two-on-two battle where you fight one-on-one. In the latter case, when you lose your energy, your partner in crime dives in and attempts to finish the fight for you.

You even have an eight-player tournament mode, where a grand total of 16 characters battle it out to see who's the hardest, with the





eagle-eyed computer referee keeping score throughout. This basically works in the same way as the four-player option, only this time your fights can last for ages. You'll have a fist full of pulsating fingers and bruised thumbs at the end of it, but if you end up as the supreme MK3 champion, it'll all have been worth it.

All these extra options, enhanced characters, special moves, new backgrounds, hot new Kombat Codes, various modes of play and the usual hidden bits add up to make this the best Mortal Kombat game on the market.

All in all, Ultimate Mortal Kombat 3 is exactly what it claims to be. So, if you own a

Saturn and you were extremely annoyed when MK3

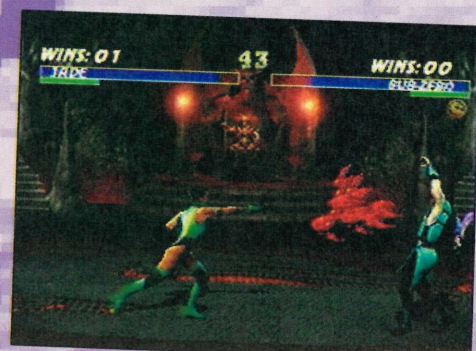


# BATTLE 1



didn't appear on your new machine last year, you'll be chuffed that the wait is over. Ultimate MK3 has arrived, and let us assure you, it's a blast!

**GT Interactive**  
**Available May**



## Resurrection: Cyberia 2

PC CD-Rom

Zak Kingston, intergalactic whizzkid hacker, and star of the award-winning title *Cyberia*, has spent the last three years deep in dreamland courtesy of his cryonic hibernation unit.

Now he's awake again, only to find out he's been slung head-first into yet another adventure of the century! The token evil government baddies

are seeking global domination with a little help from the deadly virus they've recently created. It should come as no surprise to learn that as Zak Kingston, cyber-hacker, you have to locate the antidote before the bad boys pollute the city's water with their nasty toxic goo.

This one should be in the office next month, so if you liked the original *Cyberia* offering, and you're in

desperate need of some

serious space-age battling, this just might be the game you've been dreaming of.

**By Virgin**  
**Available May**



## The Settlers 2

PC CD-Rom

A long time ago, in a galaxy far, far away... sorry, wrong story. A long time ago, long before our forefathers contemplated the idea of writing history books, ancient civilisations scattered the globe.

One such civilisation spawned a group of natives called the Latonians, who decided to travel the world on a mission for pastures new and never-ending piles of grub. They also fancied meeting up

with some of the numerous Latonian colonies on a far and distant land.

During the cruise to Utopia, their ship (the *Torius*) found itself slap-bang in the middle of one hell of a storm. Huge waves, lashing winds and a non-stop dose of torrential rain resulted in the *Torius* taking on the form of a battered

matchbox. The crew members were mightily relieved when the ship's wobbling carcass finally found its way onto the shores of a strange and unknown land.

Now, before you start moaning, this isn't some

fantasy fairy tale we've thrust upon you. It is in fact, the latest instalment in Blue Byte's groovy *Settlers* series.

In *Settlers 2*, you must again discover ancient lands and bizarre cultures, and try as you might to establish your very own empire in a far-flung corner of the globe.

The game boasts numerous weird and wonderful options, but to find out more on this corking product, you'll have to tune in next month for a comprehensive review

**By Blue Byte Software**  
**Available Summer**



## Magic Carpet

Saturn

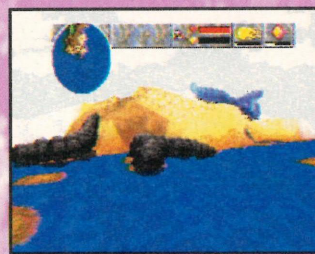
The latest PC game to leapfrog to the 32-bit pond is Bullfrog's much-heralded Magic Carpet. An action/flight sim straight out of *Arabian Nights*, Magic Carpet takes place in a 3D world where spells are weapons and mana is lifeblood.

You're aloft on a woven rug, trying to eradicate evil wizards by casting spells that do everything from building castles to levelling your enemies' domains. Your goal is to collect mana, the elixir of power

that earns you the most devastating spells and increases your castle-building abilities.

Magic Carpet weaves strategy into its action-oriented tapestry with monsters, such as griffins, and narrow chasms that hide mana. If Bullfrog ports the PC version exactly, the landscapes will unfold in real time.

**By Bullfrog**  
**Available May**



## Congo the Movie: The Lost City of Zinj

Saturn

Based on the short-lived and not particularly good flick, Congo is a first-person Doom-style action game that offers a change of scenery for the claustrophobic.

Congo's rendered 3D environments take you through your paces in vivid 360-degree jungle scenarios. Chest-thumping gorillas, giant mosquitoes, killer spiders and the like stall your search for the treasure of Zinj.

If you saw the film, you may recognise four areas within the game, but the musical score's original.

**By Sega**  
**Available Summer**



## Mortal Kombat II

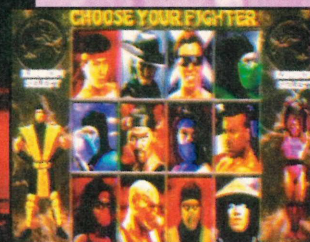
PlayStation

Not to be left out of the krowd, PlayStation komatants will soon get their MK II fix. This version of the popular head-to-head fighting game presents all the arcade fighters, including Reptile.

Babalities, Friendships, finishing moves, combos and hidden characters are also intact. Additional frames of animation on top of

enhanced graphics and sounds should up the enjoyment value of this classic fighter.

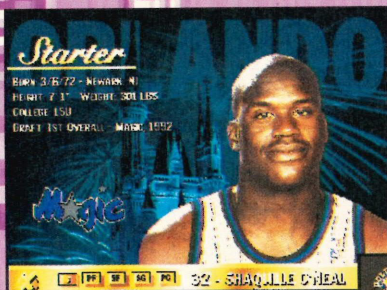
**By Acclaim**  
**Available May**



## NBA Live '96

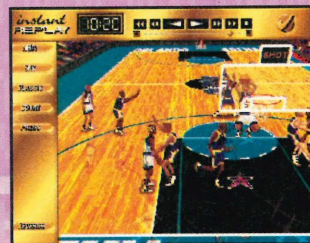
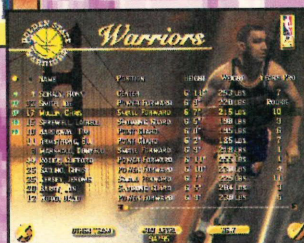
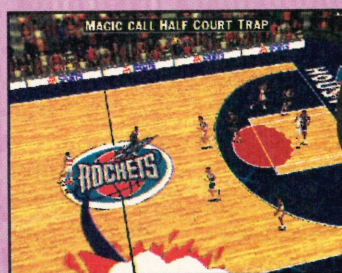
Five-on-five hoops action for up to four players comes to the PC with NBA Live '96. The game brings home all 29 NBA teams, their complete '95-'96 rosters, all-star and custom teams, more player stats, and new blocks and moves, including tip slams and dives. You also get exhibition, season play, and playoff modes, plus you can create the next Shaq or Magic with the create-a-player feature.

Live '96 intercuts the gameplay with video



sequences, while changing camera angles portray the action. CD-quality music is also part of the deal.

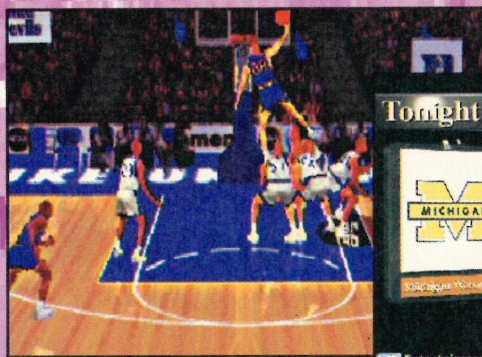
**By EA Sports**  
**Available April**



## NCAA Championship Basketball

PC CD-Rom

Aiming for authenticity in its first college hoops tryout, GTE Entertainment snagged the NCAA licence to bring all 64 Division I teams, their mascots, team colours and arenas to NCAA Championship Basketball. Building your team from walk-ons or seasoned players, you can play exhibition, tourney and regular-season modes. The A.I. builds experience for individual players based on pressure during gameplay, age and abilities, so the freshman team you begin with can walk away the battle-tested champions.



Realistic player movements designed with motion-capture techniques drive NCAA's on-court action.

Some 4500 frames of animation mean that behind-

the-back dribbles and slam dunks are depicted with realism and fluidity.

**By GTE Entertainment**  
**Available April**



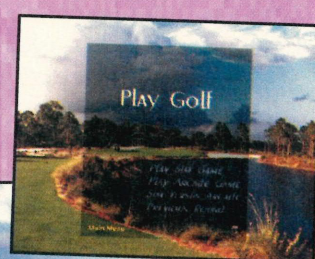
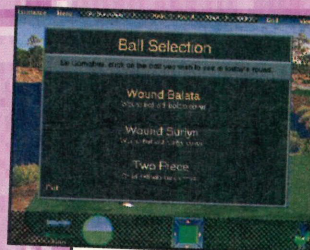
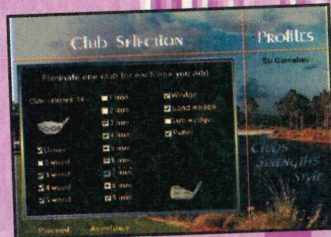
## Greg Norman Ultimate Challenge Golf

PC CD-Rom

Options abound in Greg Norman Ultimate Challenge Golf, though you play on only one course. You play as the Shark or compete against him, or choose from a selection of female and male golfers.

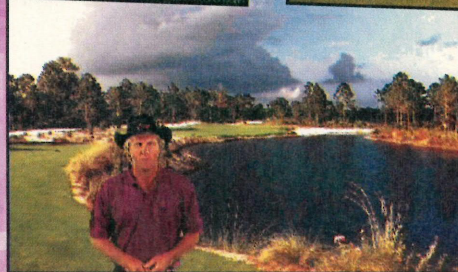
Players can be customised from a menu of 44 attributes, and your clubs and balls are also subject to your whim.

In addition, Ultimate offers arcade-style play where you tee off just as you would on the green, or you can program your swing for maximum effort, calculating the spin,



shot height and power of your swing. Four views of the course keep you on top of the action, and Norman provides commentary during helicopter fly-bys.

**By Grolier Interactive**  
**Available April**



## Orion Burger PC CD-Rom

Mankind is threatened by a new kind of interstellar fast food emporium. An alien race is starting up this chain of restaurants, and is currently in search of a regular supply of unintelligent life forms to use for burger-filling.

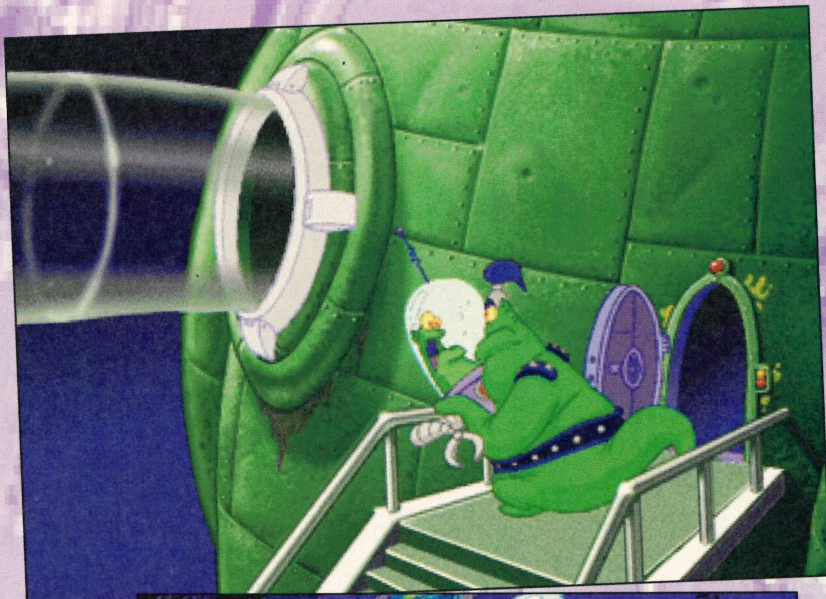
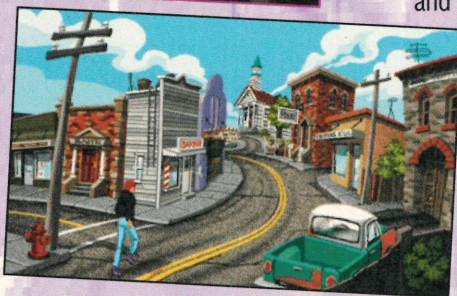
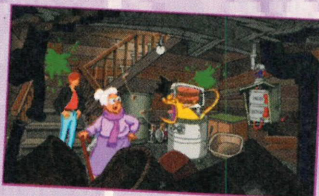
Unfortunately for us, humans seem to fit the bill rather well, so it's up to you to save the planet from

these dastardly invaders, hell bent on giving a new meaning to the 'Family Meal' experience.

Orion Burger contains some glorious animation and backdrops (inked by the hands of professional animators), and a plot similar to the classic movie *Groundhog Day*, whereby you get to live the same day over and over again.

We'll keep you posted about the imminent arrival of the finished version of Orion Burger. Check out the next mag.

**By US Gold**  
**Available April**



## Terranova

PC CD-Rom

Looking Glass Technologies wowed us all last time around with its formidable flight sim, (or should that be flight play-thing?) *Flight Unlimited*.

The news just in from Virgin is that it'll be publishing a new game from the same 3D, texture-mapping, loop-the-looping maestros of the US, and it'll be called *Terranova*.

Very little has been seen of the game, apart from a brief



demo in a top secret location, somewhere in London. Of course, the Pros were there to report back to you, our beloved readers, and the news is that it's shaping up a treat.

Probably best described as *Mechwarrior* meets *X-Com* with a twist of *Doom* (if you see what we mean), let us assure you this is gonna be a very special release indeed.

For now, check out these piccies. We'll be reviewing it next month. Oh, and it's fast as hell.

**By Virgin**  
**Available April**

# Command & Conquer: Red Alert

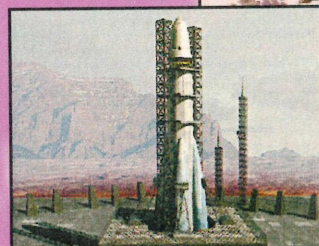
PC CD-Rom



Before World War II, before Hitler rose to power, before Command & Conquer, another enormous empire was about to storm across Europe – the U.S.S.R. The prequel to the best-selling Command & Conquer, Red Alert puts you face to face with the mighty Soviet Empire, which is poised for conquest under the leadership of the

tyrannical Josef Stalin.

Fighting on land, at sea and in the air in this combat strategy game, you manipulate a new arsenal of machinery, munitions and manpower, including attack dogs, chemical bombs, saboteurs, subs, paratroopers, land mines, bombers and cruisers. Among the game's other new features



are an enhanced A.I. that's tougher than ever, a Skirmish mode that lets you practise manoeuvres, and larger maps that are double the size of those in C&C.

With three paths to victory (two as the Allies and one as the Soviets) and at least 13 missions per path, Red Alert provides a full combat experience.

**By Virgin**  
**Available June**

## X-Perts

Mega Drive

Sega's newest Mega Drive game puts you in charge of the X-Perts, a three-person squad tasked with annihilating a terrorist group that captured an undersea lab. The action goes down in a unique blend of gameplay styles – as in Streets of Rage, you wander the levels

searching for a fight, but once the battle begins, it's standard Mortal Kombat-style fighting. Some strategy elements spruce up the mix as well.

Shadow, of Eternal Champions fame, is back to lead the X-Perts, but players simultaneously control all three



characters and switch among them. The game automatically saves as you progress, and the mission objectives change each time you play to enhance replay value.

This version is too preliminary to call it a star or a stinker, but the premise is sure intriguing. Keep your eyes peeled for future updates.

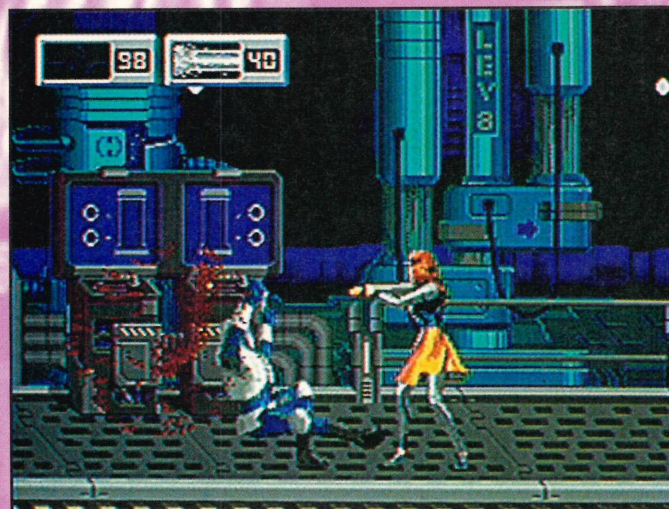
Does X-Perts have the juice to rejuvenate the Mega Drive? Only hands-on play time will tell, but this advance look seems promising.

For a Mega Drive game, the graphics shine even at this very early stage. The respectably



large, rendered sprites move, fight and shoot with realistic grace. More variety and interaction with the scenery would improve the final version, though. Few sounds are included yet, but Sega plans to have a commentator that points out important off-screen events.

**By Sega**  
**Available May**



## Strife PC CD-Rom

Rogue beefed up the Doom engine for its promising action/role-playing game, Strife, which creates a first-person universe with integrated levels. You're a rebel against tyranny who undertakes missions to bring down the Order. Strife augments the Doom-like gameplay with weapon enhancements, warps, jumps, and an eight-player mode.

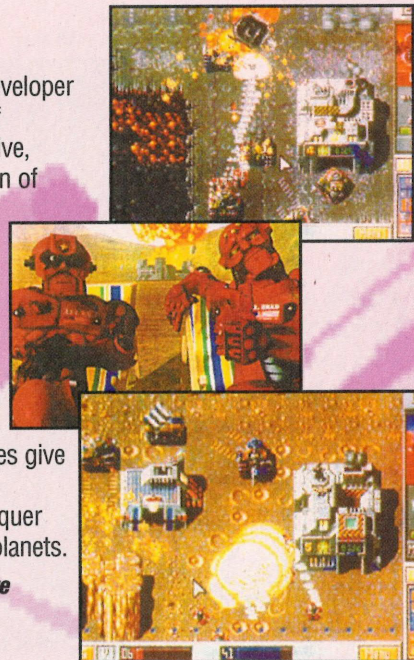
*By Rogue Entertainment  
Available Summer*



## Z PC CD-Rom

Bitmap Brothers, the developer that brought Soldiers of Fortune to the Mega Drive, brings a raucous version of Capture the Flag to the PC. In this overhead-view combat strategy game, you command an army of no-good robots who sometimes follow orders (such as capturing munitions factories) and sometimes give you lip. Body parts and shrapnel fly as you conquer the enemy across five planets.

*By Virgin Interactive  
Entertainment  
Available May*



## EarthSiege 2 PC CD-Rom

You get your choice of murderous mech wars or aerial combat in this sequel to EarthSiege. Either way, expect excellent explosions, awesome armaments and plenty of riveting, riotous shooting action. In EarthSiege 2, you lead a squadron against invading Cybrid forces. Stunning graphics and digitized voices heighten the realism.

*By Sierra On-Line  
Available April/May*



## Abuse PC CD-Rom

If you're not ambidextrous, be prepared for Abuse as you use both keyboard and mouse to move and shoot in this side-scrolling action/adventure game. The dual control sets up a 360-degree field for firing as you blast alien creatures across the 18 levels of their labyrinthine complex.

*By Crack Dot Com  
Available May*



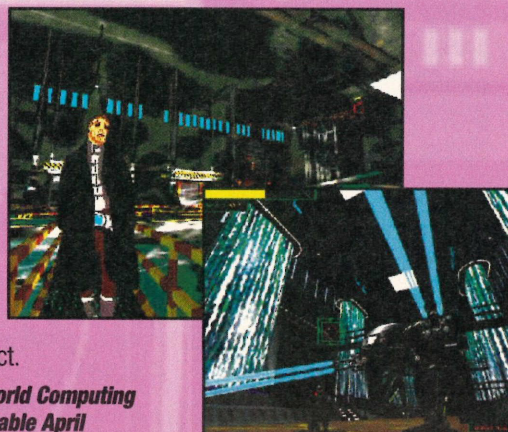
## Wetlands PC CD-Rom



If variety is the spice of life, Wetlands' diversity will salt your PC plenty. This first-person game gives up multiple types of gameplay, various vehicles like speeder bikes that you commandeer, and diverse

environs. The animation is refreshingly different too, as you spend your time hunting down a dangerous, escaped convict.

*By New World Computing  
Available April*

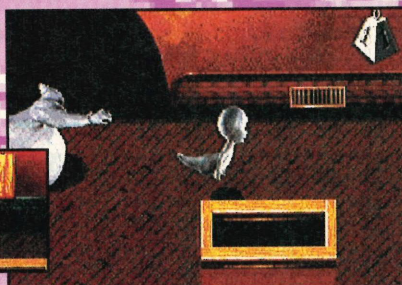
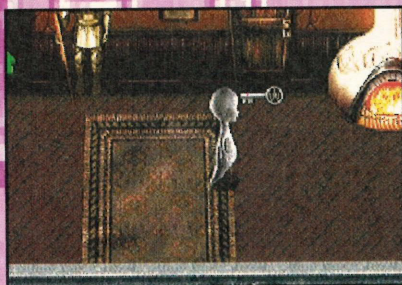


## Casper

PlayStation Saturn 3DO

Casper scares up puzzle-solving action in this action/strategy game based on the movie. As Casper, you search for missing pieces of the Lazarus Machine. Voices and 3D character models from the flick add to the fun.

**By Interplay**  
**Available April**



## Chronicles of the Sword

PlayStation PC CD-Rom

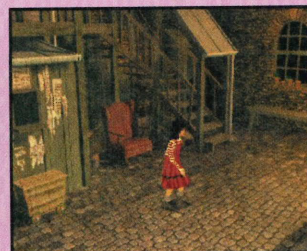


Chronicles continues the Arthurian legend in the graphic adventure realm. From first and third-person perspectives, you explore areas to uncover secrets and match wits and weapons with enemies.

**By Sony Interactive**  
**Available June**

## City of the Lost Children

PlayStation PC CD-Rom



This action/adventure game sends you on a search through 100 rooms. The animated 3D characters were rendered with models and motion-capture techniques.

**By Sony Interactive**  
**Available June**

## Deadly Skies

PlayStation Saturn 3DO PC CD-Rom



Engage in one or two-player dogfights with your choice of a fully armed F16, MIG29 or F117A Stealth Bomber. Rendered 3D backgrounds and polygon graphics enliven the aerial action.

**By JVC**  
**Available April**

## Floating Runner

PlayStation



Floating Runner's character looks like Sonic minus the red sneakers. The forward-scrolling gameplay sends you leaping across platforms and dodging attacks in a 3D world.

**By T-HQ**  
**Available May**

## Maximum Surge

Saturn PC CD-Rom



You'll get a surge from the first-person shooter action in this seek-and-destroy game that's packed with familiar Hollywood faces, including Yasmine Bleeth (*Baywatch*).

**By Digital Pictures**  
**Available May**

## Mohawk

Super NES

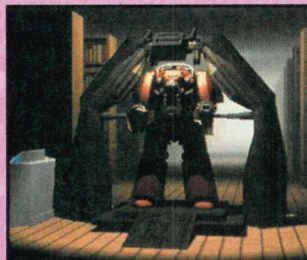


Mohawk's supersonic pace, action/adventure gameplay, and huge levels bring to mind another speedy mammal, but this green-haired dude's world turns upside-down like Sonic's never could. The side-scrolling action is for two players.

**By T-HQ**  
**Available June**

## Spacehulk

PlayStation

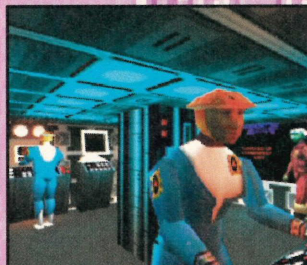


Straight from an amazing run on the 3DO, this 3D Doom clone looks set to storm onto the PlayStation with the same degree of success. Monster zapping and plenty of running up and down tunnels aho!

**By Electronic Arts**  
**Available May**

## Sentient

PlayStation PC CD-Rom



This graphic adventure combines action, strategy and role-playing with real-time gameplay, where characters make game-altering decisions while you're playing.

**By Sony Interactive**  
**Available Winter '96**

## Snowjob

3DO

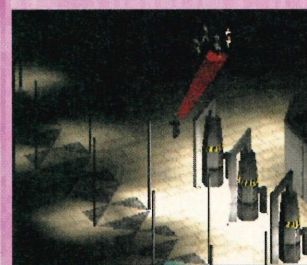


Somebody's trying to deep-six assistant district attorney Lara Calabreeze... 20 somebodies, in fact! Your job in this graphic adventure is to bag the bad guy before Lara ends up in a body bag.

**By Studio 3DO**  
**Available April**

## Syndicate Wars

PlayStation PC CD-Rom



You choose one of three characters in this strategy/action sequel to Syndicate. Complex missions up the challenge. Enhanced graphics include light sourcing.

**By Bullfrog and Electronic Arts**  
**Available May**

## Diablo

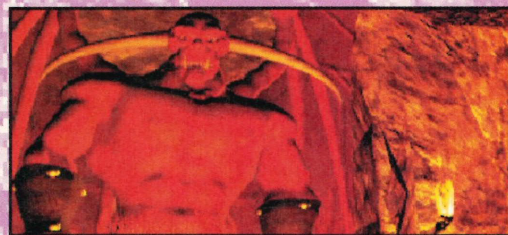
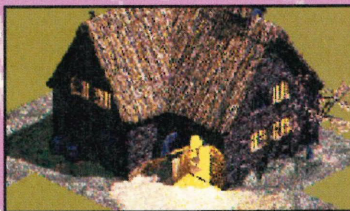
PC CD-Rom

A familiar tale sets the stage for this promising RPG-style adventure. Your medieval village is plagued by an evil force, and you must descend into maze-like crypts beneath the town to seek revenge.

Diablo presents you with a series of missions that you must solve by talking to villagers, poking around in the crypts and, of course, slaughtering monsters. The mystery of the town's plight unfolds gradually as you gain more powerful fighting skills, weapons and magic. The dungeons are randomly generated, so the game stays fresh with new traps, monsters and treasures in each foray.

Snazzy rendered 3D graphics promise to lend this demonic tale an eerie fire-and-brimstone atmosphere. But you won't have to face the darkness alone – multi-player options let you go head-to-head over a network or modem.

**By Blizzard Entertainment**  
**Available Spring**



## Crash Bandicoot

PlayStation

So far, no mascot has captured the hearts, minds and dollars of PlayStation owners in quite the same way that Sonic and Mario won over Mega Drive and SNES gamers. Crash Bandicoot, an orange, rat-like marsupial, could possibly change all that.

The game smacks a little of Sonic. There's an evil doc, Dr Neo Cortex, who wants to rule the world, and a girlfriend named Tawna who needs rescuing. But, unlike the typical side-scrolling action/adventure platform hopper, Crash Bandicoot moves and grooves with multiple views inside his 3D world.

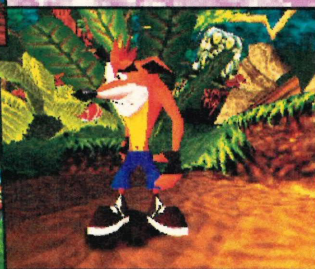
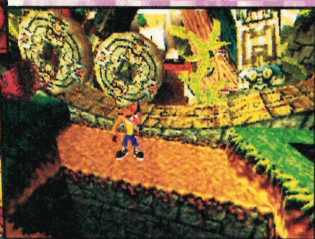
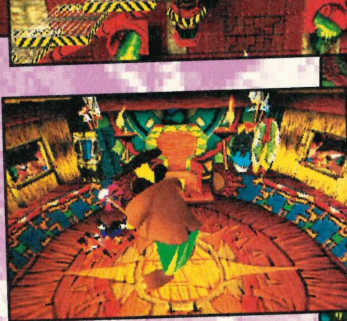
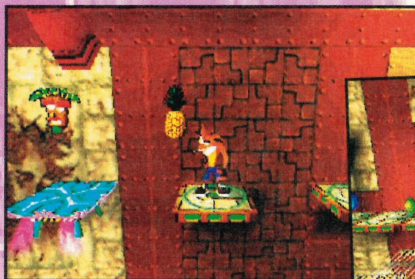
Universal Interactive intends to have 30 levels of gameplay, replete with bonus rooms and hidden items à la DK Country.

Game development is only at the halfway point, but

graphically, this has the early looks of a winner. Crash and his cohorts jump off the screen in fully rendered 3D animation.

The game's theme music and sound effects weren't available for preview, but the effects are reportedly being created by movie-effects editors. It looks like Crash could have all the bells and whistles necessary to make him the PlayStation mascot – now we just need to wait for the gameplay.

**By Universal Interactive**  
**Available Spring**



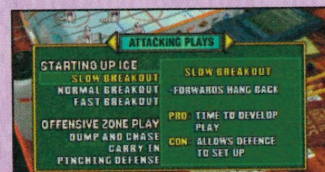
# Powerplay Hockey '96

PC CD-Rom PlayStation

Hot on the heels of such PC gaming titles as Wayne Gretzky and EA's never-ending run of NHL hockey simulators, comes Radical Software's Powerplay Hockey '96.

Next gen conversions are due to be released through Virgin Interactive around summertime, with the PC version arriving slightly earlier, in May. The Saturn version will feature a six-player option where, with the help of various joypads, a six-way adaptor and a hungry bunch of willing fingers, you and your friends can battle it out amongst official NHL stars.

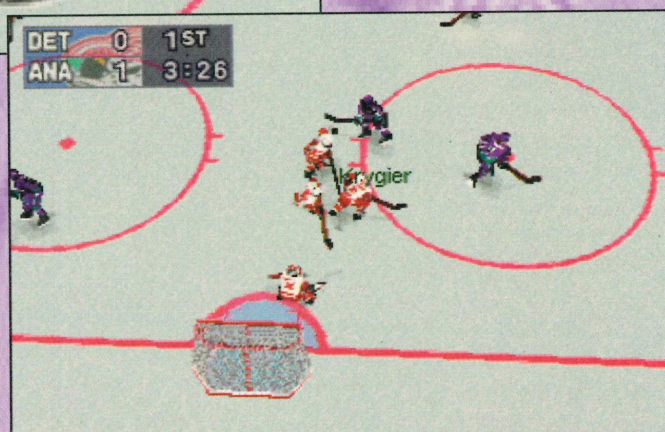
A multi-player option will be included in the PlayStation version too, but at the time of going to press, no firm figures were available. As mentioned earlier, Powerplay



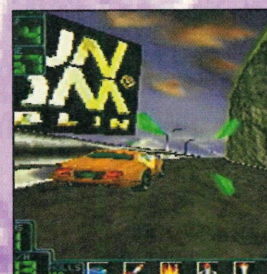
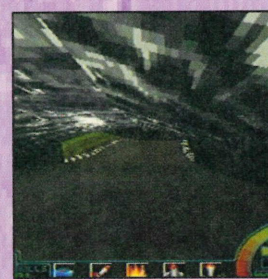
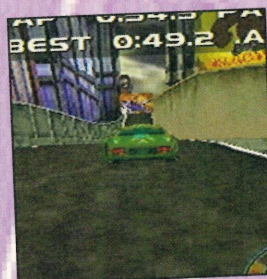
Hockey '96 will carry official NHL hockey squads.

The game has been fully endorsed by the great NHL, so expect to see loads of fancy logos, team statistics and the like when this beauty surfaces. We've got review space put aside for Powerplay Hockey next month. Don't miss it!

**By Virgin**  
**Available June**



# Impact Racing PlayStation



Whoooooooooooooooooahhhhh! Spare pants and plenty of eye relieving fluid will be required when you strap yourself into JVC's latest PSX psychotic screamer, Impact Racing.

The aim of the game is incredibly simple, even by videogame standards – drive

your selected vehicle at breath-taking high speed around various courses consisting of gut-wrenching corners, high-speed turns and unbelievable jumps.

Blow up the opposition with your numerous items of destruction (heat seeking

missiles, machine guns, mines, fire balls, etc...) and when you've reached the required amount of bloodshed, you progress to the next level.

It may be simple, but Impact Racing will sort out the men from the boys.

You thought Wipeout was fast? Well check out next month's mag. We'll have a full review of Impact Racing and we'll show you just how quick this true PSX speed demon really is!

**By JVC**  
**Available Summer**

# Wing Commander III

PlayStation

So, Playstation owners thinks they can edge in on some Kilrathi dogfighting action eh? They Probably haven't even heard of the Kilrathi, we'll bet.

But we forgive you for your sins, oh young joypad wagglers. In fact,

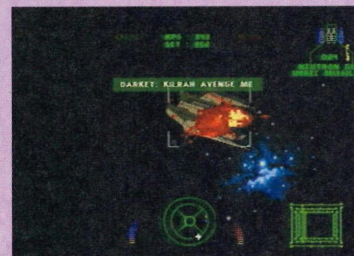
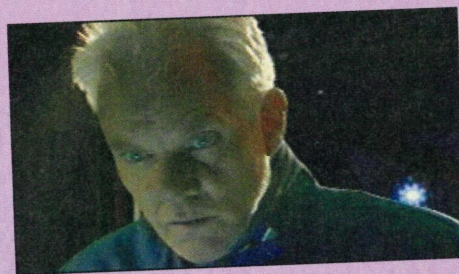
us crusty old PC game-players are probably too old to appreciate any new technology, so let's start again.

Welcome to the world of Kilrathi bashing. You're gonna love it, especially now that Origin (creator of this long-running series) has interwoven the shooty bits with top-quality film sections, to keep players glued to the twisting plot.

When Wing III – Heart of the

Tiger was launched last year for the PC, it sold out on day one. Well almost. What really happened is that the world's PC gamers held hands, looked up to the skies and rejoiced. Hooray for you lucky Playstation people. Hooray!

**By Electronic Arts  
Available April**



# Quake PC CD-Rom

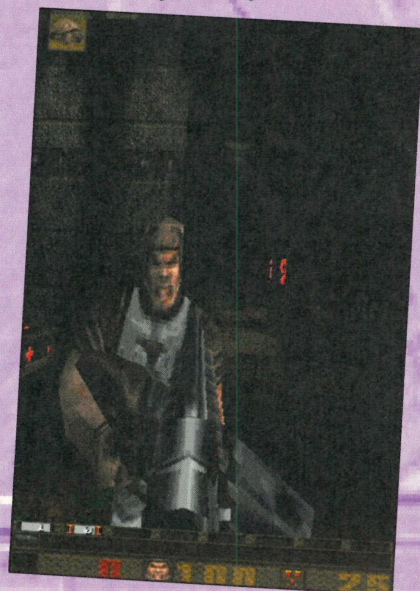
Wake up! Wake up! It's not a dream, it's true. It's finally here. Yes, awake from your hibernation Doomsters, because the game which will suck the remaining life force from your body awaits

your immediate attention.

Alright, it's not quite ready – in fact, it's probably a few more promised deadlines away – but who cares? Those glorious id folk have released a death-match demo in which up to eight

fighters can take to three scenarios and kick the living daylights out of each other.

The 3D engine is working well, but you're gonna need a Pentium machine to enjoy it. Oh, and a network or serial cable to play it.



There's a medieval set, one with loads of lava pits in it, and a third military-type situation. They're all pretty playable.

If you want to join in with the testing fun (id swears blind that this is only a very early test version – not even an Alpha or Beta), download the game from CompuServe's Action Games forum. Meanwhile, here are some pics for those without on-line access.

**By GT Interactive  
Available Soon**

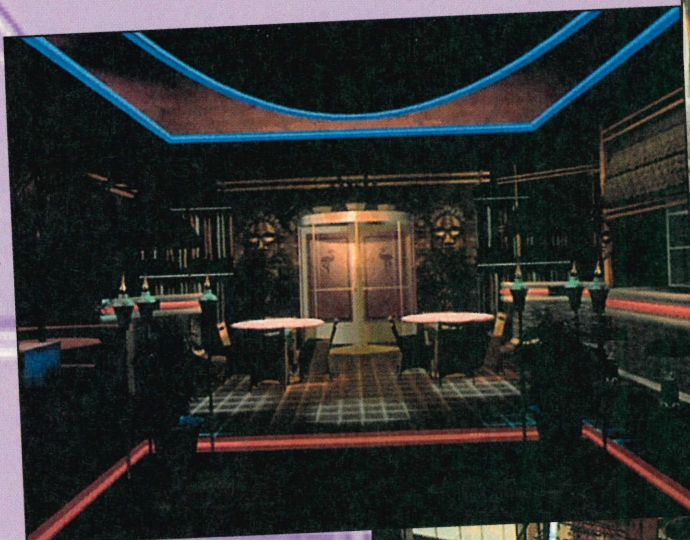
# The Pandora Directive

PC CD-Rom

Probably best known over the last half-decade for its series of Links golf games on the PC, Access Software can now be considered the true pioneer of the interactive movie.

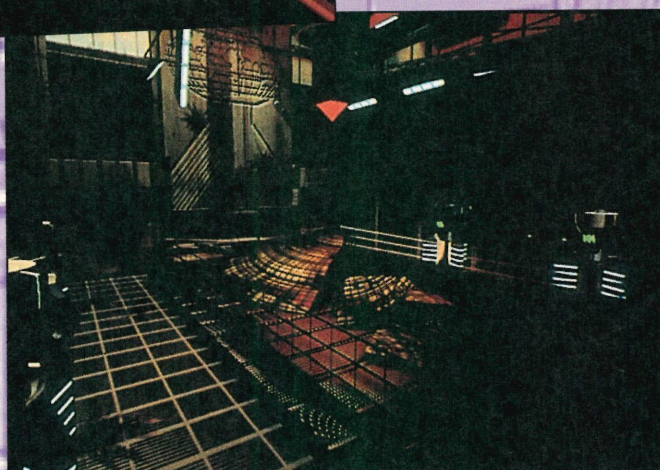
Almost two years ago it launched *Under A Killing Moon*, an adventure game which can lay claim to being the first decent big-budget full-motion-video movie.

Combining big-name Hollywood talent (Margot Kidder – Superman) with computer-generated sets, fast 3D and a good dose of humour, Access helped to get the genre off the ground. PC owners, who were once so cynical about this type of game, changed their ideas.



Almost two years on, the follow-up to UAKM is ready for launch. The Pandora Directive carries forward the FMV and (improved) 3D technology which made the first game such a success.

However, the interface for the new game is where most similarities end. It is built around a completely new story, with no connection to *Killing Moon* apart from the use of bumbling Private Eye Tex Murphy as the main game character. There's a great supporting cast of well-known actors, including Barry Corbin (Maurice from *Northern Exposure*, *War Games*), Tanya Roberts (View to a Kill, *Beastmaster* and *Charlie's Angels*!!).

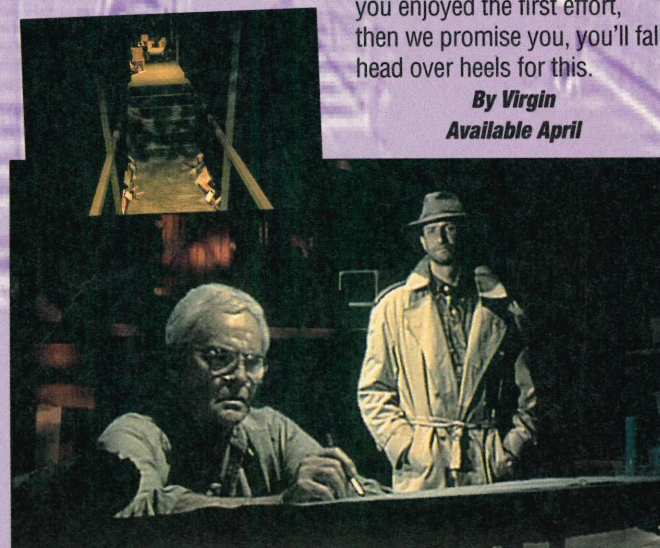
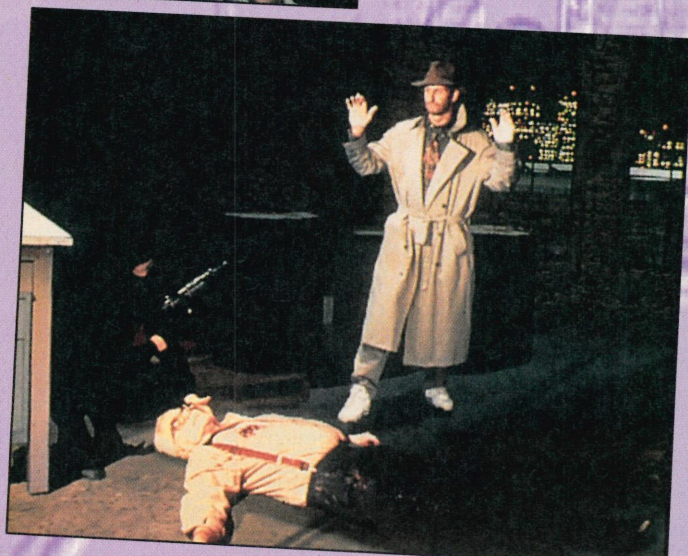
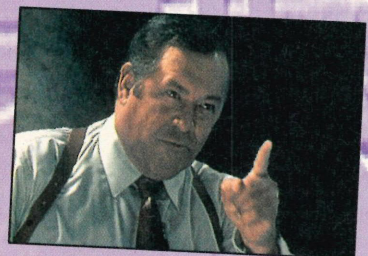
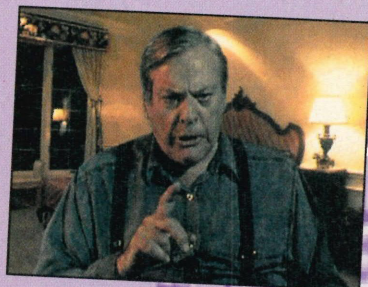


This time Tex has been called upon by a wealthy old man to undertake what at first seems like a run-of-the-mill missing persons case. On finding said person, it becomes apparent that he was involved in the famous Roswell UFO incident and some connected

military work. From this point on, as you might guess, the story starts to unfold at a tearaway pace.

Programmed onto no less than six CD-Roms, the Pandora Directive should, like *Under A Killing Moon*, be a rollercoaster ride of a game. If you enjoyed the first effort, then we promise you, you'll fall head over heels for this.

**By Virgin**  
**Available April**



## Guardian Heroes

Saturn

This once appeared on the Neo-Geo, but is now making its way to the Saturn.

Guardian Heroes centres around the exploits of four warriors. Choose one, then battle your way through 30 levels of scrolling beat'em-up action in a style very similar to the old arcade favourite, Golden Axe.

As you wander around from left to right, you must try your hand at destroying a certain number of enemies before



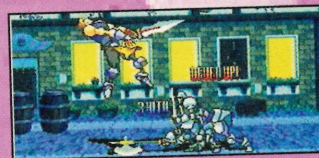
moving onto the next stage.

Guardian Heroes contains some genuinely luscious backdrops, excellently drawn

cartoon-like sprites, and is looking quite good.

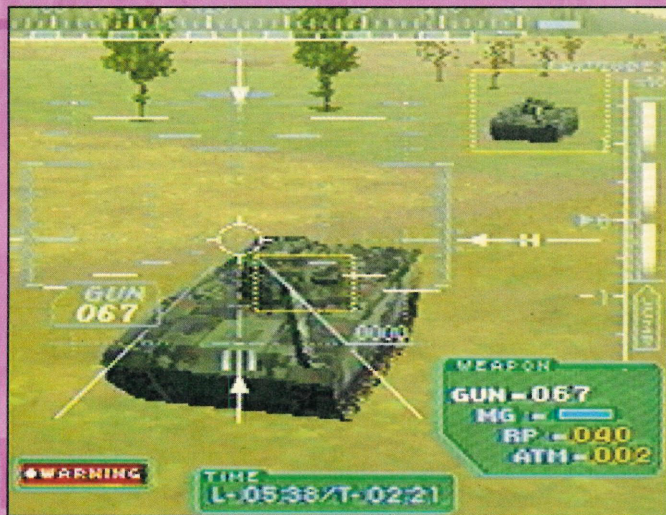
**By Treasure**

**Available May**



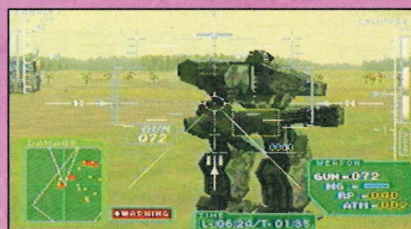
## Gun Griffon

Saturn



Created by the same people who brought Slipheed to the Mega CD, Gun Griffon is a Thunderhawk-style game. The big difference is that it features robots instead of helicopters. The introduction sequence was created using TrueMotion software, and it could well be the best bit of Full Motion Video seen on the Saturn yet.

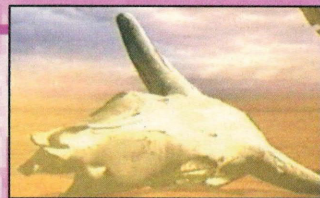
When Gun Griffon was released in Japan a month ago, it was well received by critics and pundits alike. Only time



will tell whether it will do the same over here in Blighty.

**By GameArts**

**Available May**



## The Horde

Saturn

Crystal Dynamics did a sterling job when asked to produce some new titles for the 3DO.

The Horde was probably the best of the CD bunch, and now it's about to be re-launched for the Saturn.

The nice thing about this game is that underneath the colourful, arcade look, there is

a throbbing strategy engine which demands attention.

The Horde is based around village life back in medieval times, when taxes were high and everyone owned a cow.

Guard your land, protect your cattle from the Horde, and you'll go far. We'll tell you more later.

**By Crystal Dynamics**

**Available April**



## Star Fox 64

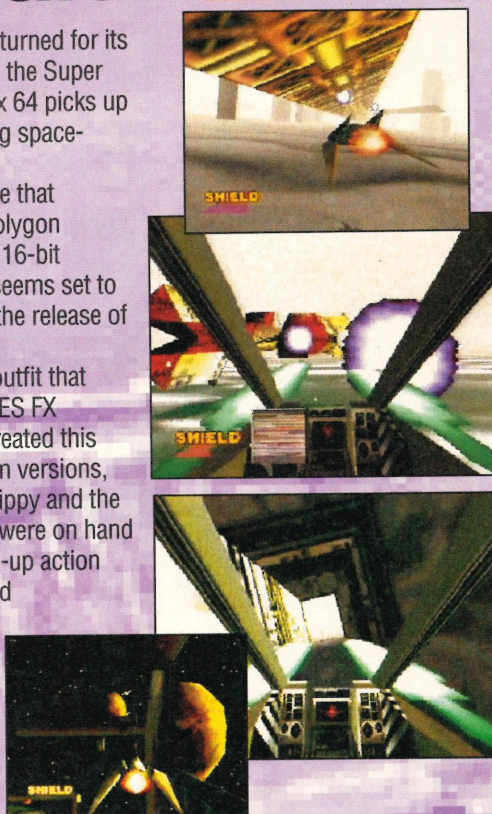
Nintendo64

Star Fox never returned for its second round on the Super NES, but Star Fox 64 picks up the planet-busting space-shooter action.

This is the game that introduced 3D polygon environments to 16-bit systems, and it seems set to go ballistic with the release of the Nintendo64.

Argonaut, the outfit that designed the SNES FX graphics chip, created this cart. In the prelim versions, Fox McCloud, Slippy and the rest of the gang were on hand for the shoot'em-up action using cockpit and behind-the-ship gameplay views.

**By Nintendo**  
**Availability Date**  
**Not Yet**  
**Announced**



## Super Mario Kart R

Nintendo64

Easily one of the best 16-bit racing games ever, Super Mario Kart will also drive Mario World's go-kart action to the Nintendo64. You'll wheel and deal with such classic Nintendo characters as Luigi, Koopa, the Princess, Bowser... and Wario! As you race the gang across multiple 3D polygon, texture-mapped tracks, you can watch the gameplay views



from either a behind-the-cart or head-on perspective.

Two players can drive via a horizontal split-screen view, but four-player racing will split the screen into four square sections. Mario Kart looks like it's a game headed for the fast lane.

**By Nintendo**  
**Availability Date**  
**Not Yet Announced**



## Pilotwings 64

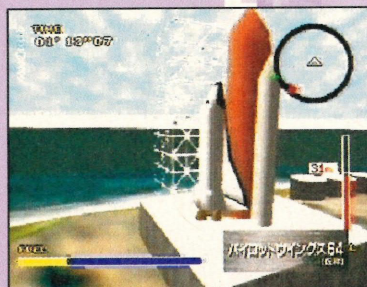
Nintendo64

Pilotwings helped usher in the Super NES many moons ago, so it seems fitting that it will also fly wingman to the Nintendo64. As in the original, you fly through obstacles to hit the bull's-eye landing pad. You'll choose from six characters and a variety of aircraft, including a personal rocket-pack, a hang glider and a gyrocopter.



Paradigm Simulations, best known for its non-gaming vehicle sims for such outfits as the U.S. military, designed the game. That means combat may very well be included in this version of Pilotwings.

**By Nintendo**  
**Available Autumn**



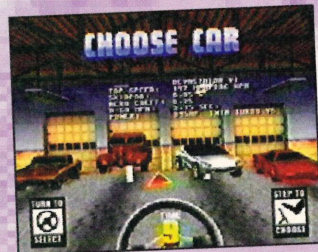
## Cruis'n USA

Nintendo64

Cruis'n USA will lead what should be a pack of racing games for the Nintendo64. Like its arcade predecessor, the game will put you behind the wheels of classic American cars, souped up to shatter speed limits in a cross-country race.

The arcade game is good old fashioned racing fun, but this version will feature true 64-bit programming with rendered 3D polygonal vehicles and multiple, controllable driving views.

**By Nintendo**  
**Availability Date**  
**Not Yet Announced**





## Waverace

**64 Nintendo64**

Remember F-Zero? The dizzying racing game that accompanied the SNES at its launch.

Waverace is a similarly stomach-flouncing racing game that features high-speed jet boats that bump hulls



across a variety of watery courses. You'll race through canals, across wide ocean expanses and through dark underground rivers, among other places. You control the action from behind-the-vessel, overhead, and toward-the-camera views.

**By Nintendo**  
**Availability Date**  
**Not Yet Announced**

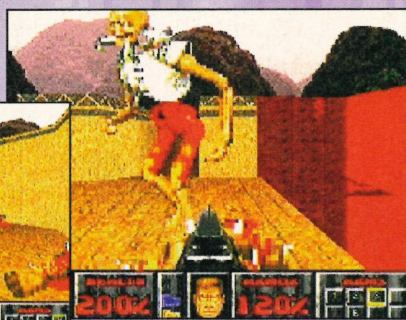
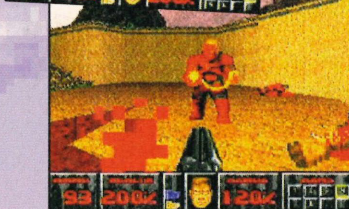
## Doom 64

If you're a Doom fan looking for the brand new instalment, look no further. Doom 64 will be a unique version of the trend-setting first-person shooter that will not appear for any other system, including the PC. You'll still be required to hunt down weird monsters in face-to-whatever gun battles, but rumour has it that this time the action may spread from Mars



onto other worlds. Hey, as long as the shotgun's still handy, who cares where the battle takes place?

**By Williams Entertainment**  
**Availability Date**  
**Not Yet Announced**



## Star Wars: Shadows of The Empire

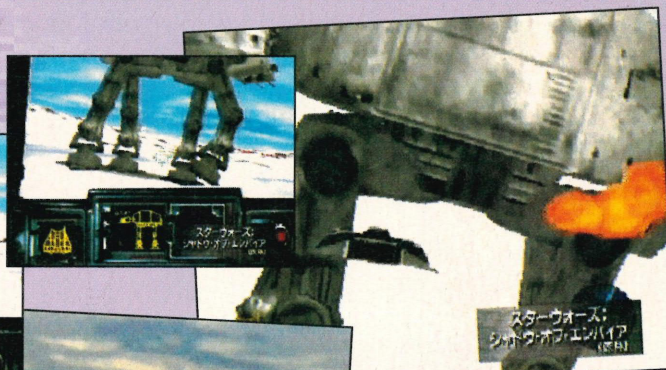
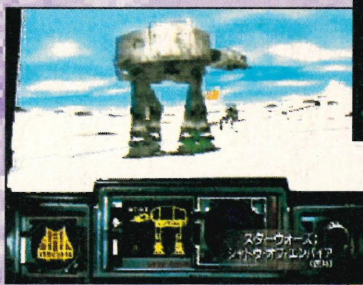
**Nintendo64**

The Empire is primed to strike back in dramatic fashion. You'll spearhead the Rebel Alliance's forces by flying several types of Star Wars spacecraft from cockpit and outside-the-ship views. Early demos featured the snowspeeders, but expect to fly X-wings and speeder bikes too.

The story is set in between the movies The Empire Strikes Back and Return of the Jedi. Of course, the evil Emperor's forces will feature classic Empire hardware like the Imperial Walkers.

It's not yet clear how much of a participant Darth Vader will be, but rest assured that the Dark Side of the Force will be in full fury when this is released.

**By LucasArts**  
**Available Autumn**





#### Page 90

Wayhey! PlayStation blood-letting fun agogo. We guide you through the tricky bits of Gremlin's top blaster, Loaded!

#### Page 96

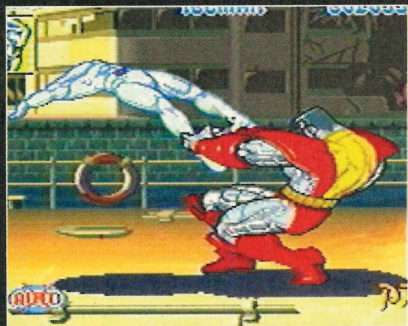
Oh my, even more blood! This time around it's Ocean's SNES conversion of the classic Doom that we help you out with. Get to the end fast, with the Pros!



# S.W.A.

**Video Game Strategies, Weapons and Tactics**

Strategy is the name of the game this month as we take Gremlin's bloodfest, Loaded, the mighty Doom, and Saturn spook-spectacular D completely to bits. Secret rooms, hidden weapons, boss beating hints – we've got the lot and we're kindly giving it all to you! You lucky blighters!



### Page 98

Find out how to play as Street Fighter's Akuma thanks to just one of our exclusive tips and cheats! Loads more await you overleaf!



### Page 102

Acclaim's spooky roamaround, D, takes some beating, so the Pros have kindly knocked up this little guide to the tough sections. Enjoy!



This month, the Pros bring you the second instalment of their top Loaded guide. Hidden rooms, secret power-ups and the location of the keys are revealed!



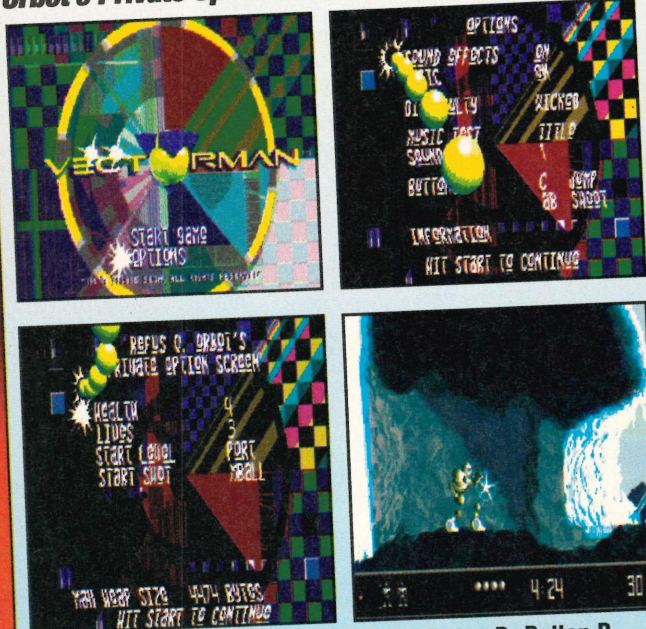
# S.W.A.T. PRO

Video Game Strategies, Weapons and Tactics

## Mega Drive

### Vectorman

#### Orbot's Private Options Screen



At the Options screen, press **Button A, Button B, Button B, Button A, Down, Button A, Button B, Button B, Button A, Button B, Button C**. A new screen appears named "Refus Q. Orbot's Private Options Screen". This lets you increase health and lives, power-up your weapon and select any level.

## PlayStation

### Loaded

#### Power-Up Codes and Level Skip



To do any of these codes, start a game and pause it. At the Paused screen that appears, **hold Button L1 and Button L2 for at least 10 seconds**. Continue to hold the two buttons after 10 seconds have passed, then do the following button presses. To use the cheat, highlight it and **press Button X**

Restore health: **Press Right, Right, Left, Down, Down, Up, Button ▲, Button ●**

More ammo: **Press Down, Right, Button ●, Left, Right, Button ●**

Weapon power-up: **Press Right, Down, Right, Button ▲**

More lives: **Press Left, Down, Right, Button ▲, Button ■, Button X, Button ●**

More smart bombs: **Press Button R1, Button R2, Button X, Button ▲, Button ■, Button ●, Button R1, Button R2, Button ●, Button ●, Button ■**

Skip level: **Press Button X, Button R1, Button ▲, Button R1, Button ■, Button ●, Button R2, Button R2, Button X, Button ■, Button ▲, Button ●**

## Mega Drive

### Earthworm Jim 2 Energy Refill and 10 Mealworms

Energy refill: Pause during a game and **press Button A, Button B, Button C, Button A, Button B, Button C, Button A, Button B, Button C**. You hear a warping sound if you did the trick correctly.

Unpause the game and your energy will be refilled. This trick works only twice in a level.

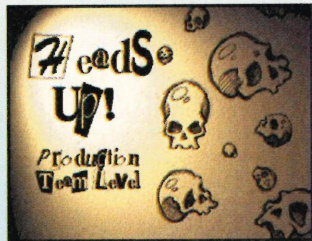
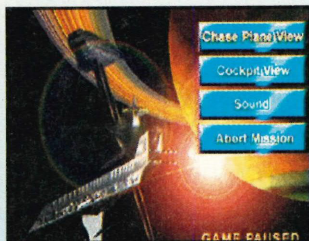


Ten mealworms: Pause during a game and **press Button C, Button A, Button C, Button A, Button C, Button A, Button C, Button A**. You hear a warping sound if you did the trick correctly. Unpause the game, and you have 10 mealworms. This trick is more effective on the Villi People and Circus of the Scars stages.



## Saturn

### Solar Eclipse Hidden Stage



Start a game, pause it, then press **Right, Down, Down, Left, Button C, Right, Button A, Button Z, Button Y**. If you did the trick correctly, you see a screen that says, "Heads Up! Production Team Level". Now the enemies' heads are replaced by the heads of the people who made the game.

## Super NES

### Spawn Passwords

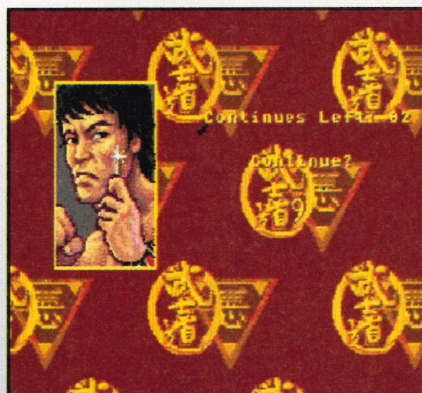
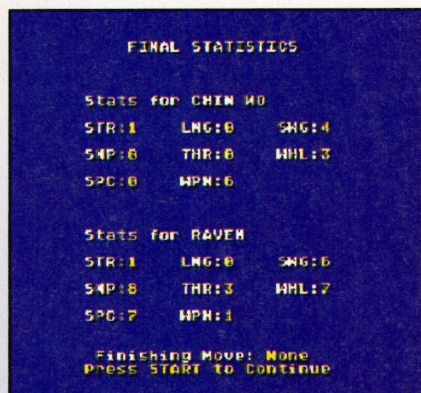


Level 2: **D9963D1D**  
Level 3: **4H253DGF**  
Level 4: **4CC138CF**  
Level 5: **0C4F458H**

Level 6: **D31551FG**  
Level 7: **09BF596F**  
Level 8: **DB8D9B4H**

## Sega CD

### Eternal Champions: Challenge From the Dark Side Hidden Fighters



Using a six-button controller on Controller Two, enter each of the button presses below at the Final Statistics screen after a match. If you did the code correctly, you hear a sound. Then, at the Continue screen, let the timer run out. Start another game and the hidden fighter appears.

Blast: **Press Button Z, Left, Button Y, Up, Button X, Button B, Mode button, Right, Up**

Chicken (Crispy): **Press Mode button, Up, Button C, Up, Mode button, Button**

**Y, Button Y, Right, Mode button, Button A, Left**

Chin Wo: **Press Button B, Button Z, Up, Mode button, Right, Button C, Button B, Up, Button Y, Up**

Dog (Yappy): **Press Button Y, Button Y, Up, Down, Mode button, Down, Button Z, Up, Up, Button X**

Hooter (Owl): **Press Button X, Button C, Right, Button X, Button B, Right, Button Z, Button A, Mode button, Up**

Senator: **Press Right, Button C, Button C, Left, Mode button, Button B, Down,**

**Button X, Button A, Button X, Mode button**

Slither (Snake): **Press Button B, Button Y, Up, Up, Button C, Button X, Left, Up, Button X, Button Y**

Thanatos (Reaper): **Press Mode button, Button C, Button Y, Button A, Button B, Up, Button B, Button B, Button Y, Button Z, Button C**

Zuni (Monkey): **Press Button Y, Button X, Down, Button B, Mode button, Up, Button X, Up, Up, Left, Button Z, Up**

# S.W.A.T. PRO

Video Game Strategies, Weapons and Tactics

## PlayStation

### Doom

#### Passwords for Ultimate Doom



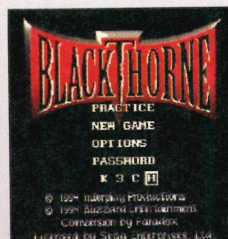
- 01 Hangar: WLHYHCPWWW
- 02 Plant: PFX7ZN3NNN
- 03 Toxin Refinery: WLHYHCPVVV
- 04 Command Control: PF7XZ3NNMM
- 05 Phobos Lab: P7XFZ3NNMM
- 06 Central Processing: PL1RY81LLL
- 07 Computer Station: LWHYHPCPPP
- 08 Phobos Anomaly: PFX7ZN3TTT
- 09 Deimos Anomaly: WLHYHCP000
- 10 Containment Area: PFX7ZN3SSS
- 11 Refinery: WLHYHCPZZZ
- 12 Deimos Lab: PFX7ZN3RRR
- 13 Command Centre: WLHYHCP222
- 14 Halls of the Damned: PFX7ZN3QQQ
- 15 Spawning Vats: WLHYHCP111

- 16 Hell Gate: PFX7ZN3FFF
- 17 Hell Keep: WLHYHCP444
- 18 Pandemonium: PFX7ZN3DDD
- 19 House of Pain: WLHYHCP333
- 20 Unholy Cathedral: PF7XZ3NCCC
- 21 Mt. Erebus: LWHYHPCDDD
- 22 Limbo: PL1RY81BBB
- 23 Tower of Babel: WLHYHPC555
- 24 Hell Beneath: PFX7ZN3KKK
- 25 Perfect Hatred: WLHYHCP888
- 26 Sever of the Wicked: PFX7ZN3JJJ
- 27 Unruly Evil: WLHYHCP777
- 28 Unto the Cruel: PFX7ZN3HHH
- 29 Twilight Descends: WLHYHCP !!!
- 30 Threshold of Pain: PFX7ZN3GGG

## 32X

### Blackthorne

#### Passwords



#### Mine

- Level 2: FBWC
- Level 3: QP7R
- Level 4: WJTV

#### Snow

- Level 1: DTF3
- Level 2: L50H
- Level 3: 2TN1
- Level 4: CGDM

#### Trees

- Level 1: RRYB
- Level 2: ZS9P
- Level 3: XJSN
- Level 4: CGDM

#### Sand

- Level 1: TJ1F
- Level 2: GSG3
- Level 3: BMHS
- Level 4: Y4DJ

#### Castle

- Level 1: HCKD
- Level 2: NRLF
- Level 3: J6BZ
- Level 4: MJXG
- Level 5: K3CH

## PlayStation

### Doom

#### Passwords for Secret Levels

- 55 Fortress of Mystery: PF7XZ3NVVV
- 56 Military Base: LWHYHPCZZZ
- 57 The Marshes: PFX7ZN3222
- 58 The Mansion: WLHYHCPQQQ
- 59 Club Doom: PF7XN3N111

## PlayStation

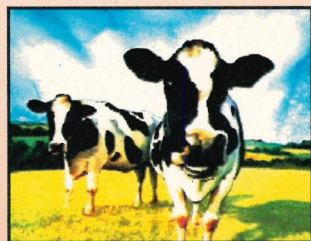
### Doom

#### Passwords for Doom II

- |                       |            |                      |            |                         |            |
|-----------------------|------------|----------------------|------------|-------------------------|------------|
| 31 Entryway:          | WLHYHCP999 | 39 The Pit:          | PL1RY81333 | 47 The Citadel:         | PFX7ZN3777 |
| 32 Underhalls:        | WLHYHCPCCC | 40 Refuelling Base:  | LWYHPC777  | 48 Nirvana:             | WLHYHCPMMM |
| 33 Gauntlet:          | PFX7ZN3666 | 41 O of Destruction: | PFX7ZN3!!! | 49 The Catacombs:       | PFX7ZN3YYY |
| 34 The Focus:         | WLHYHCPBBB | 42 The Factory:      | LWYHPC888  | 50 Barrels of Fun:      | WLHYHCPLLL |
| 35 The Waste Tunnels: | PFX7ZN3555 | 43 The Inmost Dens:  | PFX7ZN3999 | 51 Bloodfalls:          | PFX7ZN3XXX |
| 36 The Crusher:       | LWYHPC555  | 44 Suburbs:          | LWYHPC999  | 52 The Abandoned Mines: | LWYHPCXXX  |
| 37 Dead Simple:       | PF7XZ3N444 | 45 Tenements:        | PFX7ZN3888 | 53 Monster Condo:       | PF7XZ3NWWW |
| 38 Tricks & Traps:    | WLHYHPCDDD | 46 The Courtyard:    | LWYHPC!!!  | 54 Redemption Denied:   | WLHYHPCNNN |

## Super NES

### Earthworm Jim 2 Stage Skip



Pause during a game and press **Select**, **Button B**, **Button X**, **Button A**, **Button A**, **Button X**, **Button B**, and **Select**. You hear a warping sound if done correctly. Unpause the game and you advance to the next level.

## Super NES

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

#### Music Test



Start a new game, and at the player-select screen, **continually press Down** on the control pad. If you did the trick correctly, a Music Test option appears that lets you listen to all the tunes in the game. Press Left or Right to cycle through the selections.

## Saturn

### Sega Rally Championship

#### Race Backward

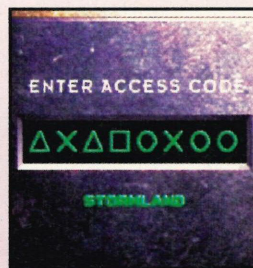
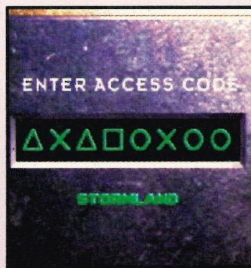


To race on backward tracks, start a game in Arcade Mode. Then, at the Select Game screen, put the cursor on either "Championship" or "Practice". **Hold Button Y** and press **Button C**. When your car appears, you will be facing backwards on the track.

## PlayStation

### Warhawk

#### Passwords



Enter these codes at the "Special Access" (password) screen:

Desert level: ▲■X▲X■  
Canyon level: ●▲X●X●●  
Airship level: X▲X■▲▲  
Volcano level: ■▲X■X●  
Gauntlet level: ▲●▲X■  
Stormland: ▲X▲X●●

## Super NES

### Izzy's Quest for the Olympic Rings

#### Stage Select



Pause during a game and press **Left**, **Down**, **Down**, **Left**, **Right**, **Down**. Reset the game and select "Options". A stage-select option is now available. Press **Button B** to cycle through the stages.

# Reload for more Loaded

Are we having fun yet? We gave you the first four levels in March, now here are four more! In this ProStrategy Guide, we take you up through Level 8. Can you defeat F.U.B.?

By Major Mike

## Level 5

### Main Gate

Objective: Steal car and escape

#### Level 5 Highlights



Need a breather? This level is the closest you'll get to one. This is a simple run to the exit – no keycards to collect. Of course, several guards and attack dogs lurk between you and your goal!

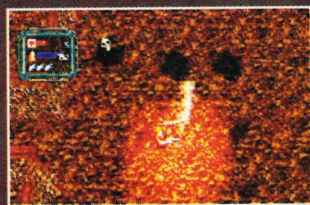


When the level starts (1), shoot the boxes around you and grab the power-ups. Then walk up very slowly – seven guards are waiting in a triangular formation (2). If you move slowly enough, you can pick them all off before they fire a shot. Shoot the guards at the extreme edges the moment they're in range, and work your way in. A similar group of guards is to the right (3). When you move out of this

concrete shelter and into the fenced area, you meet a new

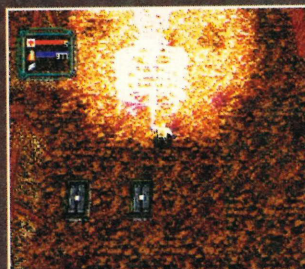


menace – guard dogs! These things are like rats, but they move slower. Once they pick up your scent, they won't give up the chase. They're stronger and do more damage than their rodent friends, so never let them surround you. Beware of dogs outside the fence – they can get



in horizontally.

When you reach the maze-like area of fences, take the first opening going down. You encounter dogs and guards, but you can also collect several items (4), including an extra smart bomb.



You can shoot the guard towers (5), but they don't hold any icons. Move slowly in the open areas so the dogs don't gang up on you.

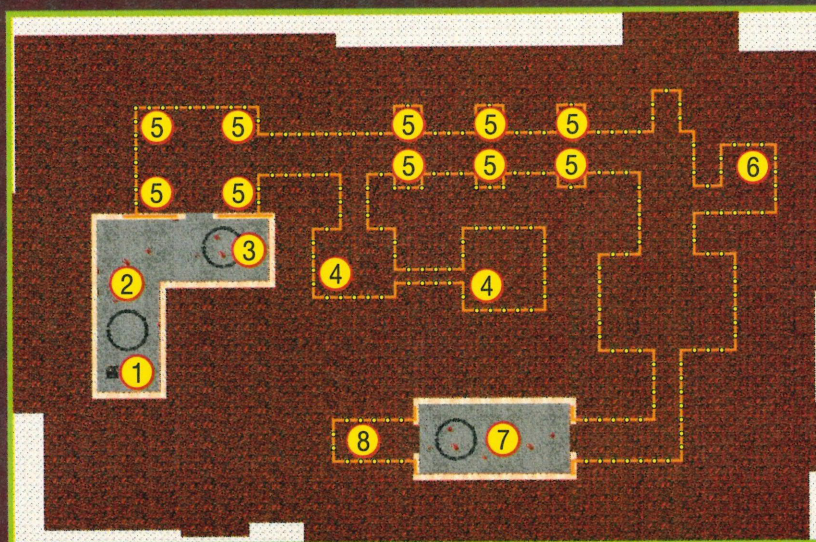
Several icons are stashed in the upper-right corner (6), including health and ammo power-ups. At the end of the fenced area is another concrete shelter (7).



There is also a first-aid kit and a flying sentry robot. You can hit the robot only when it lands, but you can also dash past him and finish the level.

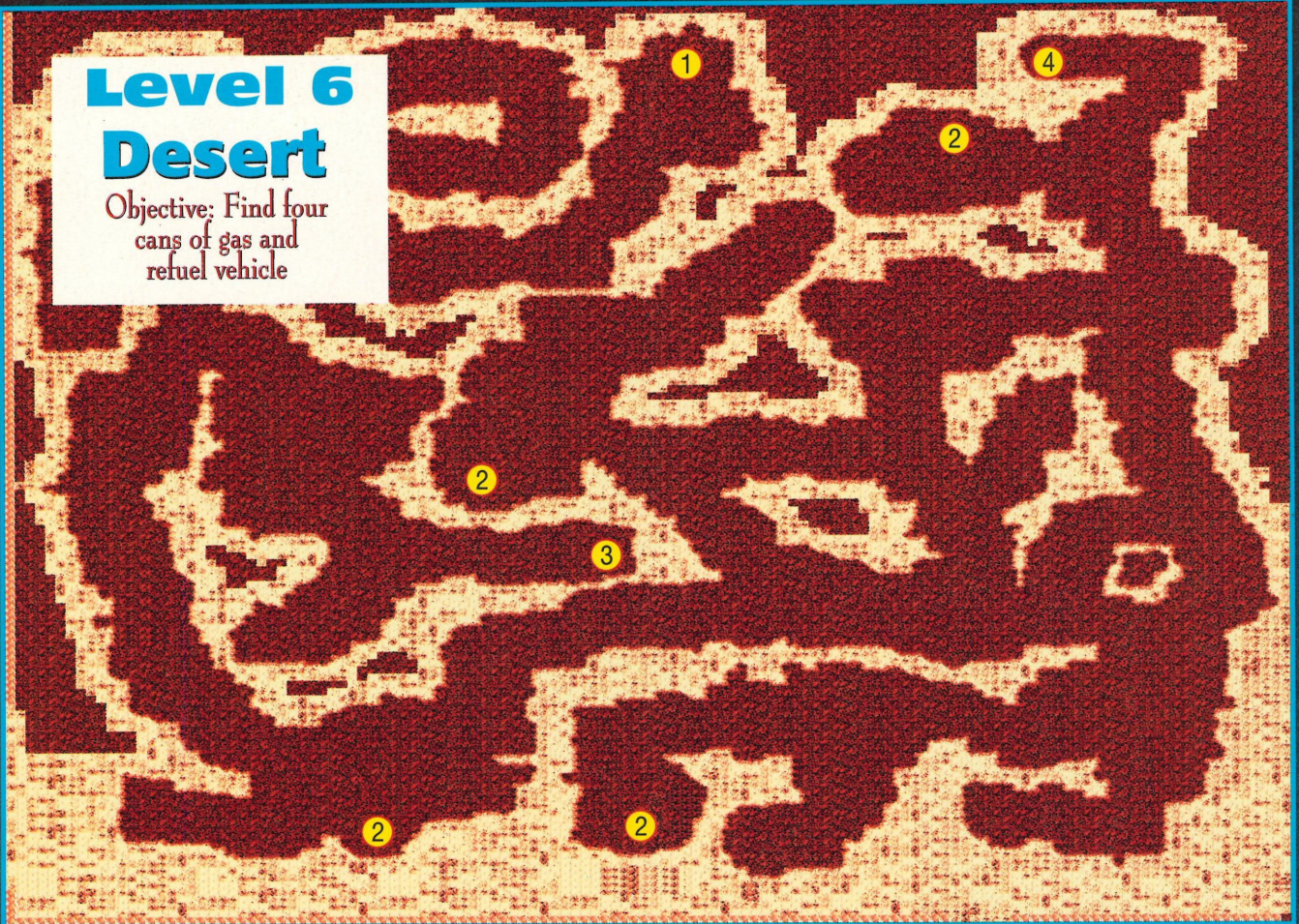


At the end of this stage is the shuttle car (8). Get in, and you're off to the next level!



## Level 6 Desert

Objective: Find four  
cans of gas and  
refuel vehicle



### Level 6 Highlights



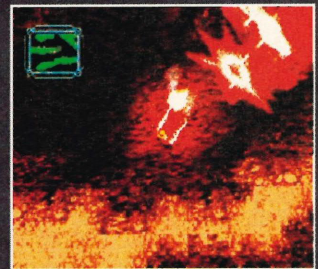
Oops! It looks like whoever used the shuttle last forgot to fill the tank with gas! Time to make an emergency pit stop.



Leave the shuttle (1) and search for the gas. It doesn't matter in what order you pick up the cans (2), just be sure to get them all. Each can is located next to a big rock you can destroy.



You meet two new enemies in this level – giant scorpions and blue attack dogs. These menaces jump off the cliffs and love to encircle you. Scorpions take more hits to kill than the dogs, so keep a smart bomb or two handy. If a scorpion drops from above while you're running, back up and shoot it. Where there's one, there are several, and they'll gang up on you. The terrain isn't much help either. With all the cliffs, it's easy to become cornered. Zoom out to see approaching scorpions and dogs.



Near the beginning of the level is a 1-up located near the centre (3). Several icons are also scattered throughout the level.



Above the gas can in the upper-right corner are two ammo power-ups (4). Grab them.

# Level 7

## Badlands

Objective: Find secret teleport to space port

### Level 7 Highlights



Ah, the great outdoors! Nothing but fresh air, scorpions, attack dogs, rats and regenerating zombies! The goal is to get inside the cross-shaped building in the middle – but only after getting all the keys. Barrels and other objects will reveal power-ups when you shoot them, so fire away at all containers. Also, be aware of the hilly terrain. When running from enemies, you can slow down unexpectedly, sometimes even to a crawl. Whenever dogs and scorpions chase you on the hills, turn around and fire at them while running backwards.

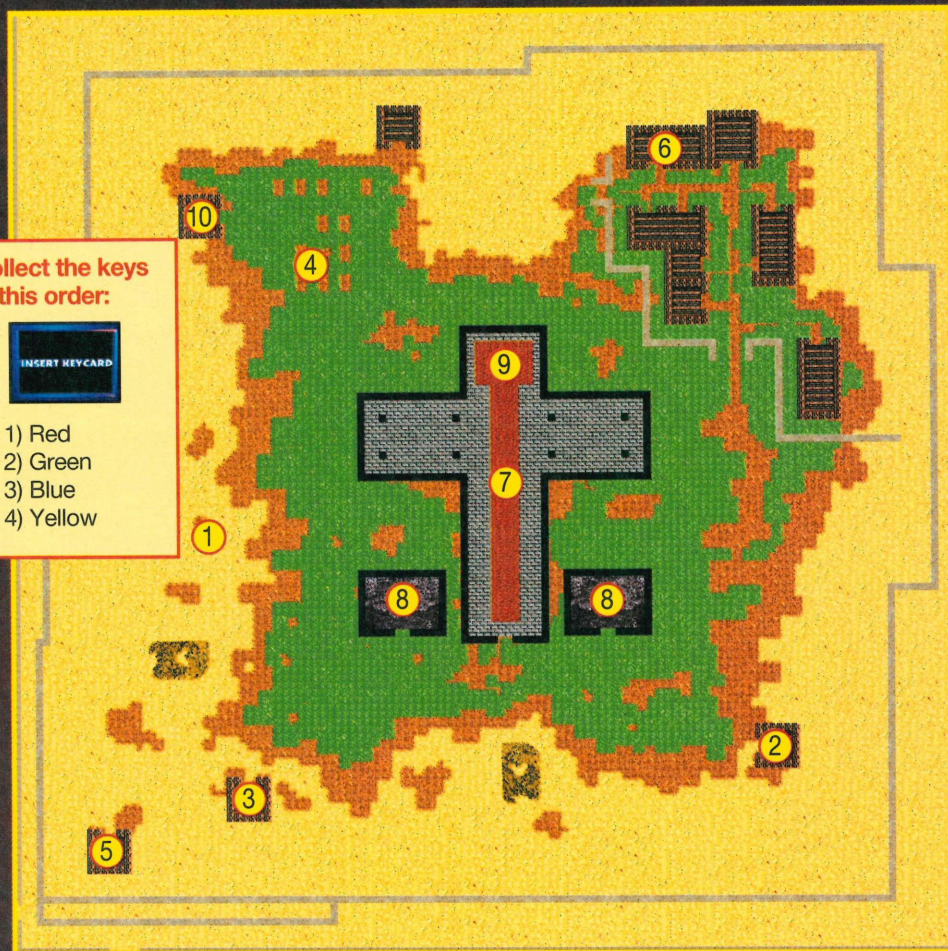


Don't waste too much ammo on the zombies – they regenerate. When you start the level (1), go to the bottom of the screen and head to the right. Scorpions, dogs and rats litter the bottom, but just hold down the run button and blast through. Go to the shack (2) and get the red keycard.

Collect the keys in this order:



- 1) Red
- 2) Green
- 3) Blue
- 4) Yellow



After retrieving the red keycard, head back to the left and get the smart bomb out of the shack (3). You can also use this shack as a safe haven from monsters, because once the doors close, nothing gets in. Then go up to the graveyard (4). You must go through the graveyard to get into the shack that has the green keycard (10). The graveyard is filled with zombies and rats, so move fast to grab the key. There are also first-aid and ammo power-ups in the shack. Don't bother shooting the tombstones – they don't hide any power-ups.



With the green keycard in your possession, go to the shack at the bottom of the screen (5) and get the blue keycard. Then go to the fenced-in area to the upper right to find the yellow keycard (6). In addition to the key, you find power-ups in the various buildings and in the barrels and logs in front of the houses. The exit is in the cross-shaped building in the middle (7). Don't enter the two smaller buildings in front (8) unless you need the power-ups inside. The doors in front are the only way in – you can't climb the steep hills on the



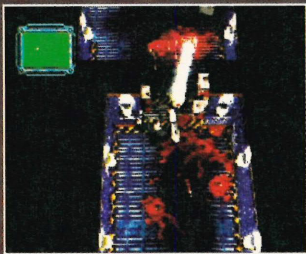
sides of the building. When you're inside the main building, go directly to the back – there's nothing to collect except punches from zombies and rat bites. Stand in the middle of the four columns at the end of the main hall, and you're teleported out of the level (9).

# Level 3

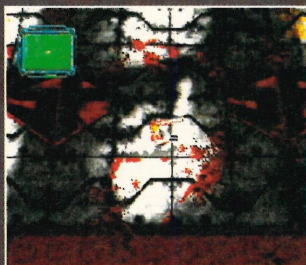
## Space Port

Objective: Find exit  
to next level

### Level 8 Highlights



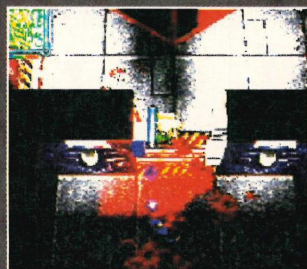
Always shoot the guards with the red shirts first – they inflict the most damage with their fast rifles. No rats or animals are lurking here – just guards. This is the game's "Stalingrad" level – it's slow, room-to-room, exhausting fighting.



At the start of the level (1), go to the rooms to the left to find ammo and other power-ups (the room to the right houses guards). Locate the green keycard first (2).

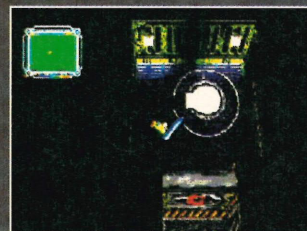


Be careful when entering the big rooms directly above you (3) – they're filled with guards. If you move slowly enough and take the guards by surprise, they shouldn't pose a problem. On the way back from the green keycard, stop at the small room to the left (5) for power-ups, including an extra smart bomb. The blue keycard is next. It's located in a room near where you began the level (4). Be careful when entering this room – it's filled with guards.



The red keycard is at the top of the level (6). On the way there,

snag the temporary-invincibility icon in the small room to the left (7). If you're low on health, grab the icon and run straight up. There's a room (8) to the top left where you'll find a first-aid kit and other power-ups. Hidden behind the cracked walls in the big room below are a 1-up (9) and a time-freeze icon (10). There are other hidden rooms behind cracked walls that also contain valuable items (17) in this level.

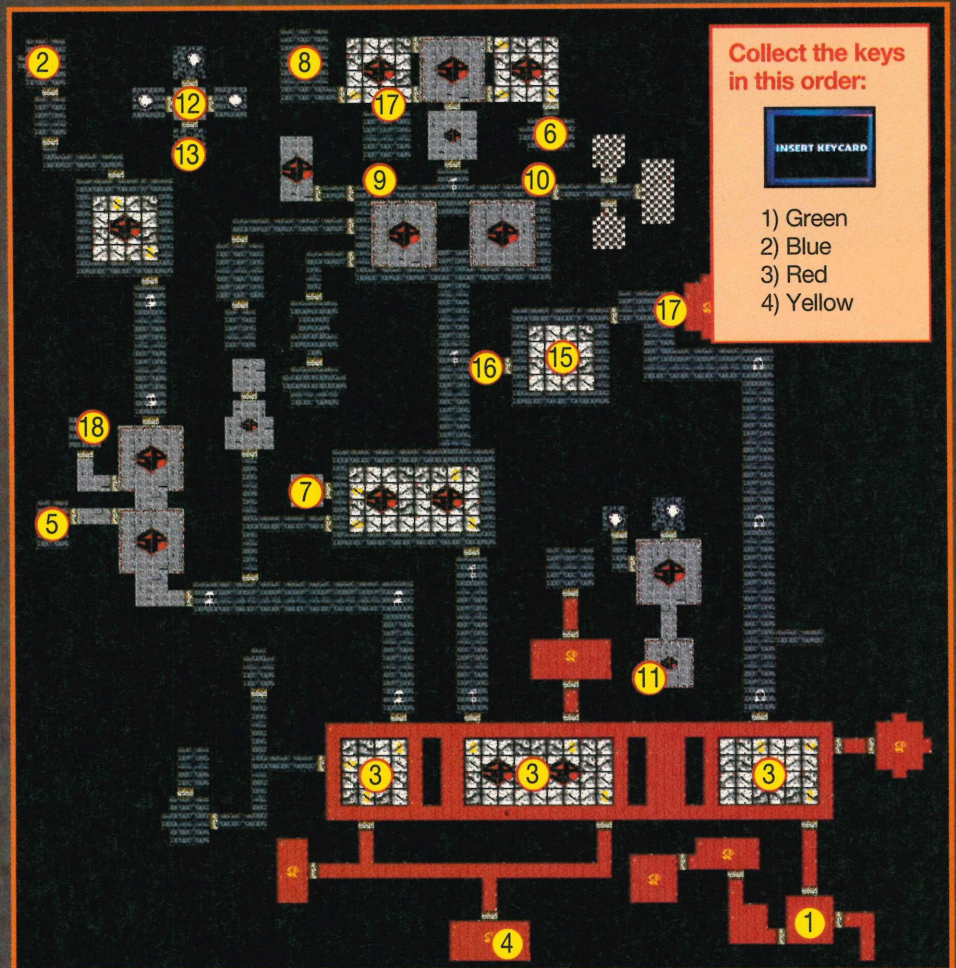


The final key you need – the yellow keycard – is in a room that can only be accessed by a teleporter (11).

This teleporter is in the room shaped like a plus sign (12) near the top of the level. You can get there from the room to the far left of the level (18). Stand on the bottom teleporter platform (13) in the plus-shaped room to reach the yellow keycard.



That pesky robot sentry from Level 5 is in the room just before the exit (15). He fires large energy bursts and can be harmed only when he lands on the ground. Like before, if you shoot him enough times, he flies away. Enter the small room to the left (16) and exit the level.



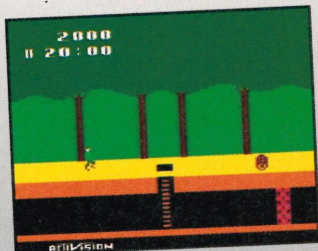
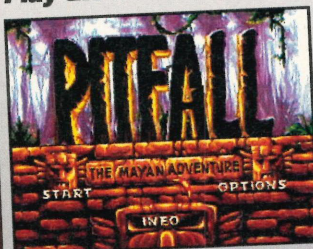
# S.W.A.T.-PRO

Video Game Strategies, Weapons and Tactics

## Jaguar

### Pitfall: The Mayan Adventure

Play the 2600 Pitfall

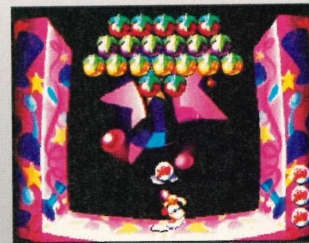


At the Start/Options screen, put the cursor on "Info" and press **Button C 26 times**, then press **Down**. Now you can play the classic 2600 Pitfall game.

## Jaguar

### Rayman

Breakout Game



At the intro screens (where Rayman is collecting his body parts), press **Buttons 1, 3, 6, 4**. If you did the trick correctly, you will go to a game of Breakout.

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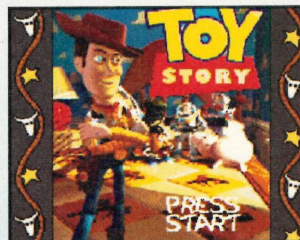
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## Mega Drive

### Toy Story

Level Skip and Invincibility



Level skip: At the Press Start screen, press **Button A, Button B, Right, Button A, Button C, Button A, Down, Button A, Button B, Right, Button A**. Start a game and pause it. While the game is paused, press **Button A** to warp to the next level.



Invincibility: At the start of Level 2, collect seven stars and go back to the toy box at the beginning of the level. Jump in the box and crouch down until the star in the upper-left corner spins. You are now invincible.

## Sega CD

### *The Adventures of Batman and Robin* Stage Skip

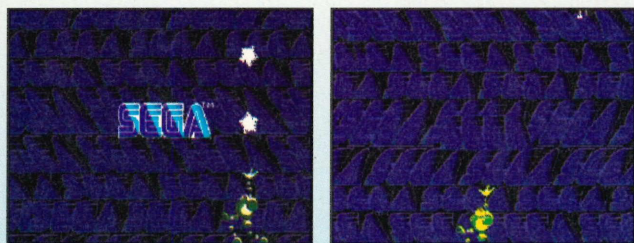


Pause during a game and press **Button B, Button A, Down, Button B, Button A, Down, Left, Up, Button C**. In addition to skipping the stage, you can also see all the animated cinemas.

## Mega Drive

### *Vectorman*

#### Logo Fun



When the Sega logo appears, you can control Vectorman. Jump off the logo to the right and fire upwards – just to the right of the "A" in "Sega". When the hidden monitor explodes, jump up to it and get a hidden power-up. Now you can destroy the Sega logo when you shoot it.

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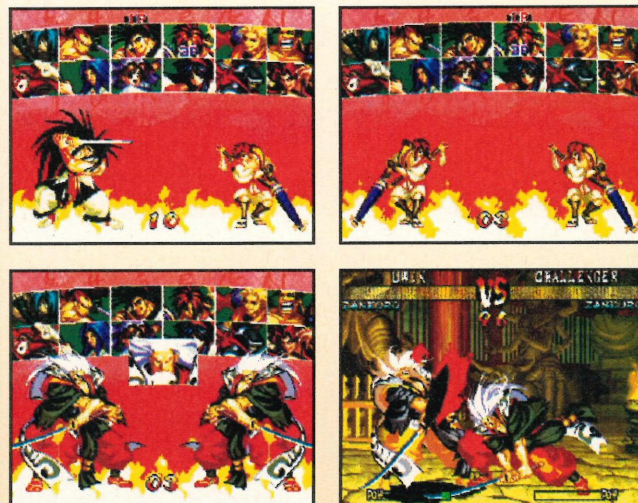
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## Arcade

### *Samurai Shodown III*

#### Boss Code



This cheat works in two-player games only. At the fighter-select screen, **hold Start** and move the cursor over the following characters starting at Haohmaru: **Genjuro, Basara, Kyoshiro, Ukyo, Rimuru, Haohmaru, Shizmaru, Nakoruru, Hanzo, Amakusa, Gaira, Galford, Shizmaru**. With the cursor on Shizmaru, wait until the timer reaches "03". When it hits "03", **simultaneously press Button A and Button B**. If you did the trick correctly, Zankuro's picture appears in the middle of the bottom row of selectable fighters. Now you can play as this boss character!

## Game Boy

### *Killer Instinct*

#### Play as Eyedol



Pick any fighter, and at the Versus profile screen, **hold Right and press Select, Start, Button B, Button A**. You hear a chime if you did the trick correctly. Now you fight the match as the boss Eyedol.

# Surviving the Inferno

Use these key tips and tactics to help you battle through Inferno, Doom's third and final world

*By Slo Mo*

## AREA 1 — FASTER, FASTER, KILL, KILL



Area 1 is all about shooting on the move, conserving ammo, and avoiding any hits. As soon as you open the first doorway, be prepared to run and defeat three Imps. Then, open the skull door and make the two Cacodemons inside chase you. You're faster, so don't waste your ammo on them! Once the second Cacodemon comes out, run quickly past the skull door.



This bridge disappears as you run across it. Don't stop, but try to run over the shotgun. As soon as you reach the

other side, immediately blast the three Imps.



To reach the exit, you must massacre a room full of Imps. That's why you have to conserve ammo at the beginning of the area. As soon as you open the skull door, start shooting and keep blasting until the door closes. Repeat this move until all the Imps are down.

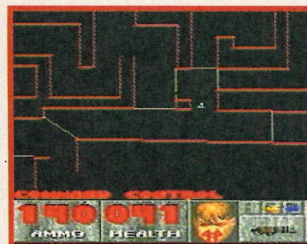
## AREA 2 — HAND OF DOOM



Press Select and hold Button X: The map reveals that Area 2 looks like a giant hand. The blue combat armour and the



rocket launcher are in the palm. A chain gun is in the thumb. The index finger holds rockets and medkits. The middle finger hides a supercharge, while the ring finger contains the exit. The little finger hides the blue skull key and an area map, but watch out for three Cacodemons who attack from behind. All this gear helps in Area 3.

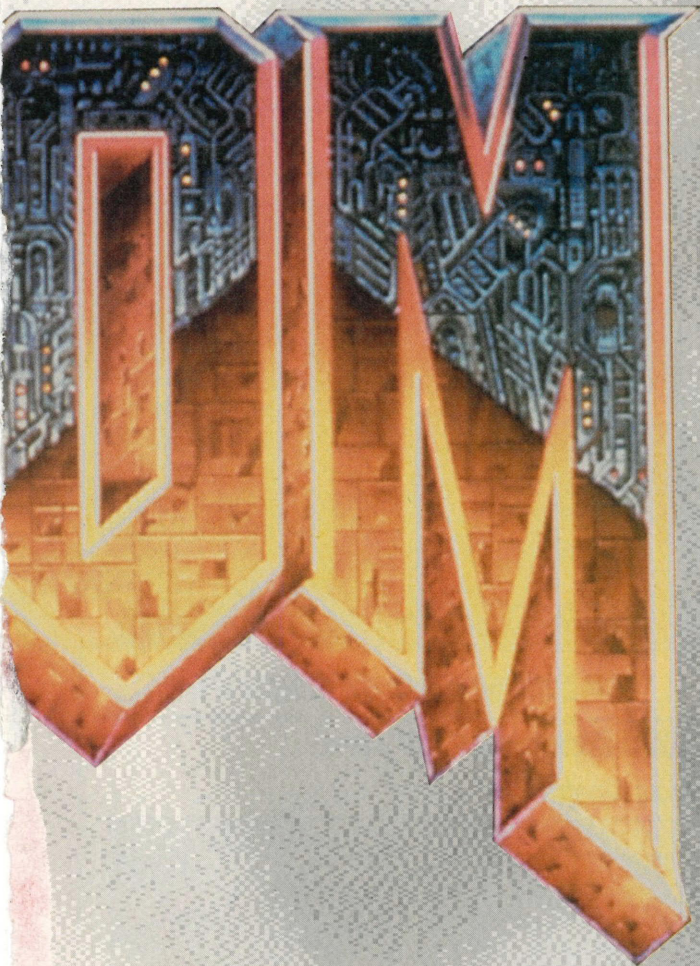


The map will also reveal an arrow. It points to a plasma gun, which you need to fight Cacodemons and Barons throughout Inferno.

## AREA 3 — TERROR TREK



Two Barons are the bad boys of Area 3. Knock them off first with either the plasma gun or the rocket launcher to greatly improve your chance of



survival. To find them, turn 90 degrees right from your starting point on Area 3. Keep fighting in that direction. The first Baron lurks at the end of the dark hallway. The second is just past him behind the skull door that's being guarded by a gang of Imps.



Find the backpack, and you can carry more ammo than you'll need for the rest of Inferno. At

the end of the dark hallway before you reach the first Baron, an entrance is concealed on the right side, marked by the last set of demon masks. Through that entrance, a monster-filled path leads to the backpack and a rocket launcher.



You only need to find a blue skull key to escape Area 3. From the Area 3 starting point, fight up the stairs that

are forward and slightly to the left. The skull switch at the far end of the plaza opens two stairways. Take the stairway on the right as you face the skull switch. Make a right turn and then a left to find an elevator that drops you into the blue key area.

## AREA 4 — PANDEMONIUM



To escape Area 4, you must find red, yellow and blue skull keys. The pathway to the blue key is straightforward, but a Baron guards the key, so be ready. The blue door opens onto two other doors. The doorway straight ahead leads to the hiding place for the red and yellow keys and the exit. (Look out for the Baron, but beware of a sneaky Cacodemon at the very end.) The door on the left leads to a BFG 9000.



If you go for the BFG 9000, be prepared to fight Cacodemons. There's also a supercharge near the BFG, but it's guarded by a hidden Baron.

## AREA 5 — MT. EREBUS

To exit Area 5, you need only one blue skull key, but locating it is tricky. First find the green building with a door to the

Slaughter the troops inside, then find the two beacons.



Open the hidden doors and step into the warp. When you materialise on the ledge, try to leap into the red structure to the left of the chainsaw. From there, warp again into a building that hides the blue skull key.

## AREA 6 — NICE SUITS!



You need the red skull key in Area 6. You must find two stashes of radiation suits and use them to explore the ooze channels. The first suit stash is behind the first blue skull door, but be prepared to fight three Cacodemons. To find the key, take the path that's directly in front of you when you enter the second suit stash.

## AREA 7 — SPIDER DEMON!

If you reach Area 7, Doom is yours! The only real challenge left is to defeat the Spider Demon. By now you should have the BFG 9000, a rocket launcher, a plasma gun and a backpack filled with ammo. Just walk to the right and try to fight from a distance. Get too close and it'll end in tears.

# S.W.A.T.-PRO

Video Game Strategies, Weapons and Tactics

## PC CD-Rom

### Hexen Codes

You can play Hexen in various modes of play with numerous special options at your disposal. Type in any of the following codes to receive plenty of goodies and special powers:

**LOCKSMITH** – You'll get all the keys you need  
**NRA** – You'll receive every weapon under the sun  
**SHERLOCK** – You'll have all the puzzle items  
**DELIVERANCE** – Play the game in piggy mode  
**CLUBMED** – Walk around with full health  
**SATAN** – Play the game in God mode  
**BUTCHER** – Kill everything in your sight

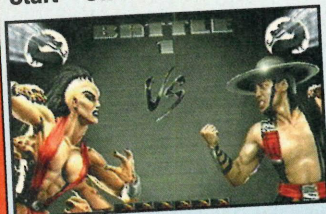
## PlayStation

### MK3

Yep, we messed up yet again. Apparently, the MK3 code is for NTSC versions only, but we've managed to get the UK one for you. Just keep it quiet alright?

▲ – ■ – ● – ✕ – L1 – L2 – Press up –

Start – Start



## Super NES

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

50 LIVES:

Start a new game and at the gameplay mode screen, keep pressing down until Music Test and Cheat Mode appear. Highlight Cheat Mode and enter the following:

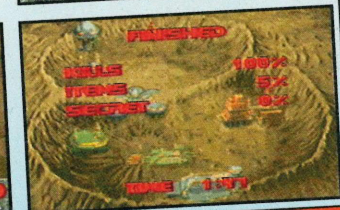
**Press Button Y, Button A, Select, Button A, Down, Left, Button A and Down.** After that, you should have a whopping 50 lives in the bag!

## PlayStation

### Doom Passwords

Having trouble are you? Well, here's a load of codes to help you reach Club Doom

**STAGE 28** – 1YJLL55453  
**STAGE 35** – JQLYK90Z02  
**STAGE 40** – NOCJ7S8P79  
**STAGE 48** – L6TL3Z70WV  
**STAGE 53** – 6594WGYBBC



## PlayStation

### X-Men: Children of the Atom

#### Play as Akuma



**Player One:** Put the cursor on Spiral and keep it there for three seconds. Then, without stopping, move the cursor over the following characters in this order: Silver Samurai, Psylocke, Colossus, Cyclops, Wolverine, Omega Red, and stop on Silver Samurai. Hold the cursor on him for three more seconds, then simultaneously **press Button A, Button C and Button Z**. Akuma will drop down from above.

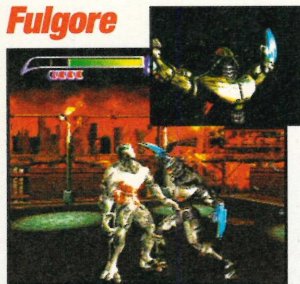
**Player Two:** Put the cursor on Storm and keep it there for three seconds. Then, again without stopping, move the cursor over the following characters in this order: Cyclops, Colossus, Iceman, Sentinal, Omega Red, Wolverine, Psylocke, Silver Samurai, and stop on Spiral. Keep the cursor on her for three seconds, then simultaneously **press Button A, Button C and Button Z**. Hey presto, Akuma will drop down from above!

## Killer Instinct 2

### Three New Fighters

Killer Instinct 2 is one of the most anticipated games to hit the arcades this year. In addition to reworking the graphics and the gameplay, Rare added three new fighters, more moves and killer combos. Below is a basic move list for the three new fighters. Be sure to look for in-depth coverage of KI 2 next issue.

#### Fulgore



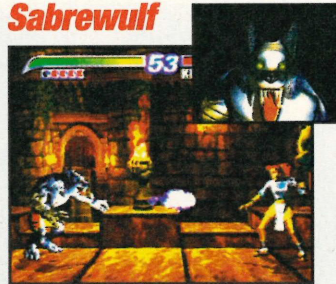
Fulgore charges in with his Cyberdash for an auto super attack

#### Spinal



With his upraised sword, Spinal delivers the final blow to his mis-matched opponent

#### Sabrewulf



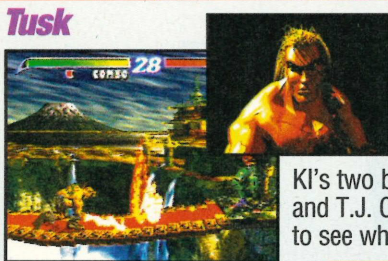
The ferocious pooch is ready to tear through anyone who stands in his way

#### Jago



Jago's superior leg strength wards off enemies that are willing to jump in

#### Tusk



KI's two biggest brawlers, Tusk and T.J. Combo, go head-to-head to see who has the power

Tusk's brute strength is matched equally by his wide range of moves. Use his Back Stab to get in close to an opponent. The Conquerer attack is another powerful, long-range move. Motion → and tap Fierce Punch.

#### Special Moves

##### Boot Kick

Motion ↘ ↓ ↙ any kick

##### Web of Death

Motion ↘ ↓ ↙ FP

##### Skull Splitter

Motion ↙ ↓ ↘ any kick

##### The Conqueror

Motion → ↓ ↘ FK

##### Back Stab

Motion → ↘ ↓ ↙ ↖ QP

#### Super Move

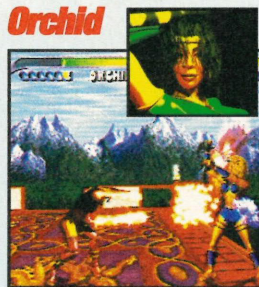
##### The Destroyer

Motion ↓ ↙ ↖ ↗ ↓ ↘ → FP

##### Combo Breaker

Motion → ↓ ↘ any punch or kick

#### Orchid



Orchid's Tonfa Fire replaces her old fireball attack

#### Special Moves

##### Tornado Kick

Motion ↘ ↓ ↙ any kick

##### Firecracker

Motion ↘ ↓ ↙ MP or FP

##### Split Kick

Motion ↙ ↓ ↘ any kick

##### Fireflower

Motion → ↓ ↘ QP

#### Super Move

##### Snap Dragon

Motion ↓ ↙ ↖ ↗ ↓ ↘ → FP

##### Combo Breaker

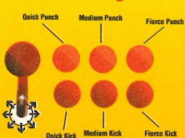
Motion ↓ ↘ → any punch or kick

#### Kim Wu



Use Kim Wu's air fireball to keep enemies at bay. Kim Wu does her fiercest fighting in close. She ranks as a top fighter by effectively using her fast attacks and Super Move. Use Kim's fireball to keep opponents away if you're low on energy. Chain her Fireflower attack with a Shadow Fierce Kick dash to inflict major damage.

#### Controller Legend



FK = Fierce Kick  
FP = Fierce Punch  
K = Press any Kick button  
MK = Medium Kick  
MP = Medium Punch  
P = Press any Punch button  
OK = Quick Kick  
QP = Quick Punch

Motion = Move the joystick in one continuous, smooth motion.  
Tap = Tap the directions indicated in sequence.  
Charge = Hold the direction indicated for the number of seconds indicated.  
Rapidly = Hit the indicated button rapidly.  
( ) = Execute commands in parentheses simultaneously.

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

#### Maya



Standing her ground, Maya waits for her aggressor to land so she can counterattack. With Maya, stay in close and use aggressive attack patterns to pressure opponents. Chain her Flip Kick with the Savage Blades – this chain combo is a perfect way to catch opponents off guard.

#### Special Moves

##### Flip Kick

Charge ← for two seconds, tap (→ MK)

##### Savage Blades

Charge ← for two seconds, tap (→ MP)

##### Mantis

Charge ← for two seconds, tap (→ FP)

##### Jungle Leap

Charge ← for two seconds, tap (→ FK)

##### Cobra Bite

Charge ← for two seconds, tap (→ QP)

#### Super Move

##### Tree Cutter

Motion → ↘ ↓ ↙ ↖ → FP

##### Combo Breaker

Charge ← for two seconds, tap any punch or kick



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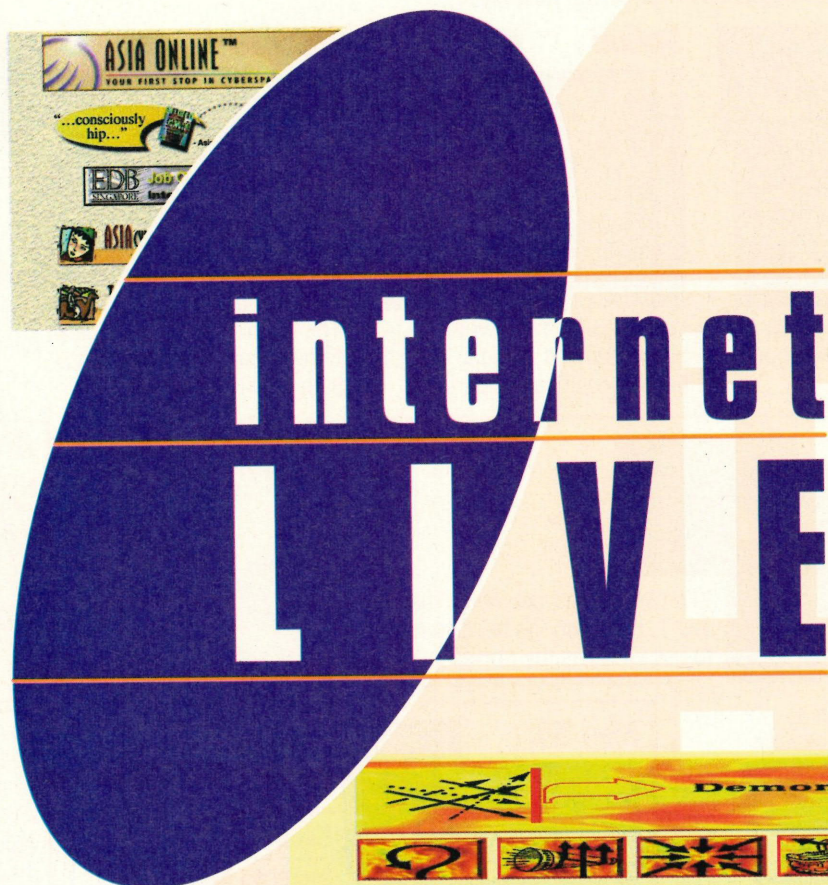
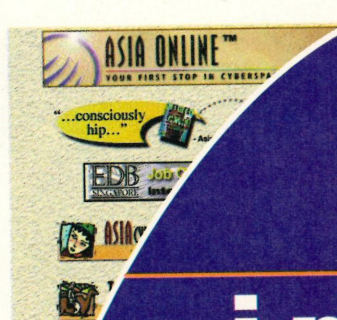
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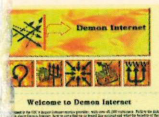
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# The Whole Tooth and Nothing but the Tooth

A complete puzzle-solving walk-through for D on the Saturn

By Scary Larry

**H**ere are a couple of shortcuts to help you finish the game quickly. You shouldn't use these tips, however, unless you're completely stumped, or you won't enjoy the game half as much.

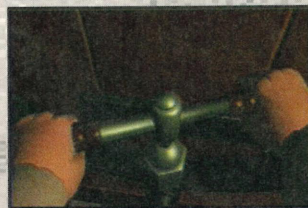


Walk to the left (after Laura's dad speaks to her) and proceed upstairs. Open the door in front of you.



Go to the dresser, open Drawer IV, then close it. Open Drawer II, then grab the spigot.

Walk to the door, turn left, and grab the key from the fireplace.



Walk back to the main dining hall and go through the door in front of you (using the key you found in the fireplace). Turn left after you enter the room, and you'll see a box on the other side of the wall with the ghoul stuck to it. Line up the numbers to read '78'. Grab the ring when you open the box.



Return to the room with the wine cask. Use the spigot on the cask, and the spiked wall will recede. Go down the hallway that opens up and use the ring on the door.



After the scene where you're chased by the boulder, you end up in another room. Go to the picture on the wall, press Button A, and memorise the pattern: chicken (north), rabbit (east), deer (south), horse (west). Use it on the carousel on the chair to the left of the picture.

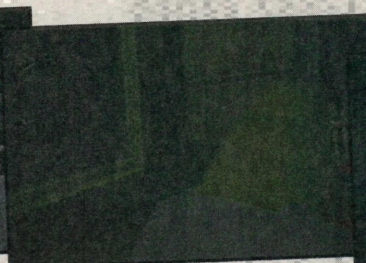
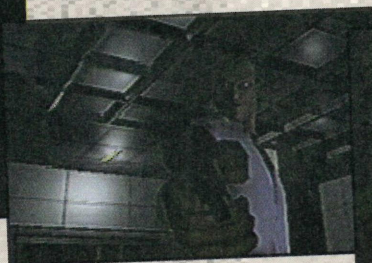


Go into the next room and open the door to the left. Get the key from the corpse and return to the first room. Use the key on the table and receive the book



Place the book in the shelf, and a stairway opens. Follow the stairway and you come upon another room. Turn the handle four (sometimes five) times, then turn around and exit the room through the red steel door. You're looking for the door that leads to stairs going up.

The criminal is one Richter Harris.





Ascend the stairs, and you find yourself outside. Use the sword on the door to the observatory, then climb the stairs. Go to the statue of Sagittarius and set the colour button to green. Set Aquarius's to light blue. The fountain will drain. Now go back down the steps and into the room with the crank.



When you get to this dead-end, press Button A, and a scene showing a grisly murder will appear. Now turn around and walk back down the hallway until you're forced to stop. Turn to the right and press Forward to reveal a secret passageway.



The last puzzle! Line up the red circle on the left cog with the open space on the right cog. This mostly involves trial and error.



Press Forward on the picture of your mother, and you're zapped straight to Daddy. After a lengthy discourse, use the gun and shoot him before the transformation occurs.

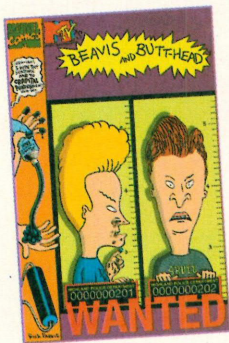


Turn the crank 10 times, and you eventually get to a door that leads to the room with the chest in it. Open the chest and grab the gun, then head back to the room with the crank in it.



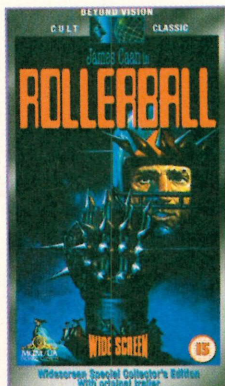
Now turn the crank three times to get to the doorway that leads to the stained-glass window. Use the gun on the window. After you climb out the window, you end up in a hallway.





#### PULL MY FINGER!

This new title from Titan Books features the supercool, controversial and every stoopid, Beavis & Butt-Head. 'Wanted' will set you back £6.99 and is out to buy on March 8. It stars the vulgar, brain-dead duo in a cool collection of cult comic strips. See the pig-ignorant pair go on a blind date, take up hitchhiking, attempt to climb mountains and build badly proportioned snowchicks in between getting their asses kicked and making a general nuisance of themselves. This book is way cool, and if you're a Beavis & Butt-Head comic virgin, this new collection is for you.

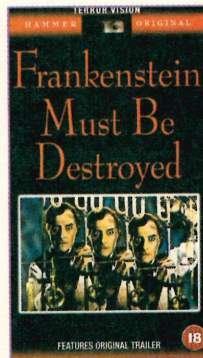


#### BLOOD, SPIKES & BALLS

Released for the first time in a special widescreen format, and incorporating the original trailer, Rollerball is one of the best sci-fi movies of the 70s. It tells the tale of sporting hero Jonathan E (played by 70's hero James Caan) and his deadly determination to win. Cue over-the-top blood and mayhem sporting activities as Johnny gets his Rollerballin' crew to the world final and flicks two fingers to his stuck up bosses to boot. £12.99 in all good video stores.

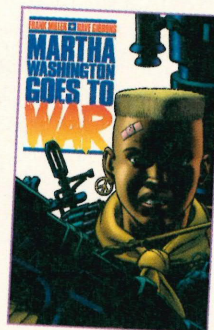
#### DESTROY THE BEAST!

Allegedly one of Hammer's greatest horror movies ever, Frankenstein Must Be Destroyed strolls onto retail video later this month. Starring the ever-spooky Peter Cushing, the film follows the good Baron Victor Von Frankenstein as he tries to discover the weird and wonderful secrets of Dr Brandt's brain surgery. However, the Baron's plan only leads all involved down the dark and lonely lane to kidnapping and murder, and a quick spot of brain-swapping too! Ultra creepy, super kooky, Frankenstein Must Be Destroyed kicks ass!

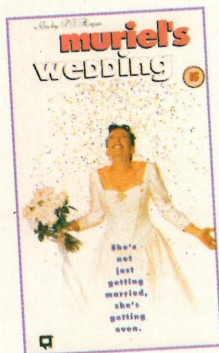


#### WATCH OUT TANK GIRL!

Titan Books is starting the new year with another surge on the graphic novel market. Martha Washington Goes To War is the sequel to the award winning Give Me Liberty!. Once again it is written by the critically acclaimed Frank Miller and arted by the fabulous Dave Gibbons, who previously worked on such top titles as Watchmen, The Dark Knight Returns and various other Superman, Batman and Alien titles. The book costs £10.99 and is out to buy from March 21. Beavis and Butt-Head: Wanted (see top of page) is another Titan release that is well worth a look.



## Get a Grip

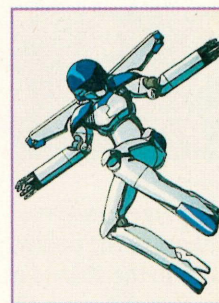


#### AUSSIE ABBA ODDBALL!

Frumpy, ABBA-obsessed Australians don't automatically spring to mind when you think of the big box office hits of last year, but the quirky tale of Muriel 'Mariel' Heslop and her mission to get wed certainly set the cinemas alight in '95. It may not sound all that good, but Muriel's Wedding will have the most stern-faced amongst you rolling around giggling. Well worth £14.99 of anyone's money. Buy a copy now!

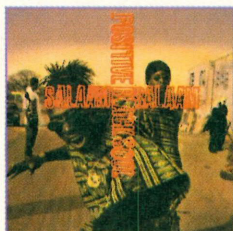
#### LOVELY BUBBLY!

The techno glamourpuss cyberheroes of Japan's excellent Bubblegum Crisis series are about to hit the small screen in more ways than one! On sale this month are a brand new selection of anime videos starring the delectable robobabes, plus there's an awesome screen saver in the shops too. Fans can purchase the £30.99 screen saver direct from Anime Projects if they so wish, by calling AP on 01248 370044.



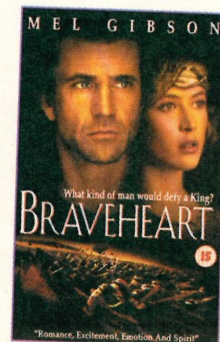
#### POSITIVE SITUATION

Positive Black Soul are a new hip hop duo from Senegal, and they're about to explode onto the music scene with their debut album entitled Salaam. After spending time supporting MC Solaar on a tour of Africa, the rapping duo were invited over to France to start recording for real, which is where they met up with Baaba Maal and, in turn, Island Records. The album is full of top hip hop tunes, and although the lyrics are mainly sung in African, the melodies, instrumentation and pace of the record grab your attention and kick-start your toe tapping into a near-breakdance frenzy. One to look out for.

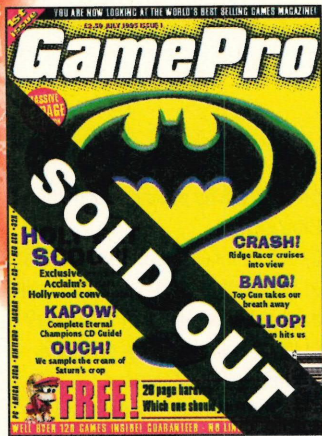


#### HOOTS MON!

Hollywood dreamboats smothered in mud and paint and rolling around the glens of bonny Scotland whilst brutally slaying noblemen and cocky wee warriors? Erm... yeah actually. Braveheart, starring Hollywood 'hunk' Mel Gibson, is out to rent from the end of March, so you can see for yourself that the dreamy matted-hair hero does indeed pull on a kilt, paint himself blue and run around bashing people on the head and neck in an attempt to stop the English invading his country. Not everyone's ideal movie, but the fighting scenes are absolutely top-notch. Well worth a look.



Missed out on a couple of issues have you? Well here's the cure to your missing mag nightmare – the GamePro Back Issue Bonanza! Each magazine will cost you £3.00 and will be delivered to your door as soon as we receive your cheque. Multiple orders are accepted, but please note that we don't have an endless supply of back issues, so orders will be dealt with on a first come, first served basis. All the details you need for ordering each issue are presented below. Simply pick the one you want and send us some money! Wayhey! Send money fast, as there's not many left!



## ISSUE ONE

July 1995

Cover star: **BATMAN FOREVER – EXCLUSIVE**

Inside: **E3 SHOW REPORT, RIDGE RACER, TOSHINDEN, SAMPRAS '96, JUDGE DREDD, STAR TREK: TNG, 40-PAGE TIPS SECTION & FREE HARDWARE GUIDE**

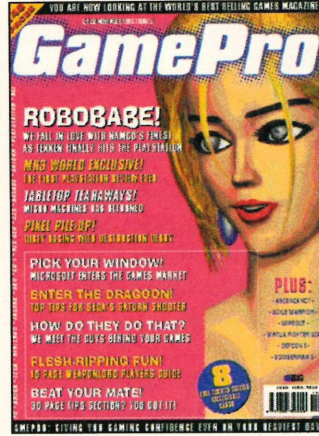


## ISSUE TWO

October 1995

Cover star: **DOOM – WORLD EXCLUSIVE**

Inside: **DOOM, PRIMAL RAGE, MK3 COMPLETE GUIDE, COMMAND & CONQUER, 100 PLAYSTATION TITLES, CHRISTOPHER LAMBERT INTERVIEW, SONYPRO SUPPLEMENT**

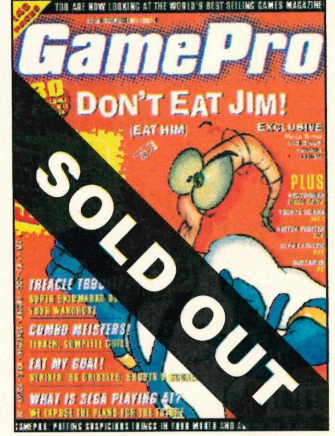


## ISSUE THREE

November 1995

Cover star: **TEKKEN**

Inside: **MK3 PSX EXCLUSIVE REVIEW, MICRO MACHINES '96, DESTRUCTION DERBY, BOMBERMAN 3, WIPEOUT, WEAPONLORD GUIDE, FREE LIMITED EDITION POSTCARDS**



## ISSUE FOUR

December 1995

Cover star: **EARTHWORM JIM 2 – EXCLUSIVE**

Inside: **SUPER SKIDMARKS, STRIKER '96, TEKKEN COMPLETE GUIDE, SCREAMER, VECTORMAN, FREE TEQUILA WORM LOLLY**

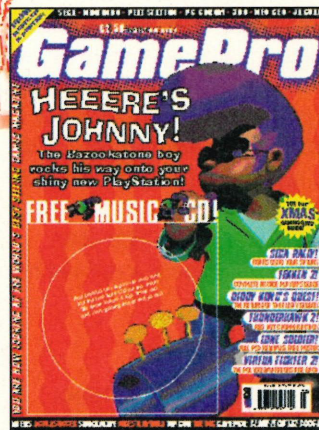


## ISSUE FIVE

January 1996

Cover star: **WORMS**

Inside: **NHL '96, THEME PARK, RISE OF THE ROBOTS 2, RAYMAN PLAYER'S GUIDE, TOP GUN, HEXEN, ZOO, THE MASK, 90 MINUTES, SPAWN, DONKEY KONG COUNTRY 2, FREE SPICY HOT PEPERAMI**

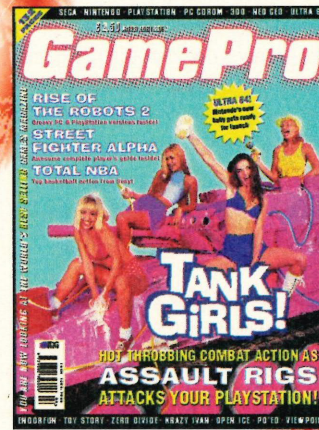


## ISSUE SIX

February 1996

Cover star: **JOHNNY**

Inside: **SEGA RALLY, TEKKEN 2 GUIDE, DIDDY'S KONG QUEST, VIRTUA FIGHTER 2, FREE MUSIC CD, FREE LONE SOLDIER POSTER, THUNDERHAWK 2, ACTUA SOCCER**



## ISSUE SEVEN

March 1996

Cover star: **ASSAULT RIGS**

Inside: **RISE2: RESURRECTION, KRAZY IVAN, TOTAL NBA, EWJ 2 GUIDE, STREET FIGHTER ALPHA PLAYER'S GUIDE, OPEN ICE, ZERO DIVIDE, ULTRA 64 JIVE, TOY STORY, ENDORFUN, VIEW POINT**



## ISSUE EIGHT

April 1996

Cover star: **X-MEN**

Inside: **ZERO DIVIDE, KILLER INSTINCT 2, CRITICOM, STREET FIGHTER ZERO, DKC2 GUIDE, DUKE NUKEM 3D, GEX, VIRTUAL GOLF, ULTRA 64 PREVIEWS PLUS A FREE TOY STORY PC CD-ROM**

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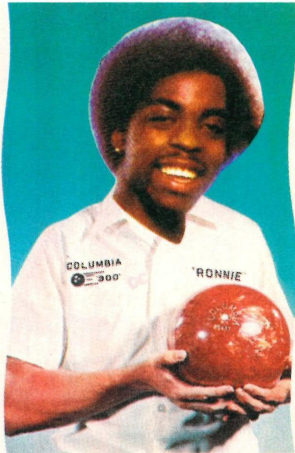
Issue No. ☐ Tekken

Issue No. ☐ X-Men

Issue No. ☐ Worms

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## Let's write to Mario from The Goombay Dance Band...

Alright groovers! My top mate Ronnie is off on his hols for a few weeks, so me, Mario from top mid-eighties, middle-of-the-road, sun-drenched, pant-swinging combo The Goombay Dance Band will be answering your letters this month. I may not know an awful lot about games, but Ron tells me to ignore what you say, dismiss any rumours and generally give you all a hard time. Sounds easy enough to me, so let's party! All together now - Seven tears are flowing to the river...

### MR BLAND WRITES...

Dear Mario from The Goombay Dance Band, Aren't you getting just a tad annoyed with all those sad people writing in and saying, "Thank you for that lovely worm lolly," and, "That spicy meat snack was super-duper lovely"? I mean, can you imagine what thrills they get out of of haddock? I've also noticed that the mag's pagination has been getting a tad on the zilch side and there wasn't a free gift on issue seven! I hope you're not turning into the same rubbish as Games Master! GamePro is the best magazine I've read for ages, so keep up the good work!

**David Bland, Kent**

No fear Dave, there's no way on Earth that Ronnie and the boys will let such a fine and outstanding mag like GamePro sink to the sorry depths of videogaming hell. Indeed, there was no free gift with issue seven, but we did have a couple of hot chicks emblazoned across the front. Plus you've had a good six month's worth of free booty from the Pros, so one out of seven ain't bad. The Toy Story CD was cool last issue (if you own a PC of course, otherwise we found out the CDs make great frisbees). We may be getting thin, but we're still bigger than the rest - and we give you free stuff on a regular basis too! Beat that inferior rivals! Ha!

### BUY LAST MONTH'S ISSUE!

Dear Mario from The Goombay Dance Band, Thank you for putting a Mortal Kombat 3 cheat in your magazine! The cheat for the PlayStation said,

"1, xpP, G, R1, R1, R2, R2, R1, R1". Could you please tell me what the '1', the 'P' and the 'G' mean? The mag is brill, so please print my letter!

**Adam C, Devon**

Did you buy issue eight Adam? The Pros dedicated a complete page to correct the cheat after the influx of letters and calls they received over the mis-printed codes. It was all explained there in black and white, so if you missed out, go and order a back issue. I myself would be happy to send you a copy Adam, but as I am Mario from The Goombay Dance Band and I'm only filling in for my pal Ronnie while he's basking in the sun, I can't. He left me strict instructions not to give in to anyone asking for free stuff. "No shirts, no free games and definitely no cheats." Those were his words, and I must obey. Sorry mate. I could let you have a picture disc of our hit single Sun Of Jamaica if you fancy it?

### WORM WORRIER

Dear Mario from The Goombay Dance Band, In issue six you answered a letter by saying that there was a coupon in that very edition for the worm lollies, but I spent ages looking for it and I couldn't see it anywhere! Please could you send me some lollies or tell me how I can get them, as I think they're great!!

**Lee Jones, Telford**

No I didn't! I wasn't even working here then! But I did a bit of research and found that my top mate Ronnie did indeed answer the question in question... erm, and he made a mistake. Shame on him. If you want more lollies, simply send a cheque

to the usual GamePro address with a little note stating how many lollies you want. Be quick though, there aren't many left! Oh, they cost £4.99 for a box of four by the way!

### MR DALI WRITES...

Dear Mario from The Goombay Dance Band, Excellent mag, but can you beat one minute 45 seconds on a single round of Tekken? Let me know if you already have.

**Anon, Nowheresville**

I know Ronnie is a bit of a master at Tekken, so he probably has done by now. I certainly can't, as my professional career has been based around making sweet sun-enhanced melodies rather than bashing away on a joypad like a man possessed. I can play the drums though, and I've a nice line in frilly-armed disco shirts and golden spandex slacks. Just ask my fellow band members Oliver, Dorothy and Wendy, they'll back me up on that one.

### CHUCKLE VISION

Dear Mario from The Goombay Dance Band, Have you ever noticed that Lau from Virtua Fighter looks very similar to either one of BBC's The Chuckle Brothers? One for your separated at birth section methinks!

**R. Williams, Stoke**

### OGGY, OGGY, OGGY!

Dear Mario from The Goombay Dance Band, First I would like to say that GamePro is excellent. Now please answer my questions or I will put your bowling ball up your backside and execute my pet gerbil!

- 1) What will be packaged with the Ultra 64?
  - 2) Is it definitely coming out in April?
  - 3) Do you think that the Ultra 64 will destroy the competition with ease?
  - 4) What is your opinion on who is going to win the Premier League?
  - 5) Is Street Fighter 3 ever going to emerge from the depths of Capcom HQ?
  - 6) Should I grow my hair or get it cut instead?
  - 7) How would one go about becoming a games tester?
- Cheers Mario. Remember that as you walk through the valley of the shadow of death do you take a look at your life and realise there's n'uch left?

**Chris Gallacher, North Wales**

Being rowdy in your opening sentences isn't big or clever where I come from. Mind you, you're from Wales, so I guess you think you're dead tough by threatening gerbils. And what's all that tosh at the end of your letter? Are you on drugs? I don't know, kids today. Tsk! As far as your questions go, no packaged bundles have been announced by Nintendo as of yet, and you will be more likely to see it arrive around Christmas than April. Whether or not it will destroy all competition is another matter. An awful lot of information is still to be released regarding the new machine and its software. Brief glimpses at the recent show in Japan showed us there's good stuff on the way, but no-one has really had long enough to give any firm comments on the quality of the software. To answer your last four questions very briefly: 4) Newcastle, 5) No, 6) Get it cut you layabout, and finally, 7) If you

want to become a games tester your best bet is to get in touch with a games magazine and ask them very nicely to send you some information. But as I noticed at the start of your letter, you were being very abusive – not the ideal way to start a career is it you Welsh windbag? Thank your lucky stars that I'm doing the letters this month. Ronnie would have tore you to shreds over your cheeky comments. Now go away and worry some sheep, or whatever it is you do in North Wales.

## BYE BYE CD-I

Dear Mario from The Goombay Dance Band,  
Why am I pulling all of my hair out with tweezers? I will tell you why! The reason is that you have taken the CD-i out of the list of systems featured in your magazine. No longer will I be able to check up on the latest CD-i software releases from the greatest mag in the world. Sob, Sob. In my opinion, the CD-i is much better than the PC, PlayStation and Saturn. If you don't plonk the CD-i back into the list of games systems

featured in your mag you will lose readers, and one of those readers will be me!! So what are you going to do about it?

**An angry bloke called Nick, South Glamorgan**

CD-i? CD-i? You're moaning because Ronnie and the Pros have taken CD-i off the front of the mag!! Ooh, because they've always reviewed loads of CD-i stuff haven't they? Ooh, absolutely millions of titles flood their office every day! HELLO! Are you stupid? To my knowledge, GamePro has reviewed a massive total of ONE, yes ONE!, CD-i title since the mag began, so don't give me all this, "No longer will I be able to check up on the latest CD-i software releases," bull. The Pros took CD-i off the list because they never get any CD-i stuff in. Hardly anyone releases stuff for it anymore, so what's the point of the mag having it plastered on the front cover if there's never going to be any CD-i stuff inside? None whatsoever. Hence the reason it was taken off. Now be quiet!

## CHEATS & CHAT

Dear Mario from The Goombay Dance Band,  
How much are your T-Shirts?  
**Johnathan Hayward, Buckinghamshire**

You can't buy the T-Shirts, but you can win one by sending Ronnie a nice drawing or perhaps an amusing photo of your girlfriend. He's quite keen on pictures of Pam Anderson too, if you've got any lying around that you don't want.

## WHERE ARE THEY NOW?

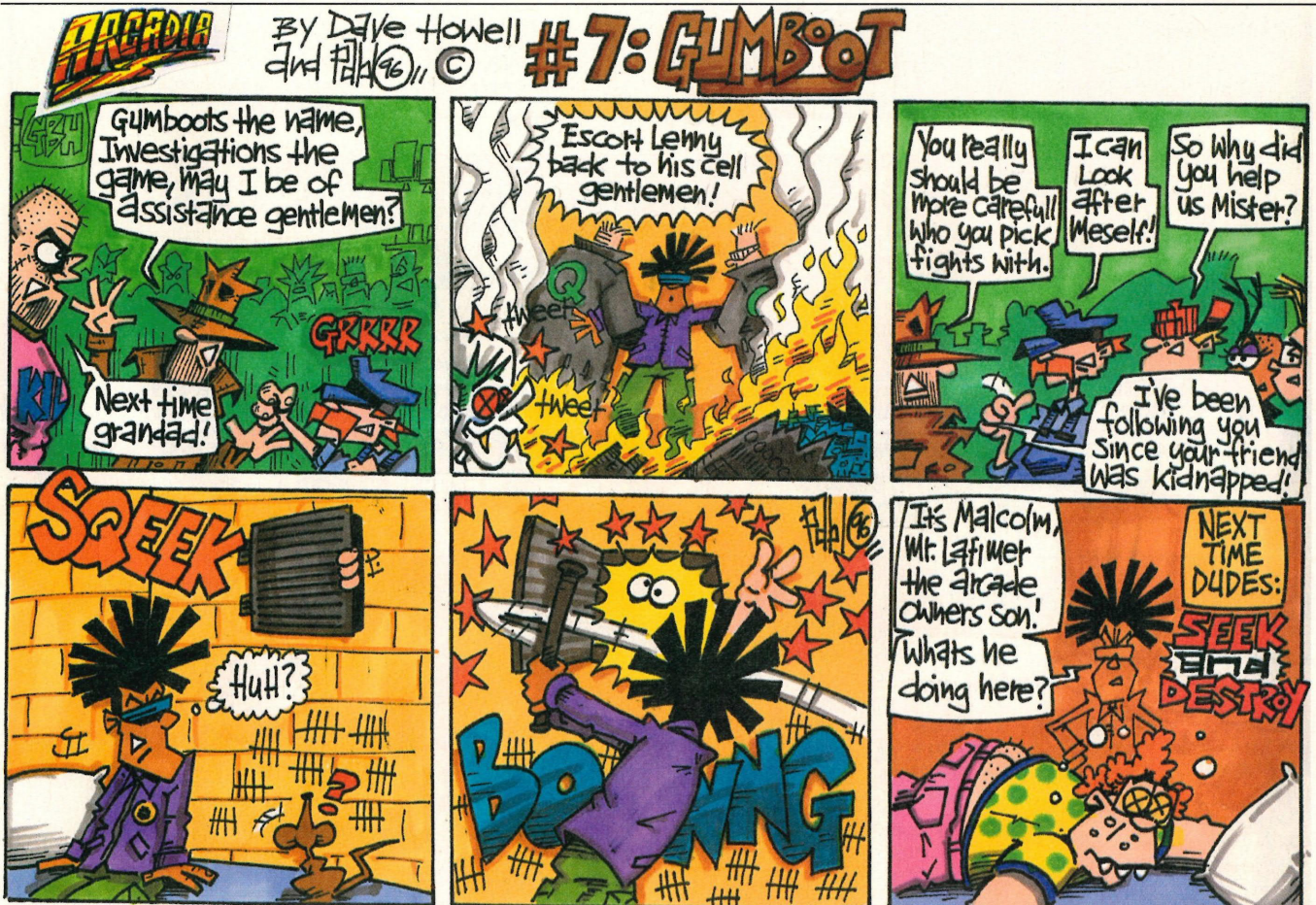
Dear Mario from The Goombay Dance Band,  
I'm 10-years-old and I bought your mag for the first time the other week. I was quite impressed with the reviews, and all the rest is great. I'm annoyed at other computer magazines though – they seem to think that everyone has a Saturn or a PlayStation just because they are new machines. Some people do spend money on other machines and not just the new ones. They put in more reviews for the new machines

than anything else, but your mag is good, with lots of variety. Could you answer these questions for me?  
1) Which is better MK2 or MK3?  
2) Do you know where you can still get MK2 for the Mega Drive?  
3) Are there any good new games coming out for the Mega Drive?

**Alan McGinay, Dumfries**

According to my gaming pals here at GamePro HQ, magazines are starting to lean more towards the next generation machines because software houses are producing more next gen titles than anything else. To return to your queries – MK3 is better than MK2, and if you're still after a copy of MK2 for your MD, try Acclaim on 0171 344 5000. Good games for the Mega Drive? Vectorman, MK3, FIFA '96.

Mario lives at:  
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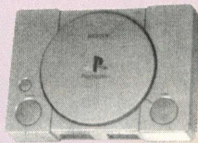
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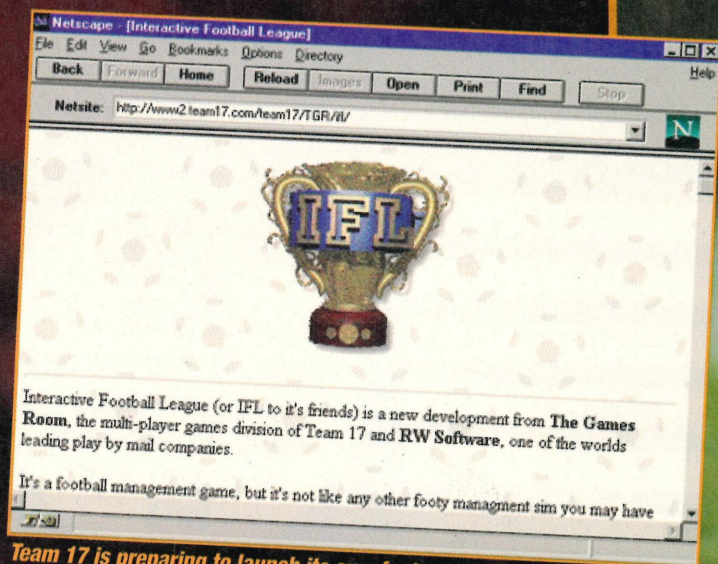
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# interNutter

Even the Yanks are trying to muscle in on the success of fantasy football. The chance to show the England manager up has proved irresistible to millions of UK punters who now subscribe to one of the many paper-based fantasy leagues in the hope of virtual management glory. Many of the on-line games can be played on a weekly basis, so don't sweat if you think you'll miss out on the big full-season prizes that are on offer. This month the 'Nutter takes a look at how the most popular of footy fans' pastimes has moved on-line, assisting you with a selection of top sites and new virtual leagues



**The most popular fantasy games have moved online. Link up today**



**Team 17 is preparing to launch its own fantasy league game. This will be ready any minute, so start thinking about that dream-team and keep your eyes on the news pages of GamePro for an official launch date**



Moving from a slot on radio 5, Skinner and Baddiel's couch-potato approach to the game has revolutionised the British football fan's season and broadened interest in the Premiership and its players as a whole. Pulling in more than three million BBC2 viewers, the duo are now considered the hottest property, after Chippy Hill, i footballing criticism.

Who can resist the chance of spending £55 million quid to form a creme de la creme Premier League outfit?

No-one, and this is exactly why hundreds of thousands of people in the UK fix their eyes on the Grandstand videprinter and the paper's Top Scorers lists week in and week out.

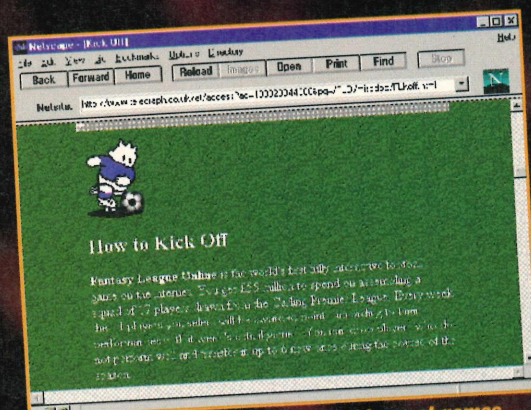
Maybe you already have a team competing in one of the national newspaper leagues. But what you might not know is that these games are now making their way across to the Internet, and people are picking it up at such a rate, that even the powerful servers storing this information are starting to splutter.

But which of the new on-line versions should you opt for? Well, for obvious reasons of continuity, it makes sense to play the computerised version of the game you are currently involved with in its paper form.

If you haven't been bitten by the fantasy bug just yet, get hold of a modem, connect it to your PC, and you'll find all the popular set-ups running on the Net.

The Telegraph's Fantasy League Online and the Daily Mail's Dream League are two of the most successful UK systems, and they're both now run via modem.

Well known PC and console coder Team 17 is also about to launch a new management system, called Interactive Football League. This is still under testing (as the main coder has been taken away to finish other soon-to-be-released in-house



**There are big cash prizes to be had in most games**

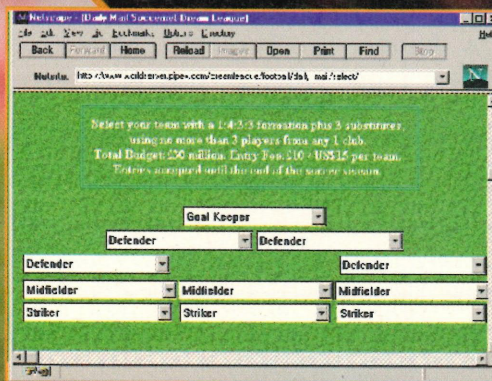
products, such as Euro Manager '96), so it may be well worth your while putting in some pre-season planning now, in preparation for the launch.

If you decide to subscribe to the Electronic Telegraph's Fantasy League Online, you will first be asked to select a squad of 17 players. This must consist of two goalkeepers, three full backs, three centre backs, six midfielders and three strikers. The combined total value of these players must not exceed the £55 million allocated to each Fantasy League Online manager, and your team must have no more than two players from the same FA Carling Premiership side. Weekly scores and league tables are updated every Wednesday.

Each of the fantasy systems offers some sort of cash prize incentive, which goes some way to justifying the subscription fees. The Daily Mail offers a new weekly game, which you can join now and play until the end of the season. Manager's of the month are given a mention in both the newspapers and the online versions, which makes any rise to glory all the more satisfying.

If you think you've got what it takes to manage your own Premiership side, why not peruse these Internet sites and start your own dream-team?

**Let your PC take the legwork out of selecting a new fantasy team**



## Internet addresses:

Fantasy League Online (Electronic Telegraph)  
<http://www.telegraph.co.uk/>

Dream League (Daily Mail)  
<http://www.soccernet.com/dleague/index.html>

Interactive Football League (Team 17)  
<http://www.team17.com/GamesRoom>  
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## ❖ Next Month...



**Yes**, next issue we'll be riding along on the crest of a wave, or should that be on the back of a dragon, when Sega's Saturn house party, Panzer Dragoon Zwei, roars into the GamePro office begging for a review. We'll be play-testing it to death in our usual in-depth fashion. PLUS: The Pandora Directive,

Return To Zork, The Horde, Wing Commander III, Terranova, Sony F1, Extreme Pinball, PGA European Tour, NBA Live, F1 Grand Prix 2, Soul Edge arcade player's guide, and at least 30 pages packed to the rafters with top tips, hints, cheats and pokes! It's a beauty! Don't miss it!

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**GamePro: Putting our foot to the floor while others are hitting the handbrake!**

# ATTENTION! TRUE OR FALSE?

Please answer the following

**M2 IS A MOTORWAY!**

**ULTRA IS A WASHING POWDER!**

**JAGUAR IS A BIG BLACK PUSSY!**

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