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EARTHBOUND
SKELETON CREW
METAL HEAD
CHAOTIX
GUNNER'S HEAVEN
FRONT MISSION
GEX.....



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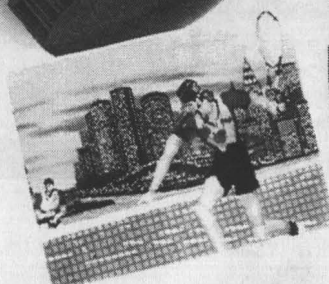
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GAP

Issue 5 - 1995

Produced at:
125 Arnold Road
Bestwood Estate
Nottingham
NG5 5HR

Tel: 0115-9606442

E-Mail:

Marker@sv.span.com
or

Onn_Lee@metnet.demon.co.uk

The G-Team

Art/Editor/Writer

Onn Lee

Writer/Contributor

David Simmonds, Gary Young, Steve Johnson, Anthony Jackson

Mega Thanx to

Various Importers of
Games/systems

(Video Game Centre -

Various Mags like
EGM, Gamefan, EDGE,
Famicom Tsusin &
Gamest)

Also thanks to Bill
Walker for the E3 Video
and 2Tuff

GAP is produced on a
humble 486sx 25 PC
with help of Quark
Express 3.11 and Word
6, Amstrad NC100
Notepad, and printed
on Canon BJ10e
Bubble Jet printer.

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Voice from the Depths

Hiya all you console freaks. What a couple of months it's been. Apart from the release of the Tekken, and E3, there hasn't been much happening really - rather depressing if you ask me. However, we've scraped together a few of the highlights, so I hope you like this issue. I have to say, although everyone is saying how great the Saturn and Play Station are - I'm rather disappointed with the games out for it at the mo. Okay - games like Ridge Racer, Daytona, Tekken, Virtua Fighter, Jumping Jack, etc. have been great to play... but after a few weeks of them - they are not too hot. I have to admit - I still play Super Street Fighter II X on the 3DO more, and even The Need for Speed is more appealing than Ridge Racer or Daytona for some reason... then again - I think Geoff Crammond's Stunt Racer is better especially linked-up up against a friend (even though I was crap at it!) I suppose once the programmers have really got into the depths of the machines, plus the release of the US PSX and both UK systems, things will improve especially if the Jap text games get converted.

On the subject of Saturn - I would like to apologise to Panzer

owners of not printing cheats for this game as some B'ard ripped out the tips page from one of the issues of Famicom Tsusin which had it in. So, if you see someone ripping pages in 'Asahiya Shoten' book shop (London), stick a Cheerful Sole (Madam) up his arse for me!! Panzer tips will appear in the next issue! On the 16-bit systems, it looks like they are on their last legs. The PC Engine is now dead - I haven't heard a single new game release for the system apart from a few Japanese only RPGs on CD... bad news for all Arcade Card owners! The Megadrive isn't doing much, although Sega have a couple of new titles in the works to spice it up in Comix Zone and Vectorman... looks like the 32X is the system if you want games for the MD. The SF isn't doing badly, but there aren't any real games you could die for like in the past. Killer Instinct will be worth checking out, not to mention Nameo's WeaponLord (also for MD), or Nintendo's new Mario FX2 game - but the rest are pretty average... that is until the Jap RPGs like Chrono Trigger, Breath of Fire 2, etc. get converted. The hand helds are also dying, although the gameboy is doing pretty well amazingly. Can't wait for Killer Instinct and Street Fighter II on it!!! Then there's the '64-bit' Jaguar... if nothing decent comes out for this system apart from the mind of Mr. Minter - it's Doomed... doomed!

Like always - if you can contribute in helping write the fanzine - please give me a bell - but make sure you actually get round to writing the pieces... you won't believe the amount of people who phone up and I never get anything from them!

Onn (ed.)



• Super Street Fighter II X on 3DO - Still the best game on any machine!

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Philips joining 3DO?

It's pretty much plain to see that Philips' CDi isn't much competition with the various 32-bit+ machines from the major electronic companies. And with the arrival of the M2 for the 3DO, and 3DO's licensing - it's very likely that Philips will join the 3DO bandwagon... specifically an all in one M2 machine. This will mean Philips can jump straight into the video games market without having spend time and money in research and development in a brand new system. Of course, should Philips join in the fray, it will booster the 3DO, especially as AT&T and Samsung are holding back their machines.

What we like to see from a Philips machine are:

- A decent joypad.. even a six button one like the one for the Saturn would go down a treat.
- A proper RGB connector, for connection to Scart TV/monitor
- Bigger SRAM, or slot for SRAM carts like the PlayStation.
- External audio CD controls with LED/LCD display. Nothing worst than having to switch on the TV to play an audio CD.
- A link-up cable thrown in to encourage software companies to take advantage of it.

As the PlayStation, Saturn, and Ultra 64 boards are used to run coin-ops from various companies, it's very likely that the M2 will be coin-op bound too.

More Movies on Saturn

After the release of Victor's MPEG card for the V-Saturn, Sega will release their own version called the Sega Saturn Movie Card. The slot-in cartridge will be available on the 23rd June for 19800 yen. So, if you didn't like the looks of the Victor Card, you can get a nice looking Sega one - which looks the same!!



¥EN too high

With the high value of the Japanese Yen, imported hardware and software have rocketed in price. In fact, it is so bad that a number of importers are to stop importing Saturn and PlayStation hardware and software from Japan, and are to wait for the US version to come out. When you consider that a Japanese Playstation game might cost around 35 in Japan, but anything upto 85 or even as high as 100 when it's bought over here, it's not surprising the US option is a better deal. And who said that games on CD-ROM will be cheaper?

Atari Buttons up and goes ahead

Everyone was amazed at the amount of buttons Atari stuck on the Jaguar controller - but they are to increase the number of buttons by five to 22! The three main buttons are to increase to six in the same arrangement as the Saturn and there are 'top' buttons as well like on the SF pads. With a 'standard' six button configuration - do we smell a Capcom game sneaking up on the Jaguar? Or is it just so Mortal Kombat III will be a lot easier to play on as the game uses six buttons (including the new run button).

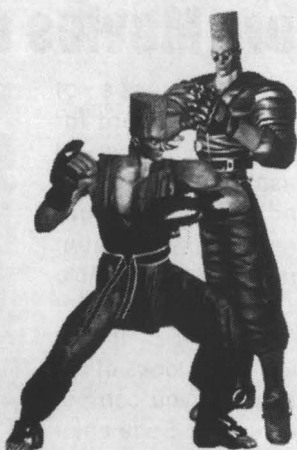
Although Nintendo will be the first with an affordable VR system for the home with the Virtual Boy... Atari looks set to be the first company to release a REAL VR system called imaginatively the Jaguar 2000. The system is currently being developed by Virtuality based in Leicester. The Head-mounted display will weigh in at half a kilo - with a field of vision of 52" x 40" using 428x244 pixels. Sounds great - but the question will be - will the Jaguar be powerful enough to produce a credible 3D environment - not to mention a decent game of it!! The current crop of 3D games on the Jaguar haven't been very impressive... and to get true 3D, you need to double the amount of polygons. We can see the first crop of games for the system to have sparse landscape, and single colour polygons like the very early VR games. Price for the system will be around \$250 and expected to hit the streets of the US in the Autumn.



Left: Atari Jaguar's VR Headset... will it work properly to give real 3D... and give you a mighty headache in the process.

Champion Iron Fist!!

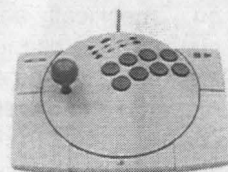
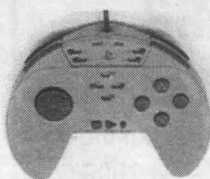
As with most successful arcade beat'em ups - Namco has begun a tournament in Japan to find the champion Tekken player. The tournament was started on 22nd of April with venues all across Japan in most video game stores. Some of the runner up prizes include wristbands, different bags, etc. all with the Tekken logo on. Who will be the King of Iron Fist Tournament?



PLAY IT AGAIN ASCII

If you are desperate for an alternative pad/joystick for your PlayStation, then ASCII has the answer. They have now released a pad for the PlayStation called the ASCII Pad V (left) and features all the usual buttons with rapid/auto fire and slow motion switches. Looks okay, and cost 2980 yen. As well as a pad,

a joystick is available for the PS called the Fighter Stick V (Right) which is shaped like a thinner PlayStation machine in the same grey colour. Again, it features rapid/auto-fire and slow-mo switches. Cost 5980 yen. It's very likely that a Saturn Pad and Stick will be available soon!!



Hudson's BIG memory

Word is Hudson has developed a new cartridge for the Super Famicom called the PLG. The cart. is supposedly able to store up to 100megabits of data for the price of a 16meg cartridge! Will this mean, SF games will be cheaper in the coming months? We hope so!!

A Mirage Robot 2

After the brilliant looking (PC in SVGA that is) but terrible gameplay of Rise of the Robots, Mirage are working on the sequel - Rise 2:Resurrection. Rise 2 will feature more pre-rendered robots, more moves, special moves, weapons, and hopefully will be more playable. Expect it sometime in the Autumn. Coming for SF, MD, Saturn and Playstation. Are we waiting in anticipation for it? You must be joking!

SATURN HITS THE UK!!

We have just heard that Sega UK are to release the Saturn in Early July... yes.. the official PAL machine. It looks like Sega think the PlayStation will be big competition, so by releasing it early, they will get more attention and so - more customers!! The price is said to be £399.99.. which will include Virtua Fighter. Games will retail for around £40 mark for your average game that is... with 'Super' games like Daytona USA costing £50. To be honest - if you want a Saturn - you might as well get a US one NOW as it'll cost around the same. And with Date's soon to be released Cartridge that will make all machines work with all CD-ROMs - games won't be a problem!



• Play Daytona on an official machine in July!!

Sony Collector SRam Cards

Sony are planning to release different style SRam cards for the PlayStation just like Telephone cards, POGS, etc. Because of the fairly low cost of the cards, expect to see different cover designs, and possibly game info and cheats. For example, a company might release a game, and later on release a memory card containing cheats to access over characters in the game, extra levels, etc.



Multi-playStation

As well as been able to play future games between two or more players on the PlayStation using the link cable... Catapult are to release a Catapult modem that will work with the system real soon. I mean - won't it be great to play Wipe Out or Demolish 'em Derby, or other games over the phone with other people... wow!! Now, if only telephone calls were free!!

Death of SegaCD

With the sale of the Saturn and the 32X in the USA... it's likely that the Sega CD (US Mega CD) will be shelved. Apparently, sales of the machine has died the past months, and so have the CD games for the system. So, it's very likely the system will go down like the NEC Turbo Grafx/Duo system, whereby there will be a mail order firm only selling any new games for it.

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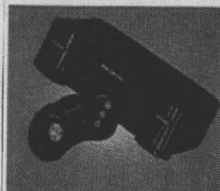
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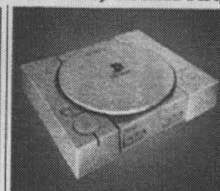
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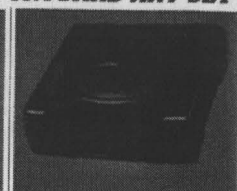
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NEO GEO

WHAT'S NEW IN THE SOFTWARE SCENE FOR THE NEO GEO - NOT MUCH!!

ADK

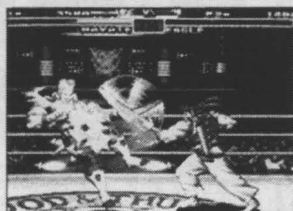
As you read this, ADK will have *Crossed Swords II* available for the Neo Geo CD. The game will be more or less the same as the original game but with four characters to choose from, plus a range of different opponents, and additional special moves I suspect. Worth getting if you liked the original. A novel touch is that, you can not only choose from 4 good guys, but also from four baddies too! Oh no... ADK are to release another World Heroes game called *World Heroes Perfect*! As far as I can tell, it looks just like the previous versions!



• *Crossed Swords II*

SNK

SNK's latest beat'em up which is 190 megs on cartridge and available now on CD too (available from 16th June) is *Savage Reign*. As one on one beat'em ups goes, this one looks pretty tasty with lots of different characters, all with well cool special



• Havate uses his Boomerang!



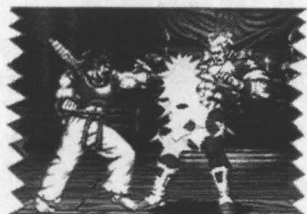
• Menu has a Tornado move!

attacks. As with their previous games, there's mega scaling when characters move apart or jump into the air - plus those deadly super doper moves when you really need them (see below). Check it out now! Also available officially is *Fatal Fury 3: Road to the Final Victory*.

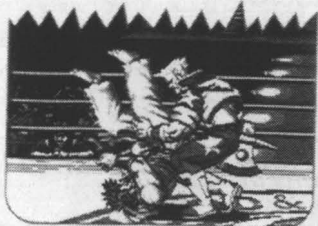
• SPECIAL MOVES FOR SAVAGE REIGN

Here are the special Super moves for each of the characters used like in *Fatal Fury* series. As I haven't played the game or seen the game in action... I haven't a clue what each of the character's names are, so descriptions only!

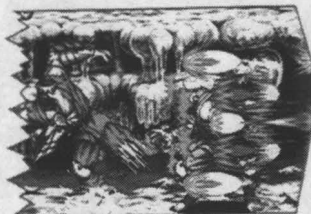
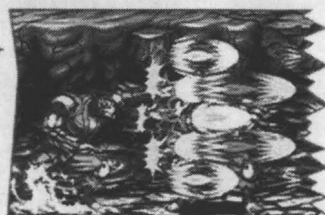
• Guy with red chest armour (Hayate): Down, Down-back, Back, Down-back, Down, Down-Forward, Forward + A. (sort of multi-punch like in *Art of Fighting*)



• Blonde Wrestler (Eagle): Forward, Down-forward, Down, Down-back, Back, Forward + C. (Power driver attack)

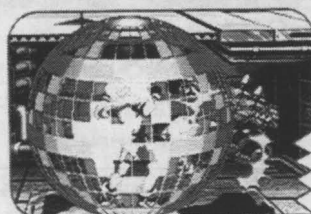
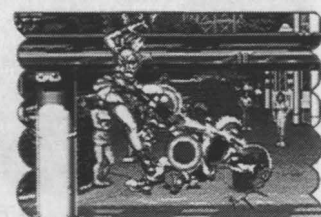


• Orange guy with gas-mask: Charge Down-back, Forward + repeated presses of A button. (For running multi-punch!)



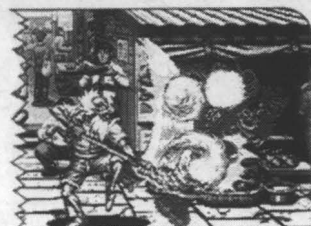
• Blue masked Ninja (Mezu): Charge Down-back, Forward + repeated presses of B button. (For rushing multi-kicks!)

• Blonde girl in Blue: Forward, Back, Down, Up + A (For fire-ball attack thing?)



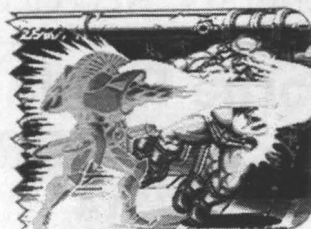
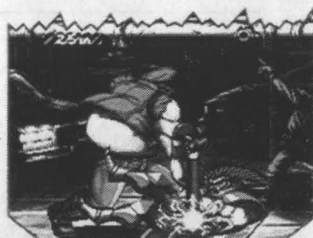
• White hair girl (Nicola): Down, Down-back, Down, Down-forward, Forward, Up-forward + A. (For Ball Shield around oneself).

• Joker: Down, Down-back, Down, Down-forward, Forward, Up-forward + A. (For a big inflatable clown head from ground!)



• Old git with stick: Down, Down, Down, Up + A. (For flaming stick slash!)

• Fat police guy: Forward, Down-forward, Down, Down-back, Back, Forward + C. (For electro stick to the chest!)



• Big red hair guy with Sword: Forward, Down-forward, Down, Down-back, Back, Forward, Back, Forward + A (Turns Blue and power stabs with his deadly sword!).

Letters

So, if you want to make a point, ask a question, let the world know you here.. or what ever, then write in to: GAP, 125 Arnold Road, Bestwood Estate, Nottingham. NG5 5HR. England. You can even E-mail me (ohhh!) on Onn_Lee@metnet.demon.co.uk or Marker@sv.span.com (I've never had an E-Mail.. boooohooo!!)

F.....F.....Free Fan

Q. How about doing a massive article on Final Fantasy III (USA) detailing all the hidden tricks/items/spells etc. Especially the specially near death attacks they talk about in the school in Narshe. *D.A. Jamnadas, London.*

A. We had planned to do one... but our RPG expert sort of went swanning to Japan. Also, at the moment - he is currently playing the well cool Chrono Trigger (sorry we couldn't get the review in this issue as he hadn't got very far into it - so hopefully a full review in next issue, together with Ascii's Super Dante (which looks a bit like FFIII), Burning Heroes, plus others). Also, everyone I know who's played FFIII has completed it a few times over and don't play it any more, however if you have some tips etc... please send them in. We at GAP don't get time to play each game over and over. For example... RPG-wise... since FFIII, I've played Breath of Fire (USA), a bit of Breath of Fire II (JAP), Ogre Battle (USA), Front Mission (JAP), Earthbound (USA)... plus a few others... and these are just on the SNES!

ps. In your letter you mentioned reviewing latest coin-ops - please do!! But as you're against beat'em ups - DO NOT review them - we'll get someone else to do them! It's no good saying SFII is crap when 90% of the nation probably thinks it's the best game ever released!!

Galaga Tek

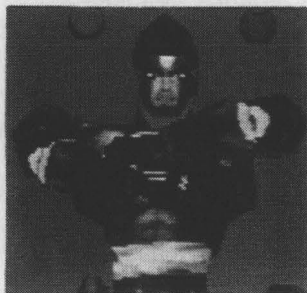
Q. I was wondering if you knew what happens when you shoot all the aliens on the Galaga Tekken Start up. The sneaky buggers are so hard to get.

Jack the android cracks me up when he beats his cheat and falls over.

Chris Beckett, Kent

A. According to Famicom Tsusin (the number one weekly console magazine in Japan) as no one I know has done it - completing all the waves/stages will enable you to play the blue/matallic Kazuka.

Yeah, Jack's animation win is brill - but Anna's up lifting chest animation is a lot better!!!



• Ashoot the aliens and get this guy to fight with.

Disappearing Crew

Q. I've been reading the mag for some time now in various forms and still enjoy it. What happened to Dan and Lee?

The amount of machines around now is getting a bit

over the top and I don't intend buying either a Saturn or Playstation unless they are a lot less expensive. £400 is too steep for any machine in my book. I've just recently got a 32X and SNES. I'm hoping the 32X will start to take off a bit more in the near future as it's got good potential id it gets the support. I thought it was about time I got a SNES, now they are so cheap because I'm getting into RPGs and there are some good old titles about aas well
Darren Ash, Somerset.

A. Glad you still love GAP... we'll still go on as long as possible, although due to lack of funds, increasing hardware and software prices, lower subscribers, not enough contributions.....

Dan and Lee are still around. Dan is suffering from a fatal disease whereby getting a full time job really screws him up.. and is heavily dependant on Pizzas. Because of this, he has had to sell his console gear to fulfill his needs. Lee is more into the PC now than the consoles (not to mention the Internet)... although he may return own the Playstation start producing link-up games. However, another reason why he's not writing is probably because most people thinks his a scum.

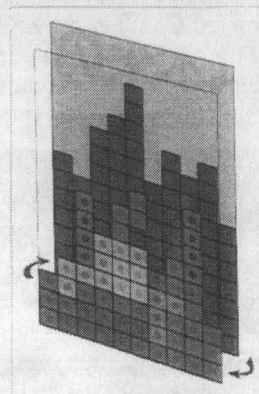
Yeah... the current new machines are expensive.. but you get what you pay for... and they are certainly a lot cheaper than getting a decent multi-media PC Computer!! If you were living in Japan, you would say they were cheap at the price, as a Playstation can be bought for around £250... real cheap when you consider the cost of a double speed CD-ROM for a PC cost around £100 any way. But as they are imported, and the UK always gets a raw deal.....

US on JAP PCE

Q. Does anyone know how to run US PCE games on the white Japanese PCE. The difference in the pinouts would be great as I could then put a switch in a Jap-US adaptor.

M. Okereke. Manchester.

A. As far as we know, it's not possible to play US game cards on a Japanese machine. Very possible that the US machine has something in it that the Japanese version doesn't. However, if anyone out there in console land does know, please write in and let us know!



Right: This is what VB Tetris on the Virtual Boy will look like. Two sets of blocks. Blocks drop down, and you must rotate the columns in 3D to fit them in.. so two columns to think about instead of one!!

Super Famicom

WHAT'S NEW IN THE SOFTWARE SCENE FOR THE SF. SEE ALSO E3 PAGES

•Acclaim

After the big money NBA JAM, Acclaim are hoping to cash in mega bucks with Baseball this autumn with their release of Frank Thomas' Big Hurt Baseball. This 24meg sports title is the first video game to utilise Acclaim's Proprietary motion capture technology. The advance video game technology makes each player's movement as fluid and controllable as possible. Acclaim has secured a Major League Baseball Players Association license, enabling it to include the name of every current major league player - complete with each player's attributes.

•Capcom

Waiting for the conversion of Breath of Fire II? Well Capcom have decided to do the job themselves and should be out in the autumn. The game is a great improvement over the original with more fighting formations, and the ability to combine more characters together with power new allies called shamen, which can create up to 160 different variations of characters!

Enix

RPG fans can look forward to two new RPGs coming from Enix... Mystic Ark is looking real cool featuring some real cool battle sequence effects and should be out soon, and then there's Dragon Quest VI which is currently hot on the Japanese most wanted list (that is until the next Final Fantasy game become more available!). Enix haven't converted many of their RPGs into English... so fingers crossed that both of these will make it to western shores!

Gametek

Gametek are to release a 3D action shoot'em up called Air Cavalry any time now. The game has you controlling a number of helicopters in a Buck Rogers-style shooter. The game looks great, although could be pretty basic, although there is a two-player split screen mode which should add some spice to the game.

•Konami

Konami's long awaited Castlevania game, which will be called Castlevania XX will be out in the coming months. The game will be a conversion of the PC Engine game, but with improved graphics like a layer flaming fiery parallax backdrop on the first level. As with the Engine game,



• Castlevania XX - Like the Engine version, you're chased by the big nasty bull creatures...

there's the chasing giant beast, on stage 1 and the giant bat on stage two. CXX looks like one reason to hold on to your SF!!

•Nintendo

Check out E3 pages for more information on Nintendo's amazing line-up for '95 plus other news sections.

•Playmates

After the amazing success of Earthworm Jim, the sequel is expected to appear in October '95. The game will utilise the new improved Shiny Entertainment game design technique, Animation II, to create an animated, motion-picture quality and feel never seen in video games (no, I don't believe that either... Ed.). Follow Jim in bombing runs over hostile alien continents, storming the fierce innards of an



• Earthworm Jim 2 faces deadly meat and forks!!

energy-sucking planet with Jim disguised as a salamander, and make Jim eat dirt. Earthworm Jim 2 features exotic worlds, Jim's nemesis, the evil Pscow, secret hidden moves and a host of bizarre new characters.

Shogakukan Production

After various Ranma games on the SF, it'll be no surprise to you that a Tetris-style puzzle game is in the works featuring characters from the manga/anime. Ranma 1/2 Ankoku Ja-anken will be out in July, and looks like all other Columns/Puyo Puyo puzzlers.

Square

If you are waiting for Chrono Trigger to be converted into English, Square have announced that they will release the game in September... so all you SF RPG owners... don't get rid of your machine yet... the SF still has the best RPGs on any machine!

As well as the Chrono Trigger conversion, expect conversions of their excellent Strategy Mech game - Front

Mission. Other Square game to look out for is Square USA's Secret of Evermore, and even Secret of Mana 2. Also, Capcom's Breath of Fire 2 may come from Square - although judging how well the original went down - Capcom may release it themselves.



• Seiken Densetsu 3 - the Boss attacks your party

Tecmo

Tecmo haven't made many well known games, but one does stick out - Ninja Gaiden, and it's on it's way to the SF. Early screen shots however look very much like the PC Engine version... very average. Out in July.



• Ninja Gaiden on the SF

Titus

Although Titus haven't really released any great stuff on

Secret of Mana 2 (Seiken Densetsu 3) is currently in the works, and the 32meg game is looking brilliant with well cool special effects. As with the first prequel - you get to control up to three different characters!

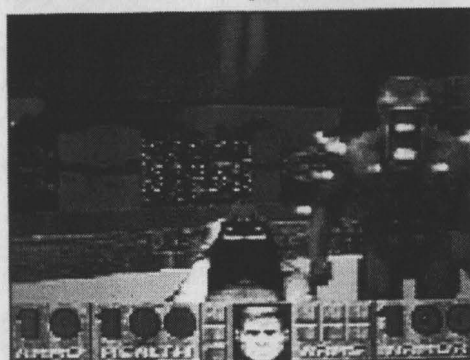
the SF... or any other platform for that matter, they are coming good recently on the SF... and their latest is a platform shooter called Realm. As with games like Ghouls and Ghosts and Contra... your hero has to get through multiple stages packed with enemies, platforms, traps, and of course those big bosses, while collecting an assortment of weapons. With cool graphics, Realm looks to be a hit when it hits the streets at the end of June.

Viacom New Media

Super heroes are being converted from comics to video games left, right and centre, and the latest is Phantom 2040. As with most super hero games, it's another scrolling platform beat'em up... and as scrolly platformer goes... it looks like any other. Out July.

Williams Entertainment

As Doom and Doom clones hit every machine especially the 32 bitters, the original Doom will hit the SF in



• Doom on the SF - looking great - if you like Doom!

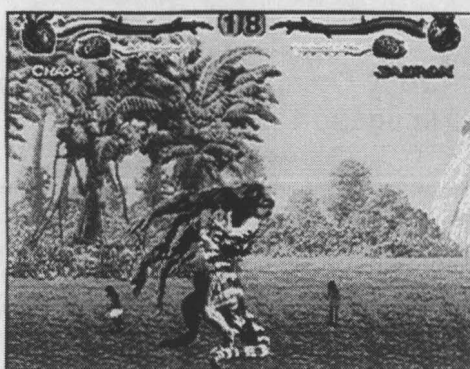
September from Williams. The game will be on a 16meg cartridge and feature Nintendo's FX2 chip for dynamic 3D graphics. Hopefully it'll be better than Wolfie.

Megadrive

WHAT'S NEW IN THE SOFTWARE SCENE FOR THE MD. SEE ALSO E3 PAGES

Acclaim

Acclaim's conversion of Primal Rage for the MD is looking real great, although lacking somewhat in colours with only 64 shades on screen, every other aspect of the game is said to be there with fairly large sprites and crazy moves! It does need shadows however... which seems to be lacking in a lot of 3D looking games. Primal Rage will be out in the next few weeks!



• Grab your partner by the neck and do the crunch!

Codemasters

Last year, the best Tennis game for the MD was the codies' Pete Sampras Tennis - especially as it featured on a J-Cart for multi-play action. To better it, a '96 version of

the game is in the works for the next few months. The new version will be on J-Cart again, but features more animation frames, more players, better computer IQ, and even a coaching option.

Disney

After Mickey Mania, Disney next title for the MD will be Pinocchio - the wooden puppet with no strings. As you'd expect, the game will be another scrolling platform adventure as you guide Pinocchio (or Jimminy Cricket) through levels based on the hit Disney movie. Expect this around September. Also available for the 32X and SF.

Sega

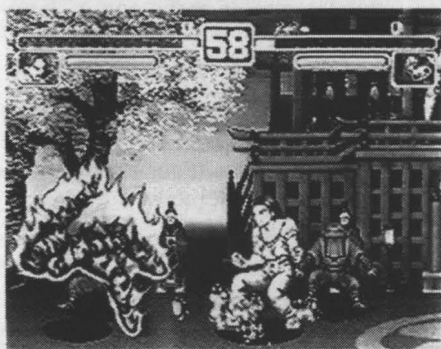
Sega haven't forgotten the 16-bitters, and their US team are working on a strange game called The Ooze. The game has you playing a blob-like green slime that increase in size as it eats enemies and things, but shrink when shot at. The Ooze looks real crazy and should be available in the autumn. Check out E3 for more Sega stuff.

Play Station

WHAT'S NEW IN THE SOFTWARE SCENE FOR THE PSX. SEE ALSO E3 PAGES

Atlus

As expected, Atlus' coin-op beat'em up *Astro Bout 2* will be converted to the PSX for a late '95 release. Current screen shots look okay, but the original coin-op wasn't exactly stunning.



• *Astral Bout 2* - Now, I think he's a bit over done!

Bandai

Can you guess what Bandai have on offer for the PSX? How about *Dragonball Z* PSX? Yep... that right. The game will be based on the arcade game... a one-on-one beat'em up featuring 14 selectable characters (20 characters in all). As with previous DBZ games, the game lets you fight it out in the air as well as the ground with tons of special moves. And as it's on CD, there's some groovy FMV. As yet, no release dates. Bandai also have a 3D battlemech game which should be available as you read this.



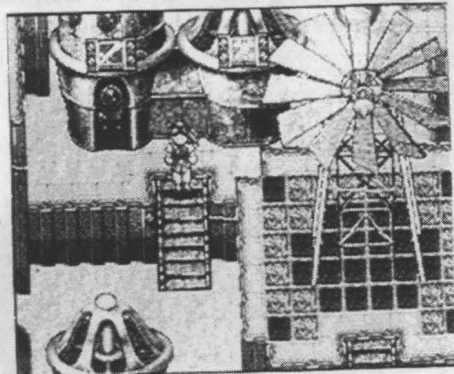
• *Street Fighter Anime* coming to a PSX soon. fighting game like Hudson's PC-FX game *Battle Heat* we wonder?!

Capcom

With *Vampire* in the wings, and *Street Fighter: The Movie* later in the year, not to mention *SF Legend* (Zero) Capcom are also working on a game based on the *Street Fighter II* anime. Will it be a FMV fighting game like

Konami

Konami are well behind the PlayStation, although most of us are waiting for them to release versions of *Turtles*, *Contra* and *Castlevania*... Konami are currently working on a number of Japanese oriented games. There's an adventure game featuring school girls with voices supplied by top Japanese actresses (mainly to attract more females to the PlayStation); a strategy RPG with great graphics and with battle sequences not unlike *Ogre Battle*; another traditional RPG called *Suikoden*... however best of all is a footie game - which features textured mapped/gourand shaded polygon players. If *J.League*



• Konami's cool Strategy RPG - *Suikoden*

Wining Goal plays as good as their SF title *Perfect 11*, then all PSX owners should order their copy now. It's out on 14th July... the same day as their *Power Pro Baseball '95* baseball game which looks more or less like the SF version but with more colours and bigger graphics.

Namco

After the massive success of *Tekken*, Namco are in the process of producing *Tekken 2* (preliminary title). Namco have asked various readers of Japanese magazines to send in suggestions as to what they should include in the sequel. Any ideas?

Sony Computer Entertainment Inc./Sony Imagesoft

The longest awaited game for the PS - *Philosoma*, should be available in June, and it's looking exceptionally good. The FMV bits are amazingly detail, and the game's graphics are superb, with nifty 3D sections which look like *Night Striker*, vertical action with big bosses and asteroid fields like *GunHed*, and horizontal levels that resembles *Gates of Thunder*. Other great looking action games from Sony - this case Sony Imagesoft includes *WarHawk* - a superb looking 3D helicopter action flight simulator. The early version of the game shown at E3 looked amazing - and I'll be first in the queue to get this. Available at launch of the US PSX. There's *ESPN Extreme* - a super fast 3D race game where you ride on either a bike, skates, skateboard, etc.

Coconuts Japan

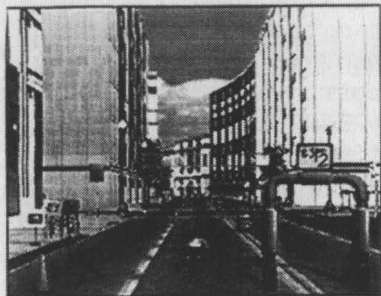
Coconuts are to release a 10-pin bowling game for the PSX featuring polygon skittles, bowling balls, and everything... plus multiple viewing angles. Different I suppose.

Data East

I was expecting something great from Data East, but they are to convert their '83-'85 Laser disk/Mega CD games *Road Blaster*, and the one with the helicopter. Personally, we'll give these a miss!



• Konami's well ace looking Soccer game for the PSX - programmed by the Super Famicom *Perfect 11* team!!



• Extreme - skate down the road at speed!

Imaging Road Rash on the 3DO, but much much better in terms of graphics and speed, plus obstacles... great! Twisted Metal is a 3D combat driving game where you drive various vehicles trashing other opponent's cars and trucks!

Sony are also to release a number of RPGs/Strategy games for the PSX in the coming months. There's Wizardry VII (based on the PC game) - a dungeon master style RPG with rather nice graphics with no release dates as yet; Arc the Lad - a strategy RPG with rendered cartoon graphics and looks like the SF game Albert Odyssey - out in June; Fujimaru - another S-RPG with multiple views including a mode-7 like view, very detailed 3D isometric, and graphic stills.



• Arc the Lad - Some Demon grabs one of your heroes - time to take the nasty apart me thinks!!

Time Warner

After announcing Race Drivin' for the PSX, Time Warner is likely to improve the game a lot - especially when you look

at Ridge Racer. Early screen shots show the game like the coin-op, PLUS screen were you drive along a fully textured road lined with trees, etc.

Ving

Available now, will be Ving's conversion of Taito's 3D race/shooter Night Striker. The game has already appeared on the Mega-CD and I have to admit, not the most exciting game around... not even as playable as Space Harrier. Expect an exact copy of the age old 3D coin-op!? It's very likely that Ving's next title for the PSX will be their pretty cool vertical shoot'em up which was released a year or so with Taito - the game has that Taito shoot'em up feel... GREAT STUFF!

Zoom

What do you get if you cross Virtua Fighters' 3D fighting game play with robots? - you'll get Zoom's Zero Divide. The game looks okay with gourand-shaded/texture mapped graphics... and a host of different robots with different abilities. Hopefully Zoom can do what Mirage couldn't with Rise of the Robots.



32X & Saturn

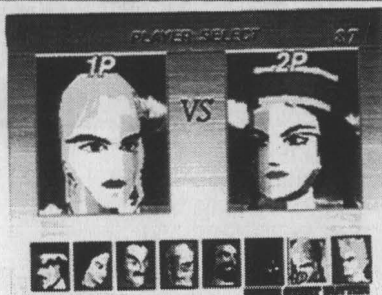
WHAT'S NEW IN THE SOFT SCENE FOR THE 32X/SAT. SEE ALSO E3 PAGES

32X

Sega

The game that will show off the 32X will of course be Virtua Fighter. Will it be as good as the Saturn version? If so, it will show how powerful the 32X really is compared to it's bigger brother. Early screen shots of the game look promising with graphics as good as the Saturn, but only time will tell if it moves and plays as well.

As well as the rather cool looking Zaxxon-like game - Motherbase, Sega also have a rather great looking 3D polygon shooter called Stellar Assault... which is like Star Wars/Star Blade.



• VF on the 32X - looks good, but not quite as good as the Saturn version

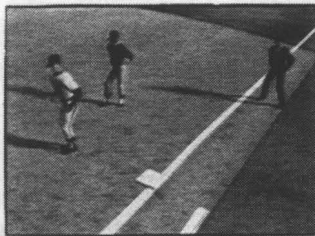
Saturn

With the launch of the Saturn in the USA (available at Toys R US amongst other stores), as you might have guessed, the US machines aren't compatible with Japanese CD-ROMs. However, word is, the boffins are currently working on the solution to solve this problem. We have heard that Datel have cracked the problem and hopefully by the time you read this, they should have a Cartridge that will run all Saturn games on all different Saturns (Jap/US/UK).

Crystal Dynamics

Crystal really made the 3DO what it is today, and they are now moving on the Saturn with three games in the works. Firstly, there's Solar Eclipse - a sort of more polished version of the 3DO game, Total Eclipse. Hopefully Crystal will improve the gameplay a bit. Then there's 3D baseball '95 and Dragons of the Square Table (both coming for the

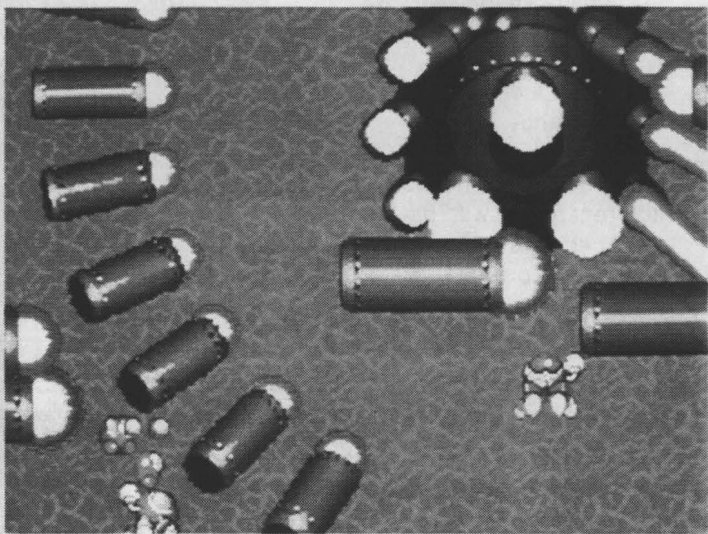
PSX too). 3D Baseball '95 looks well awesome - with fully 3D rendered graphics and commentary by Van Earl Wright. If the game plays as good as it looks, Baseball Stars 2 on the Neo might have some competition. Dragons is a cartoon adventure game.



• 3D Baseball '95 - great graphics

Konami

One of Konami's first titles for the Saturn will be the conversion of Gokujyoh Parodius Deluxe Pack - basically the same as the PSX game with both of the coin-op shooters on one CD. Hopefully, Konami have improved things, and the game won't slow down as on the PSX version when in two player mode. The game should be out by the time you read this. Konami are also to release Twinbee for the Saturn too!! Like Parodius, it will be a Deluxe Pack featuring previous versions of the game on one CD!



• Twinbee coming to your Saturn with two player option and everything!!

Sega

Sega didn't really make a great impact with their first platformer on the Saturn (Clockwork Knight), but with Astral



• Sega's BUG! - Looks like Sega will have a winner here!

now available, and now the announcement of Bug... the Saturn looks like a tasty platform system. Bug, has you controlling a cool rendered insect around several levels that scroll around you, lets you move in and out of the screen, 3D sections, parallax scrolling.... well... more special effects than an Arnie movie. Bug looks great, and could be the next Sonic for Sega.

As expected, Sega are to convert their 3D polygon shoot'em up/simulator coin-op game Wing War to the Saturn under the name Wing Arms. The game will differ slightly from the coin-op (possibly more playable), and should be available in July. Early screen shots look extremely good with great texture mapped aircraft.

After soccer, Sega are to release a baseball game for the Saturn called Greatest Nine. The game uses a mix of polygons and digitised graphics, and feature sample commentary played from the CD. Greatest Nine looks pretty good, but has big competition from Crystal Dynamics's ball game.

Shin Shinobi will be out at the end of June and looking really cool; and RPG fans can look forward to Blue Seed based on a popular Anime... I

believe it was once a Mega-CD game too. Looking even better, there's a S-RPG called Riglord Saga too. This one uses glorious 3D graphics - rendered characters and texture mapped 3D scapes. The game plays like the 3DO game Powers Kingdom (actually by Micro Cabin), but looks 10 times better; and from the Sonic Team - there's Shining Wisdom - a Zelda-style ARPG; and more with Magic Knight Ray Earth... a really cute RPG.

Expect to see Clockwork Knight 2 for the Saturn, Virtua Cop (This one looks just like coin-op!) and Virtua Fighter 2. Talking of Virtua Fighter, Sega have just released Virtua Fighter CG Portrait Collection for the Saturn. The CD contains high-resolution fully rendered Computer Graphic animations of the characters of the game (Cinepak). There's Akira kicking

a tree, Jacky at a bar taking a drink, and Dural walking out of the flames like the T-1000 in Terminator 2. The graphics are brilliant... a must for VF enthusiast collectors!!



• The Brilliant animation from VF CG Portrait Collection

Virgin Interactive

Coming to the PSX as well as Saturn is Spot Goes to Hollywood. This is one amazing looking game. It's another platform/ shooting adventure game, but this time viewed in superb 3D isometric. As with previous spot games, the animated graphics of the various creatures and objects are superb.... it looking to be one of the best games of the year.



•Cool Spot on Saturn. Brilliant graphics!

GEX

3DO by Crystal Dynamics
CD-ROM

Crystal Dynamics premier platform hero finally arrives after more delays than the European union.

Gex is a lizard who is trapped in a TV world of themed zones such as horror and cartoons. To escape he must find a remote control on each level to open the next stage. There are also videos that save the game as well as numerous power ups that he can grab with his long tongue, such as speed up (with a brilliant 'ghosting' effect) and freball breath.

While there are only about 24 levels all together, they are all quite big,



Gex go up against a turtle boss.. this guy's slow?

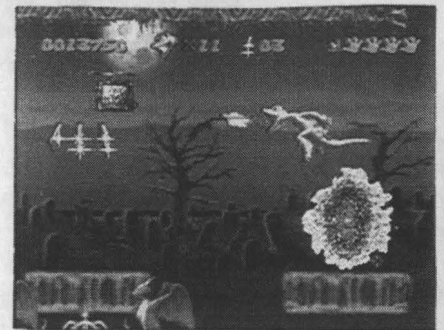
with numerous ways of getting to the exit. However, the main problem I can see is the huge number of lives you can build up. As you run and jump around, there are golden flies you can pick up and you get an extra life for every 100. It wasn't until

I got to the third stage I realised I had twelve lives, and as you can have up to five health points for each life, that's technically 60 lives! There's also no difficulty settings so it's stacked in your favour.

Graphically, it can't be faulted. From the short rendered intro to the ingame graphics, it's obvious a lot of time has been spent on the game. Gex is beautifully rendered and runs, jumps and sticks to walls smoothly, and the 'sucker' sound as he climbs walls is great! Because he can climb walls, there's plenty of opportunities to explore and there's no time limit so it's usually worth looking around. The enemies are also well animated, especially the killer Tomatoes and the zombie lizards, and the foreground and backgrounds are colourful and detailed (too detailed in places as it hides the remote control you need, but that's probably deliberate.)

To make up for the huge number of lives you can get, there are several 'instant death' items such as the slime pools on the graveyard level. Curiously, some of these lead to bonus area if you fall in, but are you going to risk your lives checking every one? There are also warp zones to find that lead to more flies or a simple bonus level.

The music is suitable for each level, the graveyard is a spooky tune



GEX gets a fire icon and can now breath fire. Underneath him is a revealed hidden warp gate. Enter for chances of more bugs and lives!

with samples from 'Monster Manor', while the cartooc level is light and breezy. The sound effects are limited, but there's lots of speech from Dana Gould (and Gex actually speaks when he talks - his mouth moves in sync) some of which are quite funny (but don't give up the day job Dana!). Overall, a slick platformer, but a bit too short and far too many lives.

Video	- 80%
Audio	- 80%
Playability	- 83%
Lastability	- 73%

Overall - 81%

David

Quarantine

3DO by Gametek
CD-ROM

First off, full marks for the cover, sick and suitable at the same time. This is another PC hand-me down and is basically Doom on wheels, the story has you playing a taxi driver in Kemo city which is walled up and under corporation quarantine. The aim is simply to survive and build up enough money by picking up customers to buy your way out. The problem is everyone is either criminally insane or psychotic so you face armed taxis and buses as well as pedestrians who would rather fill you full of holes than wait at a pedestrian crossing.

You drive around town, checking

the onboard map until a customer hails you, then look where he wants to go and get there as fast as you can, if you don't get there in the time limit, you lose the fare. To clear the streets you have a hood mounted gun, and can buy other weapons as you go, as well as repairing the damage to your taxi which is essential as there's only one 'life', but you can save the game at any time. Occasionally, you'll be asked to deliver a package to a drop off point. The rewards are greater, but it's usually in a really rough part of town, so it's a toss between cash and survival.

The graphics are alright, your taxi moves fast enough and it's fun skidding around the tight corners, but it has that pixtulated look so common with 3DO games. The buildings and streets are detailed with posters and flashing adverts and it has the dirty look of a town on the wrong side of law and order. There's a wide variety of cars and pedestrians, but as they don't whistle for you until you're close, you run the risk of being shot by them (or in my case - actually running over customers! - Ed.). Far safer to run them over or shoot them first which sprays the windscreen with blood, but of course when you

WHAT'S NEW IN THE SOFTWARE SCENE FOR THE 3DO. SEE ALSO E3 PAGES

American Laser Games

If you are a gun toting freak, and love ALG's shooter's, their next title for the 3DO will be Bounty Hunter. What more can I say?

Coconuts Japan

These guys will have World Cup Special for the 3DO... and as far as I can tell, it's Rage's 3D Soccer game. Will it beat FIFA for playability - unfortunately - one up to two players.

Electronic Arts

Another EA game that's taking it's time to come out is Space Hulk - the action/strategy game based on the PC/Amiga game released a few years ago. However, the 3DO version is more action oriented, and plays more like

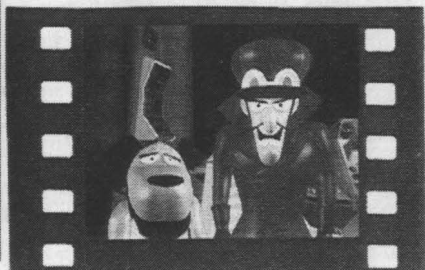


• Space Hulk on 3DO - more arcade action than original Amiga/PC

Doom as you blast an assortment of nasties that are out to get you. Fan of strategy won't be disappointed as the game also feature the more thinking man's game mode too... two for the price of one - not bad eh? EA's NHL '96 is looking real cool. As with FIFA, the game uses multiple camera angles, improved animated players, and retains the original's speed and playability. Foes of Ali - a 3D polygon textured-mapped boxing game is looking good with neat fighters, although the game's frame rate is a bit choppy at the moment. As with other EA sport titles, there are a host of views from the eyes of your fighter to right at the back of the stadium.



• Down and out in Foes of Ali



• Wacky Racers' back on the 3DO but better.

Capcom

Surprisingly, although it's known that Capcom are to release Super Street Fighter II Movie for the Saturn and the

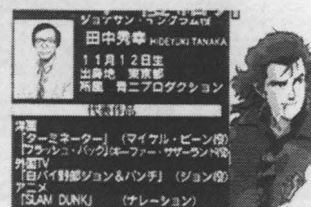
PlayStation, they have announced that it will be released for the 3DO too. With two Super moves per character and extra moves... will it keep us off Super Turbo version we wonder?

Future Pirates

After the crazy Wacky Racers, Future Pirates have release a sequel called Wacky Racers 2 In Space. Like the first one, it features fully rendered cartoon characters from the cartoon, but instead of just a betting game, this time it features a load of sub games including a SFII fighting section, Op Wolf-style shooting, puzzles, etc.

Konami

Konami's Policenaut is NOW available... well... sort of, as you can now get the Pilot disc which features samples of the game including puzzles to solve, shooting sections, photo gallery, interview with the programmers shown in FMV, and more. You can be sure we'll be giving you the full low down on the full game when it's released!



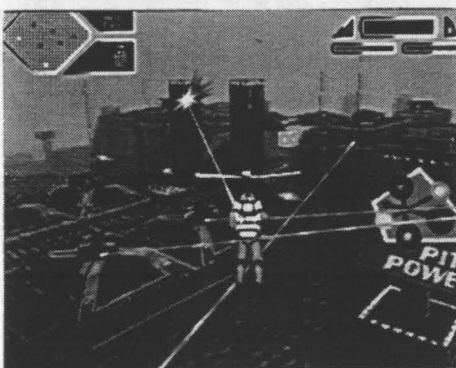
• Pilot disc for Policenaut.

Krisalis

One thing that's missing on the 3DO (apart from a straight forward shoot'em up) is a flight simulator where you can go where you want. Well... until Domark actually gets round to release Flying Nightmare which is looking quite good, Krisalis are working on Starfighter 3000. The game is very much like DID's Inferno as you can zoom around the planet surface or blast off into space. Early indications is that it's pretty good fun to play with smooth frame rate and the ability to blast everything including the ground. Unfortunately, it's not out until late '95.

Micro Cabin

After Powers Kingdom on the 3DO... only decent RPG on the machine... M.C. are to release another RPG. This game looks great. Although the game is viewed in traditional 3/4 top-down, all the graphics are constructed in 3D with



• The great looking Blade Force.. Hero meets Doom

very detailed texture mapped polygons so the camera can zoom in on the action, rotated, and so on, and there's the Populous/Virus-like landscape battle sequences with superb special effects. Lets hope



• Quaser - strange 2-player shooter.

it's converted into English real soon!

Studio 3DO

Studio 3DO is becoming a force on the 3DO with a big line-up of games for the system. There's Captain Quazer - a 3D isometric action/adventure

shoot'em up with cartoon graphics. Looks crazy. Phoenix 3 - an action/adventure space game... unfortunately little is known of it at the moment apart from a few rendered FMV screens. BattleSport is a Ballblazer-style split-screen sports game which looks okay, but Ball Blazer is Ball Blazer, and then there's the brilliant looking BladeForce - a sort of 'Hero' meets Doom - probably Studio 3DO's most promising game; and the other Doom-clone, the crazy looking Killing Time.

Jaguar

WHAT'S NEW IN THE SOFT SCENE FOR THE JAG. SEE ALSO E3 PAGES

Acclaim

Money bags Acclaim are the latest crew to produce games for the Jaguar, and are planning to release NBA Jam, Frank Thomas 'Big Hurt' Baseball, and possibly Judge Dredd.

Atari

There haven't been many great pinball games on consoles, but Atari are hoping to add a good one to the list with Ruiner... a pinball game with a demonic theme. The graphics look good, and if the game plays as good as Naxat/Tecnosoft's early games on the PC Engine/Megadrive, pinball fans are in for a treat.

After the disappointing racing games on the Jag., Atari hope to redeem themselves with F1 Racer... another Virtua Racing style game with multiple views.

Jeff Minter's long awaited next game - Defender 2000 is

looking to be worth getting a Jaguar for (something I said about Tempest 2000! - if only Jeff wrote for the 3DO?). Defender 2000 not only feature the original coin-op game down to every pixel, but like Tempest, there's a plus version (same game with improved audio/visuals, and a totally out and out 2000 version with more baddies, weapons, effects... etc. As well as a souped up Defender, Atari will be releasing a souped up Joust called Dactyl Joust... which now puts you in a first person perspective as you fly around a fully 3D texture mapped world.

Virgin

Aswell as converting the 3DO game Demolition Man for the Jag-CD, and Creature Shock, Virgin are also to convert the PC game Super Karts for the system, although whereas the PC game had large graphics.. the Jag version is more like Mario Kart or Street Racer.

Handhelds

WHAT'S NEW IN THE SOFT SCENE FOR THE HANDHELDS.

Gameboy

Capcom

The biggest surprise, and possibly one reason to keep your gameboy is that, Capcom have announced that they will release Street Fighter II for the mono-wonder. Although it's not Super or Turbo, if Capcom can get the animation and gameplay like the original... it should be worth checking out, even with the reduction of buttons.

Virtual Boy

Although the Virtual Boy was planned for release in April, it will now hit the street of Japan around July, and it will be reduced in price to 15,000 yen. Aswell as the previous mentioned games by Nintendo: Tooleroboxer (robot boxing game like Punch Out), Mario Clash (platform action with Mario with the ability to move in and out of the screen), Mario's Tennis (Tennis with the Mario crew) and not forgetting Pinball, here's what else is on the cards for

this crazy device.

Bulletproof Software

More Tetris from BPS... and this time for the VB. Being 3D.. BPS' new game V-Tetris have added a new twist to the game in that, there's now two columns.. one behind the other. So when a shape falls from the top, you can drop it in the front column as normal, or press a button to revolve the columns around (so front is now back, and vice versa), and drop the shape in the other column. Ingenius, but the game could easily be converted to a normal 2D platform.. and I bet BPS will soon release the game for the SF, etc..

Hudson soft

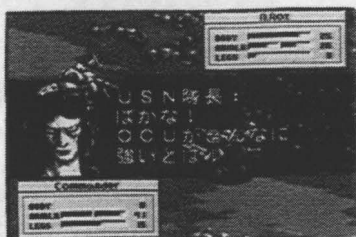
Hudson has two games for the VB... one is a vertical shoot'em up (GunHed inspired we hope!!), and a Puyo Puyo-style puzzle game.

Front Mission

Super Famicom by Square
CD-ROM

Although I love arcade action games, Strategy games are my favourite. Although the game is Japanese, and feature a fair bit of jap text, it's dead easy to follow, as most of the options and commands are in English... only the bullshit storyline is in Japanese (although some are even in English too).

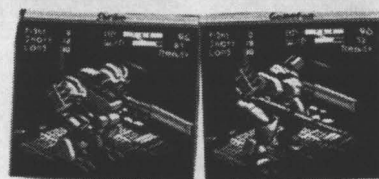
War has broken out, and you take control of three battlemechs at the start of the game. Like most Strategy games, i.e. the PC Engine game Nectaris, your group of mechs start of in one area and the baddies on the other side of the playfield... which in this case, presented in



•You face it up with an enemy!

detailed 3D isometric. Each side takes turns to move/attack; and moves are based on a grid system based on the Mech stats and terrain.

Each Mech can be armed differently including different armour parts, short range weapons like machine guns and/or long range weapons like rockets, plus a backpack for essential repair units! Unlike most RPG/Strategy games where you only get one 'HP' level per character, each Mech has energy bars for body, left and right arms, and legs. The body is the most important... if it goes, you blow up!



•Change your mechs by buying new armour, weapons, and more.

Should your gun be in your right hand, and that arm goes - you won't be able to fire, or lose the legs and you won't be able to move! With all these extra options, it makes the game more interesting to play, requiring more strategy.

As well as the normal combat levels where your group tries to take out the opponent's, you occasionally have to try to rescue outnumbered mechs, plus other scenarios. And then there's the base. Here you can buy and sell parts/weapons. As you progress through the levels, new improved parts and weapons become available... and you sure need them!!

Overall Front Mission is brilliant. The graphics are superb - extremely detailed landscape in 3D isometric, and great close up on character faces. I don't usually recommend Strategy/RPGs that are in Japanese, but this is an exception. However - you might like to wait for the USA version coming soon (hopefully). A MUST for mech-strategy war gamers!

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

Overall - 90%

Ona

Alternate View

Strategy-RPGs have never really been my cup of tea that was until I played this game.

Front Mission allows you to take control of an elite Mech Combat unit who work for O.C.U. and your task (should you choose to except it) is to stop a war on Huffman Island.

Throughout the game, you lead your group of fearless mechs into several bloody battles, each one getting progressively harder. After each battle, you may win a city or just an advantage.

In each city, it is possible to refit your mechs into lethal walking armies of death with an impressive array of guns and missiles. Your pilots are not left out. After getting so many levels, your pilots can gain skills which

helps them kill other mechs easier. I found that all you really need are just three skills and you can really wipe the floor!!

Graphics on the mechs are of top quality and the sound effects are really atmospheric but the music tends to get on your nerves.

Finally, if you like mech games or Strategy-RPGs then get out those crinkly bits of paper (or plastic) and purchase it. You WON'T be sorry!!

Video - 92%
Audio - 89%
Playability - 91%
Lastability - 92%

Overall - 91%

Dave Dexter

Ogre Battle

Super Famicom by Enix/Quest
CD-ROM

At long last, Quest's brilliant Strategy-War/RPG appears in English format courtesy of Enix (why haven't Enix converted some of their own RPGs too?). I was a big fan of the Japanese version, but was stuck on one level due to the Japanese text (the one with the walled city). If you didn't read the review of the

Japanese version - here's a quick rundown on the game.

Before you start the game, you are asked a number of questions about leadership, army, war, etc., and given a selection of tarot cards. Based on your answers, you start the game with a single band of heroes ranging from fighters, ama-

zons, priests, knights, wizards, and so on. The game starts off on a map with your group in one building, and the enemy in a castle somewhere else on the map... and your objective is to take out the enemy occupying the castle. Before you do so whoever, dotted around the map are captured/self-ruled buildings, where you

can go to a liberate them - where you can gain information, get a tarot card, recruit fighters and/or buy items (heal potions, etc.).

Battles occur when your group meet up with opposing enemy groups... and the map screen is reverted to a close-up 3D isometric view of your fighters facing the enemy. Fighting is automatic, however, you can change tactics to attack either the best, strongest, weakest characters or the leader... or retreat. Battles are brilliantly animated, although can be turned off for speed. If things don't look good, you can also use tarot cards (if you have any). These can raise your abilities like agility, strength, etc.;

summon creatures/demons etc. to attack the enemy; affect the enemy's status like confusing them to attack themselves, or switching characters from the back to the front; and so on. As with RPG games, you gain experience when you do battle, and once your experience has reached a certain point, you increase in level... and can even change classes... i.e. A fighter can change into a knight, ninja or wizard, and a amazon can change into a priest or witch.

Ogre Battle is a brilliant game... and a must for Strategy and even RPG fans. The graphics are superb and suit the game well... with the animated battle sequences a joy to

watch. Sound is also well done, but the continuous music can get on your nerves after a while. The only flaw in the game is that it can take a long time to complete a level - as long as 3 hours sometimes... and you can't save during a level! So only play if you have a lot of time to spare!!

Video	- 90%
Audio	- 80%
Playability	- 90%
Lastability	- 85%
Overall	- 87%

One

Panzer Dragoon

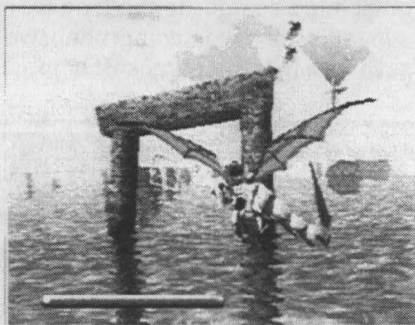
Saturn by Sega
CD-ROM

Panzer Dragoon by Sega Team Andromeda is said to be the most expensive game ever produced and upon loading this is very important. The game starts with the usual CG intro, and what an intro, it is. Calling the intro, amazing would be an understatement and although the video quality may be criticised (it's reminiscent of Clockwork Knight), the design is superb with sweeping camera angles and numerous mind blowing effects.

After a few seconds of loading the title screen is presented and I entered the options screen immediately. Here we get the usual, BGM select Stereo/Mono select, Key config. etc. I chose Normal difficulty setting (what else?) on the title screen and leaped straight into the game. The first thing that hit me was the music... it's INCREDIBLE!!! The tracks range from slow classical tracks to speedier ones. Unfortunately the graphics aren't as impressive but still incredible 20 frames per second of sheer texture mapped bliss, including a mightily impressive water rippling effect. The dragon (dragon?) looks and controls perfectly and supplements the background well.

For all you readers of lesser game mags, Panzer Dragoon is far from the 'Space Harrier' for the 90's as UFG et al suggest. It pounces Space Harrier (albeit a great game) into a pulp in the visu-

al, sonic and gameplay department and although it has the same level structure as countless others (level, boss, level, boss) the controls are much more complex. There are three views similar to the four in Virtua Racing but in any of these views you can rotate 360 degrees into four other views, this adds a new dimension to the shoot'em up and puts Star Fox etc. to shame.



• Stage 1 - fly through the archs and shoot all.

Panzer Dragoon is comprised of seven levels. Level one takes place over a sea with ancient ruins, here the player comes into contact with a variety of highly detailed flying enemies, from here on level two is above desert, level three is at night, level four is a suspenseful chase through caves, level five has you floating over trees fighting an armada of ships, level six is through an ancient city, and level seven is the showdown against the final boss (which, incidentally, makes numerous cameos through the game). BE

WARNED!! Easy difficulty level only has four levels (as if GAP readers would choose Easy, what was I thinking?). Normal, on the other hand has all seven levels, whilst Hard contains an additional form of the last boss.

Overall this game is superb. It has perfect control (aside from the lack of movement in the side and reverse views except your gunner's sight), great graphics, incredible sound, challenge (yes, I did say challenge), and perhaps the best ending I've ever seen with more CG and full screen artistic impressions of scenes from the game. Sorry about the lack of info on the storyline (I can't read a lick o' Japanese), but without a doubt SATURN OWNERS MUST OWN THIS GAME, NOW!!!!

Video	- 90%
Audio	- 97%
Playability	- 95%
Lastability	- 90%

Overall - 95%

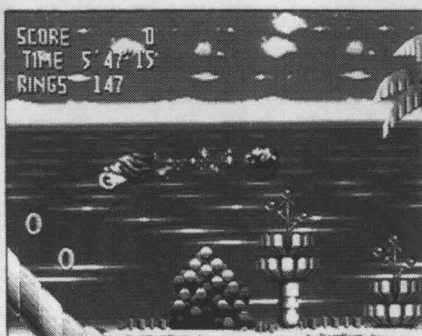
Gary Young



Chaotix

32X by Sega
Cartridge

Well here's an oddity, a sonic game without sonic. Yes, this time it's Knuckles chance to play hot dog with four other characters including Charmy Bee and Vector the crocodile (complete with Walkman!). The aim is basically the same as always, make your way through five levels, chosen randomly this time, avoid the wild life and collect rings to get onto bonus games, the difference this time is elastic. You see, you're attached by a length of elastic to one of the other characters, which one is chosen with a fairground grabbing arm at



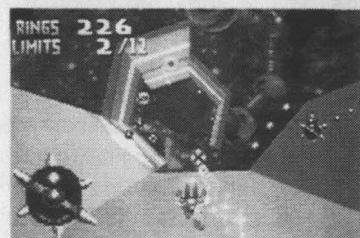
• Knuckles zoom forward with a tail ender reel behind

the beginning. This adds physics to the game, as a slow character will slow you down, and when you jump, the elastic will stretch, catapulting

you both around the screen. To help get used to this odd arrangement, there's a comprehensive training area that shows you how the various tricks work such as getting the other character to stop, then stretching the elastic and releasing it for a burst of speed. It's all very nice, but in practice you'll still be flying randomly around until you've got a lot of practise in.

To be honest, this elastic business seems to be a desperate attempt to hide the fact this is still Sonic without the original star. Sure, there are new icons to pick up to show off the 32X scaling that enlarge or shrink you, but they're largely useless, and although the game is very colourful (almost to the point of causing fits later on!) you still don't feel this is a next generation game.

In it's favour, the player characters are fun, all have slightly different skills such as flight or wall climbing, everything's well animated, especially if you leave Vector the crocodile alone and he starts dancing to the Walkman. The fact your companion and the levels are chosen randomly also adds to the long term appeal, as does the comprehensive save facility to keep track of high



• The 3D bonus section... bit like Sonic 2

scores and level completed. The levels are quite large as well, and the two 3D bonus levels are a fun diversion, but a little too similar to the tunnels in Sonic 2.

Sound and music are the usual bouncy tunes we all know and love (?) from previous Sonics as well so no points for originality there, but you can play two player simultaneously (great fun!).

In short, a fun game with some original ideas (at last), but it's time to bury these games. How about the isometric 3D Sonic arcade game for the 32X, eh Sega?

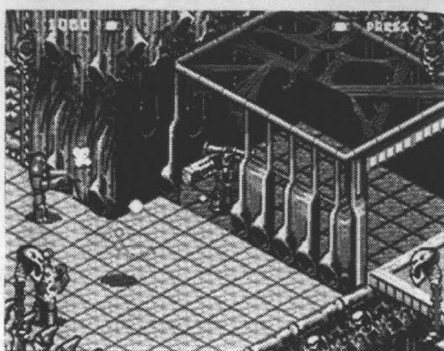
Video	- 77%
Audio	- 75%
Playability	- 82%
Lastability	- 80%
Overall	- 76%

David

Skeleton Krew

Megadrive by Core Design
16meg

Core Design haven't really been a force on the Megadrive, even though they are rather creative company, what with the first titles for the Mega-CD (and possibly the only people to write for the system), and one of a few companies that still supporting the 16-bit Sega. Skeleton Krew looks a very impressive game, a 3D isometric (or forced -perspective as some techies like to call it) shoot'em up... a bit like Sega's Moonwalker coin-op, if you remember that (I quite like to see Sega release that game - it was pretty good!). What seemed like a great idea especially with the scenario based in outer space and with three different characters to select with different attributes (Spine - main all-



• Joint emerges to be confronted by two robots

round bloke, Rib - female, faster but not as powerful, and a big robot - Joint - that's slow but has a rather big weapon) and loads of robots and stuff to shoot - it should have been a mega mayhem blaster - plus a two player option! What turns out is a rather dull game with awkward con-

trols.

Well, the controls are not that awkward as you can hold down the fire button to lock the firing in one direction while moving in another, but what annoyed me was that, if you are facing right, and you move left, instead of instantly facing left, your character slowly spins around first. Also moving in certain directions, or more appropriate, shooting in certain directions sometimes lets you down. However, if you have a six button pad, you can hold down the fire button, walking in any direction using the pad, and rotating to fire in any direction using two additional buttons! This option is great - but what annoyed me here is having to hold down the fire button.

Considering you have infinite ammo, and you always seem to have to shoot, it would have been nice to have an autofire option. The game itself is pretty basic... and require you to walk around shooting robots or gun turrets which suddenly appear from specific points or are teleported in, and blasting generators to shut down laser barriers... while of course dodging enemy fire. Reach the end of the level, and you'll have to blast a boss which require countless shots, and spray bullets everywhere. Then it's over to the next level where it's more or less the same with different background and enemies... green swampy area with alien tentacles and monsters... volcanic area with

fire spitting mechanical frogs, and so forth.

The graphics are pretty good with nice 3D perspective, and the characters are fairly nicely animated too, but you soon notice the lack of Megadrive colours, especially when on the swampy bit... where the slime is just one shade of green. Sound it pretty awful. There's no real music... just a whining atmospheric background theme (if you call that music) that really irritated me, and sound effects are just gun fire and explosions... no stomping of metal robot feet, no whirling of helicopter blades, and so on. Very disappointing.

All in all, Skeleton Krew is a real let down and could have been an

exceptional title. If it had the gameplay of say the Bitmap's Chaos Engine with loads different of enemies attacking, switches to trigger other parts of areas, weapon power-ups and different collectable weapons (none here!), and so on... Core would have a winner, but as it is, not worth looking at... save you money, and get something else!!

Video - 80%
Audio - 65%
Playability - 65%
Lastability - 60%

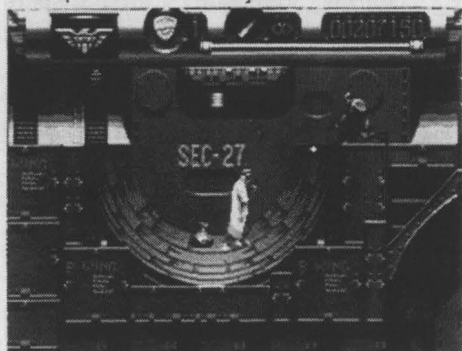
Overall - 65%

One

Judge Dredd

Another film/comic license from Acclaim and programmed by Probe - which means only one thing - another platform game. I have to admit - I'm getting a bit tired with these games - it seems every film license ends up a platform adventure game. This wouldn't be bad if they feature something new, but in most cases it the same with a difference theme and different sound and graphics - and Judge Dredd is the same.

What we have here is Probe using the same engine as the rather cool Alien 3 game... and even the plot is more or less the same. As Dredd, each mission comprises of two objectives... the



• Men in white coats should be shot don't you think

primary one either blowing up a number of ammo crates, or shutting down a number of security doors or locating a specific item, while the second objective is to arrest or kill any baddies that get in your way.

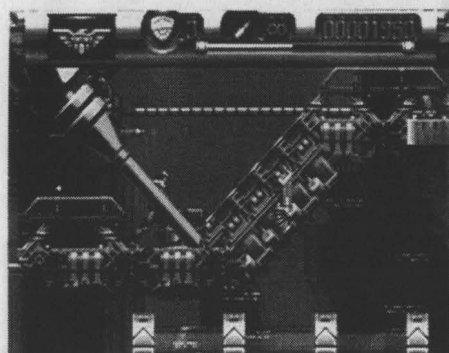
Anyone who has played Alien 3 will be able to jump straight in, as the game is just the same. The graphics are similar, but ofcourse in Judge Dredd fashion... small detailed sprites that animate fairly well, and lots of platforms with connecting ladders... plus overhangs for you to cling onto and cross. As well as a standard gun that has infinite ammo and the ability to kick the opponents should they get a bit near, you have who set of powerful other weapons but are limited to ammo including grenades, homing missiles, etc.

Each level comprises of two to three stages, and are quite tough as your main weapon require several shots to kill an opponent, and the baddies tend to pick you off from a distant or when you are climbing down from a ladder... very irritating! Unlike Alien 3, the stages are laid out in an easy to follow manner, so remembering where you have being or haven't isn't a problem - hence why there isn't a map. Should you get to the end of the level - then there will be a nasty boss to dispose of... hope you saved those extra weapons!!!

As for gameplay... it's a standard platform shooter - and after playing Alien 3 - Dredd looks very average. Each of the levels are basically the same... if it's not locating ammo crates, it locating com-

Megadrive/Super Famicom
by Acclaim - 16meg

puter banks. Not only are the objectives the same on each level, the platform and enemies are basically the same - no big animated multi-limb robots to deal with, or platforms that swing around, or any other special effects. I was expecting at least a scrolling shoot'em up



• This is a rather tricky stage.. a bit of a maze

section, but it's boring old platform all the way.

Overall, Judge Dredd is Alien 3 but not as good. If you after a new platformer - check out the others that's available before getting this... and if you're tempted, try it out first!

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

Overall - 70%

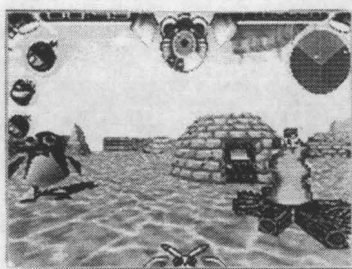
One

Jumping Flash

PlayStation by S.C.E.
CD-ROM

Jumping Flash is... weird!! You play the part of a robotic rabbit, who has to collect a number of carrot-shaped jetpacks located at very awkward places - within a time limit. This is all very well and sounds like a normal platform game, but in this case, the game is totally in 3D - first person perspective... it's DOOM meets Mario.

Each level consists of three stages (two standard platform/collect stages, plus a kill the boss or be killed stage). Stage one requires you to collect four jetpacks, all situated on platforms on top of hills or



The ice stage - watch out for the Penguin!

high up in the sky. Being a rabbit, you can hop around the 3D world, and jump up into the air (you can double jump). As you might expect, getting to some of the jetpacks isn't just a matter of leaping straight up and grabbing them. Most are just too high up, so require you to jump on lower platforms, and then making your way to higher ones and so on.

Hasbro VR system

With so many machines coming onto the market, Hasbro are planning to launch another in Spring '96. The system is currently codenamed the 'Toaster' and will be a Virtual Reality head-set system, which will cost around \$200-\$300. It's believed the performance of the system will be as good as an Onyx workstation - (oh yeah!!) and it won't use conventional CD-ROMs or cartridges - but Cable only. So, if you want to play a game, you just ring up and download it. If this is the case, what's the chance of the system being available in this country in all areas!?

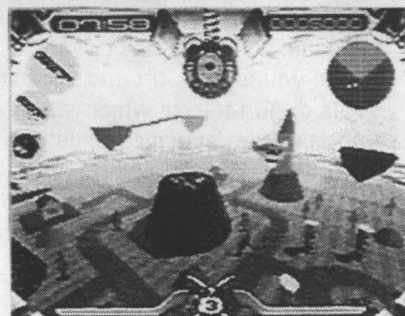
More on this when it becomes available in solid form!

Stage one took me a couple of hours to complete, as one jetpack seemed impossible to reach as there weren't any lower platforms near it. However, there were some windmills (wind generators?), which you had to hop on and on top of, thus blowing you higher up!!

Hampering you, as well as the clock, are an assortment of creatures, all nicely defined in gourand-shaded 3D. They include frogs that hop around after you, scuttering beetles, a nasty cannon that shoots at you, and later on - flying bombing pelicans and dung beetles actually rolling rather large... dung! Should any of them touch or hit you, down goes your energy. However, you can bounce on them, or shoot them with your gun. Or use the various items like bombs, and fireworks to rid them should you have any. Destroying them will reward you with money, extra energy, weapons or other items like time stop, invincibility, etc. Later levels have deadly lava that will zap your energy should you stand on it, and open space, which should you fall into will end one of your lives resulting in having to do the whole stage again!

Once you have collected all the jetpacks, you must make it to the Exit. Most stages also feature a bonus ring which should you reach it, will warp you to another area. The bosses at the end of each level are pretty good, starting off with a big red dragon that flies around wiping his neck and tail and breathing fire... real cool.

Graphically, Jumping Flash is brilliant. The gourand-shaded/texture mapped polygon objects are brilliantly defined and animated. The whole 3D environment is solid and very convincing... unlike certain 3D games where polygons wobble, suddenly appear in the distance, or flicker. Especially good is the Fun fair stage complete with working big wheel, roller coaster, etc. And then there's the brilliant fully rendered FMV bits... shame it's all in Japanese however. Sound is good, but nothing special. The effects are adequate, and the music is okay, but too short and repeat, and get on



• Jumping Jack - 1st stage and in flight.

your wit.

As for playability. I have to admit... I didn't like the game when I first played it. It was confusing, and very frustrating. There's nothing worse than jumping up a few platforms, only to make a leap for one and miss it by millimetres and falling all the way to the ground and having to make your way back up. It's a pain in the arse in 2D, but doubly bad in 3D!! However, after a day or so, it kinda grows on you, and I zipped past level one and two and was determined to do three and four. However... I don't think it ranks as one of my top 10 or even 20 games. In my opinion, if I want to play a platform game, I'll stick to a conventional 2D affair - give me Mario or Gunstar any day. Another bad point to Jumping Flash is that, there's only six levels, so completing it won't take you long should you get addicted to the game... I know people who finished it in a couple of days!

Overall, a good fun game, and thumbs up to Sony for doing something different... but if you're thinking of getting another PSX game, I'd say try it out first before parting with your cash... it's one of those games that you either love to death or like me in falls in the 'so-so' category.

Video - 89%
Audio - 70%
Playability - 80%
Lastability - 60%

Overall - 78%

One

Special Thanks to Phil at Krazy
Konsoles for putting complete
Save game data on my Ram Card

Metal Head

32X by Sega
Cartridge

Strange isn't it? There's no giant robot games for ages then Both Iron Soldier and this turn up within weeks of each other (not to mention Metal Warriors and Front Mission on the SF, Metal Jacket on the PSX in July, and you can even count Jumping Flash on the PSX (giant rabbit robot!)). While the Jaguar game loses graphic finesse for speed, the Sega Mech goes the other way.

The story (spoken on the intro.) has a lone 'Metal Head' robot stopping an attack on it's city by rivals by blowing seven bells out of anything slightly threatening in a texture mapped city complete with dead ends and dirty, graffiti covered walls.

The game is split into stages and you are given your orders (spoken again) by a very badly digitised affair. This usually involves blowing away the enemy within a time limit, but later you're sent on surveillance and infiltration missions (complete with a head mounted camera). In one, you have to protect a helicopter that is attacking a base by making sure nothing takes a pot shot at it.

The graphics are the main selling point. Everything is the city (friend and foe) is texture mapped and most of it looks really good, there's

a real feeling of being in a city. Unfortunately, while there's a variety of different enemies, the jeeps and trucks are a let down, being obviously texture mapped cubes with no attempt at round them off. Of course, the cost of all this graphic excess is a slow frame rate but as you're inside a giant robot, it's hardly going to run like Linford Christie!

To help find the enemies, you have a permanently displayed map in the top right of the screen that shows that mechs and vehicles as



Mech ahead - time to blow things up!

flashing circles, however as the time limit runs down the map starts to flicker on and off until you're on your own, and because they are always moving you can find yourself arriving where they should be to be greeted by an empty street (or a laser in the back when they sneak behind you).

At certain points you can upgrade to better weapons and body parts, but they seem to have little difference in damage and are very slow to reload. You can have a different weapon for each hand and flip between the two as needed.

The sound is varied, from the speech which is quite clear - the bloke screaming 'Sega' at the intro, just kills me. Actual effects are rather weedy though, you can hardly hear the weapons over the uninspired music (which can't be turned off sadly, but you can speed it up until it sounds like Techno on speed!), but the helicopter is nicely sampled.

Despite the lack of speed, and the fact you can't destroy any of the buildings this is a classy looking shoot 'em up with some original ideas and a good variety of mission. Just be prepared for a long fight, there's no save or password.

Video	- 80%
Audio	- 65%
Playability	- 85%
Lastability	- 78%

Overall - 78%

David

• Direct from WWW.NINTENDO.COM

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THE BEST FIGHTING VIDEO GAME...EVER
Nintendo Rocks Video Game Industry By Announcing
The Release of Hit Arcade Game, Killer Instinct, for the
16-bit Super NES

LOS ANGELES, May 11, 1995 — Today, at the Electronic Entertainment Expo (E3), Nintendo of America Inc. unleashed it's ultimate combo move. The nation's Number One arcade sensation, Killer Instinct, with breakthrough graphics, will be available for the Super Nintendo Entertainment System (Super NES) this fall.

The announcement reinforces Nintendo's continued commitment to push the technological performance of the 16-bit system. It was developed in conjunction with UK-based Rare, Ltd., the same design team behind Donkey Kong Country for the Super NES and KILLER INSTINCT for the arcade. The Super NES version of KILLER INSTINCT is a faithful translation of the arcade game — complete with the computer-rendered

graphics and multi-hit combination moves which have set a new gold standard for arcade fighting games. Currently, Rare is developing a different version of KILLER INSTINCT for release on the Nintendo Ultra 64.

As we've stated in the past, there's still much to be seen on the 16-bit platform; the phenomenal success of Donkey Kong Country was only the beginning, say Peter Main, Nintendo vice president, marketing. With the combined talents of Nintendo and Rare, KILLER INSTINCT will give consumers arcade-style graphics rivaling those on 32-bit systems, and only for the price of a 16-bit cartridge.

KILLER INSTINCT UNLEASHED AT HOME

The large, 32-meg game, designed and programmed by Nintendo and Rare, will be the ultimate tournament fighting game for the home. The one- and two-player game uses Rare's proprietary game design technology, Advanced Computer Modelling (ACM), to create the most perfectly rendered video game characters ever to

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A COIN-OP AT HOME

IF YOU WANT TO PLAY ARCADE PCB'S DO YOU BUY A SUPERGUN OR AN ARCADE CABINET?... STEVE JOHNSON EXPLAINS

Most of you who read GAP will have probably heard of the supergun console. For those of you who are not familiar with the supergun it is basically a power supply and a few wires which connects to arcade PCB's and allows you to play them on a T.V. or monitor. (You really thought it was one of Saddam Hussain's weapons?) You may have noticed many adverts in other mags for the supergun where various retailers are offering them at prices of "Only £99" To most people this may seem a reasonable price to pay for having the luxury of playing arcade games on your TV/Monitor, but don't forget that you may have to pay about £50 extra for a decent supergun compatible joystick and then fork out more for a game. Although I believe you can convert Megadrive pads and joysticks to work with the supergun.

After a bit of research on the supergun system, arcade PCB's and arcade cabinets (The proper cabinets, not some MFI build your own out of plywood shite.) done by speaking to some reputable dealers who supply arcades with all types of games and cabinets. It turns out that the power supply inside the supergun (being the same as what's used in most arcade cabinets)

only costs around £14 - £20 and a joystick for an average arcade cabinet will set you back about £12. So at the prices charged for superguns, which can be anything up to £130 some people should be rich by now and that £130 can sometimes be before you have even paid out for your game!

Prices of cabinets... Well a second hand electrocoin MGX with 2 joysticks, 3 buttons, 20 inch monitor, working coin slot and a game such as R-Type will cost about £175. Now you certainly don't get a 20" monitor with a supergun! Some arcade cabinets like the MGX have monitors which can be set horizontally or vertically without having to take the thing apart, useful if you have PCB's like 1943, Gyzor or Raiden. (Its not easy to turn a 30inch T.V. set on it's side!) You don't have to buy these cabinets direct from electrocoin either as nearly all suppliers have these sort of cabinets.

There's only 2 real drawbacks with a cabinet, as I found out.

- 1) They weigh a bloody ton.
- 2) Can be quite big. Don't try to get your cabinet upstairs unless you know six blokes like Jeff Capes.

Although they weigh a lot they don't cost that much to have delivered to your front door. I got mine shipped

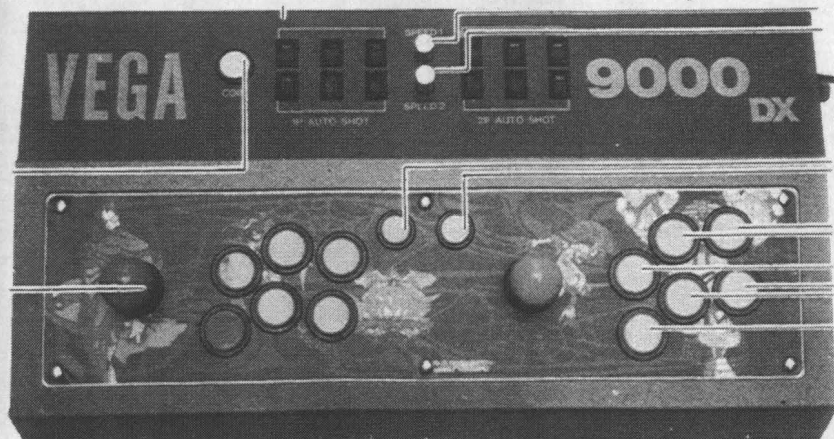
from Leicester to Manchester for £25.

SO HOW MUCH ARE THE GAMES THEN?

Prices of the actual games which come on PCB's can vary considerably, you might be able to pick up R-Type 1 & 2 for £50 each, but something like Raiden DX may set you back an astronomical £645! It wasn't that long ago I saw a Mortal Kombat 2 PCB being advertised for £1200 plus vat! Most of the popular games PCB's that have been out about 6 years or more should cost between £30 - £85 but the price can depend on what the game is and how well the game has done in the arcades, if it was a very popular game they are normally in the same price range a Snes/ Famicom title. If the game is say 3 years old expect to pay about £150 - £195. However, games like World Rally and Aliens Vs Predator are about £450+.

A cheaper route to consider though if you don't want to pay too much for your arcade games are the NEO-GEO motherboards, these will work with a cabinet or supergun and accept the arcade versions of the NEO-GEO games. The standard boards cost about £205 second hand or £275 new. (This is less than the NEO-GEO CD console) and there are versions of this motherboard which will take 2 or 4 Arcade NEO-GEO carts at once but these can cost up to £475. The arcade motherboards unfortunately don't accept the carts from the home version as they are a different size. If you've not got a supergun, cabinet or a NEO-GEO take a look at some of the prices you can get the arcade versions of NEO-GEO games for.

ART OF FIGHTING £15, ART OF FIGHTING 2 £80, FATAL FURY £15, FATAL FURY 2 £35, FATAL FURY SPECIAL £60, THREE COUNT BOUT



• This is the VEGA 9000 DX Jamma compatible systems available in Japan. It costs 53,000 yen but equipped with more options than most systems. It even have adapters to use in on various consoles.



£40, SAMURAI SHOWDOWN £90, WORLD HEROES £30, WORLD HEROES 2 £50, BASEBALL STARS £15. These prices all included the dreaded v.a.t and are on average about the same sort of price as the CD releases. The advantages that the arcade system has over the home CD and cart versions of the systems is that the games appear on the arcade system first (it can sometimes take ages for a conversion to reach the home system.) and the newer games



• One reason why the Super Gun was so popular - You can play the coin-op Street Fighter II at home - especially with the pirate boards at around £100 a piece!

don't take long to fall to the lower prices like the ones above. The only drawback though is that when SAMURAI SHOWDOWN 2 was first released it cost about £295! This was the price at 23 JAN 95, but unlike the home cart version in six months it might only cost the same as the CD version and you won't have to wait all day for it to load! One thing to note is that if you bought the NEO-GEO motherboard, a cabinet and all the cheap games above, it would still probably cost you a lot less than a Playstation or Saturn with as many games.

However, a word of warning. If you are one of these people who can't resist buying old games PCB's like Kung-Fu Master, Bubble Bobble or Mr Do (Normally games this old don't have much life left in them) so if the PCB ends up needing a repair providing you can find someone to fix it) it could end up costing you anything between £25 - £120 for the repair. So you think it's a wind up when prices of £120 are mentioned? Well it's true as most of the PCB's use custom chips which are expensive. So when you are buying any really old PCB's on the cheap bear this in mind.

All PCB's regardless of their age should come with a sheet or operators

manual which should show all the dip switch settings. These little switches on the PCB's enable you to set the games difficulty, lives and how many coins for a credit. If you have a board with no sheet I wouldn't recommend changing the switches without noting the positions first, because there's nothing like being stuck in the games test mode and not being able to remember the original settings.

SO THE VERDICT

If you've got enough room at home buy a cabinet, they are better value for money than the supergun as you get a monitor, joystick and a game all in with no extra cost. In most cases the cabinets have decent speakers built into them and they are built to last. Also you won't have a bare PCB with all wires stuck out lying around as all boards fit neatly into a cabinet out of sight, so it's not going to get damaged.

IF YOU'VE BOUGHT A SUPERGUN AND FOUND IT WON'T WORK PROPERLY. THEN WHEN YOU RING THE RETAILER WHO YOU BOUGHT IT FROM TO TELL HIM HE TELLS YOU TO BUGGER OFF OR GIVES YOU SOME CRAP AS TO WHY THEY CAN'T FIX IT. THEN READ THIS SUPERGUN TECHNICAL SECTION.

THIS ONE'S FOR THOSE WHO CAN'T GET SOUND OUT OF SOME PCB'S

One of the most common problems with supergun's is that on some games the sound won't work. Well here's the solution, it's not a faulty PCB but a missing wire! If you have tried running PCB's like

Pitfighter or Crime City (There's a few others) and your not getting any sound follow the procedure below.

All Supergun's have a 28 pin wide JAMMA connector. There are two rows of pins. The top row is the parts side, bottom row the solder side (This corresponds with the top and bottom sides of the PCBs.) Normally the connector will have some marking on it to indicate which side is which.

Now find pin 5 it should be numbered, if not count in 5 pins from the left looking at the JAMMA connector from above. (My Supergun is the type where the JAMMA connector is at the end of a length of thin wires.)

Then get a small pair of pliers or something similar and bend pin 5 and the pin directly below it so they touch together. solder a length of wire to the two pins you must make sure they are soldered together or it won't make the circuit. Open up your supergun unit (Most have a couple of screws in the bottom) and inside you should find the power supply unit. On one side of the power supply there should be some connections which have abbreviations and voltages marked on them. (If yours doesn't don't try this as you've got a cowboy version of the supergun) Find the connector marked -5v 1A. Connect your wire to this and ONLY this connection and put your supergun back together. (I say put it back together as remember the power supply accepts a 240 volts Mains input and I wouldn't want anyone to get electrocuted!) Now when you connect up any of your PCB's that have had no sound you will find that it now works fine.

IF YOUR SUPERGUN SEEMS TO HAVE WAVY LINES ON THE SCREEN.

Some (not all superguns) tend to pick up interference on the picture. If yours does this then it's likely the supergun is not earthed! It should be earthed as not having an earth may stop the fuse blowing at the right time if something should go wrong whilst you are playing your PCB.

So what you do is... Unplug your supergun from the PCB and the mains

supply, take the cover off the mains plug and check if there is an earth wire in the mains flex. If not then get hold of some flex that does have an earth wire in it. Wire up the new flex to your mains plug in the normal way and open up your supergun unit. Then connect the bare Live and Neutral ends of the new mains flex to the Live and Neutral terminals exactly where the old mains flex was connected to inside the supergun. Then take your earth wire from your new mains flex and connect it to the terminal on the side of your superguns power supply marked FG. (Again if no markings are shown on your power supply don't try this!) FG is fixed ground. Then take another wire from the fixed ground terminal (use thin wire like the stuff in the supergun or some Hi-Fi speaker wire and solder

this to pin 14 on the parts side of the JAMMA connector only! (Again if its not numbered just count in 14 pins from the left of the JAMMA connector looking at it from above.) Your Supergun is now earthed and this will now reduce static build up and interference generated by the board and give you hopefully a better picture. One final point on safety don't have a 13 AMP fuse in the mains plug you should only need a 5 AMP maximum.

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**YOU'VE BOUGHT A BOARD AND IT
WON'T WORK OR IT DISPLAYS
ERRORS.**

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First check that there's no loose connectors or chips on the PCB. Some of the older boards are in 2 or 3 parts linked by data connectors, if one of these comes loose the board won't work. If you have checked all this and the thing still won't work don't despair. Again if you open up your supergun you'll find it may have a voltage regulator on the power supply which controls the output to the PCB. Some of the larger boards like R-Type need about 6 volts to operate, other smaller boards like Gryzor need less. So if you've got R-Type or some other large PCB and it won't power up try and adjust the voltage. Don't exceed 6v though as the board will probably start smouldering. (You don't get this problem with a cabinet.)



BRIGHT LIGHTS FOR SATURN

HOW 2 GET RID OF *SATURN* BRIGHTNESS

This file explains how to cure the great big pain in the ass of bright screen when been scarted from earlier info (RGB) internal and scart changes included etc. - 2TUFF 1995

+—< PEOPLE WHO HAVE BRIGHT SCREEN WHEN USING RGB SCARTED SATURNS >—+

When I RGB scarted my Sega using the information off a friend, I noticed the screen was really bright but playable. If I lowered the brightness on my TV set it was ok. Well I released the information on scarting very early so people who wanted good quality could get it, instead of shitty composite! Anyway recently a mate Scott was on about it again and seeing as I have not played on it for ages, it became forgotten. Anyway I decided to do something about it. I noticed when I added my Playstation in my 3-way scart switch box and switched that on as well, my Saturn picture would darken correctly. So I decided to find out why. Anyway I found a hint and ran down to my place of work and got a couple of signal diodes.

After playing with them and the area I thought was the

problem, I came to the conclusion I was not gonna solve this bloody problem. Anyway I tried using the EARTH from pin 7 on the Saturn A/V socket. In my other textfiles I stated not to use this (as I was told the same and checked and it was a raised Earth).

Anyway I connected it to Video-IN Earth but got nothing - it mashed up and just went white total. I connected it to Video-IN direct and the picture went dark (WHAT WE WANT) but was in that rolling stage. I then got one of the signal diodes and connected it between and it works. Now the picture is perfect and no messing. So open your machine again and change the Video Earth wire from the socket Earth to pin 7, and swop it on the scart from Pin 18 to Pin 20 using the diode in between.

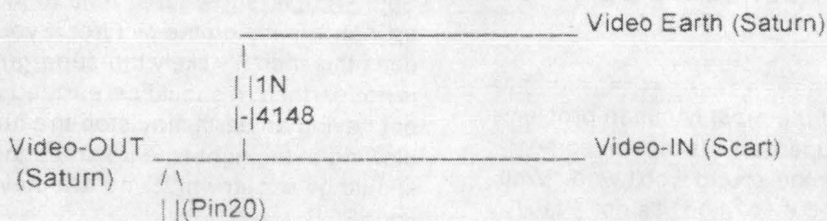
INFORMATION IN FULL

Needed: SOLDERING IRON/SOLDER, 1 1N4148 DIODE, BRAINZZZZZZZZZZZZ

see fig. 1

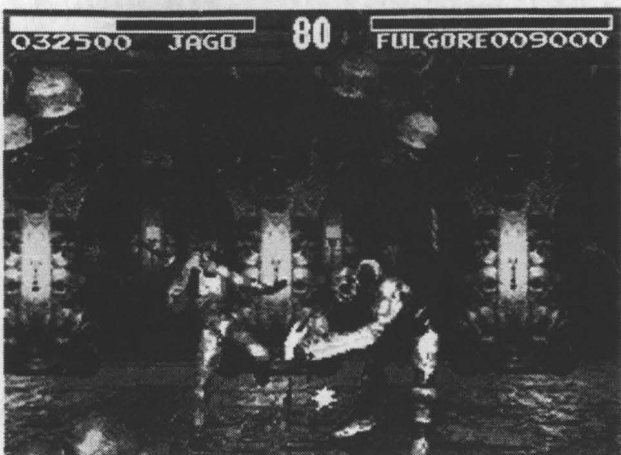
**-2TUFF (Proud soon 2 be Vauxhall Tigra 1.6i owner
haha :>>>>>) 20th May 1995**

FIG.1 : add the diode in the scart as follows:-



MAKE SURE THE LINE ON THE DIODE IS TOWARDS THE SCART PIN NOT TOWARDS THE SATURN EARTH.

be seen on a home system. With this release, Nintendo sets another industry precedent by including an audio CD of the KILLER INSTINCT sound track with the first 2



• Killing Instinct on the Super Famicom - Looks well cool.. like coin-op

million units sold. The soundtrack, Killer Cuts, features 15 tracks of originally produced music from the coin-operated version and one hidden track — all performed by the talented sound artists at Rare.

KILLER INSTINCT CHARACTERS

The 16-bit home version of Killer Instinct will faithfully create the arcade's awesome characters, including: Fulgore, Chief Thunder, B. Orchid, Riptor, Sabrewulf, and the two-headed final boss Eyedol. In addition to the ACM graphics, the game sets a new standard in the fighting game arena because of the multi-hit combinations players can execute. With the correct button and

controller moves, Players can enable their character to fight an opponent with fluid, continuous hits - anywhere from three to an astounding 46. Not only does KILLER INSTINCT equip each character with special moves, but it also features air attacks, release moves, shadow moves, and the fearful danger moves. Players can dominate their opponent by learning how to utilise the automatic double-combination theory. Each character possesses his/her own special moves including: B. Orchid's Fire Cat, Riptor's Dragon Breath, Fulgore's Eyclaser, Sabrewulf's Flaming Bat, Spinal's Boneshaker and Chief Thunder's Reverse Triplex.

KILLER INSTINCT GAME PLAY

The game consists of one-on-one battles fought in all-new, beautifully rendered settings and backgrounds. KILLER INSTINCT is scheduled for release August 30, 1995, for a manufacturer's suggested retail price (MSRP) of \$74.95*. KILLER INSTINCT will also be released for Nintendo's portable, hand-held video game system, Game Boy, in November for an MSRP of \$34.95*. ABOUT NINTENDO Nintendo Co., Ltd., of Kyoto, Japan, is the leader in the worldwide \$15 billion retail video game industry. As a wholly owned subsidiary, Nintendo of America Inc., based in Redmond, Washington, serves as headquarters for Nintendo's operations in the Western Hemisphere, where more than 40 percent of American homes own a Nintendo system.

*NOTE: ALTHOUGH NINTENDO OF AMERICA INC. MAY SUGGEST RETAIL PRICES FOR PRODUCTS, THE DEALER IS FREE TO DETERMINE ON ITS OWN THE PRICES AT WHICH IT WILL SELL PRODUCTS.

ELECTRONIC ARTS PREVIEWS NEW SEGA SATURN TITLES - AT ELECTRONIC ENTERTAINMENT EXPO

LOS ANGELES, Calif., May 10, 1995-Electronic Arts (NASDAQ: ERTS), the leading publisher of interactive entertainment CD-ROM software, today announced three titles designed for the Sega Saturn, the advanced entertainment CD-ROM based system from Sega of America. The products are expected to ship in the fall.

Unveiled at the industry trade show, Electronic Entertainment Expo in Los Angeles, the first Sega Saturn titles from Electronic Arts are Wing Commander III: Heart of the Tiger, the industry's first interactive movie; Viewpoint, a space combat simulation; and FIFA Soccer '96, a totally redesigned sequel to last year's award-winning FIFA Soccer.

The Sega Saturn provides an exciting platform for bringing Origin Systems' groundbreaking Wing Commander III to the advanced entertainment system market. The Sega Saturn's built-in texture mapping and impressive 640 x 480 high-resolution graphics provide exceptional video quality and realistic gameplay. In true interactive style, the player controls the intriguing twists and turns of the plot by engaging face-to-face with such legendary actors as Mark Hamill (Star Wars trilogy), Malcolm McDowell (A Clockwork Orange, Star Trek) and John Rhys-Davies (Raiders of the Lost Ark).

Viewpoint, one of the most critically-acclaimed arcade action games, makes its triumphant debut on the Sega Saturn. Using advanced 3-D imaging, Viewpoint delivers characters and backgrounds in 32,000 colors. Every shot, explosion and rip on the thrusters comes through in heart-stopping CD quality sound. Sega Saturn technology brings home the speed and graphics of an arcade-quality simulation.

Last year's best-selling FIFA Soccer has been brought to the Sega Saturn, taking advantage of the system's revolutionary 32-bit technology to deliver a sports simulation with stunning graphics and exceptional gameplay. FIFA Soccer '96 features multiple camera angles that take you down onto the field with the players as you control the action on your quest for an international title. CD-quality crowd chants and sound effects encoded in Dolby Surround Sound combine with cutting-edge camera work to deliver one of the world's most exciting sports gaming experiences.

E3

Antony Jackson surfs the NET to bring you a report from the Mega Three Day event from the E3 compiled by Joe Cataudella & co. Plus some comments from the Ed. What can you expect in the coming months? Read on...

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**E3 NEWS from Joe (C)ataudella -
[Day 1] Thursday, May 11th 1995**

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Part 1

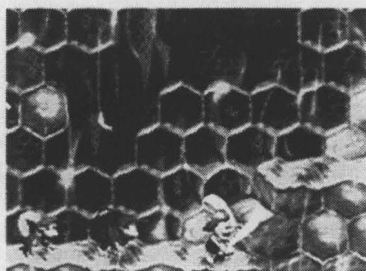
Howdy folks - it's now 6:15 L.A. time, the first day of E3 has now come to close. Two words can best describe the first day: Exhausting and Outstanding. Compared to the Winter Consumer Electronics Show in Vegas, E3 is a gamer's paradise - yet there's so much to see in this dense activity of sight and sound - there's no way you can cover even half of it in one day. The first day of the show is always brutal. You walk around with a video camera (I have to) in one arm, and 50 lbs of literature in the other. You can't stop and really enjoy any games as you're either filming or reorganising your press kits before your bags burst open. I'll give you a brief run-down of what I saw just today - but don't forget, more will be covered (and more extensively) as the show continues (with less hassle).

The day started with Keynote Speakers - Tom Kalinski of Sega, and Olaf Olafsen of Sony. Both gave nice presentations of where they felt the market was going, each ending with a video demo collage of their 32-bit babies. Both "performances" received a wave of applause. Kalinski's final words were "It's out there", referring to the sudden stealth-like release of the U.S. Saturn. *{I have to say - the BLACK Saturn looks awful - if I had one - I think I'll spray it a different colour! No, I won't spray yours John! - Ed.}* Kalinski stated that the Saturn will have 20 titles on shelves by the end of August. So, what's with Saturn-Day? Sony's ending com-

ments pretty much brought the crowd to its knees when they announced a \$299.00 price tag on the US Sony Playstation which will be coming September 9th.

On With the Show!

Stopping first at Nintendo - there was no sign of the Ultra-64 anywhere on floor - but you all knew that. Perhaps in the next two days we might see a video or something? Who knows - but somehow I doubt it. Nintendo is still pushing the 16-bit SNES, and quite frankly there is some life left to it with the help of these accelerator chips and memory-boostered games. Such is the case with Nintendo's 32-meg Killer Instinct. Yes, it's here - full playable, and it actually looks quite stunning! At first glance you'll think it's Acclaim's MK2, but closer inspection which reveal the nicely-rendered characters, and incredible backgrounds. The game is going to do quite well - like last year's Donkey Kong Country, and it can pretty much hold its own - even up



• DKC2 - Diddy and girlfriend in the Honeycomb level.. it's a bit all yellow!

against some of the 32-bit games that were out on display.

With no surprise, right next to Killer Instinct was the sequel to Donkey Kong Country - simply called DKC2 (guess they're still working on a name). Personally, I

felt the magic of seeing it the first time around was now missing. In fact, they look pretty much identical with the addition of new moves, and of course, different levels. Other interesting titles from third-party developers included: Mortal Kombat III from Williams



• Mk3 coming to a PlayStation near you soon!

(which looks as good, if not better than Acclaim's MK), and Doom (Williams) - yep you read that right, Doom for Super-Nes. The special co-processor chip bring SNES Doom up to par with the others console versions, though noticeably the lowest resolution in comparison. I also got a quick peek at Squarsoft's Chrono-Trigger and EverMore - two high-quality RPGS for those who adore the Final Fantasy series.

Another hot SNES title was Acclaim's monster movie tie-in, Batman Forever. The characters are incredibly digitised - making this action game one of the few left to look out for in the 16-bit world.

Nintendo was once again showcasing the Virtual Boy which will be out this year for under \$200.00. I'll have to stop by and check out the games - as compared to the Winter CES showing, no time today.

Overall, from what I've seen so far, Nintendo's showing is the least exciting, with Killer Instinct being the

only real people magnet amongst their offerings. What's worse - Nintendo's booth was separated from the South Hall, where all the rest of the big guns had their displays. It was obvious already - the South Hall was the hot spot!

SEGA

Everywhere you turned, both in and around the convention centre, was some sort of advertising for the Saturn. The classy Saturn logo was plastered across outside billboards, at bus-stops, and even on the hoods of cabs. Sega's booth itself was quite massive - and sections were nicely set up separating all their formats (please, no more formats Sega - we can't keep up). I didn't even begin to explore any Genesis titles, but I did catch a few that really shined. Seeing that 32X and Saturn were only a few feet away - these had to be good. Definitely check out Comix Zone, Batman and Robin, and an incredible new screen-star - VectroMan. All games were top notch, each with their own style of graphics that were a step above any of the Genesis titles I've seen to date. VectroMan's graphics in particular will amaze you!. There is also a football game coming from Sega called Prime Time NFL - though I didn't really play it. I mean - who can - with all the surrounding eye-poppers that are yet to be explored at this mega-event!?

There wasn't a large showing of 32X titles - but the few that I saw in Sega's area looked quite promising. I'm sure there are other 32X titles in some of the third-party areas, but we'll investigate that more closely tomorrow. What I did see for 32X was a fluid Virtual Fighters, which looked quite nice - almost close to Saturn quality with a reduction in polygons. *{I have to admit, for a 32X VF on it looked surprisingly good... although why bother - the price you paid for the Megadrive, 32X add-on and VF game - you can almost get a Saturn from the US!.. ED.}* Other 32X titles included:

- Xmen - Work in Progress, but the demo was showing a Doom-like 3D perspective. *{Nice fluid moment as characters move in and out of the*

screen as well as left and right, but nothing much to the game.. ED.}

- World Series Baseball - Just like the excellent Genesis version, with a much broader palette and better animation.
- Shadow Squadron - An interesting polygon-based space shooter - nicely done.



•Zaxxon:Mother Base.. brings back memories...

- Zaxxon: MotherBase - Looks a lot like ViewPoint, with a nice mixture of polygons and bitmaps.
- 32 X-stream. Some kind of 3-D Speed Boat shooter on the lines of Spy Hunter.

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E3 NEWS from Joe (C)ataudella -
[Day 1] Thursday, May 11th 1995

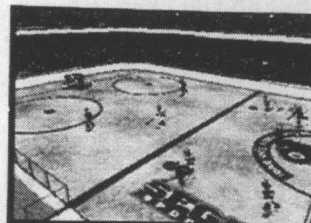
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Part 2

It's Out There....

Saturn of course captivated the majority of the crowds which continuously poured into Sega's territory. If a Saturn game wasn't showing from a third party company - you can bet it had a "Coming to Saturn" sign plastered nearby. Saturn games viewed so far:

- Panzer Dragoon (it's out now, so I won't bother - but it's a must-buy and one of the top Saturn releases).
- Daytona USA (ditto)
- Bug - A very cool platform game with excellent characters, and a rotating playfield that changes perspective from 3-quarter, to full 3D as your bug walks into the screen. Looked hot! *{This is brilliant.. ED.}*
- World Wide Soccer (known as Victory Goal in Japan). A very nice Soccer game using Saturn's powerful scaling.
- A 3-D Hockey game which needed work - but will use a 3D, camera, shifting ice-rink.



•Sega's multi-camera Ice Hockey Game

- Virtual Cop - looks arcade-exact. One word - WOWZO! *{Totally amazing - I thought it was the coin-op - superb!! ED.}*
- Virtual Racing - Had the US black Steering Wheel connected. Played great, but short in the graphics department. Not as slick as I expected. *{Why bother when you have Daytona.. ED.}*
- Ghen War - a Mech battle-style game - ultra smooth, gorgeous graphics. Actually, it looked like Metal Head in the next dimension. A dimension of quality this time. :) *{Showing at E3 was also Virtua Fighters REMIX. This is the same as the normal Saturn game but with better front end like having the cartoon pics of the characters when selecting characters, and the game has additional texture maps here and there too! No info. on when it will be released however? Maybe Sega will do a trade in? Doubt it though! - ED.}*

There were other Saturn titles scattered around 3rd-party booths, but these are what I caught so far:

- Casper (work in progress from Interplay - lovely graphics).
- Cyberia (Another Interplay piece - not shown but coming).
- Rayman (Ubi-Soft - also quite stunning - like all the other versions).
- Solar Eclipse (Crystal Dynamics - Wait to you see this! A next generation shooter - "TOTAL-ly" :). *{Better than 3DO game, looks great - fast, smooth, and played INSIDE the cockpit but looks like it plays the same. ED.}*

Also, which I forgot to mention - at the opening conference, Saturn's baseball game was flashed across the video-wall presentation. When the batter hit the ball, the entire stadium zoomed and panned at a remarkable clip. You can already count on this one being a must-have.

More Saturn info tomorrow

Jaguar

The Jaguar setup though much smaller than the others had its own healthy crowd - with two Virtual Reality setups at opposite ends of the booth. This new VR system will be coming out in the late fall - and will be priced under \$299.00.

Tomorrow I will get in line to try it - but from what I can tell from the external displays - the game people were "immersed" in looked mighty impressive. It was some kind of 3D space exploration game - looking a bit like AvP, with lots of detailed polygons. The title is called Zone Hunter, and according to one of the heads of this project, this might very well be the pack in. People who tried on the goggles stepped off the specially made platforms with smiles on their faces. Another title we might be seeing for this Jaguar add-on is a 90's Missile Command, VR-style.

As far as games, there wasn't exactly a large explosion of new titles, but many of the promised titles were finally finished, or much further along in progress. There were a few monitors that weren't showing anything, so aside from the list below - more can show up on tomorrow's report.

- Defender 2000 - Once again, Jeff Minter is king. I can't even begin to describe the magic surrounding this updated William's coin-op classic. D2K is chock full of special effects, and simply put - the hottest Jag-game in Atari's booth.
- BurnOut - 3D motorcycle racing - updated further - and looking better and better!
- RayMan - Hey, it's almost here - and it'll be worth the wait.
- Flip-Out - Very nice-looking puzzle game...
- Baldies - Looks like another Lemmings-type - not impressive.
- Brett Hall Hockey - too early to tell - but knowing Accloade, don't count on it knocking your socks off.
- TRF - A new fighting game - in fact, it was displayed on a large screen as everyone thought it was Mortal Kombat III as they passed. Looks great!

- Myst - Jaguar CD - like the other 900 versions.
- Highlander - Jaguar CD - looks juicy, though I'll have to look at it more closely tomorrow.
- BattleMorph - Jaguar CD looks like Cybermorph - but it's unfair to judge, as I didn't take a crack at it yet.
- Creature Shock Jaguar CD - looks sharper than the PC version!
- Fight For Life - They added more textures to the characters since the last time I saw it. Still needs work - but improving.
- Vid-Grid - Jaguar CD - Some rock-n-roll-stye puzzle game with full motion music videos.
- Varuna's Forces - Jaguar CD - looking hot! A space/action adventure which I will be playing tomorrow.
- Blue Lightning - Jaguar CD - Another improvement from the last time it was on display at WCES.
- Primal Rage - Only had a the title page done.
- Ultra Vortex - Yep, once again it's here - and they've added a lot more. The final version should be great (damn-well better be!).
- DeathWatch (I think this is the name) - An immensely colorful platform game - though shown in early stages.

E3-MAIL REPORT: DAY 2 WITH GEOFF KEIGHLEY

Although a certain stigma associated with the first day of E3 was now missing from the show flow, the second day was filled with exciting products and demos of the latest and greatest interactive media.

With over 1300 new products showing, suffice to say, the show is truly massive in scope. There were a lack of announcements today, which is a-typical of the second day of a show. Hence, here's a brief rundown of the companies I visited today:

Electronic Arts

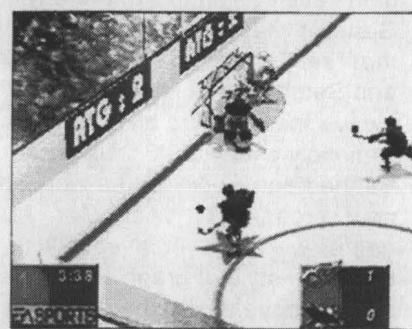
EA had a very spacious booth with tons of products on display for all platforms. To sum EA up in a few words, think of ports, and lots of them. All of their titles are appearing on multiple platforms, some even hitting six or seven different

machines.

EA announced their PlayStation development with PGA TOUR GOLF 96 and FIFA SOCCER 96; both titles will ship in September.

The new FIFA features narrated commentary as you kick the ball around the stadium. PGA TOUR GOLF 96 looks great, with a revolutionary ball strategy interface, allowing you to put backspin on the ball, and truly turn this sports title into the ultimate simulation. All of these titles will be available on PC CD-ROM in SVGA, along with Saturn and Play-station.

NHL 96 will feature modem support on the PC-CD rom, with an enhanced instant-replay. The PC version in SVGA looked simply stunning, but honestly the 3DO version was much less impressive.



•EA's NHL for Saturn and PlayStation - soon

When I asked EA about this, they seemed to agree it needed a lot of work, and that the 3DO version was rushed together in time for the show.

FOES OF ALI is the new 32-bit boxing title exclusively for 3DO, and it is a "great" two player title with fully texture-mapped polygon fighters. FOES OF ALI looks excellent and I am sure it will be a big hit for EA. {Err... yeah... although it was a bit lacking in frames... ED.} TRIPLE PLAY BASEBALL for Genesis is touted as the easiest baseball game to learn, ever. Besides an MLBPA license, it has a season mode, injuries, and even a management option. The new BILL WALSH COLLEGE FOOTBALL title, hitting Genesis in August, will feature 107 Division 1A teams, and three bowl games. I really can't seem to comprehend how EA*SPORTS can keep producing such impressive sports titles, which are unparalleled among competitors.

PSYCHIC DETECTIVE, formerly known as BLACK DIAMOND is EA's collaboration with Colossal Pictures. Due for release this fall on PC, Play-Station and 3DO, the game is FMV title. The whole experience will play out in just under an hour if you don't interact with the program, but the majority of the "gist" revolves around switching between the 'minds' of different characters in this interactive environment.

SHOCKWAVE, the original title, will be available on Playstation, and it will include the OPERATION JUMP GATE missions from the 3DO add-on disk. The new version of SHOCKWAVE incorporates player feedback, and it now allows you to save part-way through a level, and the cockpit is totally re-designed. ROAD RASH will also hit Play Station, and frankly, it looks almost twice as fast as the 3DO version.

NEED FOR SPEED will be available on the PC later this year. A 3DO hit last winter, it will now include eight different tracks instead of the three we saw on the 3DO version. Surprisingly, there are no plans to release a new 3DO version. The PC version supports VGA and SVGA, and perhaps the nicest feature is head-to-head modem play along the racetrack.

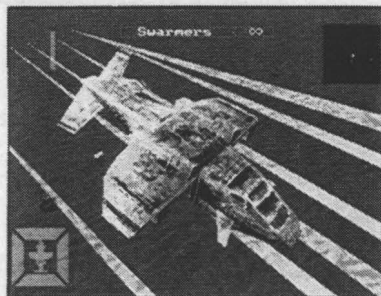
CROSSFIRE is Delphine Software's sequel to Flashback. It



•The utterly brilliant Crossfire on PC, but coming to the PSX soon too.

meshes first- person action with third person combat seamlessly, and the result is a captivating product. There are six huge and

divertive levels, fully rendered in 3D — very impressive stuff. *{I must agree here, Crossfire is bloody amazing!! Possibly one of the best games at the show.. a sort cross between Virtua Cop and Alone in the Dark. Coming to the PC and PlayStation. ED.}*



• WarHawk on the PSX - Real Slick Action

SHREDFEST rumored to be a 3DO title, is now only scheduled for PlayStation. Best described as "Road Rash on ice," it will include licensed rock music in the background, and up to four players. Six levels will feature real boards from Sims, Palmer, Burton, Morrow and Nitro.

SHOCKWAVE 2, not to be confused with the PlayStation version of SHOCKWAVE, now allows you to control up to three vehicles, including a fighter, hovercraft, and gun turret. The levels are 400% bigger, with three new alien races and 25 all-new combat vehicles. 60 minutes of full motion video will fill up the CD disc. The game, due in the Fall, will be available on 3DO and PlayStation. *{This looks a lot better than original, and it seems you can fly anywhere you like this time! -ED.}*

BULLFROG PRODUCTIONS, of Magic Carpet fame, will be porting the game to PlayStation and Saturn. It will never appear on 3DO, and EA has told 3DO for months to take the title off their lists. BULLFROG will release the Syndicate sequel, SYNDICATE WARS exclusively on the

PlayStation at first, using intensive light sourcing in the cities. For example, if you shoot out a street-light the area around it will actually dim. EA was very firm in stating that they LOVE developing for the PlayStation, as it is much easier to program than the Saturn. *{EA also had a brilliant driving game which uses Magic Carpet engine - looks bloody brilliant - and with link up mode too will be Mega. Out on PC first, and likely to be on PlayStation and Saturn later. Can't wait. - ED.}*

PlayMates/Shiny

News came across the wire today that Interplay had purchased Shiny Entertainment, developers of Earth Worm Jim. EARTHWORM JIM 2 looks great, with 3D rendered sprites, and levels such as Wormburger, with falling forks, cheese graters, and salt shakers! *{Personally - EWJ2 looks more or less like the original - ED.}*

WILD C.A.T.S > Covert Action Teams is based on a CBS animated action show with a cyborg overtone. MICKEY THOMPSON AS SUPERCROSS is the most realistic motorbike game ever created, or so the literature says. The title is a long way off, due in the Spring of 1996 for the PlayStation. SKELETON WARRIORS, based on the Landmark Entertainment property, is an action platform title for PlayStation, possibly coming out later this year.

Virgin

TOONSTRUCK is an animated game with Christopher Lloyd and sprite characters — there wasn't a whole lot of gameplay to look at, but my initial peak was impressive. SPOT GOES TO HOLLYWOOD looked like an instant hit, putting 7-UPS checker in famous scenes such as Pirates of the Caribbean, on Saturn and Playstation. HEART OF DARKNESS is a simply amazing adventure from Amazing media out of France. This game is going to be THE biggest title of the year, I'm sure of it. It meshes 3D rendered images with a side-scrolling adventure, but the animation is extremely fluid. The folks at Amazing treated me to a closed-door 17-minute video demo, and

then I had the chance to play a pre-alpha. Simply STUNNING title. As I was leaving Dreamworks SKG's Steven Spielberg and Jeffrey Katzenburg entered the room to see the video, and I'm sure they were equalled amazed. Expect big things from this title, and I'm sure it will appear on Saturn and Playstation in the near future.

Acclaim

Gena Davis appeared today to promote her new CUTHROAT ISLAND video game, now due for release in the fall. Otherwise, Acclaim had some impressive titles, most of which are primarily movie based. They did show the ALIEN TRILOGY on the PlayStation, and honestly, I must ask what has happened. The colours looked really drained out and simply nothing like the demos we had seen many months ago, promising big things. Games from Acclaim include: BATMAN FOREVER; JUDGE DREDD, launching on June 16; FRANK THOMAS' BIG HURT BASEBALL; JUSTICE LEAGUE featuring comic-book superheros; REVOLUTION-X featuring Aerosmith; LOONEY TUNES; NFL QUARTERBACK CLUB '96; FOREMAN FOR REAL, a boxing title; WWF RAW; and WARLOCK. Acclaim has also acquired the rights to publish DEMOLITION MAN from Virgin on other platforms besides 3DO. All the above mentioned titles will hit at least three platforms each, and they look relatively good, some better than others.

Williams Entertainment

MORTAL KOMBAT III will launch of Super Nintendo, Genesis, Game Boy and Gear Gear on October 13, 1995, Mortal Friday. Similarly, DOOM, using the Super Nintendo FX 2 chip, will be available on September 1, 1995.

PO'ed - 3DO

As Joe will attest to, PO'ed on 3DO is really coming along well. The development team at Any Channel has done amazing things to the game, so much so that it hardly looks like what you saw on the sampler III disc. There is one ice planet that is simply amazing from a graphic and

gameplay perspective. Also there are numerous weapons available, including a drill that will carve your enemies into piles of decaying bones. After you kill the enemy, there is so much blood on the screen that an animation of you wiping off the blood from the screen is shown — funny stuff. PO'ed is looking great, and should be a big hit on 3DO.

Tomorrow we will end the show with a bang, with full reports on the Sega Saturn and Sony Playstation displays along with Interplay and some other corporations.

E3 NEWS with Joe (C)ataudella - Final Day/Part 1

Hi again folks - it's 12:40, and once again I'm taking a breather in the E3 Press Room. I sent my pal out on a mission to get some more blank video tapes - I'm filled to the brim with footage. I decided to send part 1 of DAY 3 from the Press Room, in order for you folks to read some more juice - earlier. Part 2 will be later on in the evening. I know you people would prefer fast, "in your face" news, rather than glitzy, pretentious stuff that may win pulitzer prizes, but I'm writing for everyone - so hopefully you're eathing this up!

News - for final day....

Taito and Art Data were no-shows. Art Data of course is the company distributing the hottest version of Doom which will be on 3DO. O' well...

FX Fighters for SNES was chucked so I've heard - and there was no sign of StarFox 2 which was at WCES? Weird....

Psygnosis (in my opinon) easily had the hottest showing of titles - Un-friggin-real! :) Demolish'em Derby on PSX will have 2-player link-up ability. This game is simply too good for words. One of the top five games at the show... *{Bloody brilliant.. the graphics are awesome especially the*

smoke, and the cuple cars etc. GIMMEE!! - ED.} everyone does double-takes as



• Demolish'em Derby - Super cool racing game!!!

they pass the heavy-duty display. As I headed deep into the core of the circular tunnel-like booth - I found even MORE PS-X titles. These guys must have been locked in room for the last year! Sentient is a 3D full-screen, first person Sci-Fi with details way beyond Doom and similarities to Origin's System Shock on PC - only stomping on IT as well. The characters look so real - it's scary! Assault Tags is a 3-D tank battle which looks VERY MUCH like the entire tank scene from the old Disney movie - TRON. Actually, it looks better - yes, believe me! NovaStorm was also showing on Sony - though at this point why bother. All the other shooters leave this FMV-style game in the waste-basket. Ready for 3-D Lemmings. I know - it sounds freaky, IT IS! The entire world is in ultra-smooth 3-D, all the obstacles, and Lemmings are presented from outrageous views. Parasite, an adventure game on PS-X features rendered characters - in a sci-fi setting; another mouth-watering Psygnosis game. I know I mentioned Wipe-Out in my first report. But let me just add - that this futuristic racer will literally make you hurl your cookies! Big-Screen TV sets are going to be IN LOVE with this game. Stay away if you fear those hi-tech roller-coasters.

Rayman is showing up everywhere. All versions look superb! I just sighted the 32X version which is up there in quality with the big boys. Speaking of 32X - there's a very nice dirt road racing game coming called HEAVY MACHINERY. Although it's "work in progress", the

mountain-side track I viewed looked like VRacing, with more "rounded" polygons. And the update was fantastic - including hills!

32X owners will also be treated to Spidermen: Web of Fire from Sega, and an extremely colorful side-shooter starting a deadly humming bird (no joke) called - Kolibri! *{Kolibri is great and looks like Sega's insect shooter released a couple of years ago. This has great 3 layer parallax and cool weapons - ED.}* There was a short video running NBA Action on 32X - to show off the new engine using a first-person, 3D approach.

Wild Woody and Garfield: Caught in the Act are both excellent platform games on the standard Genesis - but the single BEST Genesis game in the booth was Vectro-Man. I still can't believe this is a Genesis! Many of the characters are rendered, like in Nintendos DKC, but the action is super intense - non-stop addictiveness from the get-go! *{Vectro-Man is well ace... silicon graphics are great, and the gameplay is more like Gunstar Heroes, so is a lot more playable than DKC... possibly the best MD game at the show! - ED.}*

WWF: Wrestlingmania is another game headed for multi-format mania. All versions once again look fantastic. The 32-X version is perfectly animated just like the awesome Sony and Saturn renditions... the only difference is a bit less color (nothing drastic like Sony compared to Genesis thankfully). Acclaim is using the Mortal Kombat engine - and there are fatality-like endings! The best game of this type - without a doubt!

{One of the best looking conversions was on the PlayStation - that of Viewpoint. After the awful MD version - the PSX version is amazing with high res graphics, great use of colour shading, and best of all light sourcing effects on the weapons and explosions... truly brilliant. The game is in it's early stages, but when it hits the streets, I'll be there!! - ED.}

Ruiner on Jaguar breaks new

grounds in the pinball arena. The game uses all kinds of scaling techniques - and a lovely burst of color and sound too! I'm looking forward to this one. Defender 2000 is so damn spectacular - and Jeff Minter (programmer) showed me the special Warp sequences - which look like a 60's acid overdose! Finish this game already Jeff! Soul Star is heading to Jaguar CD - but I'm not sure if it's the same game from Core on Sega CD? Only an FMV title was showing. Blue Lightning

{Killing Zone from Konami for the PSX is looking brilliant. It's a isometric shooter... a bit like Skeleton Crew but bigger graphics... most of which look rendered and of course plays a lot better. I can't wait -ED.}

Jag CD has undergone quite a few changes - much nice, and a lot more like Afterburner, with excellent sound effects. The enemies really taunt you with lots of speech effects. Ultra Vortex has also gone to the land of improvement. This is hands down - THEE fighting game for Jaguar - the moves are incredible, especially the death moves. This will be worth the LOooog wait.

Rumor has it that Jag II will be up there with M2 (according to a few industry folks). This is getting more bizarre by the minute.

World Series Baseball on Saturn is killer quality! The entire stadium zooms and pans at a break-neck speed. The sound and commentary (still in Japanese) will really add to the realism. Looks like Sega Sports has another winner!

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E3-MAIL - DAY 3 REPORT - WITH GEOFF KEIGHLEY

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The doors are shut, the booths knocked down, and the party is over: E3, the Electronic Entertainment Expo, is finished, at least for 1995. Still, the show may be finished, but now developers get back to the task of actually putting these titles on store shelves, and suffice to say, E3 provided glimpses of some truly amazing titles on all

fronts. General trends include ports to many different platforms for products, and the gradual trend of moving away from full motion video, and back to rich gameplay. There were very few games on Saturn and Playstation that were all flash with no substance; most titles didn't even include full motion video, because the game was impressive from a control and gameplay perspective. Unlike platforms such as SegaCD and 3DO, the Saturn and Playstation are powerful enough to provide pizzazz with the actual gameplay — making products much more interactive. Henceforth, here's a general wrap-up of news and events from E3 on the final day, May 13th.

Sony Playstation

Besides the September 9th launch date with a \$299 US pricetag, which I reported on earlier, PlayStation now has over 60 third-party licenses in the hopper; name a "top-level" publisher, and they are most likely involved with the Playstation in some respect. MORTAL KOMBAT III will be exclusive to Playstation in terms of "next generation" systems until the second quarter of 1996. TOSHIDEN has been prefaced with the words BATTLE AREA for the U.S. release, scheduled to be available at launch.

- Acclaim will have BATMAN FOREVER, FRANK THOMAS BASEBALL, and NFL QUARTERBACK club for the Playstation at first, with titles such as ALIEN TRILOGY to follow shortly after.
- Crystal Dynamics will have all their new products on Playstation (see report on their titles below).
- Electronic Arts is showing WING COMMANDER 3, PGA TOUR '96, SYNDICATE WARS, and SHRED-FEST on Playstation.
- Interplay has DESCENT, CYBERIA, WATERWORLD and CASPER all on the Playstation with enhanced graphics and sound.
- Namco is supporting Playstation in a big way, with RIDGE RACER, TEKKEN, CYBERSLED, AIR COMBAT and STARBLADE ALPHA all hitting Sony's machine by the end of this year. RIDGE RACER will not be the Playstation pack-in;

in fact, Sony told me today that the PlayStation will not come with a game, but rather a sampler disc.

- Psygnosis has some stunning PlayStation titles due — see my report below on their new efforts.
- Time-Warner Interaction will release PRIMAL RAGE on Play station, promised to be an exact arcade replica.

All in all, I was very impressed with the array of software for the Playstation, but one has to wonder what type of psychological effect the surprise release of Saturn three and a half months early has done to Sony's gameplan. With the Play station being \$100 dollars cheaper than the Saturn, Sony certainly has a great chance at grabbing many consumers.

Capcom

Besides having a press-kit which weighs more than five others combined, Capcom has some really interesting stuff in the works. FOX HUNT is a new interactive movie, where you play Jack Fremont, an "ordinary man thrust into an extraordinary situation" dealing with the KGB and spies. STREET FIGHTER: THE MOVIE will be available for PSX and Saturn, using the characters from Universal's 1994 movie release. X-MEN: CHILDREN OF THE ATOM will also be available on Saturn and Playstation, a direct port-over of the hit arcade title. Another arcade hit, DARKSTALKERS: The Night Warriors will morph from an arcade box into a Playstation CD-ROM later this year. *{The E3 game was about 30% complete on the PSX but it looks identical to the coin-op! -ED.}* Using AD&D's Dungeons and Dragons concept, D&D TOWER OF DOOM is targeted at some 80 million video game fans, and an audience of 12 million role playing gamers.

NEO-GEO CD

Shortly, the NEO-GEO CD from SNK was billed as the "ultimate CD-ROM videogame system." I think SNK needs to visit the Sony and Sega booths

:-) The CD unit, shipping this fall, will launch with six titles, at a price "under \$500." Titles include SAMURAI SHOWDOWN 2 and other Japanese titles. ART OF FIGHTING and FATAL FURY 2 are two other fighting games making their way to the Neo-CD.

Sega of America

The big news, as reported on Friday, revolves around the early release of Sega's Saturn for \$399, supported by a \$50 million advertising budget. Make sure to check out PANZER DRAGOON, which is now the number two selling Saturn title, right behind DAYTONA RACING. The Saturn has sold like wild-fire since its release on Thursday!

On the sports side of things, Saturn will have WORLDWIDE SOCCER, with twelve different camera positions. NHL ALL-STAR HOCKEY will melt the ice later this year, and it is already looking much better than NHL '96 on 3DO from EA, but it remains to be seen how well the gameplay is fleshed out. PEBBLE BEACH GOLF LINKS and NBA ACTION are two other titles due out from the Sega Sports brand line. Acclaim was also showing NBA JAM: TOURNAMENT EDITION on Saturn, a perfect port from the arcade as far as I could tell. I'm not exactly sure what this offers over the SNES and Genesis versions, except a few extra cosmetic touches. *{Looking real cool and identical to the coin-op is the Saturn version of NBA JAM from Midway. Stick this in a arcade cabinet and I guarantee you wouldn't spot it's a Saturn. Superb and will sell Millions !! - ED.}*

Sega's 32X is still alive and kicking, despite the big hype over Saturn's release. VIRTUA FIGHTER will also be available on 32X, obviously much less impressive than Saturn, but still quite impressive. SPIDERMAN: WEB OF FIRE pits Spiderman against a web of "evil destruction" in New York city, and it's looking great. KOLIBRI allows players to fly like a bird through 3D landscapes, really showing off the polygon power of 32X. X-MEN, the world famous Marvel Comic heroes will be available on 32X later this year complete with 3D rendered animation using a motion capture technique; the result is a very impressive set of sprite graphics. WORLD SERIES BASEBALL and PRIMETIME NFL FOOTBALL, both Sega Sports titles, will be available in the Fall of 1995, enhanced from their Genesis counterparts in the way of sound and graphics. SHADOW SQUADRON is a deep-space adventure with 17 planetary systems — it looks promising. ZAXXON'S MOTHERBASE features a cool "data-jack" which allows you to suck away enemy weapons! The game is a 3D based polygon flight-sim.

In hardware news, the Neptune has been delayed until early 1996 — I tend to think that Sega may kill that project all together, because in early 1996 I'm sure 32X will hardly exist with the Saturn now entertaining players. The 32X unit now comes with DOOM or STAR WARS ARCADE as a pack-in.

The Genesis still had some good titles, including X-PERTS, a hostage based simulation, features 3D rendered characters. VECTORMAN, a 60-frame-per-second blast fest which allows you to morph into different characters.

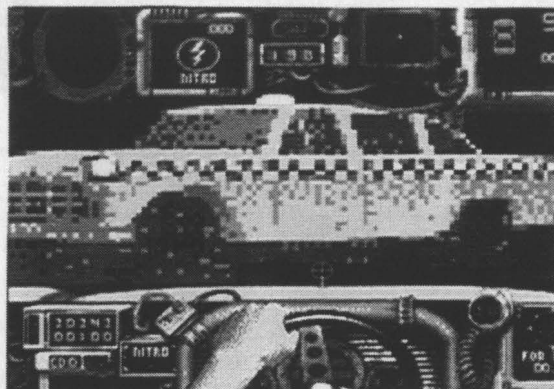
Well, that's it for now here in L.A. Hopefully I'll post some more information when I get back to Toronto tomorrow morning. Thanks for reading E3-MAIL!



• Virtua Fighter 2 was demo'ed on the big screen at E3, but only 1 character!

drive through a crowd it all gets a bit messy - but don't try this at home kiddies.

There are four views - front, sides and rear, but you can shoot from any of them, but it's very impractical if you're moving as you always end up hitting a wall. A cruise control would have been helpful here. The sounds are adequate but slight, just gunshots and car horns, and the screams of hit pedestrians. You can listen to eight tracks on a selectable CD player in the taxi by Indie bands, or turn them off, most of them are



Quarantine: If other cabs get in your way.. smash and shoot 'em! instantly forgettable.

This is a fun game, but with only the odd visit to a shop between jobs, it can get repetitive very quick-

ly. Have a look before you buy.

Video - 72%
Audio - 70%
Playability - 80%
Lastability - 70%

Overall - 70%

David

Immercenary

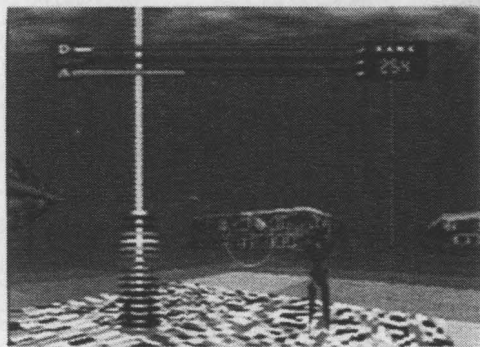
3DO by Electronic Arts
CD-ROM

Without any fuss, Electronic Arts release this weird 3D shooter, with a scenario so strange it could have come from the hippy American culture.

It seems in the future, mankind is plugged into a virtual reality world known as 'Perfect' under the control of the 'Perfect 1' computer. To stop the enslavement of all life, a distress call is sent to the present with details necessary to shut down the rouge computer. You play 'number 5', an agent projected into Perfect with the job of destroying Perfect 1.

All the inhabitants, known as Rythms are rated on a scale of 255 up to Perfect 1. You begin as a 255 and must shoot higher Rythms and steal their energy to rise up the ranks until you're powerful enough to find the main computer. Of course, they're not just going to stand around waiting to be shot, so the majority of the game involves running around the 3D city playing cat and mouse with the hundreds of inhabitants, hoping you don't pick a fight with someone too powerful. There are about six 'scales' of Rythms, and also bosses who all have to be defeated, so it's not a quick win game... luckily you can save as you go.

To help you, there are power ups to be collected as well as a map, and healing spires that can



Immercenary: 3D version of Quazatron on the 3DO.

repair your speed, health or weapon power (all increase as you absorb higher Rythms). You can also ask certain inhabitants questions, which are answered in real speech. The questions are generally of the 'Where is' and 'Who is' type, but can give hints to defeating bosses.

The graphics are rather basic, while the buildings, which you can't enter, are textured and move past smoothly, there's no floor detail. Of course, this being virtual reality it can be excused. So buildings are just incomplete wireframe models which adds a nice visual touch. The Rythms vary from single polygon shapes to the digitised bosses and run around smoothly. They're also intelligent and will gang up on you or trap you if they can, so it's a constant race to keep your weapon power up, and when a storm hits the city, you can't recharge - so real panic sets in.

The sound is rather basic firing effects, but the voices are quite

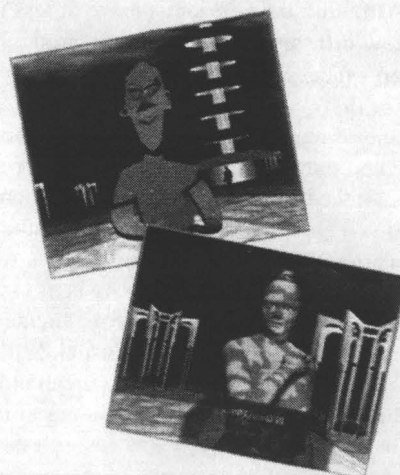
cleverly done with metallic echoing or little choir like noises like Ambassador Kosh on Babylon 5. The music can be turned off and is forgettable. It sits in the background and you're too busy staying alive to notice it.

Despite (or because of) it's simplicity, I enjoyed this a lot. It's a good mixture of Doom type shooting and strategy that will last a while. I'm just wandering if any of the designers ever played 'Quazatron' on the spectrum (or Paradroid on the C64... Ed.) before they got the idea....

Video - 73%
Audio - 67%
Playability - 83%
Lastability - 80%

Overall - 80%

David



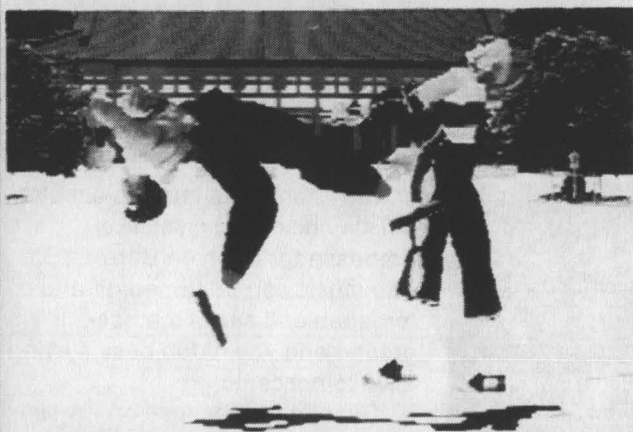
TEKKEN

The first game to use the up market PlayStation board in the arcades by Namco - Tekken... and does it kick some ass! Well, it sure kicks Sega's ass! Tekken is a Virtua Fighter-style beat'em up, and shows off what the PSX is capable of. Ridge Racer might flicker, Raiden and Parodius might slow down, and Toh Shin Den might be a bit lacking in smoothness... but Tekken is true coin-op quality. Tekken makes Virtua Fighter

Spinning bird kicks. Although there are only eight characters, there are in fact nine BOSSES (which you can play once you complete the game)! Depending on which fighter you select, you will get a different first boss before the final guy - who incidentally has a punch that takes half your energy with one hit!!!

As soon as you load it up (after trying to destroy all the aliens in a bonus Galaga game!!), you are treated to some spectacular pre-rendered animation that really is incredible.

But the game itself features brilliant defined fighters... all of which are brilliantly textured mapped, plus some use of gourand shading. Namco haven't just plonk on any old textures either... but all appropriate to the characters, like a skull and crossbones



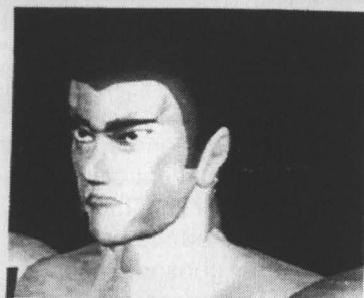
LAW performs a rather difficult to do somersault kick on NINA.

on the Saturn look like it's on the Super Famicom.

The game features eight controllable fighters ranging from a Ryu-like character with a deadly dragon punch, a Guile/Ken character with a deadly sweep to fireball combo, to a armoured thief with a sword. As the game is based loosely on Sega's game - the control method is very similar (like tap forward twice and press a button) and there's no 'proper' fireballs or impossible moves like

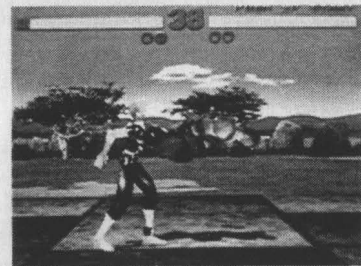
on the back of Paul's leather jacket... with wrinkles and studs! Not only are the characters brilliantly defined, but so are each of the stages including a tropical island with palm trees and a roman arena, and best of all - on a iceberg (which moves up and down!) in the artic with falling snow. All this is stunning to look at, and gives Virtua Fighter 2 a run for it's money! (Shame it doesn't match the bridge stage in VF2 - not to mention the underwater level

PlayStation by Namco CD-ROM



One of the rendered CG intros.. detail or what?! when you meet Dural!!).

Animation is silky smooth, with the roaming camera positioning at the best possible angles for those incredible moves. However, the game does glitch occasionally, especially when the camera zooms right up close when some grappling/throw is performed. This happens rarely, and it's only the score/timer that flickers, and the occasional polygon that appears in front of polygons where it should be behind. As well as the graphics, sound is great too with a different sound track for each of the levels (either the original coin-op or arranged versions!), plus beefy stereo sound effects, including the usual over the top contact booms, screams and roars, bones breaking, and so on.



Paul performs the great arm throw on Nina.

COIN-OP - PLAYSTATION DIFFERENCES

Although the coin-op is more or less the same as the home PS version, there are a few differences... but only cosmetic. Firstly, when you select a character, the coin-op's faces animate, whereas the PS version doesn't. Then there's different clothes for the 'away' fighters, ie. Coin-op LAW wears a tight yellow track-suit similar to one of the Bruce Lee films, but in the PS version it's a normal off-the-peg number. Then there's the stadium stage - where the video screen in the background is switched off - whereas the PS version has the fighters in action in it... even though it is a bit on the small side. As for the flicker etc... the coin-op op flickers as bad as the PS version when up close, in replay or when there are big characters - like KUMA vs KUMA (a grizzly bear vs a polar bear - both are HUGE!!).

Of course there the controls. Incidentally, the PS pad is somewhat easier to play a times than the coin-op joystick and buttons. This is because of the fast button sequences required for the special moves. A quick swipe across the PS buttons back and forth (ie. O.X.O.) is easier than actually pressing the buttons individually. However, a joystick is easier, especially with diagonals!

Looks great. Sounds great. How does it play? Well, it's a tad more playable than VF... as there's more control over your fighters. Blocking is done by pulling back (as in SFII/Toh Shin Den) and each of the four buttons represent a limb. So you can punch with the left fist, punch with the right fist, then sweep with the right leg. Unfortunately, around half the special moves (20+ for each character) are very hard to pull off. For example, Nina has a move where you press diagonal-down-forward then press button X, X, X, O. Most of the time if you try

this, she will do a slow round house sweep each time you press X.... whereas the move should be three fast high kicks followed by a round-house kick. Basically, you have to press the buttons in sequence very fast - in fact, you press the O button even before the second kick is executed.

As with VF, rounds are sometimes over in a matter of seconds too. Perform a combination punch, followed by a kick as they are falling over, and then a sweep when they are on the ground can take half the

opponent's life! Then, you can even run in with a flying kick as the opponent is getting up for more damage! However, with the range of moves available... and learning how to block each of them, it's one hell of a game to play. All the moves are spectacularly performed with the correct weight, and timing.

Overall, Tekken is great. It still doesn't beat Super Street Fighter II X for playability as strategy is lacking and combos are limited... not to mention rounds are too quick - but with the spectacular 3D graphics

and awesome sound, and superb looking moves, it's a close contender. Of course, it's a lot more fun against another human opponent... but this is no easy game.

Video	- 97%
Audio	- 93%
Playability	- 92%
Lastability	- 90%
Overall	- 92%

One

inter@

The following was taken from:::
Intelligent Gamer Online Interview With: Mike
Latham of Sega of America

One of Intelligent Gamer Online's favorite industry partisans is Sega's Mike Latham, who was recently promoted to the position of Executive Producer for Sega's Omega Group and spent a considerable amount of time at E3 talking with us about virtually everything in the Sega universe. You might recognize his name from numerous "Special Thanks" sections in the instruction manuals of Sega's next-generation software, not to forget his role as creator and designer of Sega's *Eternal Champions* games and several other excellent pieces of software.

Sega Hardware

IG: We've started to see 32X hardware for \$99 in many places, although others still ask \$149, and we've heard a price of roughly \$200 for Neptune. Since the type of consumer interested in Neptune is looking for something next-generation, and \$200 is still a decent amount of money (whereas \$99 to upgrade your Genesis is a lot different from \$400 for the Saturn)...

ML: We think the 32X is a real legitimate platform, and...

IG: "Real legitimate" — that sounds like you have something to prove to the world about the 32X?

ML: No, I think that the press has a position that it's not a legitimate platform, and with 200,000 units, we're more legitimate than 3DO and Atari. We'll outsell them by this year, and we outsold their U.S. numbers basically upon ship... If you're talking about a worldwide number, we're — with 3DO — we're over in both respects.

IG: Does that include sell-through in Japan? Super 32X was a tiny launch there.

ML: Oh yeah, it's a tiny launch, but it sold through. The Japan market is a pretty fascinating market, you get a two- or three-month kick — that's what 3DO did — for two or three months, you have a real big hit, and then it just goes right off. It's the most aggressive society about far-and-away technology. People will actually buy systems there to play a game, and then get rid of [the systems]; that's fascinating. One game, and you get rid of it, they'll sell it. Our Genesis market (it's no secret) there wasn't as large as our other market. We had Genesis hits in Japan, like Sonic, people would actually buy the Genesis there, play Sonic, and then get rid of it. They weren't going out to buy the rest of the library.

IG: What's Sega going to do with the Neptune [Genesis 32X

standalone machine]?

ML: We're only going to release it if the consumers really really want it. We don't want consumers feeling like we're just throwing hardware at them, so we're waiting for the consumers to say to us, "hey, this is what we need."

Corporate Competition

IG: On the subject of Ultra 64 — we talked about this a year ago or a year and a half ago, and you said, "Vaporware. They don't have a demo of the system actually sitting any place." Now, your prediction came true in a way, we're sitting here at the supposed [debut] date — no system. What's your feeling — what's Sega's feeling — about that?

ML: Sega's feeling is probably fantastic. The company, I think we feel legitimized a little, in that we took the right steps for the consumer to bring the Saturn out, and when the people were agitated at us, "why aren't you quickly shipping the Saturn [to the U.S.]? Why didn't you do this last year, right when it launched in Japan?" Well, this is why, because we didn't want to mis-set expectations, one thing our industry does (and I'm very guilty of myself, even on *Eternal Champions CD*), we do a very bad job of saying, "this is when it's coming" and then we miss. And movies do this, books do this, any creative industry does this, but we can aspire to get better at it. We are the worst offenders; books, magazines, they're all better than us, and what we said on the Saturn was that we were going to do it right. I think what Nintendo did is to probably not do it right, Nintendo knew a year ago — as I told you — they knew the challenges, we knew the challenges [of working with SGI to create the Ultra hardware], because the [SGI] hardware was offered to us; this is constantly denied, but it was.

IG: There was a print interview that someone at SGI was going to walk up to Tom Kalinske and say to him that he lied...

ML: Yeah, I saw that too. I can't wait to see that one. I was in the meeting for only a few minutes, I didn't get to stay for the whole meeting, but I was there! They [SGI] came, they showed the hardware, and the problem was — it's the same problem — it was an incredibly expensive chipset, and I'm sure they've spent their whole time engineering it down to affordability, and at the time, they told us, it was \$250 just for the chipset!

IG: Which leaves no room for anything else.

ML: Right. That's why the CD wasn't going to be in it; their

Continued on page 48 (Back page)...

GAME DISSECTION

This is the good ol' Tips and Cheats section - so if you happen to have some juicy tips - please send them in and share them with your fellow gamers. Send to the usual

Bubsy (Jaguar)

Here's some codes:

Level 2: 392652	Level 3: 458227
Level 4: 958936	Level 5: 739294
Level 6: 184792	Level 7: 812615
Level 8: 781367	Level 9: 126712
Level 10: 236721	Level 11: 673167
Level 12: 792323	Level 13: 672328
Level 14: 782389	Level 15: 672345

Clockwork Knight (Saturn)

On the title screen with 'PRESS START BUTTON' - press Left, Up, Right, Down, Down, Right, Right, Up, and then R button. Then you can press Up and down to choose your desire stage.

To reach the final stage however, you must enter the above code, then press Left, Right, Right, Up, Right, Right, Up, Down, Right, Right, Up, then R button. Short of lives? Then enter on title screen - Up, Right (nine times), Down (six times), Left (seven times), Z, X, Y, Y, Y, Z.

For a million points, complete stage 2-2 (the one with the train) in under 30 seconds.

Cosmic Carnage (32x)

When you turn on your machine, hold down buttons X, B, Z... then press Start on intro, and you'll get a few extra fighters! (Yes... you need a six-button pad).

Daytona (Saturn)

See *Daytona Tips page*

☐ Demolition Man (3DO)

The shoot 'em ups sections are not bad - but the fight scenes are a pain in the arse - so here's how to get the level select and skip them. During play, Pause the game, then press L button, A, Up, Down, R button, and Up. The password will change to '#PWR'. Now you can hold down button B and press Up or Down to select your level. There's even a sound test mode, and a bonus game where you can shoot the Virgin team!

Fatal Fury 3 (Neo Geo)

If you have this game, or play it in the arcades - you'll want to know the Super Moves eh? So here they are:

=Terry: Down, Down-Back, Back, Down-Back, Forward + CD (for big fire-column as with previous games)
 = Andy: Charge Down, Down-right, Right + CD (for spinning flaming flying kick as previous games)
 = Joe: Forward, Back, Down-back, Down, Down-right + CD (for giant tornado as previous games)

= Mai: Forward, Down-back, Forward + CD (for flaming elbow attack as previous games)

= Geese: Down-back, Forward, Down-forward, Down, Down-back, Back, Down-forward + CD (for fire shield around yourself as previous)

=Sokaku: Forward, Down-forward, Down, Down-forward, Forward + CD (for ghostly energy column)

=Bob: Down, Down, Down + BCD (for big cartwheel/spin move)

=Franco: Forward, Down-forward, Down, Down-back, Back + CD (for multiple dashing punches)

=Hon: Down, Down-back, Back, Down-back, Forward + BD (for kick and use of the stick)

=Blue-Mary: Charge Down-back, Down, Down-forward, Forward, Up-forward + BD (for dashing punches)

Fighter's History PLUS (SF)

To play as Chelnov - the rather nasty guy at the end, on the title screen, press Down, Down, Up, Up, Right, Left, L, R.

Iron Soldier (Jaguar)

On Option menu enter the following codes on pad 1 using the keypad for:

2, 7, 2, 8, 3, 7 (the border will flash) - unlimited ammo!

6, 8, 2, 4 (border will flash) - now if you go to difficulty setting, where you can change to INSANE mode (the hardest!!).

3, 7, 6, 6, 8, 2, 4, 2 (border will flash) - when you start a game, you can select your stage, and select any weapons that's available!

Michael Jordan: Chaos in the Windy City (SF)

For 73 lives and level select, enter 12345678999 at the password screen!!

Motocross Championship (32X)

I suppose if you own a 32X, you'll have this game... so here are all the password codes:

2. aVwwhEKAgOa	3. 5hQxiHTAAJB
4. jDBCFLXAkPB	5. xVpSmNdAMKC
6. imhDoQjAwqC	7. dDSkpToAYLD
8. [iKFLWsAAsD	9. h9CWsYyAkME
10. qKjGNb7AEtE	11. [dT3OIFBoNF
12. kuLYQkKB]uF	

Pacman 2 (MD)

If you're bit bored with the game, and want to play the original Pacman - on the password screen, enter PCMN0RG, then press Start! Alternatively, enter

☐ Plumbers Don't wear Ties (3DO)

Well, if you're sad enough to have bought this game... or rich enough to get it... I suppose you deserve to have this cheat of removing the censor bars! On the full motion video, press Up, Down, Right, Left, Down, Right, and then X.

🐘 Radical Rex (MD/Mega-CD/SF)

For level select, on the title screen where you choose 1 or 2 player and options, on controller two (for MD/Mega-CD), press A, C, Down, Right, Up, B. (For SF), press A, Down, Right, Y, X.

🔴 Red Zone (MD)

To play the secret Asteroid game, go to the password option and enter C, C, A, C, A, A, C, A, C, A, C. You'll be transported to a rather green game of Asteroids where C = Shoots, B = Thrusts, and A = Hyperspaces.

☐ Return Fire (3DO)

For Invincible vehicles, start a new game and go to the vehicle select screen. Highlight the vehicle you want to make invincible and press C for info. screen on the vehicle. Now press and hold top L and R buttons, and then hold B and C.... then press X to get the Leave Game Option. Still holding the L, R, B, C buttons, hold Down on the pad, then press button A.. and hopefully hear the vehicle selection sound twice. Your vehicle is now invincible!! Unfortunately, you have to do the above for each vehicle you select for invincibility.

🐘 Rise of the Robots (SF)

If you were daft enough to buy this game - here's how to become invincible and see the ending. On the Selection screen, on pad one, press Down, B, Up, B, Down, Left, Right, B - for Invincibility. Or press Left, B, Right, B, Down, Left, Right, B - to see ending.

🔴 Road Rash 3 (MD)

For the best bike, upgrades and loads of money, enter the Password as 15S9 PU03 from the options mode.

🐘 Samurai Showdown 2 (Neo Geo/CD)

To play Kuroko, the referee on the home versions of this game, and in two player Vs mode: Start the game in two player mode, and on ether controller, press Up, Down, Left, Up, Down, Right + A together. A cloud of smoke will appear, and Kuroko will pop up. Unfortunately, the game will reset after the match!

☐ StarBlade (3DO)

For Auto fire, on the title screen once the logo has stopped spinning - enter on the joypad - Up, Up, Down, Down, Left, Right, A, A, B, B, C, C. Alternatively for infinite continues, enter Up, Right, Down, Left, A, B, C, Up, Left, Down, Right.

🔴 Star Blade (PlayStation)

Firstly, I can't confirm this as we don't have the game, but if you press Up, Right, Down, Left, X, X, X and Start on the title screen, you'll get FREE PLAY (Infinite cofines). After this, you can also tap in Up, Up, Down, Down, Circle button, Triangle Button, Square button and Start for something else (?)

🔴 Star Wars Arcade (32X)

Here are some codes for this rather cool game.. note that you need a 6-button pad. Pause the game while playing, then enter:

Timer reset: Left, Down, A, C, Down, Up

Freeze Time: Down, B, B, Up, Right, Left

Sound Test: Up, Right, Left, A, Down, C

☐ The Horde (3DO)

This game is rock solid, so here are a few cheats. Start a new game, then hold down buttons A, B, and Up... and when the game begins, press Pause, then you can let go of the buttons and enter the following:

Invincibility: Press B, Up, Right, Down, A, Down, A, Right

30,000 Crowns: Left, A, A, B, Left, A, Right, Down

Run Fast: B, Right, A, B

Go to Castle: Down, A, Left, Left, Down, A, A, Right

☐ The Need for Speed (3DO)

*Remove that dashboard when in the car by pressing Up, L and A buttons simultaneously. The longer you hold them down, the more items are removed... but too long, and it'll revert back to normal mode.

*Practice Mode: In Options Menu, highlight Skill Level on pad 1 and press and hold X + R + L + A in sequence until all four are held down... where the skill level indicator with turn from yellow to pink. You will now have no traffic or cops!

*Race against Rocket Scooter: Play for around 10 seconds, and go to Instant Replay and rewind to beginning. Press R + Down + B simultaneously on PAD 2! Quit, and you'll race Mr. Scooter.

*Flying Traffic: Start game, and during loading screens, press and hold L button, R button, and Left on pad one. Quit the game, and do the above but hold L + R + Up. Quit, and repeat but hold L + R + Right. Quit again, repeat but hold down L + R + Down. Now start driving and each time you press X - cars will fly!

*Performance Boost: Start game and quickly press L + R + Up on PAD 2, plus L + R + A + C on pad 3. 'CAR CRASHED' will flash on screen. Exit race. In the next games, engine torque and power will increase by 20% for faster cars and 30% for slower ones!!

🐘 The Tick (SF)

For level select on this average beat'em up, select option screen and change lives to seven, continues on four, two Arthurs, and then go to the sound select and select 'Teleport', and press Start. Start the game, and when you press Start, then Select.. you'll get the level select screen.

TEKKEN: The Moves

PSX TEKKEN SHORT FAQ(a) v1.01 by Gouki
original by Loki. Edited and added by Onn Lee

KEYPAD/BUTTON ABBREVIATIONS:

F = Forward **LP** = Left Punch (square)
D = Down **RP** = Right Punch (triangle)
B = Back **LK** = Left Kick (cross)
U = Up **RK** = Right Kick (circle)
 , = denotes an individual press
 + = designates these must be pressed simultaneously
 / = alternative movement f.ex. U/UF, you can either press U or UF
 [] = Movements written in these means that they are optional, i.e. they don't need to be pressed to produce a special move. But they are ofcoz meant to be pressed to execute the full special move. Optional moves can be followed by optional moves
taps = designates the keypad must be lightly tapped (not pressed)
crouches = The character needs to be fully crouched
 hold = designates that the last button should be held until noted

GENERAL MOVES:

Dashing:

- Forward: F, F
- Backward: B, B
- Run: F, F, F (press any keypad to interrupt run)

Running Attacks:

- Run Tackle: F, F, F (just run into opponent)
- Running Slide Kick: Run + RK
(except Jack, P Jack, Yoshimitsu, Kuma, King, Armor King, Kunimitsu and Ganryu)
- Forward Dive: Run + LP + RP
(except Jack, P Jack, Kuma and Ganryu)

Recovery Attacks:

- Straight Up: U
- Roundhouse: RK
- Low Sweep: D + RK
- Roll Forward: F
- Roll Backward: B

For Normal Characters:

- Kick Up Attack: B + LK + RK (some variation)
- Forward Diving Roll: F + LP + RP
- Back Roll and Forward Attack: B, F + LP + RP
(opponent must be in front of you for forward attacks)

Only for Jack, P Jack, Kuma and Ganryu

- Kick Up Attack: B + LK + RK
- Forward Roll, Arm Swing: F + LP + RP (can be followed with sitting punches, except for Ganryu)
- Arm Swing: LP + RP (can be followed with sitting punches, except for Ganryu)

Note: You are almost always knocked out for a variable amount of time when you are knocked down, so don't expect the character to respond

instantaneously. So it's advised to just keep pressing the button.

Ground Attacks:

- Low Pounce: U/UF/UB + RP
- High Pounce: U/UF/UB(hold) + RP

10-ATTACK STRINGS:

These are not combo's, if the first hit connects it's not by any means sure the rest of the combo will. The opponent is able to block or counterattack during the 10-hitter. What it can do, is to produce a string of fast, devastating and varied attack combinations, they come in low and high, so it's hard to block the whole string. They are ofcoz pretty hard to pull off, I have done the ones that are known, but I'm still missing quite a few. I have given them a rating with 5 being the hardest so you are able to practice with the easiest first, I have also explained them so you can see if you are on the right track.

They are not just done by pressing the combo as fast as possible, you need to do calculated pauses and I will explain these in a later guide.

Unblockable Attacks:

These attacks are as the name suggest, impossible to block. Not all are hard to do, but they usually take a while to do, so you are quite open for attacks. But if the hit connects it usually takes quite a big bite out of your opponents energy. It is rumored that all the characters have these and as you can see I'm missing a few.

Hard Pounces:

A variation of the normal pounce which is copied from VF. You can hit your opponent on the ground with this move, as explained in the general moves guide. But certain characters have something called Hard Pounces which takes longer to do but generally do more damage, or takes you away from your opponent again. Since they take longer to execute your opponent have a better chance of getting up. All pounces can hit unblocking standing opponents.

Throws/Grabs:

Throws/Grabs are the strong part in Tekken. There are so many and they are so varied. A throw generally does a substantial amount of damage to your opponent. The great and original thing about Tekken is that you can actually see them grab. It is therefor possible to see if your opponent is trying desperately to grab you. A Grab can also take an airborne opponent down without doing damage. It is a lot easier to grab a frantic(button basher) player than in VF, and this actually results in experienced players completely thrashing novices. In VF it takes an incredible amount of time to do the same.

FIGHTING MOVES:

Kazuka Mishima:

Throws:

- Double Kick hold: LP + LK
- Hip Toss: RP + RK
- Headbutt: F, F + LP + RP

Moves:

- Dragon Punch: F, D, DF + LP
- Lunging Uppercut: F, D, DF + RP
- Spinning Backhand: F + RP
- Double Punch, Spinning Backhand: LP, RP, RP
- Double Jab, Power Punch: LP, LP, RP
- Double Walking Uppercut: DF + LP, RP
- Somersault: (tap)UF + LK + RK
- Heavy Axe Kick: F, F + LK
- Double Axe Kick: (crouch)D, (release)D, RK, RK
- Axe Kick: F, RK
- Jump Kick: F, F, F + LK (Stuns Blocking/Standing)
- Foot Sweep, [sweep]: F, D, DF(hold) + RK, [RK]
- High Spin kick, [low spin kick]: UB/U/UF + RK, [RK]

Hard Pounce:

- Hopback Punch - U/UF/UB + RP + RK

Paul Phoenix:**Throws:**

- Shoulder Throw: LP + LK
- T-Flip: RP + RK
- Rollback Toss: B + LP + LK
- Forearm Smash: F, F + LP + RP

Moves:

- Hammer Fist, [Power Punch]: D + LP, [F + RP]
- Elbow Rush: D(crouch), F + RP
- Ground Punch: D + RP
- Power Punch: D, DF, F + RP
- Punch, High Kick: RP, LK
- Punch, Sweep: RP, D + LK
- Double Jump Kick: U/UF/UB(tap) + LK, RK
- Lunging Jump Kick, [Jump Kick], [Roundhouse]: F, F + LK, [RK], [RK]
- Lunging Jump Kick, [Jump Kick, Sweep]: F, F + LK, [D(hold) RK, RK]
- Forward Flip: F, F + RK
- Foot Sweep, [Elbow Rush]: D + RK, [RP]

10-Attack String:

LP, RP, LK, RP, LP, RP, LP, RK, RP, LP
 Left Jab, Right Jab, Quick Left Kick, Right Punch, Left Uppercut, Right Jab, Left Jab, Right Punch, Low Sweep, Elbow and Power Punch
Pull-off rating: 5

Marshall Law:**Throws:**

- Death From Above: LP + LK
- Face Smash: RP + RK
- Knee Bash: F, F + LK + RK

Moves:

- Punch, Backhand: RP, RP
- Punch, Elbow, [Backhand]: F(hold) + RP, RP, [RP]
- Punch, Punch, Elbow, [Backhand]: F(hold) + LP, RP,

RP, [RP]

- Uppercut, Punch, [Backhand]: DF + LP, [RP], [RP]
- Machine Gun Punch, [Punch], [Punch], [Punch], [Punch], [Backhand]: LP, LP, [LP], [LP], [LP], [RP], [RP]
 (This could be the first 7-hits of the 10-hitter)
- Head Kick, Head Kick, [Head Kick]: LK, LK, [LK]
- Jump Kick: F, F, F + LK (Stuns Blocking/Standing)
- Flipkick: D(crouch), U/UF/UB + RK
- Power Flipkick: D(crouch), U/UF/UB + LK + RK
- Lightning Flip: D(crouch), (tap)U/UF/UB(no attack move)
- Lightning Kickflip: D(crouch), (tap)U/UF/UB + RK
- Roundhouse, Roundhouse, [Roundhouse]: RK, LK, [RK]
- Low Kick, [Double Head Kick], [Head Kick]: D + LK, [LK], [LK]

Unblockable Attack:

- Dashing Fist: DB + LP + RP (tap U, U to abort attack)

Nina Williams:**Throws:**

- Arm Throw: LP + LK
- Reverse Toss: RP + RK
- Handstand Toss: F + LP + LK
- Chin Bash: D, DF, F + LP + RP
 -During Chin Bash:
 a) Leg Scissors Arm Snap - LK, RK, LK, LP + RP
 b) Sidestep Arm Snap - LP, LK, RP, LP
 -During Sidestep Arm Snap:
 a) Falling Arm Snap - RP, LP, LK, RK, LP + RP
 b) Double Arm Snap - LK, LP, RK, LP + RP, LP + RP

Moves:

- Chi Release: F, F + LP + RP
- Punch, Roundhouse: RP, RK
- Punch, High Kick: RP, LK
- Flip Tumble: F, F + RK (Stuns Blocking/Standing)
- Double Punch, Roundhouse: LP, RP, RK
- Double Punch, High Kick: LP, RP, LK
- Double Punch, Low Sweep: LP, RP, D + LK
- Mid Kick, Roundhouse: DF + LK, RK
- Triple Kick, [Roundhouse]: DF + LK, LK, LK, [RK]
- Mid Kick, Spinning Chop, [Double Punch]: DF + LK, LP, [RP]
- Triple Kick, [Spinning Chop]: DF + LK, LK, LK, [LP]
- Mid Kick, Punch, [Roundhouse]: DF + LK, RP, [RK]
- Mid Kick, Punch, [Punch]: DF + LK, RP, [LP]
- Mid Kick, Punch, [High Kick]: DF + LK, RP, [LK]
- Mid Kick, Punch, [Low Sweep]: DF + LK, RP, [D + LK]
- Triple Kick, [Punch]: DF + LK, LK, LK, [RP]
- Flying Kick: F, F, F + LK (Stuns Blocking/Standing)
- Hop Kick, Low Sweep, [High Kick]: UF + RK, LK, [RK]

10-Attack String:

LP, LP, RP, LK, LK, RP, LP, RP, RP: Left Jab, Right Jab, Left Jab, Right Jab, Low Kick, High Kick, Spinning Chop, Left Jab, Right Jab and Right Jab
Pull-off rating: 4

Unblockable Attack:

- Crane Chop: DB, LP + RP (tap U, U to abort attack)

Jack:

Throws:

- Blanket: LP + LK (Still does damage if the opponent isn't grabbed)
- Lifter: RP + RK
- Backbreaker: D, DB, B + RP
- Piledriver: D, DF, F + LP

Moves:

- Sandwich Clap: F, F + LP + RP
- Power Punch: B, DB, D, DF + RP
- Punch, Elbow Rush: RP, LP
- Double Hammer: DF + LP + RP
- Double Slap, [Hammer]: LP, LP, [LP]
- Sitting Uppercut, [Uppercut], [Uppercut], [Uppercut]: (crouch)D, DF + LP, [RP], [LP], [RP]
- Sitting Uppercut, [Uppercut], [Uppercut], [Uppercut]: (crouch)D, DF + RP, [LP], [RP], [LP]
- Crouching Double Slap, [Uppercut], [Uppercut], [Uppercut]: (crouch)D + LP, LP, [LP], [RP], [LP]
- Windmill Swing, [Swing], [Swing]: (crouch)D, F + LP, [RP], [LP]
- Cop a Squat: D + LK + RK (can be followed with sitting punches)
- Sitting Punches: LP, RP, LP, RP
- Upwards Hammer, [Down Hammer], (crouch)D, B + LP + RP, [LP + RP]
- Triple Drill Punch, [Power Punch]: DB + LP, LP, LP, [B, DB, D, DF + RP]

Unblockable Attack:

- Windup Punch: Rotate controller counterclockwise, starting with B until Jack reaches the count of 5, then tap LP.
 - if the count is at 1 the punch can be blocked
 - if count is at 2, 3 or 4, the punch can't be blocked
 - if count reaches 5, it's an instant 1-hit kill

Hard Pounce:

- Cannonball: UF + LK + RK (can be followed with sitting punches)

10-Attack String:

- D + RP, LP, LP, LP, RP, LP, RP, LP, RP, LP, Low Punch, Double Slap, Left Uppercut, Right Uppercut, Left Swing, Right Swing, Left Swing, Upwards Hammer, Downwards Hammer

King:

Throws:

- Knee Bash: LP + LK
- Suplex: RP + RK
- Piledriver: D, DF, F + LP
- Whirlwind Toss: F, B, DB, D, DF, F + LP
- Scissor Flip: DF + LK + RK
- DDT: DB(tap), DB + LP + RP

Moves:

- Kidney Punch: DF, RP
- Hammer Elbow: DF, LP (Stuns Blocking/Standing)
- Punch, Uppercut: RP, LP
- Jumping Hammer: UF + LP + RP

- Forward Dive: F, F + LP + RP
- High Uppercut: F, F + RP
- Low Uppercut: F, F, RP
- Crouching Uppercut: D, F + RP
- Punt: F, F + RK
- Drop Kick: F, F + LK + RK (Stuns Blocking/Standing)
- Spinning Drop Kick: F, F, F + LK + RK (Stuns Blocking/Standing)
- Triple Slide Kick: (crouch)D, DF + RK, RK, RK (Stuns Unblocking/Standing)

10-Attack String:

- LP, RP, LP, LP, RP, RK, RK, RK, LP, LK, Left Jab, Right Jab, Left Jab, Hammer Elbow, Right Kidney Punch, Right Slide Kick * 3, Left Uppercut, Flying Roundhouse

Pull-off rating: 2

Hard Pounce:

- Elbow Drop: U/UF/UB + RP + RK
- Knee Drop: U/UF/UB + LK + RK

Yoshimitsu:

Throws:

- Flying 69 Slam: LP + LK
- Trip Smash: RP + RK

Moves:

- Tornado Spin, [Spin], [Spin], [Spin], [Spin]: B + LP, [LP], [LP], [LP], [LP] (If done 5 times, Yoshimitsu will collapse)
- Tornado Sweep, [Sweep], [Sweep], [Sweep], [Sweep]: DB + LK, [LK], [LK], [LK], [LK] (If done 5 times, Yoshimitsu will collapse)
- Tornado Spin, Spin, Sweep, [Sweep], [Sweep]: B + LP, LP, DB + LK, [LK], [LK] (If done 5 times, Yoshimitsu will collapse)
- Twist Hit: F + RP
- Knee Rush: F, F + RK
- Roundhouse, Sneaky Mid Kick: LK, RK
- Kick, Roundhouse, [Roundhouse]: RK, RK, [RK]
- Forward Cartwheel, [Diving Corkscrew]: F, F + LK + RK, [F, F + LP + RP]

10-Attack String:

- LP, RP, LP, RK, RK, RK, RK, LP, LP, LP, Left Uppercut, Right Uppercut, Left Uppercut, Three Right Kicks, Low Right Sweep, Left Uppercut, Downwards Sword Slash, Upwards Slash, Sword Skewer

Pull-off rating: 1

Unblockable Attack:

- Sword Slash: DB + LP
- Sword Skewer: B, B + LP

Hard Pounce:

- Hopback Stomp: UF + LK + RK

Michelle Chan:

Throws:

- Bridge Slam: LP + LK

- Hook Slammer: RP + RK
- Reverse Checklift: RP, B (RP must hit opponent) + LP + RP
- Sky Uppercut: DF + RP, LP (RP must hit opponent)

Moves:

- Double-Fisted Body Blow: F, F + LP + RP
- Uppercut, [Hammer], [Uppercut]: (crouch)D, (release)D + RP, [LP], [LP]
- Hammer, [Uppercut]: DF + LP, [LP]
- Flying Kick: F, F, F + LK (Stuns Blocking/Standing)
- Power Snap Kick: (crouch)D, (release)D + RK
- Sleep Sweep, [Flying Jump Kick]: (crouch)D, DF + RK, [LK]
- Sweep Kick, [Low Kick]:D(hold) + RK, [RK]
- Sweep Kick, [High Kick]:D + RK, [RK]
- Sweep Kick, [Uppercut]:D + RK, [LP]
- High Kick, [Sweep Kick], [Low Kick]: F + RK, [D(hold) + RK], [RK]
- High Kick, [Sweep Kick], [High Kick]: F + RK, [D + RK], [RK]
- High Kick, [Sweep Kick], [Uppercut]: F + RK, [D + RK], [LP]

10-Attack String:

- RP, LP, LP, RP, LK, LK, LK, RK, RK, LP
- Right Jab, Hammer, Uppercut, Right Jab, Low Kick, Double High Kick, High Right Roundhouse, Low Right Roundhouse, Left Rising Uppercut

Pull-off rating: 1

Unblockable Attack:

- Running Uppercut: B, B, B(hold till her left leg rises)
- Tap LP as her leg is in the air to run/uppercut

Hard Pounce:

- Hopback Stomp: UF + LK + RK

Lee Chow Lang: (derivative of Law)

All moves of LAW plus:

*** Non Law Moves:**

- Backflip: B, B, B (no attack move)
- Axe Kick: F, F + LK
- Double Axe Kick: (crouch)D, (release)D, LK, LK
- Low Heel Kick, [Low Heel Kick], [Low Heel Kick], [Mid Heel Kick]: D(hold) + RK, [RK], [RK], [RK]
- Low Heel Kick, [High Kick], [Roundhouse], [Roundhouse]: D + RK, [RK], [LK], [RK]
- Lunging Jump Kick, [Jump Kick], [Roundhouse]: F, F, LK, [RK], [RK]
- Lunging Jump Kick, [Jump Kick, Sweep]: F, F, LK, [D(hold) RK, RK]
- Spinning Slide: F, F, LK + RK
- Multikicks: (crouch)D, (release)D, LK, D + LK, LK... (repeat pressing) As long as you keep pressing LK, Lee will continue to kick, and you can do the following attacks:
- High Attack: hold U (Axe kick, Chest Kick, Head Kick)
- Mid Attack: Release D-Pad or F (Chest Kick, Head Kick)
- Low Attack: hold D (Low Kick, Chest Kick, Head Kick)

Kuma: (derivative of Jack)

Most moves of Jack

Throws:

- Blanket: LP + LK (Still does damage if the opponent isn't grabbed)
- Headbutt: RP + RK
- Bear Hug: DF + RP + RK (note: will not work on another Kuma)

Wang Gin Lei: (derivative of Michelle)

Most moves of Michelle plus:

***Non Michelle Moves:**

- Power Punch: D, DF, F + RP
- Palm Rush: F + RP
- Bowler Smash: DF + LP + RP

Anna Williams: (derivative of Nina)

Most moves of Nina plus:

***Non Nina Moves:**

- Knife Strike: (crouch)D, F + LP
- Side Knife Strike: (crouch)D, F + RP
- Flipkick: D(crouch), U/UF/UB + RK
- Hand Sweep: (crouch)D, DF + RP
- Slap, [Slap], [Slap]: B + LP, [LP], [LP]
- Lightning Kickflip: D(crouch), (tap)U/UF/UB + RK

P. Jack: (derivative of Jack)

Most moves of Jack

***Non Jack Moves:**

- Lightning Hammer: D + LP
- Winding Uppercut: B, DB, D, DF + LP

Armor King: (derivative of King)

Most moves of King, plus:

Throws:

- Jump Piledriver: RP + RK, D, D, D + LP + RP

Moves

- Dragon Punch: F, D, DF + LP
- Power Uppercut: F, D, DF + RP

Ganryu: (derivative of Jack)

Most Jack Moves plus:

Non Jack Moves:

- Sumo Palm Rush: D + RP
- Double Palm Rush: D + RP, RP
- Rising Palm: DF + RP
- Hundred Hand Slap: LP, RP, [LP], [RP], [LP], [RP], [LP], [RP]
- Sumo Foot Stomp: D + RK

Kunimitsu: (derivative of Yoshimitsu)

Most moves of Yoshimitsu

Heihachi Mishima: (derivative of Kazua, his dad actually)

Most moves of Kazua plus:

Non Kazua Moves:

- Hammer Fist, [Power Punch]: D + LP, [F + RP]
- Power Punch: D, DF, F + RP
- Super Uppercut: F, F + RP
- Back Sidestep Jog: B, B, B (always counterclockwise)
- Power Mid Kick F, D, DF + LK
- Power Low Kick: F, D, DF(hold) + LK
- Hop kick, [hop kick]: UF + LK, [RK]
- Sweep, [Sweep], [Sweep], [Sweep], [Kick], [Axe Kick]: F, D, DF(hold) + RK, [RK], [RK], [(release)DF + RK], [RK]
- (You don't have to do 3 sweeps to do the last two kicks)

• Semi-bosses: Complete the game on any level without changing character although you can continue. Best played on Time-Attack setting. (Time Attack is 1 round per bout, and 20 seconds)

• Heihachi: Complete the game on any level without changing characters or using continue!

• Super Kazua: You can meet him by playing as Heihachi with or without continue, and to control him you have to complete the Galaga game on the loader without missing a single alien! This is best done by completing the first stage in under 18.4 seconds coz then, you will receive an extra ship to make it easier. As yet, no one we know have done this so unconfirmed.. if you do, please let us know!!

Controlling the bosses:

DAYTONA DRIVE

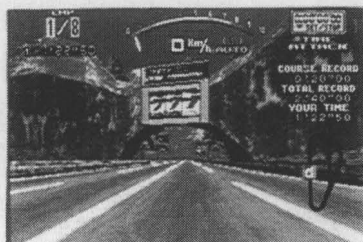
The following was snipped from the rather detailed and long 'Daytona FAQ' by jackr@engin.umich.edu OR jarnis@mits.mdata.fi (who can be E-mailed at those locations). If anyone wants the FULL FAQ detailing just about all aspects of the game including how to take every corner etc., and don't have internet or FTP access - just pop a blank disk to me to the GAP address, and I'll copy the text file on it (PC Format only). The tips are for the Arcade game, but should hopefully work with the Saturn too... if it doesn't... well... at least you had a go... hehehe!

* Slot machine time extension - Beginner track

You can play with the slot machine in the forest straight by pressing the Start button. (Use 'X' button on the Saturn version) Each press stops one wheel. On the top of the machine it says:

777 = 1,000,000,000
Casino in Paradise

If you don't have an assistant to do



Get 777 at the slot machine for extra time

the slot machine for you, stopping one spinning wheel per lap usually works pretty well. By getting one of the following combinations (it must be centered perfectly), you can get more time:

Three 7s	= 7 seconds
Three BARs	= 5 seconds
Three cherries	= 2 seconds

* Loss of sponsor sign - Advanced track

You will notice on the map that there is a road near the starting line that leads down and to the left. You can drive down this road (it's in line with the entrance to the pit road) to a short tunnel dug into the cliff face. At the end of this VERY SHORT tunnel is a sign that says:

CONGRATULATIONS
You Just Lost
Your Sponsors!

NOTE: You do not get a Time Extension for going to see this sign, so we recommend that you go 'sight-seeing' only if you have time left over at the end of a race or if you've totally given up on finishing.

* Upside-down statue of Jeffry - Expert track

To do this trick, you must drive around the track backwards (it's easiest to do this in Time Lap Mode) During your second (and

final) lap, the statue will be upside-down. The best way to get a good look at the statue is to drive past it (during your 2nd lap) to the nearby time extension, and then turn around to observe at your leisure.

* 'Breakdancing statue of Jeffry' - Expert track

To see this, you must come to a complete stop in front of the statue of Jeffry. When you're stopped, hit the Start button several times. (On Saturn, press X button) Jeffry will jump through several different frames (he should spin around once, spin around upside down, and then return to normal).

* Giant seagull - Expert track

To do this trick, you must get past the hairpin leading to the area with the horses and seagulls. Hit the Start button as you're driving up the straight *right after* the hairpin. When you reach the top of the hill (you should be approaching the horses), the seagull that flies over the track should be much larger than normal. Be sure you don't go off-road here as pressing the Start button while on the grass will invoke the 'Off-road abort' explained below.

* Off-road abort

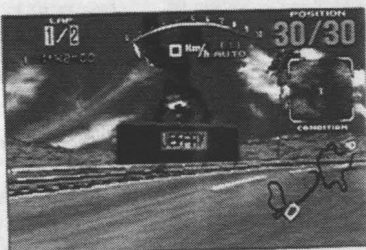
This is a feature similar to the Off-

road abort from Atari's Race Drivin'. Hitting the Start button while you're on the grass returns you to the road, but it reduces your speed to 0.

* Going in reverse

If you feel you've mastered the tracks to the point where they're no challenge to you, here's something to make the game somewhat interesting again. You can turn around and go around the track backwards and STILL EARN time extensions. But be sure you start running backwards right after you've passed the Starting Line Time Extension (meaning you can turn around on any lap during the race - but be sure you turn around right after you pass the Starting Line time extension). All the Time Extensions on the track are reset at the beginning of each lap allowing you to gain time running forwards or backwards.

NOTE: It is easier to finish a 'backwards' race if you've set the machine to Time Lap Mode and if you turn around at the start of the race (there is no need to cross the starting line at the start of a race to run a backwards race).



Go Jeffry Go.... Breakdance!!

* Passing through pit lane

You can pass through the pits without stopping if you do it during your LAST lap. This trick works on the Beginner and Expert tracks only. It isn't very useful except to avoid driving through heavy traffic. It will, however, help you improve your time on the Expert track if you haven't learned to do the 'crossover' maneuver yet.

* Replacement initials

You can enter the following initials to play snippets of music during the Name Entry screen (after a record run):

NAG	VRacing	MAS	???
GOS	???	MIT	???
ARI	???	YAS	VRacing

DEK	???	OSA	???
GOM	???	D.K	???
MAC	???	KAG	???
MIY	???	KEN	???

The initials below play bits of music from the following games:

H.O	Hang On	S.H	Space Harrier
O.R	Outrun	A.B	Afterburner
P.D	Power Drift	V.R	Virtua Racing
V.F	Virtua Fighter	SHO	Super Hang On
SMG	S.Monaco GP	G.F	Galaxy Force
R.M	Rad Mobile	S.C	Stadium Cross
EXN	Exhaust Note	ORS	Outrunners
GPR	GP Rider	F.Z	Fantasy Zone
E.R	Enduro Racer	SDI	SDI
QTT	Quartet	VMO	Vermillion
T.B	Thunderblade		

AND SPECIFIC TIPS FOR THE SATURN

Mirror Mode

Hold down START at the 'Select Your Track' screen to race in reverse (only works in Saturn Mode only)

Time Attack

Hold down START at the 'Select Your Car' screen to play a special Time Attack mode with no opponents (again only works in Saturn Mode).

Karaoke Mode

Hold UP on pad when you select a track to play Karaoke version of Daytona... with words scrolling along the bottom! Maybe we should start a competition for best Karaoke Daytona contest? Or should that be worst? This only works in Arcade mode!

Change Music

Got to Options and set controller to 'B'. Begin the game, and when the 'Gentlemen, Start your engines' screen, press either X, Y, or Z to change the music.

New Car

Place first in any track and you'll get to race as a new car in Saturn Mode.

.....
..Continued from page 37.

☛ Toughman Contest (MD)

Here are some strange passwords.. once entered at the Restore From Password option, you should see the words 'Cha Ching!' and hear 'It's in the game'. Just press B to start. Reset to try another code.

2LT - Stop timer.. so KO them!

FQSTER - Fighter Shadow opponent.

HYPER - Fight a twice the normal speed.

MAXX - You'll take no damage!!

MRBUCKEYE - Enable you to use all 14 special punches!

NUCLEAR - Fight a radioactive opponent!

RUBE - Fight a headless opponent!

SUPERG - Play at Hardest difficulty!

WEASEL - Fighter shorter opponent!

☛ Virtua Fighter (Saturn)

To control Dural, start a new game and press Down, Up, Right, A+Left together. You should hear a sound telling you'll activated the code correctly!

For extra options, on the title screen where 'Press Start Button' flashes, press UP twelve times, then Start, and enter Options..... you'll hear 'KO!'. Highlight EXIT and press Down+A together... and you'll be able to change the size of the ring and stage.



Earthbound

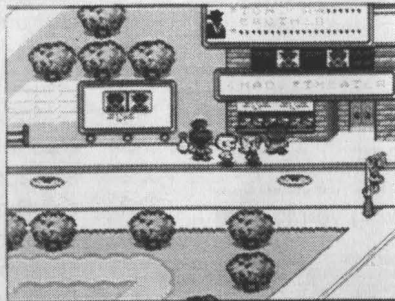
When Nintendo do something, they don't do things by halves... and when they do a RPG, they don't do a normal RPG based on sword and sorcery and the lark... but to be different - based on present day life... well, kind of. Earthbound is the English version of the hugely popular Japanese RPG Mother 2 - the sequel to the 8-bit Mother.

The game starts off in a little town called Onett in the year 199X. You play the part of a small boy (called whatever you want... including your friends, favorite food and favorite prized item!) who's awoken by a crash in the middle of the night. So you go off to investigate to find out that it's a meteor that's crash landed on the hillside. After being baggered by the local police, you return home to find the next morning that your friend's brother is missing. So you go forth with your mate, and pet dog, to find him.

Cutting from the story... the game is played in tradition 3/4 top down view with fairly average graphics... which are not much better than the original 8-bit game... not to mention jerky scrolling. However, they do

have that cute cartoon look and suit the game... but you'd expect them to improve things a little more.

As you walk around the town, you can do the usual RPG stuff: talk to



• The Theatre is closed because the acts owe money - can you help them?

people, use items, equip yourself, buy/sell items, etc. The interface is real simple to use, and even have a question mark to tell you what each item is and use for. This game is definitely make for kiddies as well. Battles comes in the form of everyday creatures like dogs, snakes and crows to humans (cops, clowns) and then mutated creatures like giant mushrooms, to wierd aliens and UFOs. The battles are pretty bog standard, with a list of options and a pic of the enemy. After great animated sequences like Breath of fire,

Ogre Battle, etc... this is a bit of a let down... but adequate. As with other RPGs, win a battle, and you gain experience and eventually up your level.

Once you've found your mate's brother, you meet up with Buzz Buzz the bee from the future who explains the plans of an evil alien... and your mission to stop him... and so the game continues...

Earthbound isn't quite up to Square soft quality - especially in the graphics and sound department, but it's a good game all the same, and certainly a game worth purchasing before Square can chalk up something in english (Evermore?). Earthbound is very playable but doesn't have that Square soft magic that want you to continue playing to into the early hours, although Earthbound is quite funny.

Video - 75%

Audio - 70%

Playability - 85%

Lastability - 85%

Overall - 80%

Onn

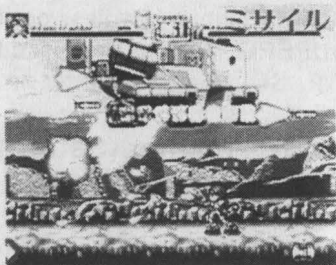
Gunner's Heaven

PlayStation by S.C.E.
CD-ROM

I was looking forward to this game as there haven't been a proper platform shooter on any of the 32-biters. Gunner's Heaven is very much like Gunstar Heroes, but whereas Treasure's games is one brilliant all action packed extravaganza. Sony's game looks very... average. Firstly, one of the most disappointing features (or lack of it) is that, it's only a one player game! You'd expect with the power of the PSX, they could have added a few more sprites to the game.

The game does let you choose between a male or female character - but there's not much difference whichever you pick. As with Contra

and Gunstar, the aim is simple - walk left to right, jumping or clinging onto platforms, shoot all manner of baddies from soldiers that run towards you or from behind - to robots that fly around the air shooting at you and big robots with powerful weapons that



• Attacked from above... no problem!

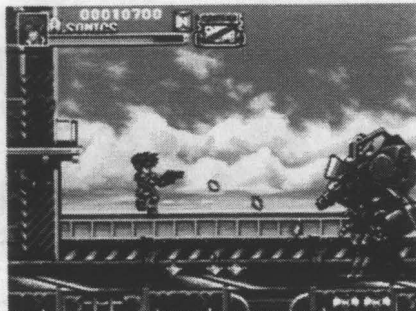
require loads of shots to destroy. Shooting baddies will leave icons behind that you can collect. Most of these power up your weapons like from single shot to three way fire, although the power only last for a few seconds, so you have to keep on shooting and collecting power-up icons. There are also Ultra-power-ups which really beef up your

weapons, extra health, smart bombs etc. You have four type of weapons at your disposal... standard fire, cool homing laser, bouncing ball shots/wave, and flame thrower... plus you can slide, and use a rope to cling and swing.

The problem with Gunner's is that, most of the time, all you have to do is walk forward a little and blast like hell, spraying mayhem all around. Occasionally, you have to jump onto platforms... but not very often... and there's a complete lack of special effects... if Treasure was programming this, I'd bet there would be more special effects in the first level than the whole of this game. The bosses are pretty good, big multi-limb robots, but they're not that interesting... most of the effects you've seen before on the

Megadrive or Super Famicom. The game is also not too hard... although you only get one life - you can take a large number of hits before you die. As long as you've powered up your weapons, get through the stages aren't that difficult - only the bosses are tricky - although once you've learnt what each one does, and hitting the smart bomb at the crucial moment, they are not too tough either.

All in all, Gunner's Heaven is a pretty average platform shooter, although well below par what the PSX could do. The graphics are good, cartoon like and very similar



• You go up against a robot - BLAST HIM!!

to SNK's Top Hunter with smooth multi-parallax scrolling. Sound is average, the music is nice and jolly, and sound effects are minimal, and lack the loud explosions of most

shooters. I have to admit, as the game goes, the two contra games on the MD and SF, and Gunstar Heroes on the MD are a lot more playable and interesting. Gunner's is worth a bash if you only have a PSX.

Video	- 80%
Audio	- 70%
Playability	- 75%
Lastability	- 65%
Overall	- 75%

One

Slam + Jam

3DO by Crystal Dynamics
CD-ROM

Crystal Dynamics, those purveyors of texture mapped shooters release their first sports title, and it's pretty good. It's a five a side basketball game where you can play one off games, or enter a tournament.

There are plenty of teams to choose from, all with varying skills. You pick the players, all who have a signature move when they dunk the ball which require some joypad wiggling. You can play a straight arcade game or a more realistic one where they tire after a while so you can substitute them if necessary. As you work your way

game after a match to continue later.

The game is played into and out of the screen, all the detailed players scale smoothly up and down, and jumps, blocks and dunks are all well animated. There's little 'break-up' of them when they are near, which is good and everything moves at a fair pace. Passing is surprisingly simple but because of the perspective, whoever is playing 'into' the screen has the advantage when it comes to long shots. It's



• Nice 3D action from Crystal's Slam & Jam..... Shoot!

nearly impossible to shoot 'up' screen as you can't see the hoop. You're also restricted to an indoor pitch (court! - Ed.). Playing an 'anything goes' game on tarmac would have been fun.

The intro, and build up are as

good as anything Electronic Arts can do, and there are tons of options to alter almost any part of the game. There's little music apart from the hip hop style intro, and no audience sound during the game which is a bit off-putting. To compensate, you get the squeak of trainers (wow!) and a running com-

mentary from an overly excitable American, which is fun in short bursts but you'll soon tire of the repeating speech and turn it off.

Still, overall a good basketball game and surprisingly playable in two player mode considering the perspective. Try it and see.

Video	- 83%
Audio	- 60%
Playability	- 75%
Lastability	- 85%
Overall	- 78%



• Great Scaling as your player goes for a dunk shot..... real in your face!

through the tournament, the opponents naturally get tougher and the referee also seems to develop sudden blindness at times. All the offside (I never knew Basketball had offside rules? - ED.) and interference rules are used, but later on it seems you can get away with murder! Thankfully you can save the

M2 - Power 3DO

M2 - WHAT IS IT? AND WHAT DOES THE INDUSTRY THINK OF IT? ANTONY JACKSON FINDS OUT FROM THE 3DO WEB.

LOS ANGELES - May 11, 1995 - Major computer and electronic entertainment industry players are supporting 3DO's next-generation 64-bit M2 technology, which was unveiled last week during East and West Coast press and analyst briefings hosted by The 3DO Company. The image, graphics, and CPU processing power of the M2 technology is the result of 10 custom graphics and sound processors designed by 3DO, and an IBM PowerPC 602~ micro-processor specially created with 3DO interactive applications in mind. The new M2 system architecture was designed by the world's leading processor, graphics, and audio system designers, and represents a quantum leap in advanced CD entertainment technology.

Executives from Matsushita Electric Industrial Co., Ltd. (MEI), LG Electronics U.S.A., Inc. (formerly GoldStar), Electronic Arts, Williams Entertainment, Universal Interactive Studios, Interplay Productions, and Spectrum HoloByte have all expressed support for the next-generation 64-bit architecture.

"We have worked closely with IBM, Motorola, and 3DO over the past year to develop the M2 technology to provide new levels of performance and photorealism in interactive entertainment," said Hiroyuki Tachibana, Director, Interactive Media Division at Matsushita. "We are very pleased with the image quality, speed, processing power, and overall performance of this technology. Our commitment to delivering M2 products is very strong."

"The M2 technology blows away everything we've seen or are going to see from the competition," said Jim Ireton, Vice President of the HiMedia Group at LG Electronics. "LG Electronics is already investing significant time and resources into making M2 the next standard in the advanced gaming market. We support the M2 technology 100 percent."

Several leading interactive entertainment software developers are also supporting the M2 technology.

"Consumers are becoming more sophisticated and are increasingly demanding more realism in their entertainment software. The M2 technology has features that we believe will be

able to provide the foundation for creating dramatically new, intensely compelling games," said Luc Barthelet, Vice President of Technology at Electronic Arts.

"M2 promises to deliver exceptional performance in a home game system," said Justin Heber, Vice President of Business Development for Williams

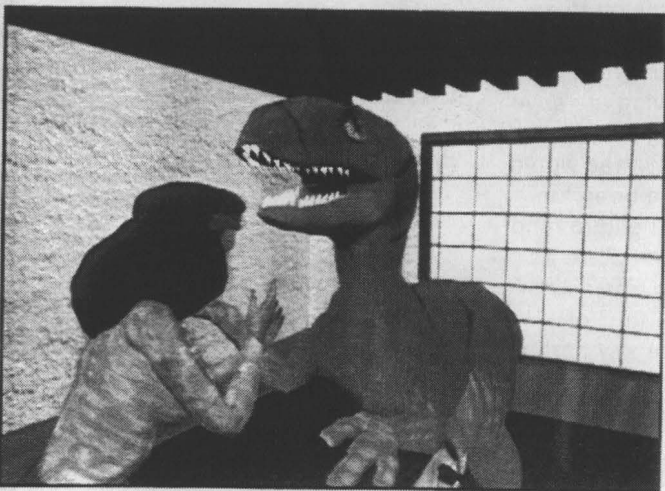
Entertainment, a division of arcade giant WMS Industries. "The technical challenges of bringing major arcade titles to home systems will be substantially reduced with this new technology."

"One of the biggest frustrations of a game creator is watching a great concept crushed by inadequate system performance," said Mark Cerny, Vice President of Technology at Universal Interactive Studios. "With the M2 technology, that will no longer happen; we are entering an era where the primary limitation will be our imaginations."

"Interplay's ongoing mission is to continue as one of the leading, innovative software publishers, producing high-quality interactive entertainment titles and staying on the forefront of emerging multimedia technologies. The M2 technology and its revolutionary design and groundbreaking features provide us with an excellent vehicle to deliver our software to consumers and meet our goals to stay on the leading edge of this fast-paced industry," said Dick Lehrberg, Interplay Productions' Executive Vice President.

"The M2 technology features, like Gouraud shading, filtered textures, 30 frame per second animation, and Onyx-level performance, will take gamers into a new level of immersion," said Steven Weinstein, Vice President of Research and Development for Spectrum HoloByte. "We plan to take advantage of the M2 technology in developing for this new platform."

3DO company executives have previously announced a three-phase rollout of the M2 technology over the next several months, beginning with last week's technology unveiling. During Phase II, the company will announce hardware and software partners, product configurations, and M2 launch



• The very impressive M2 demo shows a 3D dino fighting a ninja woman - with fabulous texture mapped... but what game's will be available?

Based in Redwood City, Calif., The 3DO Company (NASDAQ:THDO) develops and licenses advanced interactive technology to hardware and software companies worldwide. The company's award winning product design, the 32-bit 3DO~ Interactive Multiplayer~ system, was created to deliver a breakthrough in interactive entertainment at an affordable price. 3DO also develops, publishes, and distributes CD-ROM software products and peripherals for the 3DO system. The current 3DO system is available worldwide from Panasonic, GoldStar, Sanvo, and Creative Labs.

Ultra 64

the game is likely to be bundled with the US/UK PlayStation... M2 is bound lure customers by showing both versions in action... although the 3DO with M2 add-on has to compete in price with the standalone PlayStation... something that's highly unlikely!

[illegible]

Taken from Edge 22 magazine

1 million polygons /sec
100 million pixels/sec
10 custom co-processors
528 Mb/sec bus bandwidth

Custom PowerPC 602 RISC CHIP
@66MHz
32k Instruction and data caches
132MFLOPS/sec floating point maths
co-processor

48MBits(6Mb) of SDRAM and ROM
64Bit memory sub system bus to facilitate movement of data
Cache coherent memory system

At the mo., the full specs are confirmed and a mock-up of the finished machine has being put together as shown from the picture below... a neat looking box with a little similarities to the 3DO corner legs, and neat four

controller ports... do we smell Bomberman as one of the first titles for the machine? Or even a brand new ingenious multiplayer game that will surprise everyone on release?

Game saving: Internal non-volatile memory plus storage cards

Resolution: 640x480 in 16Bit
320x200 in 24bit
Full motion video capabilities
MPEG1 video built in a standard
MPEG video supports JPEG decompression

- Texture Mapping: destination based rendering
- Hardware texture decompression
- Linear, Bi-linear, tri-linear and point sampled filtering
- MIP Mapping - multiple detail levels
- Gouraud shading on RGB and alpha channels
- 3D perspective correction
- Hardware Z buffering
- Alpha channel special effects (eg. fog and transparency)

66MHz DSP
32 Channels with hardware decom-
pression and interpolation on all chan-
nels
MPEG audio decompression
44.1KHz (CD quality) sound

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it may be renamed the Ultra Famicom!) and Square will be there with Final Fantasy VII for it! If there's a shortage of software for the U64, I don't think the Japanese would mind if FFVII was the only game for the system!!! Aswell as FFVII, Killer Instinct, Crusin' USA are the other two that's likely to be available and possibly Pilot Wings 2 (or whatever it'll be called). This will be followed by a U64 version of Mario, and then Zelda. The US Ultra may be released before the year is up, although word is, it won't hit the street until early '96 - probably April - when there are more games for the system.

whole strategy was, engineer out the most expensive piece, and then they had probably gotten down \$50 out of there... that's how they got around the \$250 price point, but they're going to lose money. There's no profit margin built in to their hardware there, which is not unusual in this business.

IG: There's a reasonable margin built in around the Saturn hardware, though; Sega is pulling in serious money with a \$399 price point, no? Sony is claiming that they're going to launch the PlayStation at \$299...

ML: Without software. There's a \$40 difference between machines, that's what it's going to come down to, and we'll be in better shape than they will — we're not going to lose money on our hardware, and they are. But we're not making any huge amount of money on our hardware.

IG: If Sega had lowered the price to \$349 initially, at that price, it would be irresistible to a bunch of people who now look at the Saturn and see a \$400 price tag. There's something mentally different about the \$250 price point, the \$350 price point, and Sony knows that there will be great demand for their machine at \$299...

ML: We understand, and they'll have a long long long way to go to become profitable because every machine they sell is negative money, so they're going to have to sell 3.5 hardware to software units to climb out of the bucket there. That's fine, but it's pretty sad if it doesn't occur for every user. Basically, you get a lot of users who buy two or three things and that's it. There's an amazing amount of users who buy it for the top sports game or top game, and then they hardly keep investing, they buy maybe a [software] unit a year of the most major game.

IG: Do you have any reason to believe that Sega is going to try to pursue any sort of cooperation with the Government to "get" Sony for dumping [an illegal practice in international trade whereby foreign competitors destroy domestic manufacturers by selling their imported products at a loss]?

ML: I wouldn't say aggressively, but I think the Government's already looking into that. We're not the ones driving that. There's another person who's very ticked off... think of another gaming company with an individual at the helm. They will, and it will be dumping because it is — we know what each others' hard costs are. The weird thing about Sony and us is, there are no secrets, because we're each comprised of each others' [former] employees in some ways, so I can tell you there's very little difference between our machines [in price], but we're going to go in with a very realistic cost, play fair and beat them on software.

IG: Is that really the way it's going to happen?

ML: Yeah, and if we have to beat them on price at some point, if the consumers don't feel that our software, our library, and our experience is that much better, once in the long run (beyond launch), possibly about a year out, I'm sure there will be evaluations and whatever, but we're not afraid of them running away with the market at this point. We're very comfortable with what we have and who we are.

Sega's Upcoming Software

IG: What's the story with Virtua Fighter Remix?

ML: Ah, you saw the Remix, then. There is no story that we can tell, all we can say is that it's not Virtua 2, not the same technology, and it's not Virtua 1.

IG: So it's an early build [incomplete version] of Virtua 2?

ML: No, I assure you, it's not Virtua 2.

IG: You don't actually think that it will show up in stores?

ML: [slight laugh] No, I didn't say that, either. All I can tell you is that, obviously, it's mainly out there for the press, because the press has this fixation like we can't pull off Tekken or Toshinden.

So we just wanted to show it to people. Virtua Fighter 2 will be actually better. [VF Remix uses] a complete, separate,

different engine from Virtua Fighter 2.

IG: Is part of it a new OS [operating system]? Is this true?

ML: I heard this new OS story, there is no confirmed new OS.

IG: No "confirmed new OS?" Well, that's qualified.

ML: Well, it is qualified, because it depends on what you call OS. Is Virtua Fighter 2 going to load in this new OS? Possibly, so does all of our stuff, in one way or another. When we boot up Ghen War, it eliminates a certain amount of the OS for its own proprietary OS; this may be more aggressive in eliminating a lot more than norm, and I think that's where that got coined. There's no special new OS that's going to go on this machine. I think it was EGM that started

this rumor. I saw EGM and they were all over me, and I'm like, "you guys are wrong," 'cause I showed them, "here's the disc," and I showed them, "there's the proprietary OS," other than the same proprietary OS that's in all the discs for the Saturn.

IG: As you know, we've been both very excited about your Eternal Champions CD (for the Sega-CD) and disgusted with the video game violence hearings held some time ago in the Senate. With EC-CD — probably the most violent game ever made — close to release, do you think the Senators have just dropped the issue?

ML: Yes, it's no longer relevant. They're not running for re-election, they have no interest in this industry. I don't believe legitimately that these guys wanted to censor; I do think that they were outsiders looking into an industry they knew nothing about, and they got shown by certain people the worst-case scenario stuff out of context, and I think these politicians aren't bad guys — if you look at their records, they weren't bad guys, they're progressively moderate, they don't have records of trying to close down society's openness, so I think they got shown [bad examples], and they just over-reacted, and I think that there was a benefit to them politically, and that the benefit is no longer there, so I don't think they'll react that same way. Also, they probably have learned a little bit about the business — I mean, I really think they [thought] that we were throwing that into three-year-olds' hands, and having no feeling whatsoever about it. We have a great deal of responsibility in this industry, and I think the retailers do to. They have to give us some credit.

IG: Do you think, then, that Eternal Champions [CD] will face any sort of press opposition, or will this be a totally covert launch?

ML: I think that the problem got started when [people in the industry] said, "oh, look how controversial this is, look kids, don't buy this..."

IG: And that worked perfectly with Mortal Kombat...

ML: We understand that, and Mortal's a much different situation. We are not going to sell based on gore factor, we are going to sell based on its quality of game for its given market; it's there, people are going to know about it, we ran ads, there probably won't be TV on this, just because it's Sega-CD*, it's really just a financial issue. If this was two or three years ago, this would have been all over T.V. [* = Highly promoting Sega-CD titles when the Saturn is out there is not considered in Sega's best interest at the time, given that expansion of the Sega-CD's user-base is not a priority and there aren't enough target audience people to reach with television ads for the game.]

IG: What kept the game from earlier release?

ML: The only bug that stopped us was a pretty minor, stupid three-button [controller] bug, but so many people still have three-buttons [controllers] I couldn't with a good conscience [release it] without fixing it. It was Xavier's possession spell, and if you had a three-button and you threw the spell, you were screwed, it would crash. [Software] tests were 600 hours, but we had to expand it out to an 800 hour test [to locate bugs].

We thank Mike Latham for taking time out of his extremely busy schedule to sit for an enlightening Intelligent Gamer Interview, and wish both Mike and his Omega Team the best for their future development.