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MEGA

POWER



MAY 1995
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ISSUE 21
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THE ONLY GUIDE FOR SEGA MEGA-CD OWNERS!

Keio Flying Squadron

Playable demo ahoy!

Midnight Raiders
REVIEWED!

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Ask your newsagent for it now!

Saturn Special!

PANZER DRAGON REVIEW
VIRTUA FIGHTER GUIDE



FEATURED

★ **FULL EIGHT-PAGE LAWNMOWER MAN SOLUTION!** ★

INSIDE

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PRESS

start

Welcome to another issue of the marvellous Mega Power. This month we've got a brilliant playable disc demo of JVC's Keio Flying Squadron, a smashing horizontally scrolling shoot-'em-up with one of the wackiest plots ever devised.

There's a review of the game inside, along with the lowdown on Midnight Raiders and a full solution to The Lawnmower Man. We also bring you a Saturn Special with a review of the gorgeous Panzer Dragoon and guide to Virtua Fighter. Play, read and enjoy.

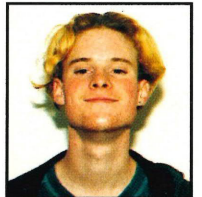
phil king

Phil has become a bit of a smoothie lately. It all started when he started wearing proper trousers (no more scruffy jeans), but just lately he's been wearing a smart jacket to work. If this carries on, he'll soon be wearing a silk tie, cufflinks and cummerbund..



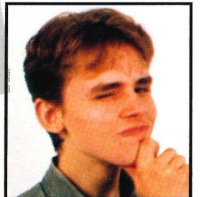
ryan butt

Despite last month's painful accident with a rusty nail, Ryan is still playing with his garage band called Slapper! They play a mixture of punk rock and grunge, and Ryan reckons they're going to be big. So watch out for them on Top Of The Pops soon.



mark pilkington

What can we say about Mark that hasn't been said already? This month, the Maestro driver from hell has been practising his steering skills at the local arcade on the link-up version of Daytona Racing – within five minutes he'd managed to crash all eight machines!



Extra-special thanks to VIDEO GAME CENTRE in Bournemouth (01202 527 314) for supplying our import games.

hands on

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We dare to fly into enemy territory to bring you a review of Sega's latest FMV blast-'em-up. Can it possibly shoot down *Tomcat Alley*?

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Hot from Japan, we bring you a full review of the most stunning Saturn game yet. You'll probably want to go out and buy a machine!



Solutions



Virtua Fighter 13

If you keep getting beaten black and blue on the Saturn version or in the arcades, this full player's guide will show you how to mix it with the best.



Lawnmower Man 25

If Time Warner's virtual reality movie licence has got you scratching your head, here's the cure: a full solution to help you defeat that nasty Cyberjobe.



Regulars

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Missed some of our earlier issues and cover-mounted disc demos? Order them from the comfort of your black leather swivel chair.

Cover

disc

This month we bring you a playable demo of JVC's wacky shoot-'em-up, **Keio Flying Squadron**. But just how do you play this weird and wonderful game? Unless you're Mystic Meg, read on to find out...

How To Play

Our fully playable demo lets you shoot through the entire first level of this strange shoot-'em-up. After watching the very odd animated intro sequence (or skipping it if you prefer) your little bunny-girl gets on her dragon to blast away like mad at all sorts of strange baddies - avoid their bullets.

Moving her around the screen with the D-pad, press the B button to unleash plasma bolts and bombs to hit the ground targets below. By holding down button A, you can call up two dragon drones to help you out. More, along with extra weaponry, can be gained by collecting power-ups.

Keio Flying Squadron

Mega POWER



Keio Flying Squadron

From the land of the rising sun comes perhaps the wackiest shoot-'em-up since *Parodius*, and JVC are about to unleash it on English soil - are they mad? Ryan Butt finds out.

Have you ever stumbled across a key and not known what the hell it unlocks? Well this is exactly what happened to young Rami ('ere, wasn't he a member of the Stone Roses?), a normal everyday teenage girl growing up in 17th Century feudal Japan.

However, rather than rusty old bike locks and doors of houses demolished ten years earlier, this particular key guards the Secret Treasure of her alien ancestors (the plot thickens!) who landed on Earth thousands of years prior to this tale.

One day though, her beloved key was pinched by someone, or rather something resembling a twisted raccoon, who we later learn is in fact a doctor named Pon with an IQ of astronomical proportions. Pon knows the score on what the key unlocks, and so Rami, along with her trusty dragon Spot (everyone had one in those

days ya know!), must embark on a very perilous mission to retain the key to her fortunes before the wicked Pon swags the lot.

Keio Flying Squadron swoops through seven hefty levels of shoot-'em-up action so diverse the only thing missing is flying pigs. Each level

tells a different chapter to the story as it unfolds through all kinds of spaced-out scenery. There are power-ups aplenty up for grabs that continuously upgrade your weaponry from simple multidirectional cannons to rain-forest-maiming missiles, all of which cut through the retaliating waves of Pon's

devilish hench-things with varying degrees of ease.

We mentioned *Parodius* earlier (a madcap SNES title) because that is the only game that springs to mind that is even remotely on the same wavelength as this.

Picture it... the waves of minions that attack in their hordes consist of floating boaters, rocket-spewing cows, crazy octopuses and kamikaze birds - all of which attack poor old Rami from all angles. Then of course no shoot-'em-up would be complete without mega end-of-level guardians, and the ones in this game are nothing like the

standard mother-ships and robotic spiders encountered in other games of this genre - no siree, you've got horse-drawn carts that sprout cannons from every conceivable pore, huge battleships, flying fortresses, armoured trains, and then finally Dr Pon in the most formidable contraption ever imagined, but that's a secret!

Can Rami retain her valuable heirloom and rid the world of Pon and all his deranged side-kicks? Who knows, but one thing is for sure, you're guaranteed a bundle of laughs finding out.

MP

...Definitely worth a look if only for the drug-induced intro



Hmm, this takes me back to the 'good old days' of games like *R-Type* and *Salamander* - and it's nice to see that the side-scrolling shoot-'em-up is still with us after all these years. This one's about as original as they

get: let's face it, it's flipping barmy. Never mind the wacky plot, the action's just as madcap with some of the strangest baddies you've ever seen - an ox-drawn cart for a big boss, I ask you!

Despite this perturbing wackiness, it plays surprisingly well with a range of weapon power-ups to upgrade your... erm, dragon with a bunny-girl sitting on it! The music deserves a special mention too: really catchy stuff.

Apart from this, the game hardly uses the capabilities of the Mega-CD at all - it could easily have been done on cart. Nevertheless, a fun little blaster.

PHIL



Your little bunny-girl rides her pet dragon towards a huge boat.



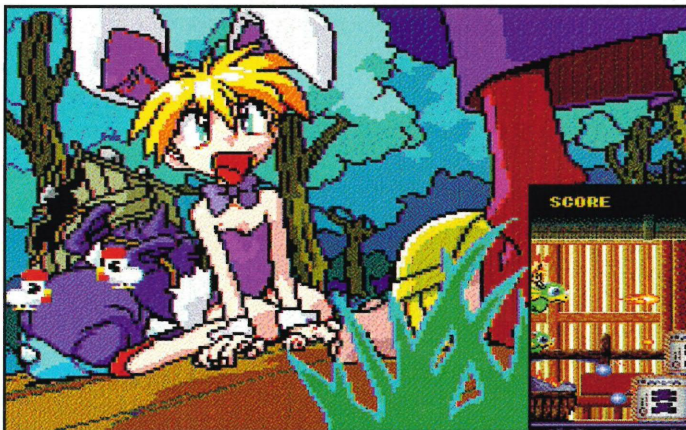
The big bosses in this game are totally wacky, including this sea monster.



Armed to the teeth, Rami and Spot shoot their weapons at this load of strange-looking baddies.



Collect the power-ups: this one gives an extra dragon drone.



The cartoon intro is completely and utterly barmy!

In this section you blast away at a long freight train.



Shoot-'em-ups have always been a favourite of mine, but severely tongue-in-cheek ones that parody other games and generally rip the piss out of the entire gaming world in general have got to be a must!

Keio Flying Squadron is very easy to get into, and when your puny dragon is beefed-up to the ears with state-of-the-art weaponry, you feel nothing can possibly prevent you from zooming straight through this game in a matter of minutes. However, the challenge is awesome, and with three difficulty levels to wade through, you'll not tire of this in a hurry.

For a Mega-CD title, I expected more variety in the graphics. What's here is tidy, colourful and totally loopy, but some multidirectional levels would have been nice and the enemies could have been spiced up a bit.

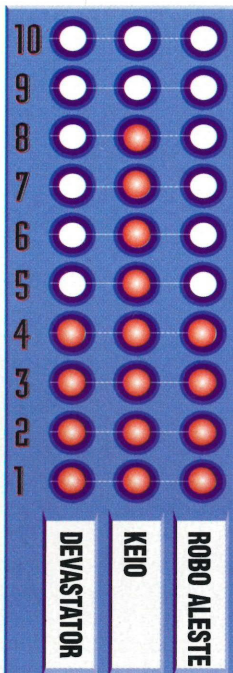
The sound is also deceiving, starting off jolly, pacy and very catchy - it soon grates on your concentration and acts more of a hindrance in the long run.

Keio Flying Squadron is definitely worth a look if only for the drug-induced intro, but shoot-'em-up fanatics may well come away feeling as though it needed that extra oomph to elevate it to true classic status.

RYAN

MP

"This side-scrolling shoot-'em-up harks back to the old days, but it's surprisingly playable - although hardly pushing the Mega-CD to its limits!"



KEIO FLYING SQUADRON

JVC
£39.99
OUT NOW



1 PLAYER



SLOW-MEDIUM ACCESS



CONTINUES



UK RELEASE

GAMEPLAY

81

GRAPHICS

83

SOUND

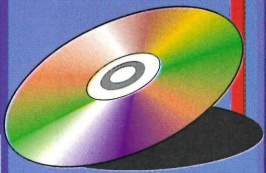
79

ADDITION

80

OVERALL

80



**THE CAST
(IN ORDER OF
APPEARANCE)...**

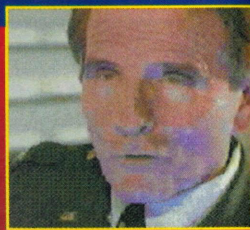
ADAMS:

The commander of Operation Midnight Raiders, this brute doesn't value the team's lives too much – as long as they get the job done, then he's happy.



**COLONEL
GRIMSBY:**

The second-in-command, the good Colonel Grimsby is forced to take orders from Adams, or else his job is on the line! He'll try to make life as easy for the team as he can...



Midnight

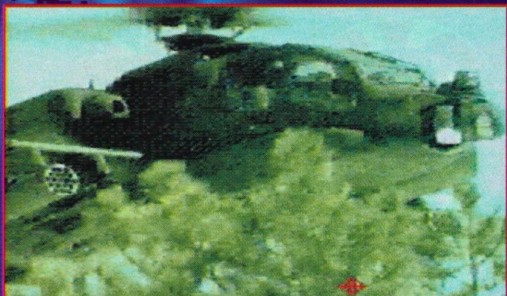
It was a mission from hell, but Mark Pilkington volunteered to pilot Sega's latest FMV shoot-'em-up into the danger zone...

Scene one



Scene one. The camera zooms up close to the face of Sparks. Weird Twilight Zone music plays away in the background while this goes on, but immediately stops when she begins to talk.

SPARKS: Hang on, what's going on here? I thought I was supposed to be starring in some high-budget action movie, not some cruddy little Mega-CD effort! Blimey, this is all a bit grainy for my liking – oh well, I guess it's the same old story for the FMV on the Mega-CD.



The view now changes, showing the helicopter rising up from the ground, ready and armed for action. Whilst this happens, the voice of the director cuts in, sounding rather peeved off with his cast.

DIRECTOR: Now listen here you lot, the truth of the matter is that none of your shoddy acting 'skills' will ever win you any Oscars in a month of Sundays. A so-called 'cruddy' Mega-CD game is as far as you're going!



Scene two

Scene two zooms into the commander's offices. Two important-looking people are chatting away.

COL. GRIMSBY: So, I presume this is an interactive FMV game, Adams. But what, pry tell, does the player actually have to do?

ADAMS: Well, it's basically a shoot-'em-up. A cursor will appear on screen whenever the helicopter comes across an enemy vehicle, and it is up to the player to target it in time and then blow it up. He has a few seconds to do this in, but if the enemy's still alive – BLAM! –he's in trouble. This is all very well, but the game doesn't really gel together well.

Scene three



Scene Three changes to show a jungle landscape. Trees are everywhere.

GRIMSBY: Isn't this a shot of a Vietnam jungle?!

ADAMS: Hmmph! Sadly the budget didn't run far enough, so the game's programmers were forced to turn to old war clips from Vietnam and the Gulf War. This affects the continuity when you play the game – one minute you could be flying through the desert, and the next you'll be deep in the jungle! A shame, but after a while the player should get used to it.

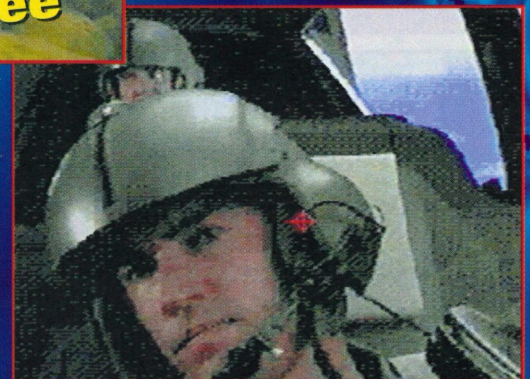


Joker decides to try out the helicopter's hardware. The guns on the chopper spit out flaming death...

JOKER: Great stuff! Seeing the results of firing the gun at an enemy is pretty satisfying.

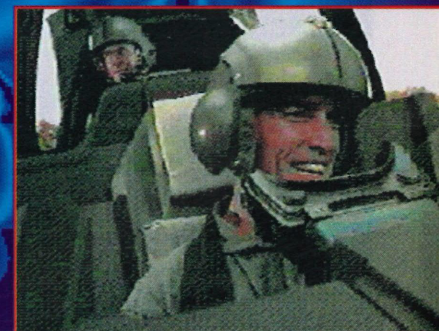
SPARKS: That's right, Joker! To tell you the truth, apart from the grainy FMV, the actual action scenes are

really spectacular. And even better than that, it all runs smoothly as well. A minor niggle is that occasionally the action freezes up on you for a split-second – due to the CD being accessed no doubt.



The camera cuts to Joker, who's looking out of the plane. Has he seen an enemy to fire at?

JOKER: There's one problem with this game that's bugging me a bit: you couldn't exactly call this a flight simulation, could you? Really, the course of action is already decided for you; all you have to do is blow up anybody who gets in your way. This is probably too limiting for most people. Hey, is that an enemy chopper I see in the horizon?



Joker appears to be grinning and laughing to himself. An air battle is about to commence!

JOKER: Ha, ha! I think I'm about to score my first kill! Hey, the game's

JOKER:

This is the one who you control! The helicopter's gunner, Joker has more than a few tricks up his sleeve when it comes to blowing the enemy away. He luuurves himself.

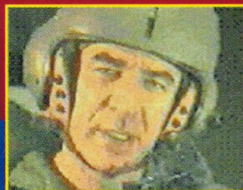


SPARKS:

The only woman in the team, Sparks hates Joker – she's always putting the poor guy down about what a dodgy shot he is. A bit of a bitch, really.

STRIKER:

The helicopter pilot, this man will congratulate Joker if he fires well, or have a go at him if he cocks up. He'll also warn Joker of any enemy vehicles approaching.



the air – whenever you come across some bad guys, a cursor appears on screen and you have to shoot them. This is a fine game to play for a couple of goes, but thanks to the lack of involvement, I can't see someone reaching for this one whenever they fancy a quick blast.

The camera changes to show Striker with a strange expression on his face. He looks pleased, yet frustrated at the same time.

STRIKER: You're quite right, Joker. This is one of those games that you'd only want to play in small doses. The actual movie itself is fine, although some scenes do repeat themselves, but it's just far too limiting to be classed as brilliant.

I have to admit that the acting in the game is of a generally poor standard – no wonder we couldn't get jobs in proper films. All in all, this is a playable enough blast-'em-up which I'd recommend to any helicopter fan.

The film has ended and the credits roll up. The director's voice bellows again...

Raiders

sound is really good quality – I'm quite impressed by it all to tell you the truth. The only problem that I've noticed is that sometimes the speech doesn't go with what the characters are saying – a common problem with these import CDs (you may prefer to wait for the official release). Having said that, it all sounds clear enough and you don't have to strain your ears to hear anything.

real-life film footage, so you'll get none of the model aeroplanes that we had in this game's predecessor, *Tomcat Alley*.

JOKER: Not only that, but the range of enemies to confront includes far more than just other helicopters. For instance, you occasionally come across some tanks and missile-launchers. You even get to walk around on foot for a part of the game...

After managing to hit the chopper, Joker begins to go into more detail.

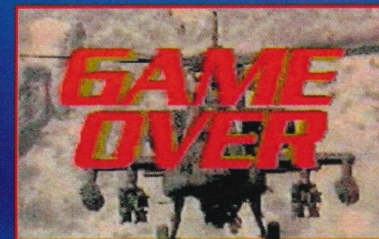
JOKER: Yeah, it's a pretty neat idea



really, although I have to say that the game gets a hell of a lot tougher when you wander around on foot. Whereas you are usually given another chance to continue the game if you get shot in the air, one hit on the ground and you're dead. Tricky stuff!

Once the team reach the Chemical Station, Joker gets out of the helicopter and begins to walk along the ground, with only a gun and his quick wits to protect him.

JOKER: See what I mean? This phase of the game is played almost exactly the same as when you're in

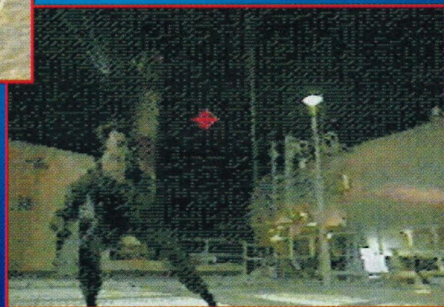


DIRECTOR: Alright, aaaand... that's a wrap! It's in the can, people! For sure, this isn't the best FMV title ever, but I'm happy with the finished product. It's a shame some more interactively wasn't included, but it's a playable enough game which I'm sure will shift a few copies. Not bad at all!



A cursor appears on-screen and Joker begins to fire away at the enemy helicopter.

SPARKS: Go on, Joker, can't you aim properly or something? One good thing about this game is that this is all



Mega POWER

MP

"Another good FMV blast in the vein of *Tomcat Alley*. You can't choose where you fly, but the shoot-'em-up action is explosive enough to enthrall."

10	●	●	●
9	●	●	●
8	●	●	●
7	●	●	●
6	●	●	●
5	●	●	●
4	●	●	●
3	●	●	●
2	●	●	●
1	●	●	●
	TOMCAT ALLEY	MIDNIGHT RAIDERS	NOVASTORM

Midnight Raiders

1-2 PLAYERS

MEDIUM ACCESS

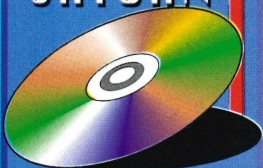
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UK RELEASE

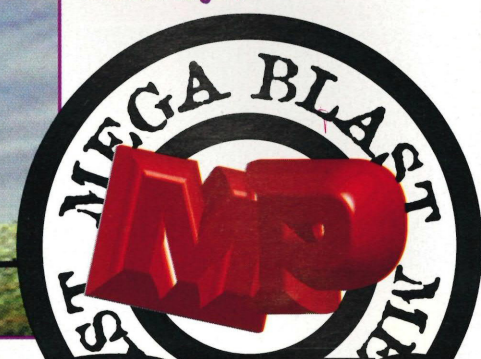
GAMEPLAY	84
GRAPHICS	90
SOUND	87
ADDICTION	82

OVERALL

84



Flying in behind a load of enemy ships, Panzer and his Dragoon get ready for a bit of scrapping action. This is level five and it's a toughie.



Panzer Dragoon



The Saturn takes you up, up and away for a bit of airborne combat with sand worms, airships and flying cities all trying to knock you off your perch...

Watch This!

For those of you not familiar with riding dragoons, you may need to get used to the different viewpoints that can be used during play. There are three perspectives (far away, medium and close-up) and they can all be used at four different angles.

The thing with shoot-'em-ups nowadays is their real lack of imagination. You know how it is – you buy the latest game and it's the same format as the last one you bought. And so the cycle continues... until now.

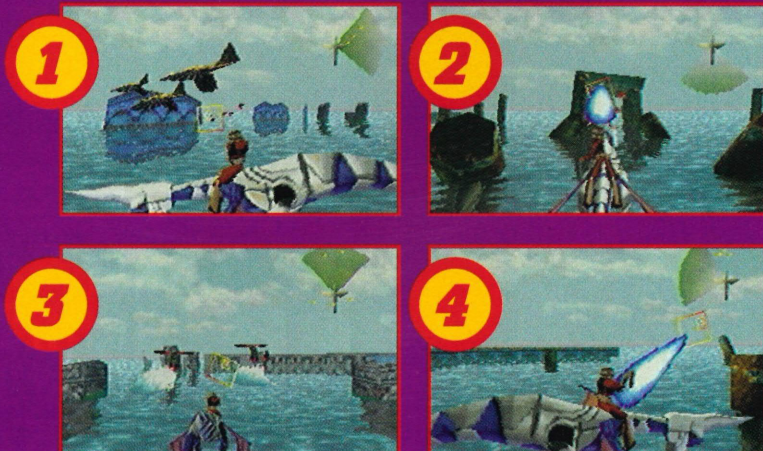
Panzer Dragoon, bears more than just a passing resemblance to top game Magic Carpet which at the moment is only available on good PCs. I mention this because the Saturn is a great deal cheaper, and although Panzer is nearly 90 quid, it's a sizzling blast.

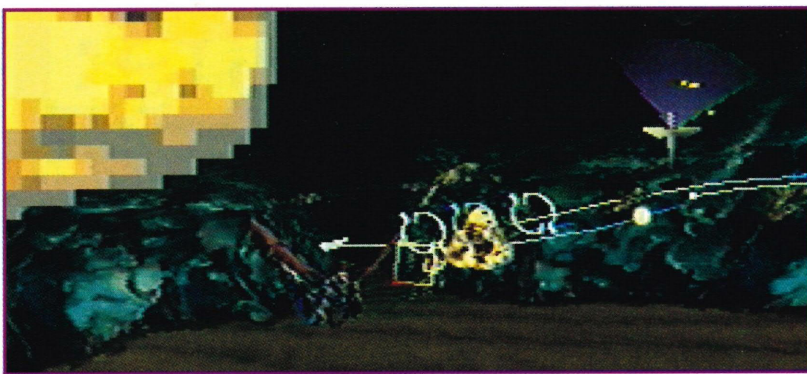
The appealing part of Panzer is that it's so smooth and well-constructed. The intro is probably the most splendid I've witnessed in a long time and it makes anything on the PlayStation so far look quite ordinary! It may be Silicon Graphics – it could

Far Views

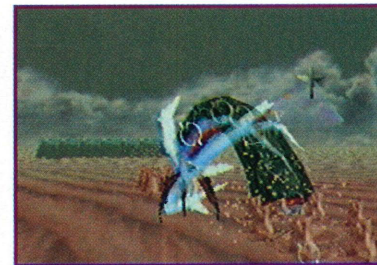


Middle Views





It's going to be a tight squeeze for Panzer and his steed, above. This is the end of level boss on level four.

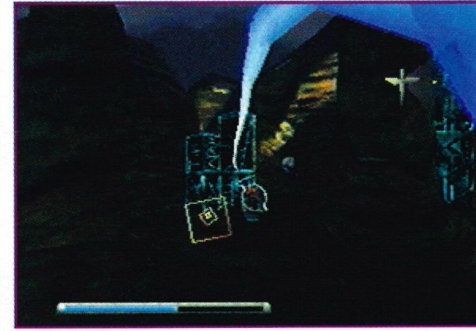


This worm has just popped out of the sand to say hello. Target him quickly and deliver a healthy whack of missiles to his head.



This is a full-on assault on the nighttime level. It's quite a tricky section that will catch you out if you're not on tip-top shooting form and even then...

Much mayhem and plenty of action are the prime components of level two.



aggoon

The same goes for this small gathering of fireball launchers that just sit there lobbing chunks of steaming rock at you. Nasty if you get hit as they do loads of damage.

even be peanut butter sandwiches – but who cares what it is when it looks this fantastic. I could get carried away with this intro thing, which is around five minutes long and sets the scene for the up-coming game, but the gameplay needs to be revealed.

You start off on the first level (obviously) pleasantly flying through a flooded, ruined city with the odd monster thrown in for a bit of target practise... and that's where the simplicity of it all ends. At the end of this, a huge flying boat comes and starts giving you a hard time. Not exactly the done thing, so you smack him around the chops a few

times and get onto the next level. Each level has a different setting, the second is set over a desert and the third is set at night. But it's no rest for the wicked as you have to carry on in your quest for whatever it is. It's all in Jap at the moment, so they could be saying just about anything. You know what they're like... totally mad!

it makes anything on the PlayStation so far look quite ordinary

Anyway, each of these levels can be rotated around 360° using the top two buttons and if you get attacked from behind or from the side, you can swivel around and shoot the offending gits out of the sky.

Now all this may sound really easy, but it is in fact quite difficult considering that you only have two weapons. The first is your normal, plas-

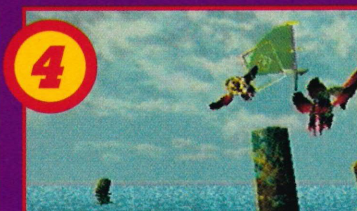
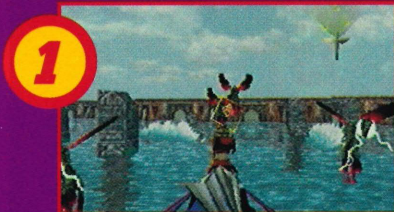


ma firing gun type of thing, and the second is your stash of homing missiles. To get the homers (doh!) to work, you have to keep the fire button pressed. If you then place the cursor over anything shootable, you'll automatically lock onto them and shoot their butts out of the sky.

If Panzer Dagoon had arrived at the start of the Saturn's impressive life, then it would probably have accounted for a lot more sales. As it is, it'll probably impress the pants off all those who play it. It's well 'ard and I totally recommend it.

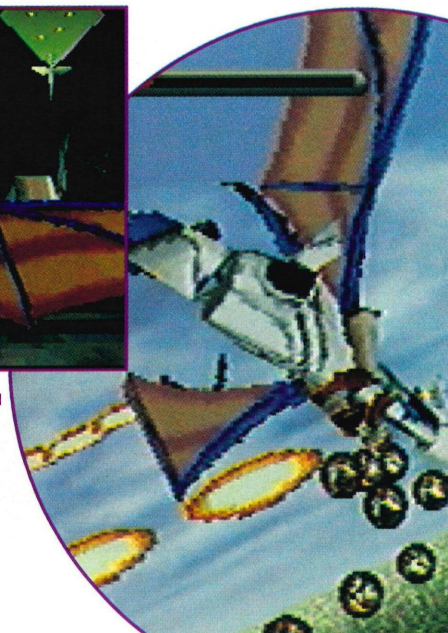
Mega POWER

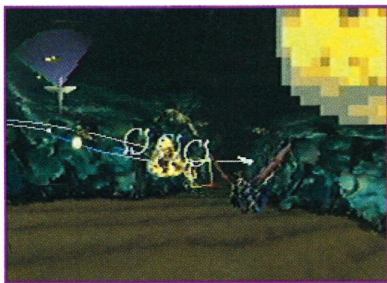
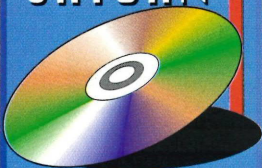
Close Views



It looks as if Panzer is having fun. But in a few seconds he'll be under attack from loads of fireball spewing nasties.

And that shot over there shows just how tragic and painful the fight for life is. Panzer goes down after a heavy hit.

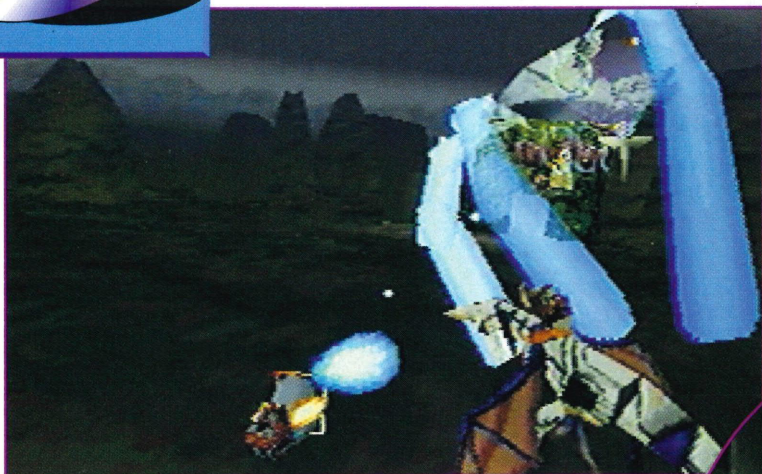




Missiles are rapidly streaking towards you, unless you take evasive action right away, you'll end up getting some in the face. Most of the game is spent dodging like this and that's part of the trick of staying alive.



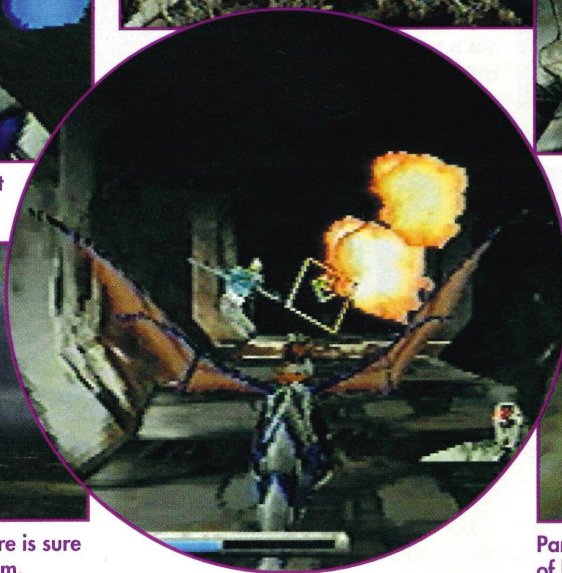
Shoot the nasty little bleeders. These are horrible scum that need to be blasted off the face of the planet, and do you know what? You're the very man to do it.



A barrage of missiles rain down on the tiny and, if I may say, somewhat puny ship. Life, it's just plain unfair sometimes, isn't it?



Next to us on the left are a crowd of things, all ready to spew molten death at you. Shoot them all and you'll have an easier time.



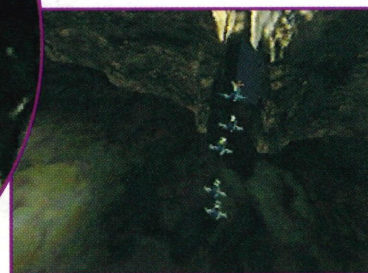
Now, if this was a crowded motorway, a bit of signalling wouldn't go amiss. Idiots!



Lock onto these multiple targets and send them straight to hell!



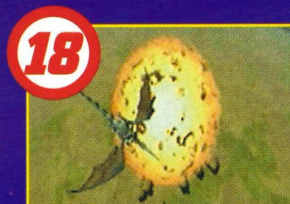
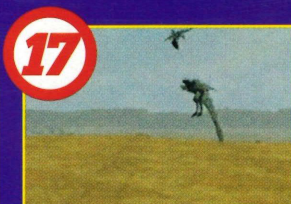
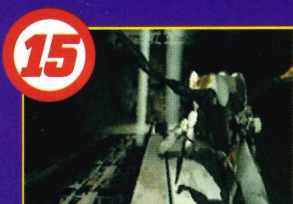
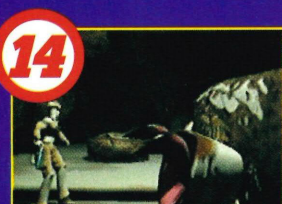
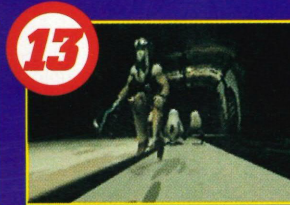
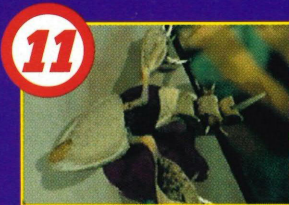
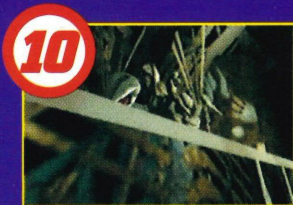
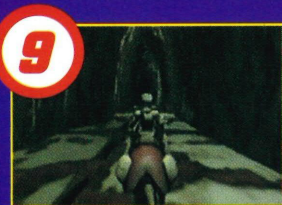
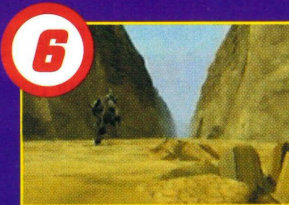
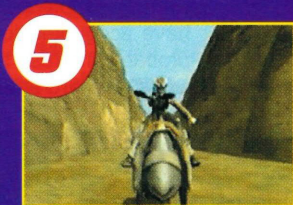
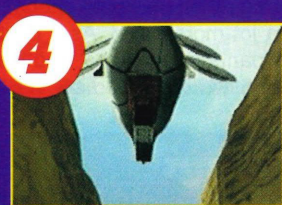
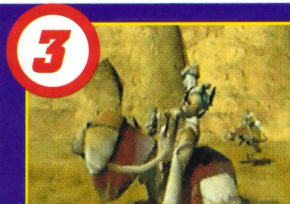
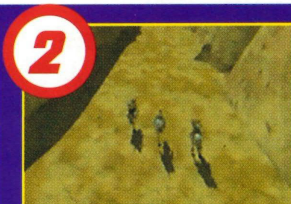
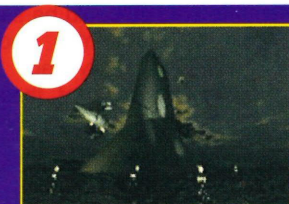
Two dragons in a scrap. There is sure to be no love lost between them.



Part of the lovely animation to the start of level four in the caves.

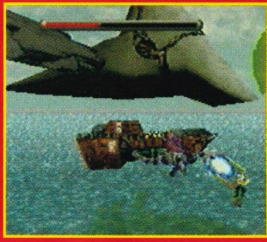
Top Tragedy

Here is a small selection of grabs from the five minute or so intro. It runs so smoothly and, in parts, is nearly heart-wrenching. Why, why should he die? Needless death, etc, but, revenge is best served cold. So let's get 'em.



Badder Than Fu Manchu!

The end of level bosses that you'll find in Panzer certainly take some thrashing. I mean, it's not just a case of hit and run, you have to circle round and around firing your plasma cannon until they've had their fill. So, get your dragoon ready now and go kick some.



Level 1 - Flying Warship

This has to be a stray warship as later in the game they gather in groups. This takes a lot of shots but you have to beware of the three torpedoes that it lets loose towards the end of its life. If they all hit you, you'll plummet like a very big stone.

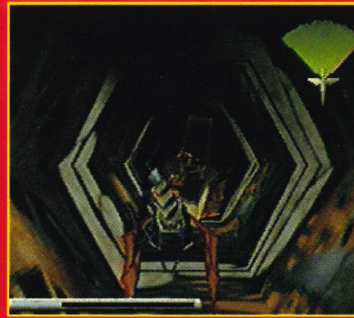
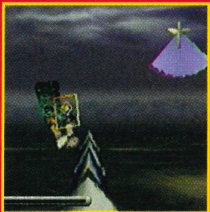
Level 2 - Worms and White Dragoon

The end of level boss is in fact the dragoon that killed the rider in the intro. But even before you get to him, you have to defeat the two huge worms which dive in and out of the sand, sort of like in that strange film, Dune. Kill them all.



Level 3 - Robot Warrior

After beating loads of land-based enemies, you come across the biggest boss so far. Comprising of two bits, one is the central core, the other a huge propeller which will hack you to pieces unless you finish it off quickly, but even then it'll still carry on, so you'll have to finish it twice. A bit of a toughie.

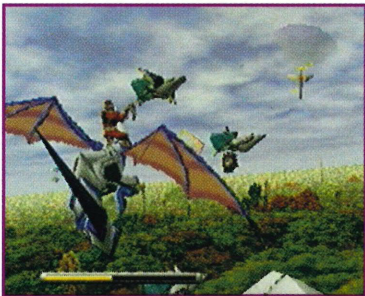


Level 4 - Tunnel Monster

After the rigours of the small, winding tunnels you come face to face with a behemoth of a guardian and there's no escape. You have to keep locking onto him with your missiles and then shoot him again. All this is a gradual thing and it does take a while. Avoid his arms and lasers, they'll chop you up.

Level 5 - Flying City

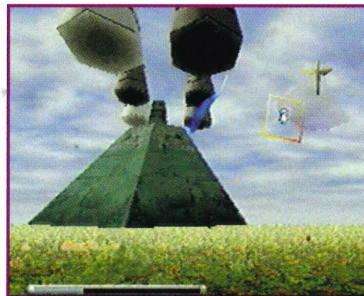
After fighting frantically all through this level, what you don't need is a huge flying mountain with a city on the side flying towards you intent on your destruction. The city spins around and hurls loads of fireballs at you. Avoid these, lock on and keep shooting. It is really tough to do.



There's a time to fight and a time to play, this be the time for scrapping.



At the start of five, you can have easy pickings on the ship below.



Uh-oh, halfway through level five this monstrosity appears.



A pulse from the plasma cannon rockets towards the dirty Hun.

MP

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GRAPHICS	95
SOUND	93
ADDICTION	87

OVERALL

90



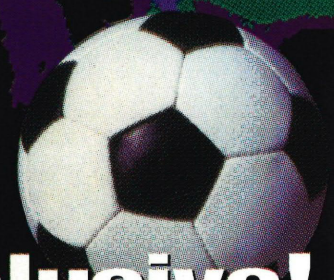
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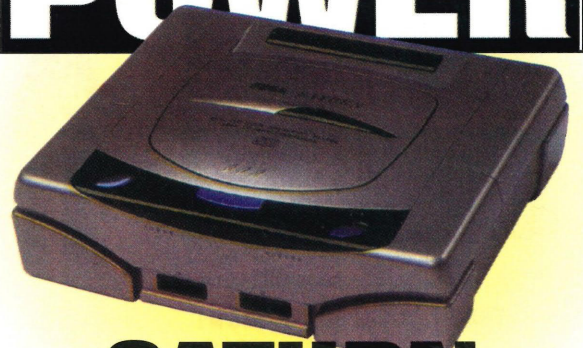
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**Mega
POWER**



**SATURN
SOLUTION**

Virtua Fighter

Mega POWER

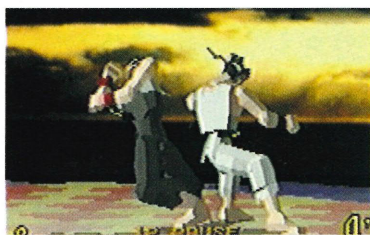
The future is here and it's not orange! The Saturn has arrived in the office, and with it comes the best beat-'em-up ever to grace an arcade — Virtua Fighter. With eight different characters and a big, bad end guardian to boot, this must rank up there with the all-time classics.

It's a perfect conversion, so Mega Power brings you the ultimate solution to the ultimate game. Over the next nine action-packed pages, you'll find complete profiles of all of the characters (including all of those tricky special moves!). Whether you play it on Saturn or in the arcade, this is the only guide you'll need.

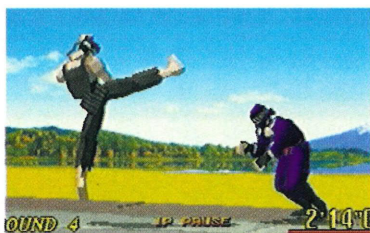
10
page in-depth
guide!



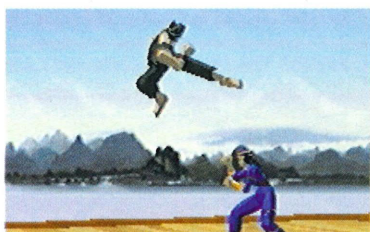
AKIRA



Press Forward, Forward quickly



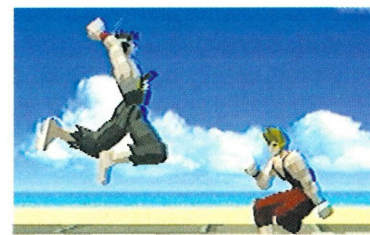
Press Punch, Punch, Punch and Kick quickly.



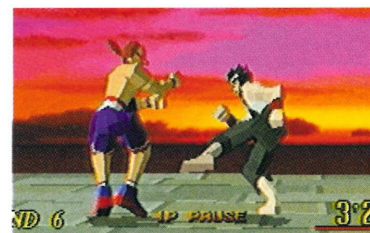
Press Up, Towards and Kick



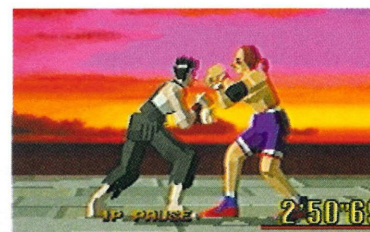
Press Up and Kick



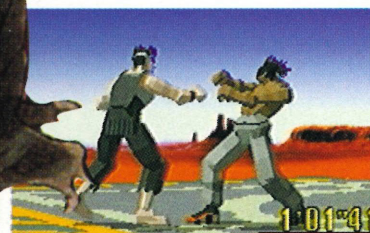
Press Up, Towards and Punch



Press Down and Kick



Press Forward, Forward and Punch.



Press Punch



Profile

NAME: Akira Yuki
COUNTRY: Japan
AGE: 25
SEX: Male
JOB: Kung-Fu Teacher
BLOOD TYPE: O
HOBBY: Kung-Fu

Hakkyokuken is a strange sounding word, but it's Akira's fighting style. Apparently, he's on a fighting tour of the world to find out just how good a fighter he really is. So, will he win all of the matches? Hmm, only you can answer that, Mr Gamesplayer! Akira's probably the most versatile of the fighters. A good, solid choice for the beginner, Akira has a very powerful punch. He may be a little slow at times, but he more than makes up for that with his brilliant shoulder-barge move.

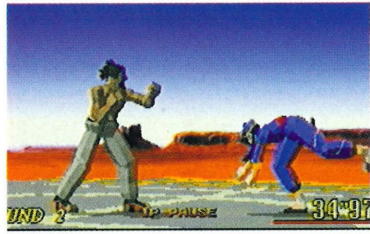
PLAY VS AKIRA

Akira is a very hard opponent to defeat. Always try and get a few good hits in at the start of the match – give Akira time and he'll make you suffer. Jumping kicks are quite a good tactic against him, but make sure you don't get caught out by his vicious punches. Quick characters, such as Sarah, Pai, Lau and Jacky are your best bet against this guy.

PAI



**Press Punch, Punch, Punch
and then Kick quickly**



**Press Diagonally Up and
Away and then Kick**



**Press Up, Towards and then
Kick**



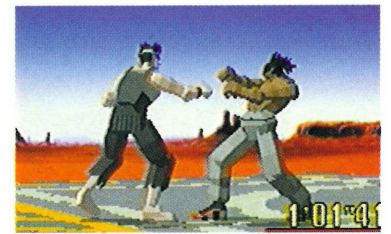
Press Kick



Press Down and then Kick



Press Down and then Punch



Press Punch



**Press Defend and Kick
together**

Profile

NAME: Pai Chan
COUNTRY: Hong Kong
AGE: 18
SEX: Female
JOB: Action Star
BLOOD TYPE: O
HOBBY: Dance

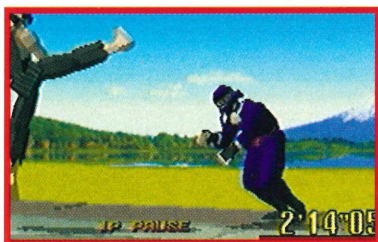
Pai has a bit of a grudge against her father in this game, for some strange reason. Apparently, he's too arrogant for her liking, so she's decided to teach him a lesson by beating him up. Pai is another character who is ideal for beginners, mainly due to her faster than fast speed. You'll find her backflip move coming in handy on more than one occasion. She's good with her kicks, as well. Her roundhouse move is both simple and quick to perform, so make good use of it!

PLAY VS PAI

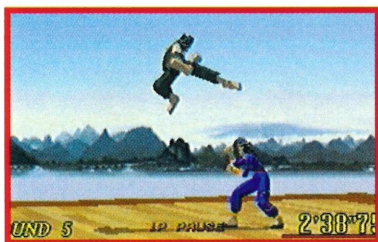
Right at the start of the fight, be ready to defend yourself against her, she's faster than you think. A well-timed roundhouse or punch will usually sort her out, so keep that in mind when you go up against her. Try to keep your distance when you attack her, because her throws and locks can be lethal. Lastly, remember to block when she starts a counter-attack.



LAU



COMBO KICK:
Press Punch, Punch, Punch
and then Kick



FLYING KICK:
Press Up, towards and then
Kick



KICK:
Press Kick



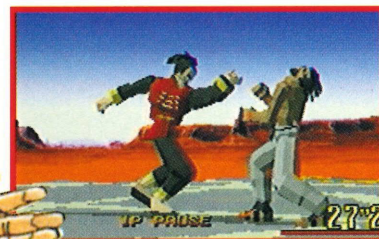
LOW PUNCH:
Press Down and Punch



JUMP KICK:
Press Up and then Kick



ROUNDHOUSE:
Press Defend and Kick
together



UPPERCUT:
Press Diagonally Down and
Punch



PUNCH:
Press Punch



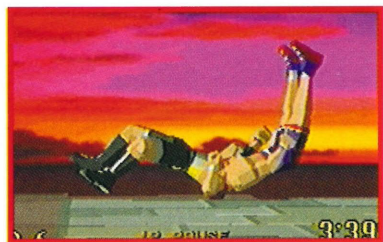
Profile

NAME:	Lau Chan
COUNTRY:	China
AGE:	53
SEX:	Male
JOB:	Cook
BLOOD TYPE:	B
HOBBY:	Chinese Pottery

Pai's father, Lau, certainly knows his stuff when it comes to cooking up some ultra-tasty meals. But is he any good at fighting? Hey, he wouldn't be in this game if he wasn't? To his credit, Lau is a tough man to beat. His kicks are his speciality, although it's possible for him to come up with some nifty combos as well. He's got a few decent special moves and his punches really put the icing on the cake.

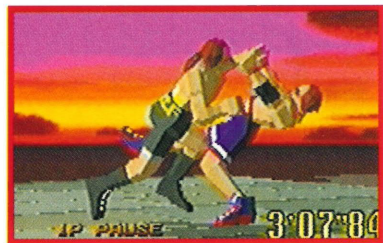
PLAY VS LAU

Lau's main advantage over an opponent is his speed; there aren't many characters in the game who are faster. To have a hope of winning against this guy, go straight into attack mode. He tends to leave himself open to flying kicks and uppercuts, so try to get these attacks in as soon as possible. If you give this guy the opportunity, he'll go for a vicious energy-draining throw, so keep an eye out for those. You'll have to be effective to beat this sly old dog!



BACKBREAKER:

Press Away, Down, Punch and then Defend



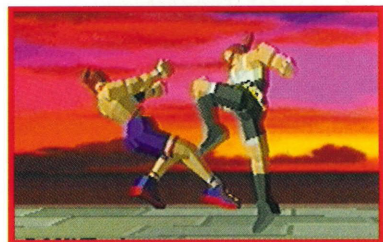
CHARGE:

Press Towards and Towards quickly



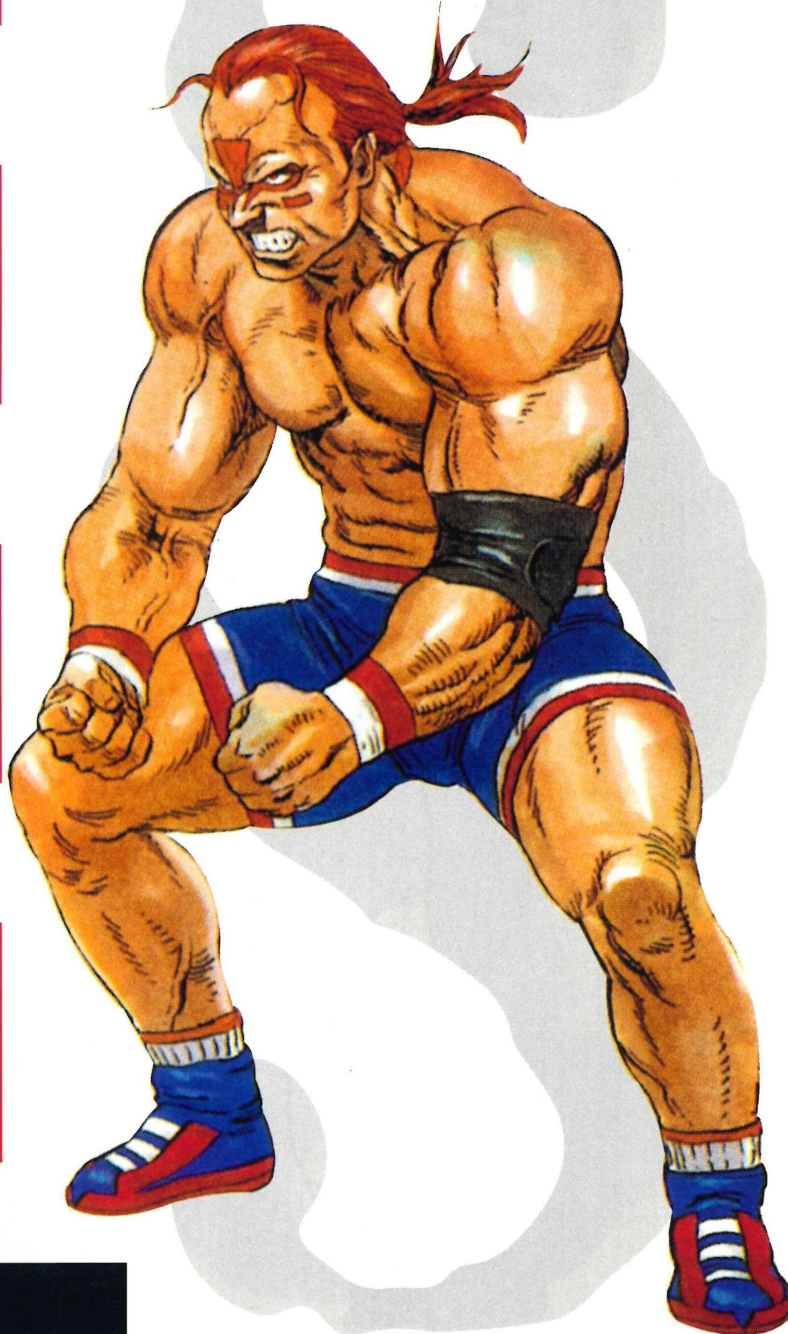
CLOTHESLINE:

Press Towards and Towards quickly and then Punch



KNEE: Press Towards and then Kick quickly

WOLF



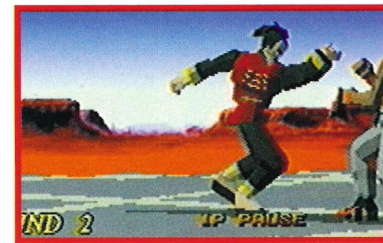
LOW KICK:

Press Down and then Kick



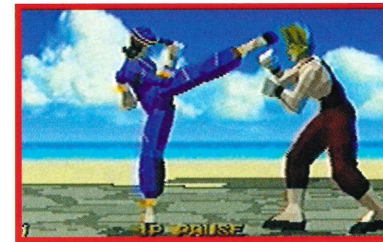
PUNCH:

Press Punch



UPPERCUT:

Press Diagonally Down and then Punch



KICK:

Press Kick

Profile

NAME: Wolf
COUNTRY: Hawkfield Canada
AGE: 27
SEX: Male
JOB: Wrestler
BLOOD TYPE: O
HOBBY: Karaoke

Canadians are funny people, aren't they? Of course they are! Check this guy out. He calls himself Wolf and, unsurprisingly, he's a wrestler. He's a bit of a powerhouse as it goes, and is the strongest character in the game to play as. He has a number of mean and powerful special moves, most notably throws, but he's also a mean kicker. His brilliant uppercut and basic punches really give him the edge over most of the opponents.

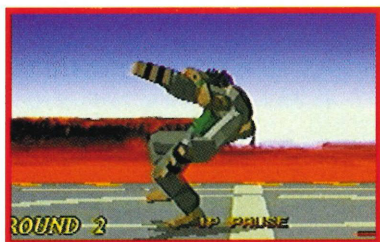
PLAY VS WOLF

If you hope to defeat this guy, go for nimble fighters such as Lau and Sarah – Wolf can't normally keep up with their pace, you see. When he comes towards you, he'll almost always try to get a wrestling-hold on you. If you're quick enough, kick him in the mid-section and then jump back. Try to perform a flip-kick if you can. He won't like that when it connects with him.

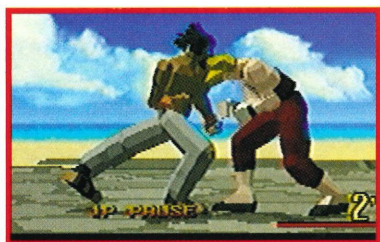
MEGA POWER



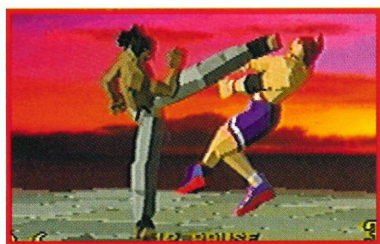
JEFFERY



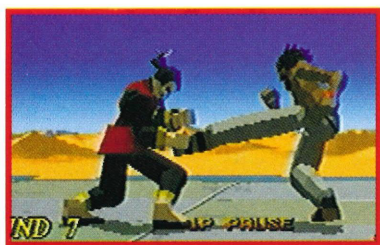
BACK BREAKER:
Press Towards and Punch



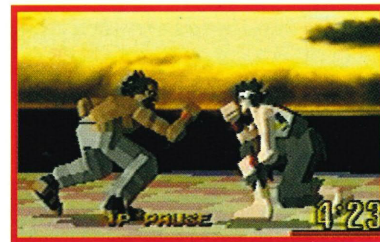
CHARGE:
Press Towards and Towards quickly



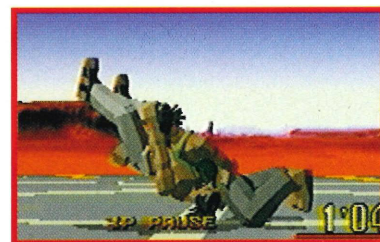
KICK:
Press Kick



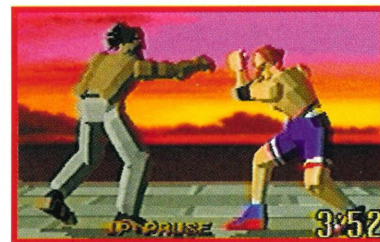
LOW KICK:
Press Down and Kick



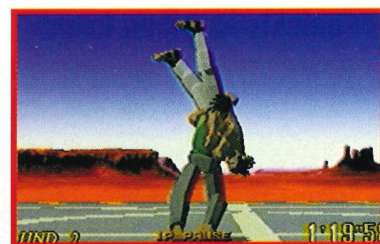
LOW PUNCH:
Press Down and Punch



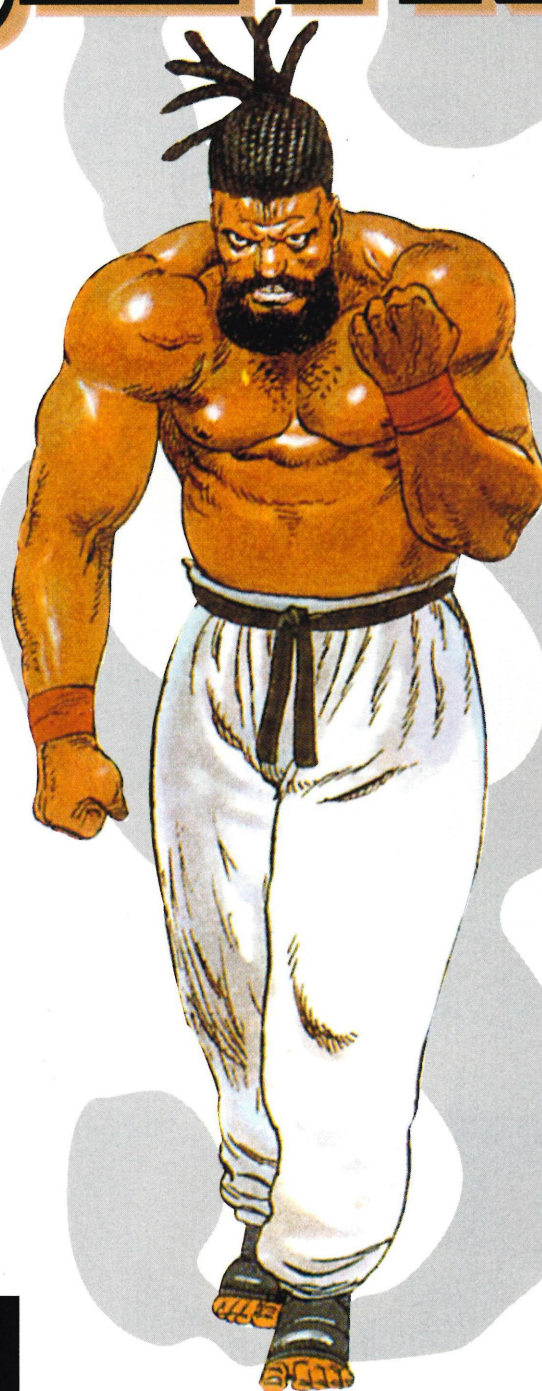
PILEDRIVER:
Press Towards quickly and then Punch



PUNCH:
Press Punch



THROW:
Press Diagonally Down, and then Defend, Punch and Kick together



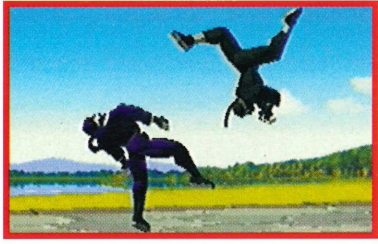
Profile

NAME: Jeffrey McWild
COUNTRY: Australia
AGE: 36
SEX: Male
JOB: Fisherman
BLOOD TYPE: A
HOBBY: Reggae Music

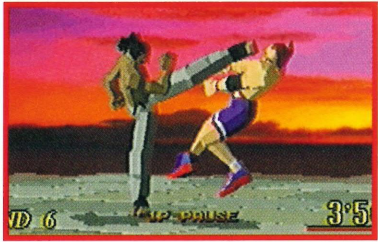
Jeffery is one of the strongest characters in the game. His main strength is in the throws and strangleholds that he performs. Most of his attacks revolve around throws and locks, so be sure to make good use of these in the fights. He has a fair smattering of special moves as well. His only weakness is his lack of speed, but make up for this with well-timed blows.

PLAY VS JEFFERY

Small and tricky little characters such as Pai and Sarah are most effective against this guy. He won't know what's hit him if you're on form. Attack him with plenty of kicks and punches in order to weaken him. After you've done this, launch a succession of throws. Keep an eye out for his long kicks and deadly punches and you should be fine. Just don't let him get hold of you.



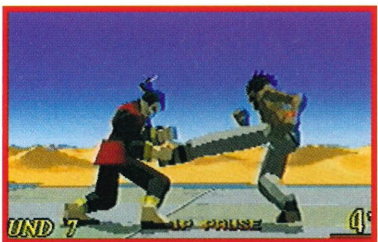
FLIP KICK:
Press Diagonally Up and Away, then Kick



KICK:
Press Kick

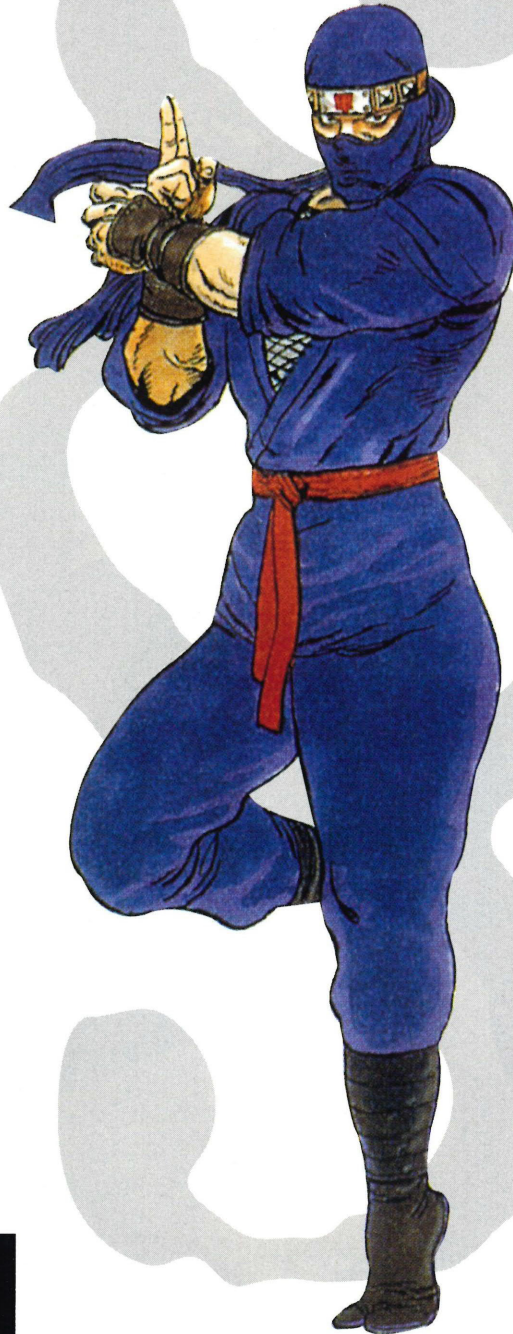


LEG THROW:
Press Away and Punch

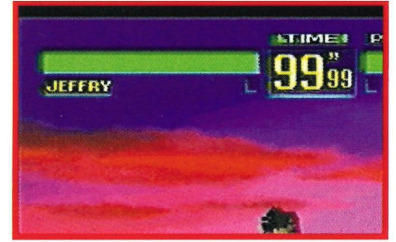


LOW KICK:
Press Down and Kick

KAGE



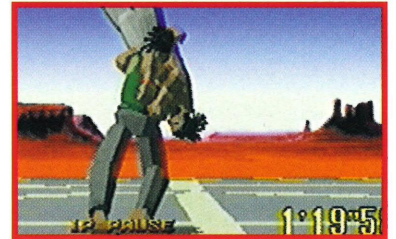
OVERHEAD THROW:
Press Towards and Punch



PUNCH:
Press Punch



ROUNDHOUSE:
Press Defend and Kick



THROW:
Press Away and then Towards quickly, then press Punch

Profile

NAME: Kagamaru
COUNTRY: Japan
AGE: 21
SEX: Male
JOB: Ninja
BLOOD TYPE: B
HOBBY: Marjong

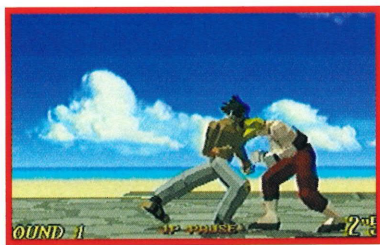
Kage, being a ninja, knows a thing or two about the old martial arts! He has several powerful kicking moves at his disposal. Having said that, his punches and special moves are pretty damn hot also. He uses his super-fast agility and quickness to his advantage in fights, making good use of these attributes in his footsweeps. In the game, he's out for revenge against the man who killed his mum.

PLAY VS KAGE

Play as a small and nimble character when you fight against Kage, then you can match the sucker move for move and beat him at his own game! Kage is very quick and agile, and he'll not hesitate in using footsweeps against you. If you're not careful, he'll also get you in a lock and throw you up in air with his leg. Not a nice guy, really.

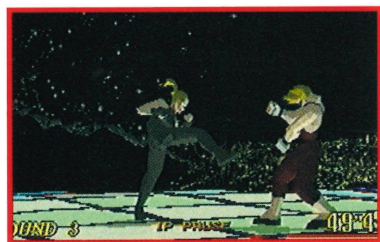


SARAH



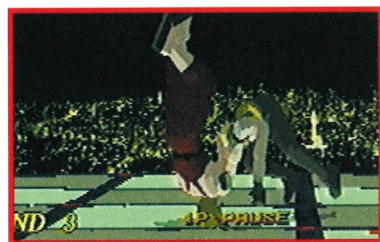
CHARGE:

Press Towards, Towards and then Punch quickly



COMBO KICK:

Press Punch, Punch, Punch and then Kick



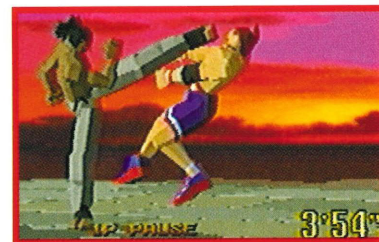
FINISHING OFF DOWNED OPPONENT:

Press Up and Punch quickly



JUMP KICK:

Press Up and then Kick



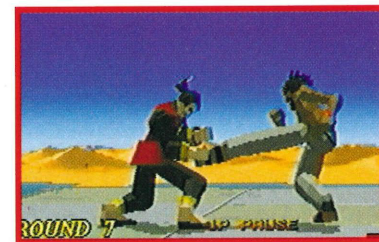
KICK:

Press Kick



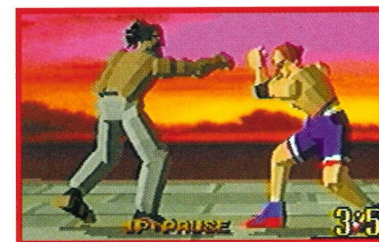
KNEE:

Press Press Towards, Kick and Kick quickly



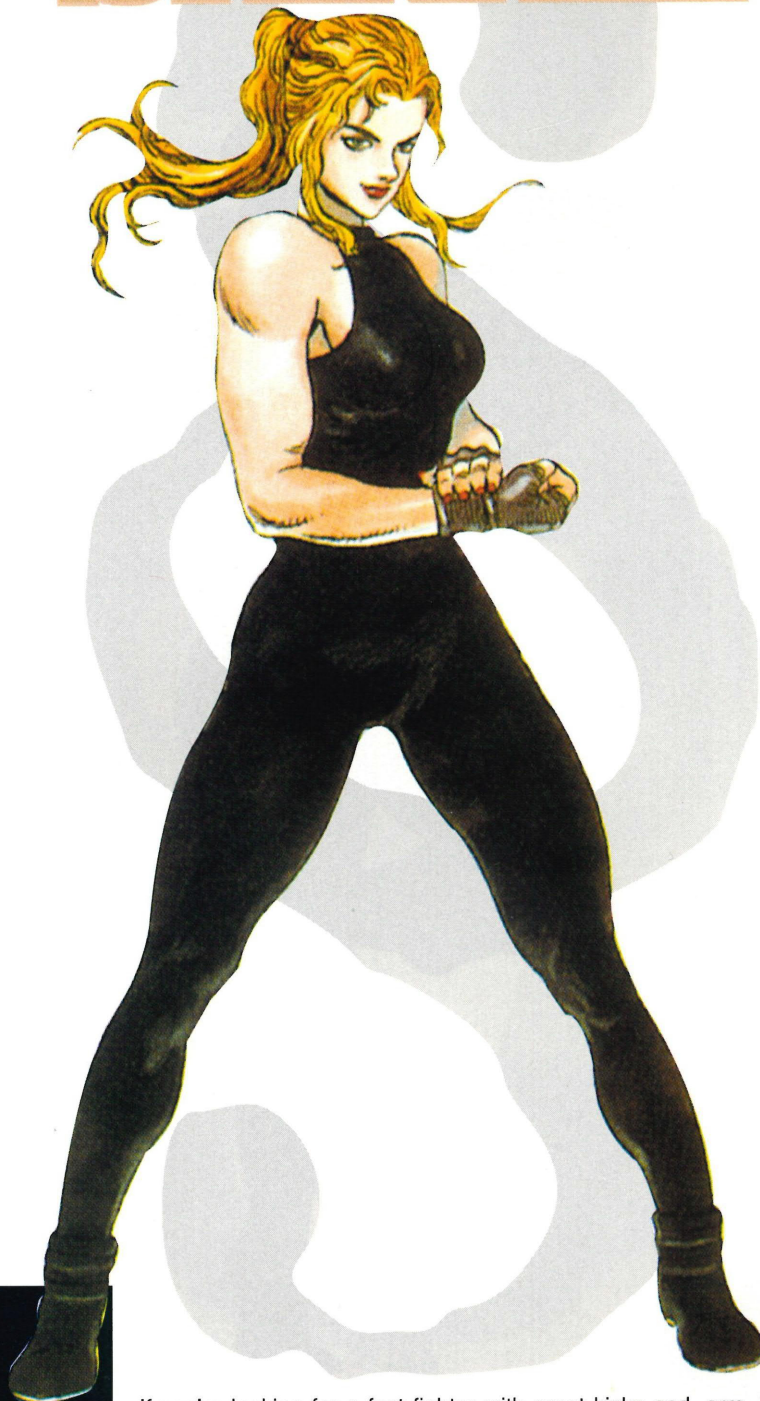
LOW KICK:

Press Down and Kick



PUNCH:

Press Punch



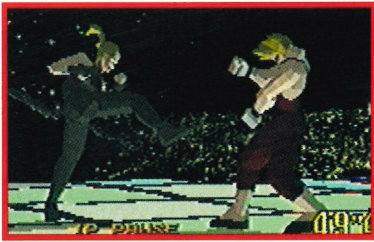
Profile

NAME: Sarah Bryant
COUNTRY: America
AGE: 20
SEX: Female
JOB: College Student
BLOOD TYPE: AB
HOBBY: Sky Diving

If you're looking for a fast fighter with great kicks and, erm, long blonde hair, then Sarah is probably your best bet. She has some rather nifty special moves at her disposal, including a double illusion kick and a brilliant combo which ends in a rising knee. Her agility definitely gives her an advantage over other fighters.

PLAY VS SARAH

Sarah does most of her attacking by kicking her opponents, so keep your distance and get ready to retaliate by using uppercuts if you can. Stay clear of her, or else she'll have you in a headlock quicker than you can say "Blimey! That WAS quick!". As well as her lightning fast kicks, she can also jump away from your attacks, so get ready to pin her down as soon as she attempts this. She a tricky and tough customer, this one.



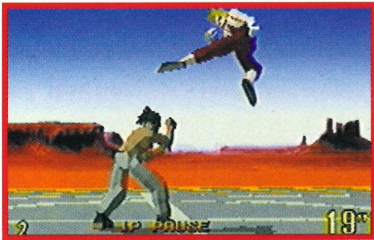
COMBO KICK:

Press Punch, Punch, Punch, Kick quickly



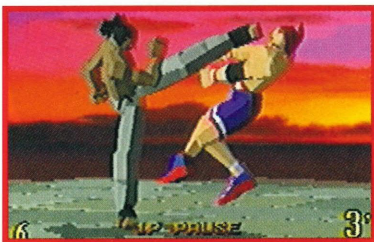
TUMBLE:

Press Defend, Defend, Defend and Away when you stop tumbling



FLYING KICK:

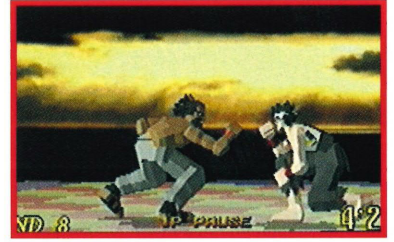
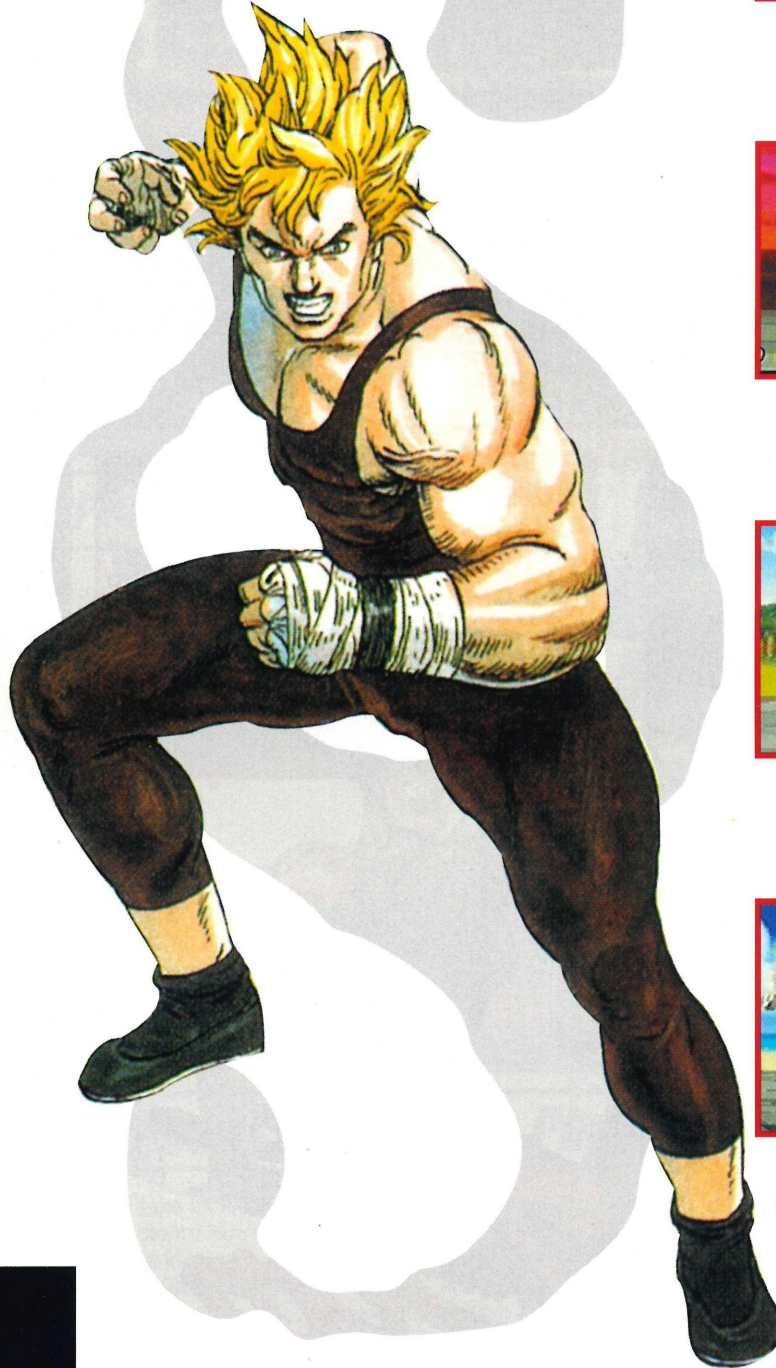
Press Up, Towards and Kick



KICK:

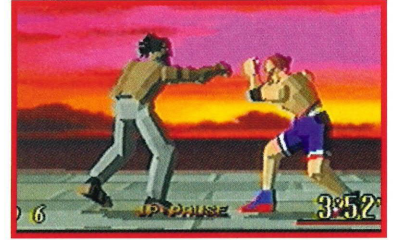
Press Kick

JACKY



LOW PUNCH:

Press Down and Punch



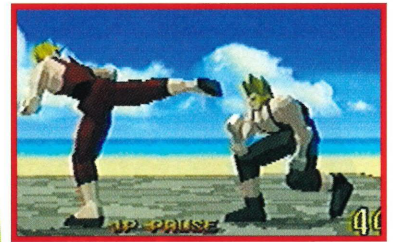
PUNCH:

Press Punch



ROUNDHOUSE:

Press Defend and Kick together



SWEEPING KICK:

Press Down, Towards and Kick

Profile

NAME: Jacky Bryant
COUNTRY: American
AGE: 22
SEX: Male
JOB: Indy Car Racer
BLOOD TYPE: A
HOBBY: Training

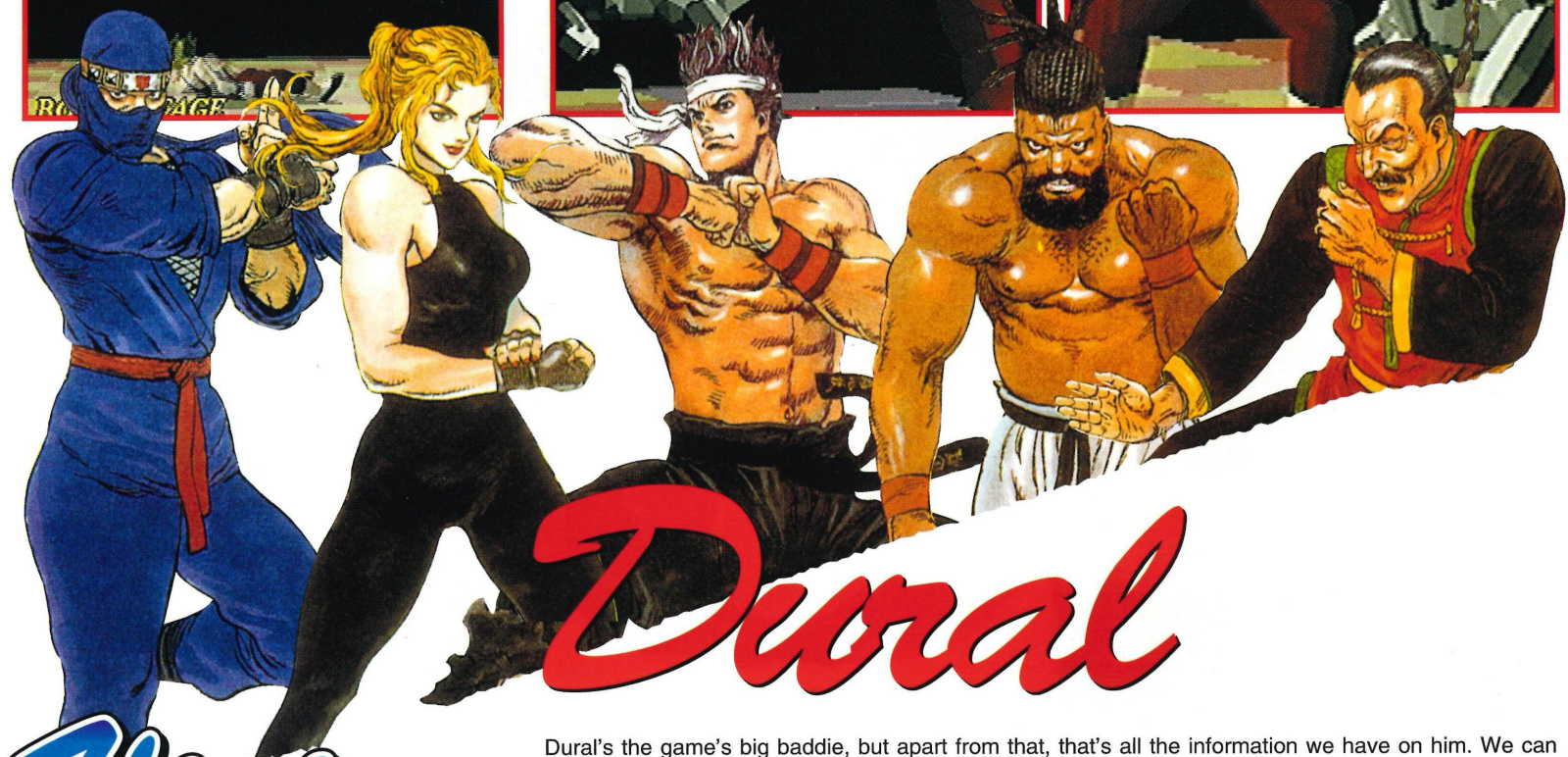
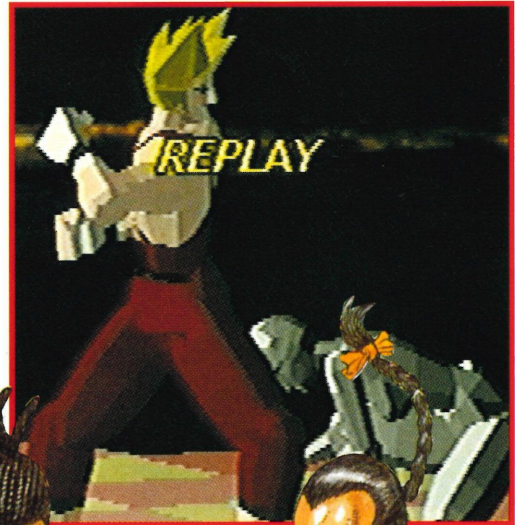
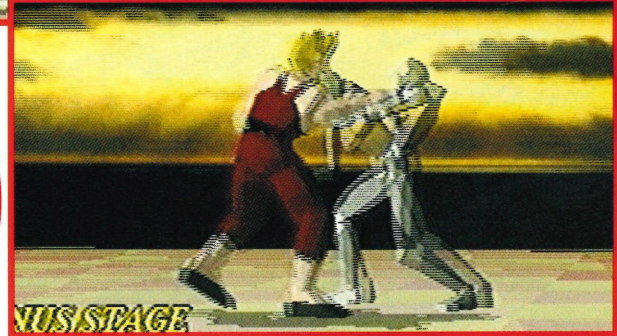
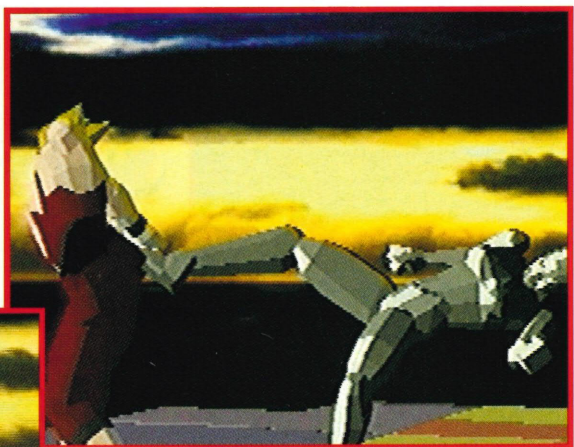
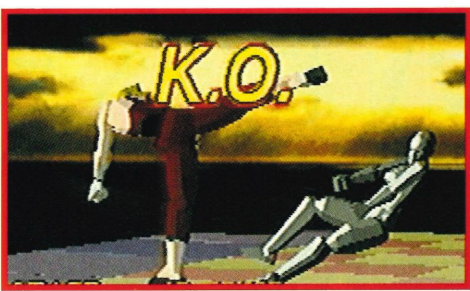
The best fighter in the game, Jacky is the man to go for if you want combos by the bucket load. Thanks to his amazing quickness and super strength, you should be able to defeat anyone with this guy. His spinning knuckle punch is also a great move that's both quick and easy to perform. A great character, for the beginner and expert alike.

PLAY VS JACKY

When fighting against Jacky, keep an eye out for his combos. He's a fighter who's not stunned very easily, so always be prepared to block just in case he decides to launch a surprise attack of his own. Try to pull a few special moves on him and set up a few combos. Whenever he attacks you from the air, come back onto him with a roundhouse kick, it's usually enough to knock him down.

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Dural

Virtua Fighter

Dural's the game's big baddie, but apart from that, that's all the information we have on him. We can only presume that Dural's supposed to be a woman and a feisty one at that. Add to that the fact that her main hobby is pulling the legs off live ants, and we have a definite no-no on the dating front. Doh!

PLAY VS DURAL

Dural's the final guardian in the game; beat her up and you're treated to the end sequence. Keep on the ground at all times – Dural's lethal uppercut puts an end to any jumping ideas you might have. Try to deliver plenty of punches to the body and set up a few combos. Dural's best moves are grabbing and throwing you, so watch out!!

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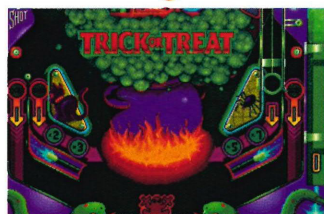
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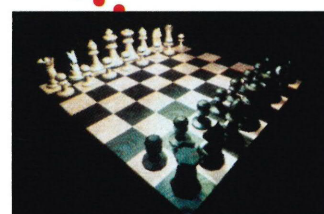
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MEGA POWER



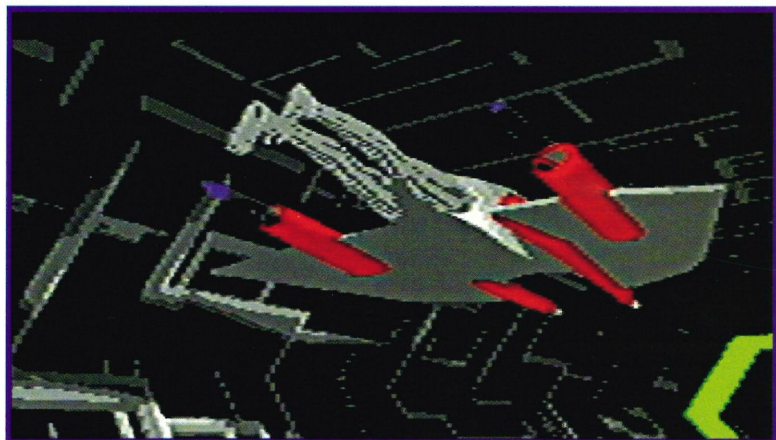
MEGA CD SOLUTION

THE LAWNMOWER MAN

MEGA POWER



7
page in-depth
guide!



Flying 1

Angelo's first test in VR is to become a powered glider and plough his way through the many twisting corridors of CyberJobe's domain, just like the first game that had introduced young Jobe to the power of computers. As you fly through these corridors, all your movements have to be expertly timed to avoid crashing out and ending the game. These movements, namely Left, Right, Up (push Down in direction on the joystick), Down (push Up in direction) and Fire (via the B-button), need to be activated. You need split second timing and a good memory, in order to remember the combinations of moves and prepare for them before they occur. There simply isn't enough time to note which way a turn is heading, so it's vital to

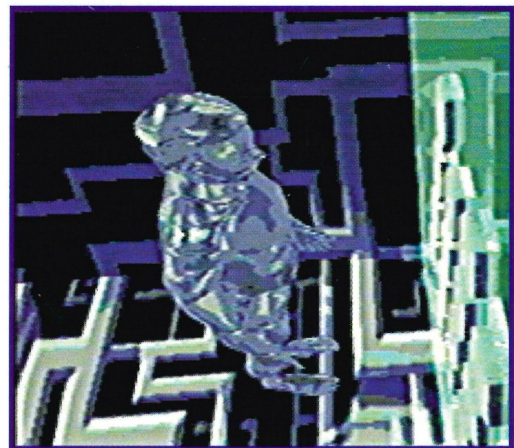
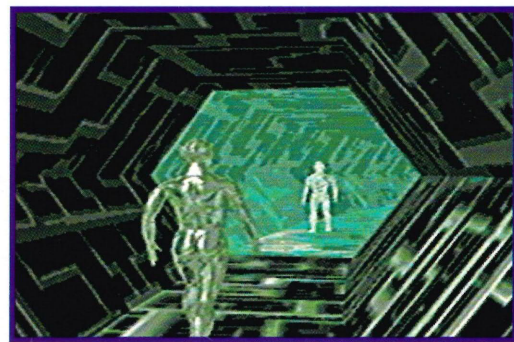


select the correct move and do it precisely on time.

The first combination of turns and directions are as follows:

Left, Up (meaning Down on the pad), Right, Down (meaning Up on the pad), Fire (to blast the doors), Right, Fire (at a second set of doors), Up, Left and Right.

On these early flying levels, listen to the voice prompts and watch the arrow on screen to help you through the stage. Practise on these early flying levels will help you get used to the timing in the later levels when the voice prompts are no longer available.



Logic 1

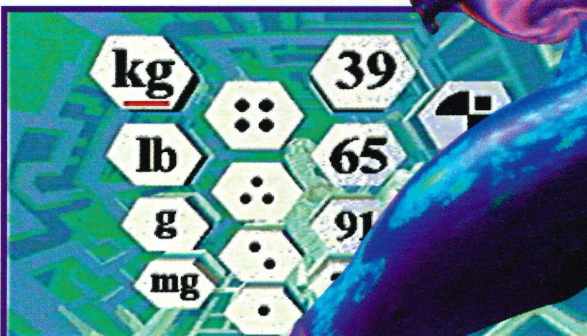
The Logic puzzles take the form of gateways that stop you progressing further into Virtual Reality. The odd one out puzzles on these gateways must be worked out correctly in order to have further access granted.

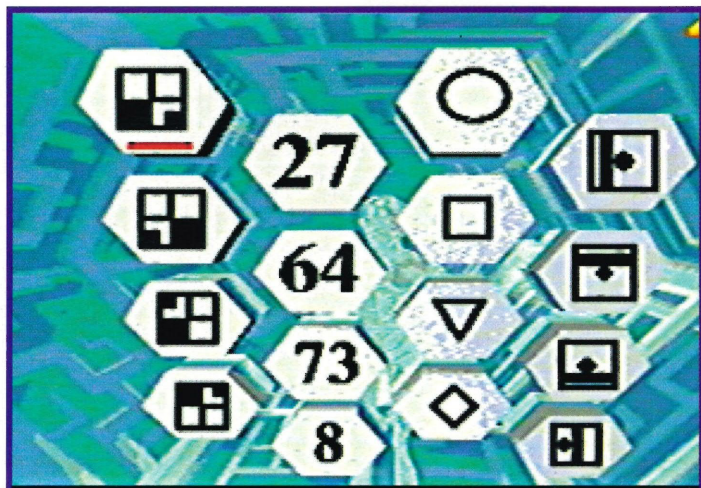
In front of you is a grid with four columns of four symbols. Each column has an odd-one-out and you must select it via the Up and Down directions, using the Fire button to make your decision and go onto the next column. The odd-one-out can be spotted quite quickly in most cases, for example, from the following Kg, lb, g, mg; the odd-one-out is lb (the others are all metric measurements).

However, there are some exceptions to the rule that are quite difficult to spot, for example 39, 65, 91, 71 = Odd one out is 71 because all the other numbers have a digit with a round number in it — remember your

maths folks!

The other type of columns have patterns or shapes in them that have been rotated, so the odd one out will not look the same when you turn it around or it will have an extra section. These Logic gateways are not too stressful to worry about though, as you get three chances to complete a grid correctly.





Circuit Board 1

The circuit board sections are pretty easy to overcome as there are only three choices. Push Up on the D-pad to scroll the screen up to the three gateways. The gate in the middle is the one you always want to head for and in order to find out which of the three routes leads there you must follow the circuit back from the gate to the start point. The circuit will come to and run across many chips that change its direction, but the new route is marked on top of the chip so simply follow the line right back to the start taking into account all the direction changes. When you have found out which route takes you to the centre gate, push in that direction on the joypad and hit the fire button.

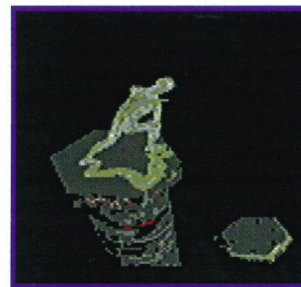
Runway 1

The runway sections are probably the hardest ones to get through. Angelo must jump from pillar to podium with split-second timing in order to ride the hover board over to the runway where he will be pursued by Jobe in the form of a lawnmower. Now Angelo must jump over dive-bombing spheres and duck under all sorts of nasties in order to get to the other side of the first runway and reach the next level. This is another level that re-occurs many times during the game so use the early rounds to get your technique off to perfection.

Start on the podiums and jump from the Left to the first hover board when it crosses over onto your side of the screen. Now the screen will change allowing you to see the next plinth as you move back and forth on the hover board. Press the B-button to leap over to it as the board reaches



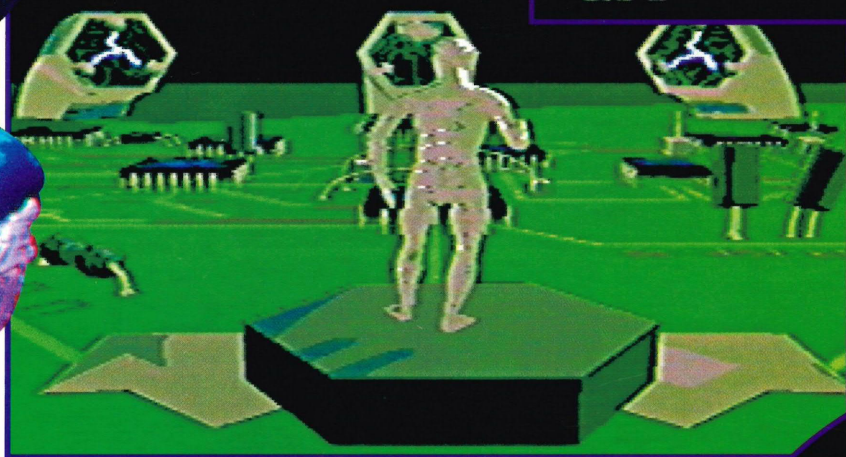
es a position about two lengths away. Now you will have to jump on to a new board which is hovering up and down below you. Watch Angelo now and press the button when he sways back ready to pounce. The board will now take you off to the runway.

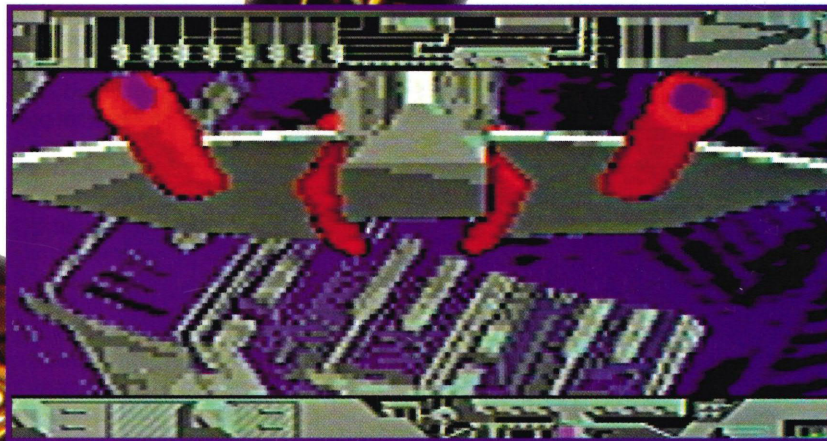


When you land on the runway, the lawnmower will appear behind you, so Angelo will have to start running. Now spheres will start to dive at you and you must decide whether to jump or duck. The rule is jump over all spherical objects and duck under the enemies as they try to grab you. This first runway section goes like this:

Jump, Jump, Duck, Jump, Jump, Jump, Duck, Duck and Jump.

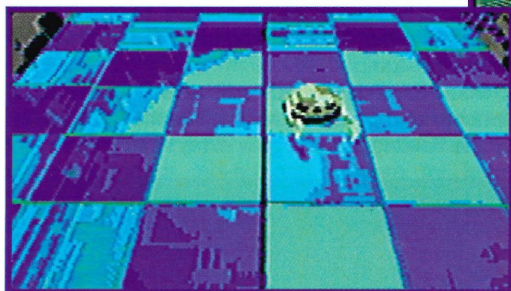
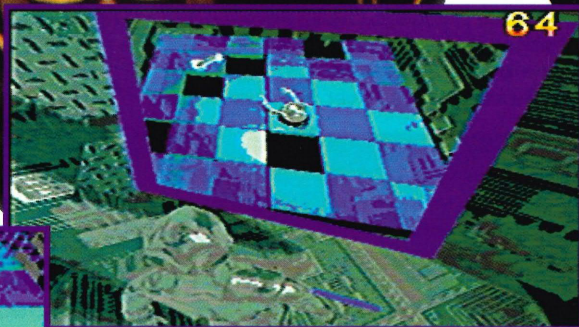
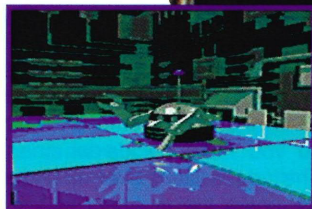
Some of these jumps will take you over the spheres and some of them will launch you up to hit the floating stars to gain extra speed.





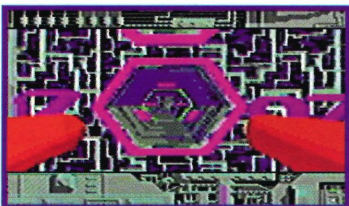
The Adventure Game Vortex

Donkeys years ago there used to be a programme on BBC2 called The Adventure Game where, at the end, the winner of the day had to cross a vortex without stepping onto the square where the invisible opponent was. This level uses the same idea, with Angelo up against an invisible enemy who starts at the opposite end of the Vortex and could be anywhere on the grid after only a few moves.



Plotted Route

This puzzle is very easy to complete if you look carefully and memorise or write down the moves you will have to make. The task is to move the remote control robot around the holes in the floor to collect the key that will open the next gateway. First you will see the plan view of the floor so at this point note down the robot's position and the location of the key.



Now work out the moves from A to B, for example Up 2, Left 2 and Down 1, and then press the Fire button and the view



will rotate to your control console. Now you will have the four arrows in front of you so all you have to do is key in the moves combination in order to guide the robot to the key. This will open the next door and allow you to progress to the second of the flying stages.

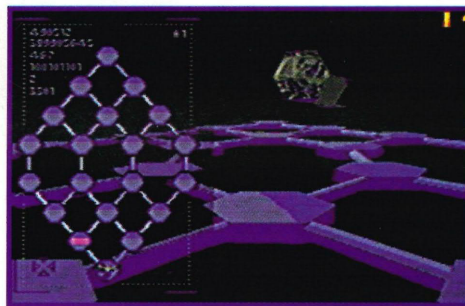
Flying 2

The conditions are basically the same as the first flying section except now there is no voice prompts to warn you of the dangers ahead and there is another hazard to avoid in the form of a door closing from the side.

The combinations to succeed are as follows:

Up, Fire (at some closing doors), Right, Up, Down, Fire (second set of doors), Right, Down, Left, Right (as a door swings in from the left), Left and Down.

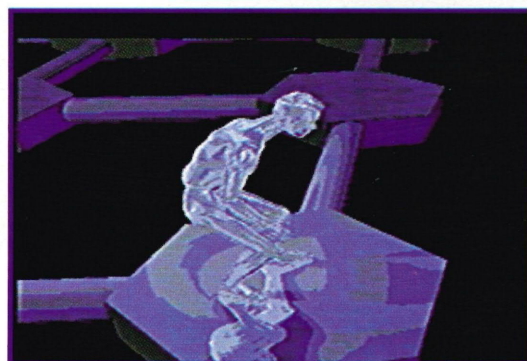
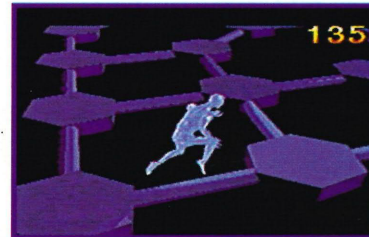
When you have completed the flying you will arrive at the second random Logic section. Use the grid as before and work out the odd one out.

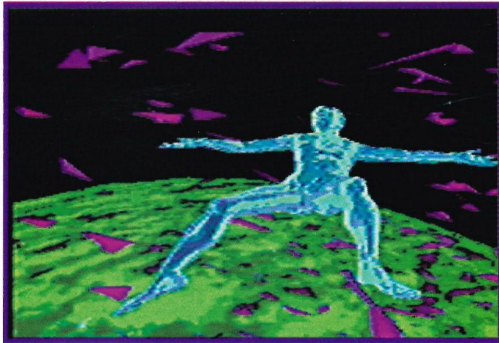


Time is another constraint with only 2 minutes to cross the grid and reach the other side before it implodes.

Basically, you will have to use a combination of logic and guess work to try and predict the position of the enemy. You must also try to fool him into following you to a certain area before you change direction and keep him guessing.

To succeed in this level follow this route. From the bottom square, jump over to the next row in either direction. Then leap onto the next row, keeping the same direction diagonally. Change your direction for the first time by moving diagonally into the grid. Depending on which direction you started on, this will bring you to one of the two





Flying 3

The new element in this instalment of the flying section is that halfway through your flight you will be joined by Jobe who will be flying another powered glider. He will shoot you down if you don't shoot him in the correct place. This position comes just as he barges past you, before pulling across your front and over to the left hand side of your sights. As he

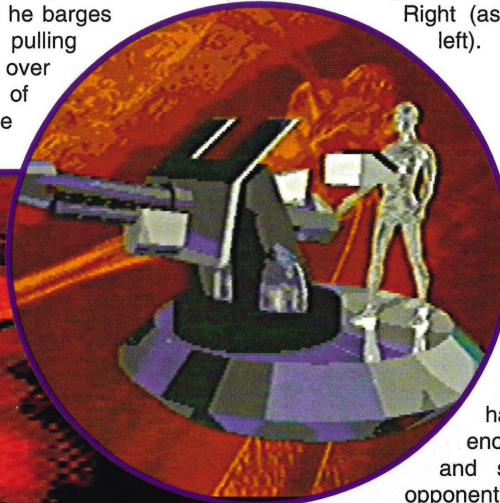
crosses this section press the Fire button and burn him out. Here are the moves leading up to that section and beyond:

Left, Up, Right, Down, Left (as a door swings in from the right), Right, Fire (at some closing doors), Up, Left, Right, Fire (as Jobe comes into view), Left, Left, Up, Down, Right, Down and Right (as a door swings in from the left).



squares in the centre of the fourth row.

Now dodge behind yourself on the third row centre square before zig zagging out to the edge of the grid, ending up back on the fourth row at one of the far sided squares. Time will be running out now so make a definite beeline for the finish square by moving directly to it along one of the edges of the vortex. Your movements around the third and fourth rows will ensure your opponent is always one step behind you so go forward without fear.

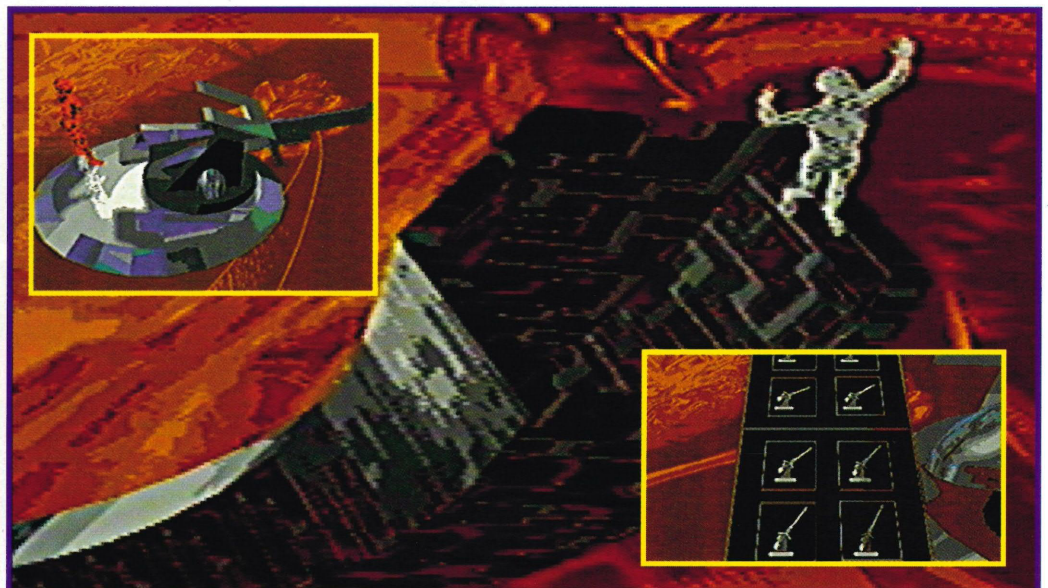


Cannon Duel

You will now face the enemy, in the form of Father McKeen, in a one to one duel. You will both be armed with a cannon which has eight pre-sets as the invisible wall between you has only one hole in it, just big enough to pass a shell through and score a direct hit on the opponent.

You and Father McKeen will take turns in firing the cannon, trying to find the hole by trial and error, and choosing the correct cannon pre-set that will fire through the hole. A control pad with the pre-sets on it will appear at the side of the cannon, simply select one and press your fire button.

If it doesn't find the hole, you must watch carefully when your shell hits the wall. The after-shock will make the wall visible for a split second. If you look carefully you can note where the hole is in relation to where your last shell hit and adjust your cannon accordingly by selecting another projectile. This will give you a better chance of going through the hole.

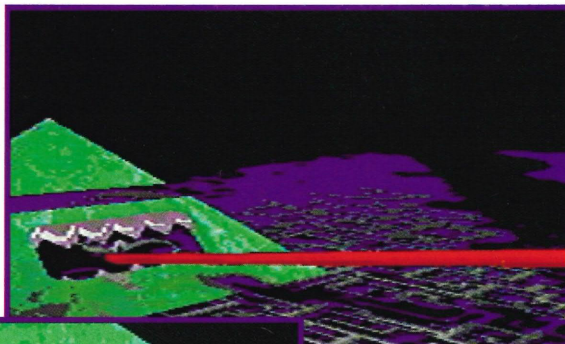




completely. This happens with 27 seconds to go, so watch the time in the top right corner and wait for the jaws to almost close. Now press the Fire button to leap onto the slide and spiral down to the exit.

Simple Simon

In this next section you take control of a Virtual Reality Keyboard that plays a tune on its coloured ivories. Like the game, Simple Simon, this section is absolute child's play. All you have to do is watch the short combination of notes and colours and repeat the tune back to the keyboard to exit. As you watch the coloured keys simply write down the combination or memorise it before playing it back.



The combination of the swift moves is tough and gruelling so follow the moves step by step and concentrate on the visual clues. This flying level goes like this:

Left, Left, Right, Right, Down, Fire (at the closing doors), Fire (at Jobe in his glider as in the last flying level), Left, Left, Fire (at a roaming Sphere), Left, Left, Up, Down, Right, Down, Right (at the swing door from the left), Left, Left (at a door swing in from the right), Right and Fire (at a roaming Sphere).

Now you will be transported to another corridor to attempt access to the rest of the game via the third logic puzzle.



Flying 4

The new added dangers in this flying section are roaming spheres that will rush at you just as you turn a corner, so as soon as you turn start firing.

Runway 2

The second runway section will, like the flying sections, have no voice prompts to help you along so you must rely on the experience you picked up in the previous encounter with this fast moving level.

After jumping along the familiar podiums, you will be transported to the runway via the hover board. The new combination of jumps and ducks are as follows:

Jump, Jump, Duck, Jump, Jump, Duck, Jump, Jump, Duck, Jump, Jump, Jump, Duck, Jump, Jump, Jump and Jump.



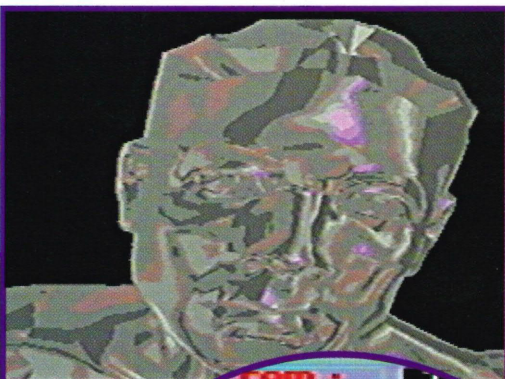
Runway 3

Negotiate the podiums first in the same old way and be taken over to the runway via the hover board. The combination of moves are as follows:

Jump, Jump, Duck, 13 separate and swift jumps then, Duck, Jump and Duck.

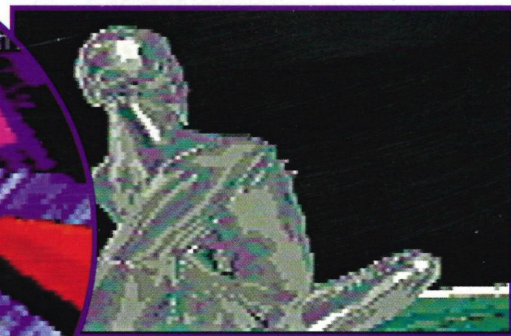
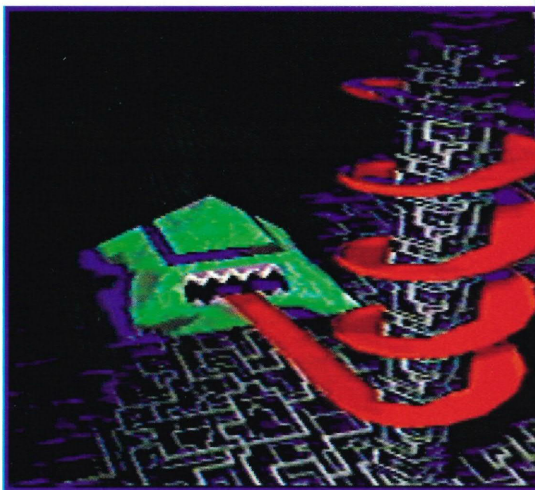
Leap of Faith

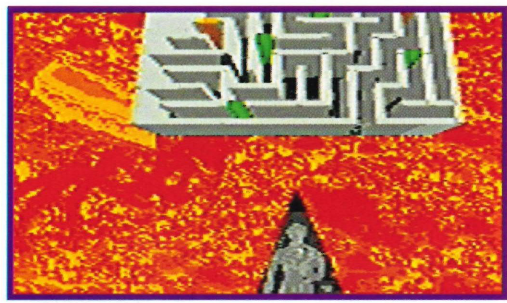
You are at the top side of a slide which may lead directly to your doom if you don't time your jump correctly. Leap onto the slide so you slide safely through the snapping jaws of the exit. The correct time to leap is just as the jaws are about to close



The Sting

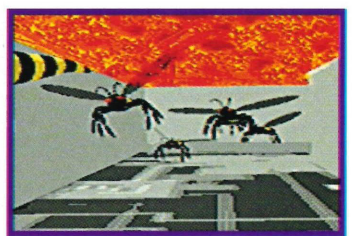
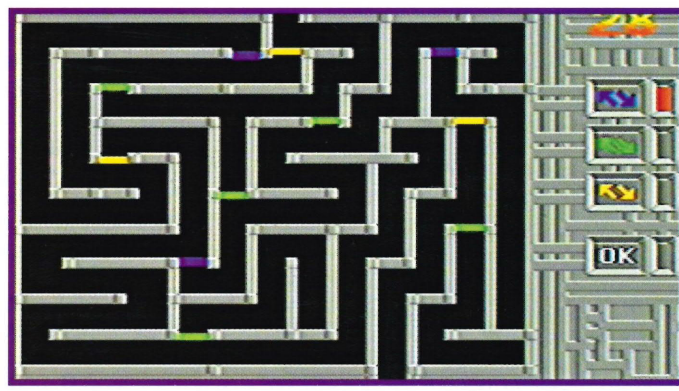
Now Angelo will be confronted by a maze which contains Cyberbees. You must guide them through the maze to their death so that you can pass safely. There are three coloured icons along the maze and an OK icon. These correspond to





the similarly coloured doors within the maze. As each icon is activated its corresponding doors open or close. Use Up and Down to highlight an icon and use Fire to select it. As it's selected its doors will all open or close. When you have played around with the coloured door and have followed the route through from the top, the channel will lead out of the bottom of the maze.

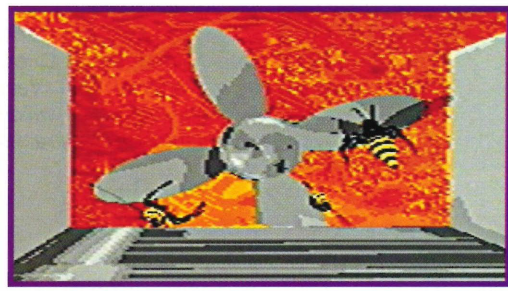
Select OK to unleash the bees into the main maze. You will usually have had to have activated two of the three colour coded doors to guide the bees towards a huge fan that will cut them to pieces. If you get it wrong you are history so con-



Spin Out

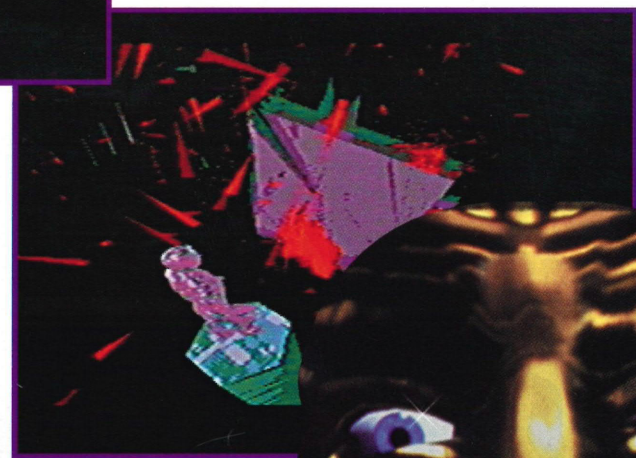
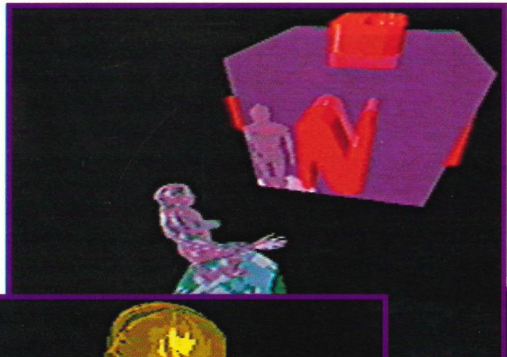
Now you will find yourself beside a large cube which is hovering in Virtual space. On the cube are letters which must be turned the right way up and then the cube must be revolved in the correct combination to progress to the final phases. These letters spell out the name ANGELO so the first task is to locate the letter A and turn it the right way up. As you do this, note where the other letters are in relation to the letter A. Turn the cube so each letter comes to the front in the correct order.

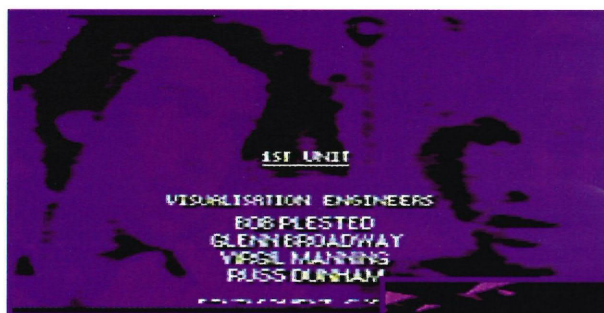
The time limit is very strict so the quicker you find the letter A and turn it the right way up the better. Do bare in mind though that when you turn the cube pressing Left turns the cube Right, pressing Up moves it Down and visa versa. This level can prove to be a stumbling block if you are not quick enough so go for it!



centrate and follow the route through on screen before selecting OK.

Now you will be led to the second Circuit Board section which works exactly like the first one and from there onto another Logic section to try and gain access to the second Cannon Duel. The duel will work exactly the same as the first one so don't make any silly mistakes at this point as the end of the game is approaching fast!





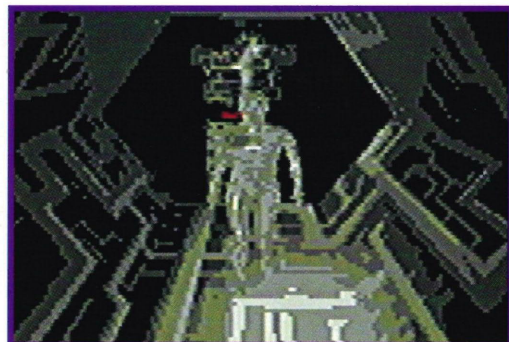
Runway 4

The final runway section sees the podium jumps getting slightly harder, with another tough section of jumping and ducking on the runway. After which another podium section needs to be negotiated before the final very difficult runway section. The runway sections go like this:

Four quick Jumps, Duck, Jump, Jump, Duck, Jump, Jump and Duck.

Now the second podium section before:

Three Jumps, Duck, Duck, Jump, Jump, Duck, Jump and a final Very Difficult Jump which needs to be taken straight away.

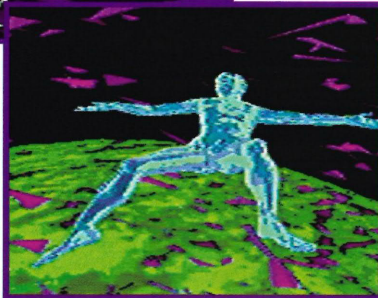


Flying 5

This is the most difficult flying section yet, which can take hours of gameplay to master. Each move has to be acted out very quickly with each Fire move happening immediately after the previous turn.

Flying spheres come at you from every angle as the pace picks up to light speed. The hugely difficult combination is as follows:

Left (as a door swings in from the right at the start), Right, Fire (at the closing doors), Left, Down, Left (as a door swings in from the right), Up, Fire (at the closing door), Fire (at a roaming sphere), Right, Fire (at a roaming sphere), Right, Fire (at the third sphere), Up, Down, Left, Right (at the door swing in from the left), Left, Fire (at another sphere), Right, Down, Right, up, Left, Fire (at the last sphere) and Left.

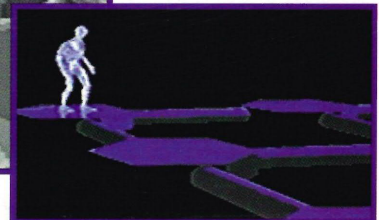
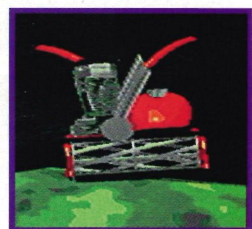
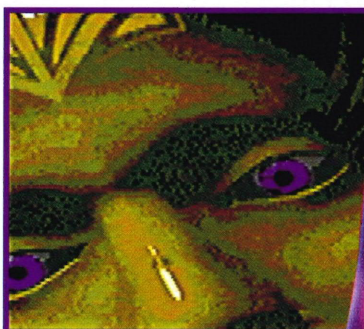
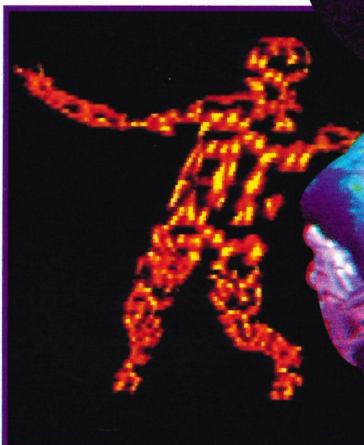
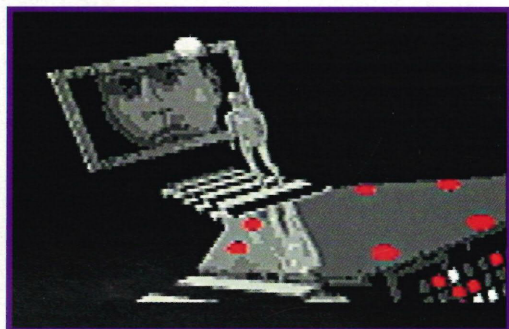
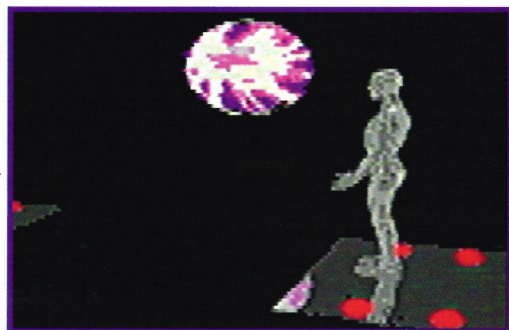


Glory Road

The final level is here at last, a final test of your reactions and your brain cells. You must save young Peter from Virtual Hell by firstly timing your jump over the gap to go between the energy zones by jumping as the wall of energy disappears. Then while you are on the other side, you will find yourself sliding away on a conveyor belt which leads to an infinite drop of death.

Now you must react very quickly by pressing Up on the D-pad to leap up at the screen, thus kicking it and changing the direction of the conveyor belt. By doing this you will have saved Peter and finished the game.

You, as Angelo, have saved the real world from the Virtual World but has Jobe gone too? Well we will have to wait and see...



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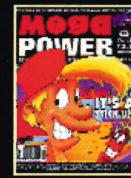
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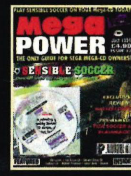
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and *Wing Commander*.



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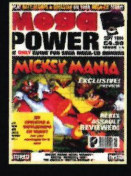
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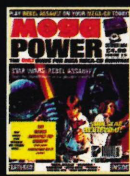
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review of *Star Wars: Rebel Assault*.



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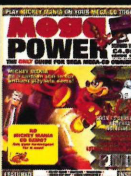
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many more. Plus a preview of *World Cup Golf*.



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DISC 7: BATTLECORPS & SOULSTAR DEMO

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