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All the hottest news!

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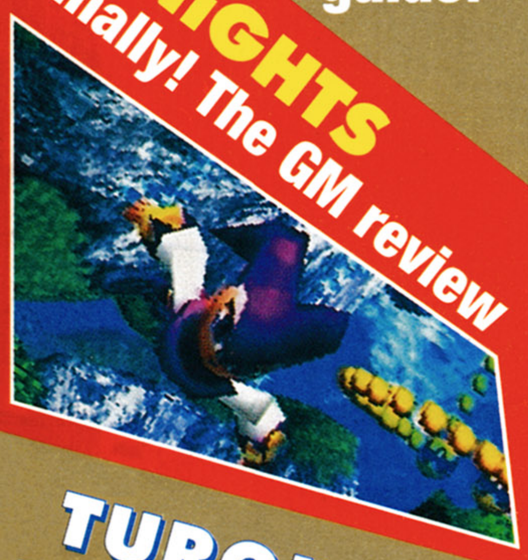
Exclusive Nintendo 64 shots!

SUPER MARIO 64

10 REVIEWERS TAKE ON THE MOST AWAITED GAME IN HISTORY

NiGHTS

Finally! The GM review



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Explosive sneak preview!

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Doom 'n' dinosaurs!

TOMB RAIDER

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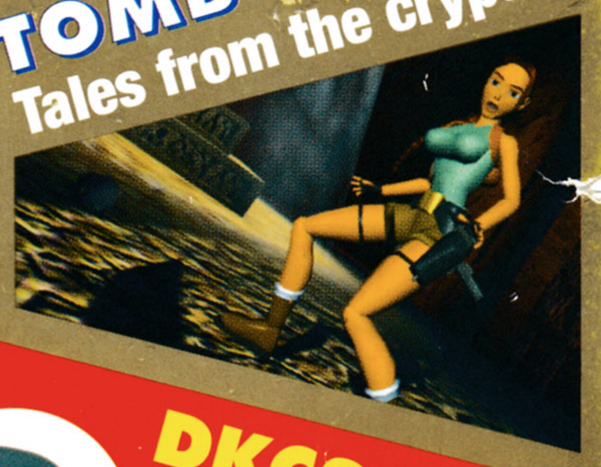
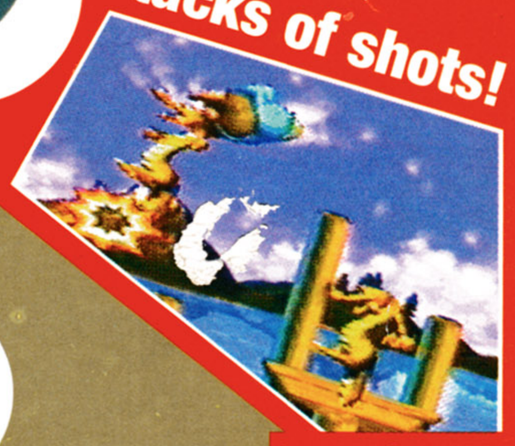


SKYNET

Terminator returns!

DKC3

Stacks of shots!



MICRO MACHINES MILITARY

High-speed table-top war on your Mega Drive?

PLUS!

Get paid to play videogames: we tell you how!

RED ALERT

Command & Conquer's sequel revealed!

Issue 46 Sept 1996

SONY ! SEGA ! NINTENDO ! 3DO ! PC ! ARCADE !

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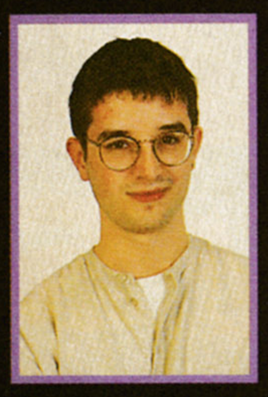
NEW WORLD ENTERTAINMENT

GamesMaster

Welcome to Issue 46



"The nine other people that needed to play it for our review were beginning to clutter up the office."

You're very lucky to be holding this packed issue of GamesMaster in your, and if I might say so, fine, hairy hands. We came *that* close to not finishing it. And you can blame it all on one person. A certain squat Italian bloke. It's all his fault, moustacheoed devil that he is.

Luckily, one of the many perks of being Editor (besides having a masseuse and grape-peeler at my beck and call, obviously) is that I have first baggsy on taking games home. You wouldn't believe how many days I forgot to bring it back in for the rest of the team could have a proper go.

But bring it back I had to, for the nine other people that needed to play it for our review were beginning to clutter up the office.

But you'll notice that we haven't reviewed *Pilotwings* (howls of disapproval). We felt that we just wouldn't be able to do justice to *SM64* and give it the time it really deserved if we did. But don't panic – next issue sees a very exciting development in the world of GamesMaster. From issue 47 we'll be carrying a Nintendo 64 mini-magazine, designed to keep you up-to-date with developments right up until the launch of the console in the UK. The first issue sees a review of *Pilotwings*, the first part of our in-depth *SM64* guide and all the latest news from Nintendo Central...

Marcus Hawkins

Our promise to our readers...

- We always put the considerations of you, our readers, first – from the fairness of our game reviews to the accuracy of our tips and cheats.
- Here at GamesMaster we're all devoted game players and put together a magazine which we think others like us will enjoy.
- We always give scores as percentages and will not stop doing so – it's the most precise way there is to assess the various aspects of a game, and allows you to compare games accurately.
- We read every letter you send to us, and always answer the best ones in the magazine.
- GamesMaster is Britain's biggest selling all-format games magazine and is brought to you by the people that produce The Official PlayStation Magazine, Edge, Sega Power, PC Gamer, Super Play, Total!, PC Format, PlayStation Power, Amiga Format, .net... and shedloads more specialist mags. So we get to call on the talents of the most knowledgeable people in the business – our reviewers are the best there are.

'MAMMA MIA!!!'

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'PLAY IT IN YOUR SLEEP'

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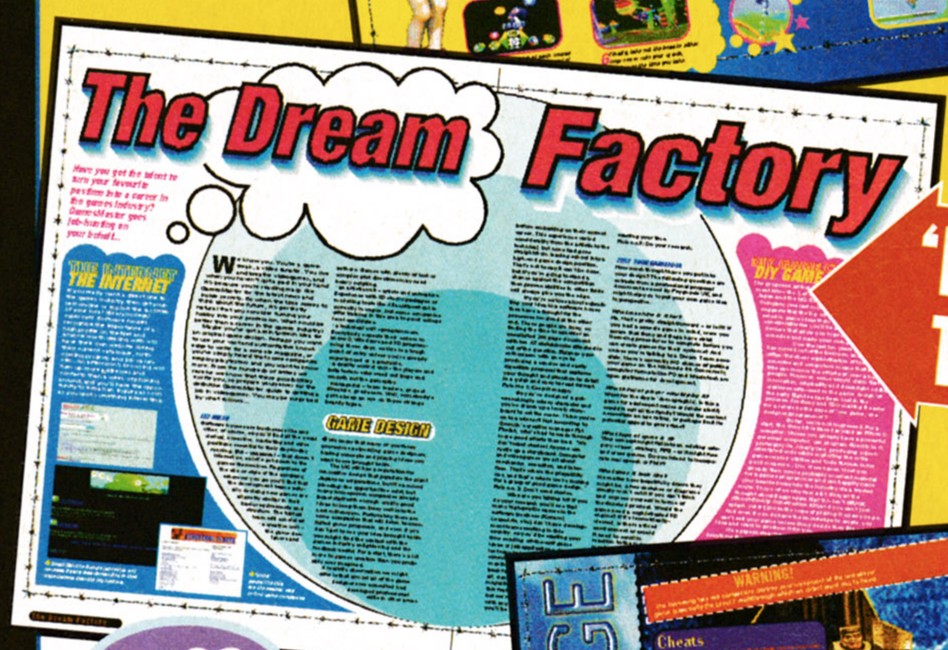

'BE ONE OF THE PROS'

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'HELP WITH KILLING THINGS'

p68

STOP PRESS

- Not exactly news, but it's important: If you manage to get hold of 120 coins in *Super Mario 64*, you'll get the chance to meet Yoshi! Yes, the sticky-tongued green one is hidden in the N64's launch game. We're not going to tell you how to meet him though – we don't want to tell you everything just yet.
- You may be surprised to hear that the Saturn is currently out-selling the PlayStation in Japan, and industry sources reckon that tha gap will increase as Christmas approaches. One reason for this is the Saturn's larger better known range of RPGs, which as we know, are an integral part of Japanese gaming culture.
- One of the most impressive PlayStation titles of recent months, Virgin's *Resident Evil*, will be available from August 9th onwards. And it's an essential purchase. *Resident Evil 2* is already underway.

GamesMaster Issue 47 – On sale Thursday 29th August

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SUPER MARIO 64

32 The best game in history? That's what we're here to find out. We've got ten pro gamesplayers in to tell you exactly what they reckon to the Nintendo 64's launch epic. The definitive review you must read!

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TUROK: DINOSAUR HUNTER

CHOMPING AT THE 64 BIT

The hairy fella. In the game, Turok's a kind of super human and can survive huge falls without taking damage.

New weapons and new creatures not found in the Turok series of comics have been included to ensure that the game plays as well as it possibly can.

"Turok is one of the most popular characters from Acclaim Comics, with an extensive history and compelling story-line that translates perfectly into a first-person action adventure." Sam Goldberg of Acclaim US there, perfectly summing up what the heck *Turok: Dinosaur Hunter* is all about.

But once in full flight, you can't stop the fella... "The advanced capabilities of the Nintendo 64, coupled with Acclaim's motion-capture technology, will make gamers feel like they're actually going where no man has gone before." In the words of Jeremy Paxman, Yeeeeeaaaaas, but let me just stop you there.

What you've got is a fabulous *Doom*-style 3D engine and a bunch of dinosaurs to kill, which is shaping up to be a potent combination for some deadly, searing action. The graphics are looking nothing short of schmaaaaaaarrtt: rendered polygonal dinosaurs, bionosaurs, robot droids and other characters from the Turok universe shifting around the various landscapes super-smoothly, while the weapons vary from a simple bow and arrow to a futuristic riot gun, and further still to the ever-so-subtle grenade launcher. You can choose a different weapon by making use of a pull-down on-screen menu.

Acclaim are also keen to point out that the warp generators featured in *Turok* will allow you to experience a non-linear game structure that should ensure that you get the opportunity to increase your health or weapons at critical times. Combine all these elements with gameplay that takes in climbing and swimming and you've got an N64 title that EVERYONE'S eager to get their hands on. It's currently due to arrive in the US just before Christmas.

The levels range from jungles to caverns, tree-top cities and many, many more.

THE PLOT REVEALED

The Campaigner, a nasty piece of work, along with his army of bionosaurs – bionic dinosaurs, unsurprisingly – is out to take control of the Lost Land and ultimately time itself, using the Chronosceptor. Turok's the only bloke who knows that the device is flawed – it will destroy the universe if it's switched on. So, um, you'd better get your skates on. Give the blighter what for, and all that. True to the original comics, the game takes in nine large levels which are hastily organised into three 'chapters': The Plot Revealed, The Ancient Ruins and The Lost Land.

Hiding as only a super human dinosaur hunter can.

Yes, there's plenty of gore for you bloodthirsty lot.

Which one to waste first? It's good for yer brain, see

VORK

A gangly bloke just crying out for a taste of Turok.

The on-screen info is surprisingly sparse.

These geezers hunt you down you know. Scary.

COMIC'S ROOTS

The Nintendo 64 game has come about as a result of Acclaim Comics' own Turok series of books. The first issue sold over 1.8 million copies, heaving it up in the top 10 best-selling comic books of all time. We still reckon a lot of people have never heard of it though. *Turok: Dinosaur Hunter* is actually based on Gold Key Comics' Turok: Son Of Stone, which originally appeared in the 1950s. Acclaim plan to re-launch the series with a new story-line and characters (as well as featuring tips and cheats for the game).

For more info, try the Acclaim Internet Web site: http://www.acclaimnation.com.

PLAYSTATION 2 ON THE WAY!

MORE PRICE CUTS PRECEDE NEXT NEXT GENERATION CONSOLE

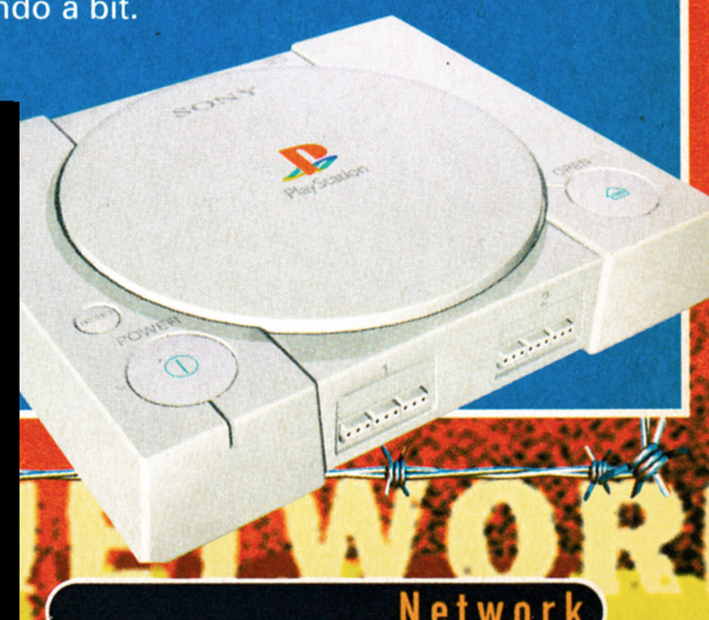
In a discreet meeting held in a dark and dingy car park in a "Make sure you come on your own and don't bring any shootahs" type situation GamesMaster has just received some top secret information from a reliable source. The first bit of info is good news for anyone interested in PlayStation, the second is bad news for anyone who is looking at getting any other console.

Firstly, even more price reductions are in the pipeline for this year. Two territories have already seen slight price drops. In Japan it has been lowered slightly thanks to design modifications, while in Spain the price has been dramatically slashed to around £120 to open up the traditionally tight Spanish market. In the UK, by Christmas this year it looks as though Sony are really going to take the war to Nintendo and Sega with price reductions in both hardware and software.

Sony are to introduce a budget range of software for Christmas (check out last issue for details) and to go with it they are bringing the price of the machine down. Best guesses right now put it at £150 but knowing Sony it isn't out of the question for it to come right down to £99 for a standalone machine.

As fantastic as this news may be, it's blitzed out of existence by the shock leaked story that PlayStation 2 is not only under development but is on a top secret release schedule at Sony's HQ. Initial plans show that Sony plan to release the PlayStation 2 in time for Christmas 1998, by which time presumably they'll be giving away PlayStation 1 for nothing.

While no specs have been confirmed there is little doubt that the machine will be significantly more powerful than Nintendo 64, M2 ...e future batch of high-end PCs. The only ...downer is that the new machine will not ...ckwardly compatible with the existing ...ine. No price has been set yet you can bet ...ony will match any existing system at the ...That should put the wind up Sega and ...ndo a bit.



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If you happen to have this magazine or even just this page with the missing parts,

and want to help us complete this magazine,

please contact us on Twitter at https://twitter.com/OoPAvgm

Thank you!

The month in...

PLAYSTATION

● Beat-em-up fans will be smashing bricks to hear that a new beat-em-up is in production featuring the rucking talents of Daniel Pessina, Phillip Ahn, Katalin Zamier and other fighters who all starred in the *Mortal Kombat* games. Again, they've been digitised doing their thing to make the game look as realistic as possible. This new game is being produced by Lightspeed Productions and is provisionally titled *Chi Yong* (which means 'Spirit Of The Dragon'). The game is scheduled for a Christmas release although this could well change as it's only 25% completed so far.

● LucasArts have cancelled *Rebel Assault 2* for the PlayStation after it was felt that the game didn't do them or the system any justice. Titles like *Dark Forces* and even *Dark Forces 2* are still going ahead though. Bad news is that LucasArts have leaked news that everything that they are working on for the PlayStation has slipped until some time next year, as they are concentrating on the N64 right now.

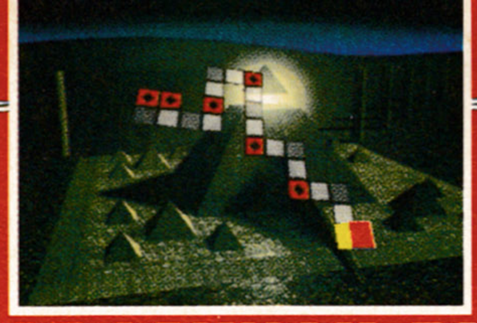
● Elite are all set to release a 3D helicopter shoot-em-up called *Strikepoint* (it used to be called *Aftershock*). It's scheduled for release in September so we should have a preview for you next issue.

● Top PC *Doom* clone *Duke Nukem 3D* is being produced for the PlayStation by GT Interactive. The name may change slightly but the game will be the same, which means it'll be ace. We reviewed the PC version a few issues ago, receiving a massive 94%, and it's been near the top of the charts ever since. .

● Games that have slipped: Core's *Blam! Machinehead*, which we have been expecting to review for weeks now has slipped again, but hopefully we'll have it next issue, if they can finish it in time. *Syndicate Wars* from Bullfrog has also slipped and will be coming out in November. It'll be worth the wait though, trust us. Check out next issue to see the PC version reviewed.

DON'T MISS:
MK Trilogy (18), Soviet Strike (20), Micro Machines V3 (22), Skeleton Warriors (26), Earthworm Jim 2 (26), Victory Boxing (27), Darkstalkers (27), Blast Chamber (27), Theme Hospital (28), A Train (47), Olympic Games (48), Slam 'n' Jam (50), StarFighter 3000 (54), Actua Golf (57), GM Recommends (60), Fade To Black solution (74)

CU-ON-PA



Match the colours to clear the course.

FIRST N64 TITLE SINCE LAUNCH DUE IN SEPTEMBER

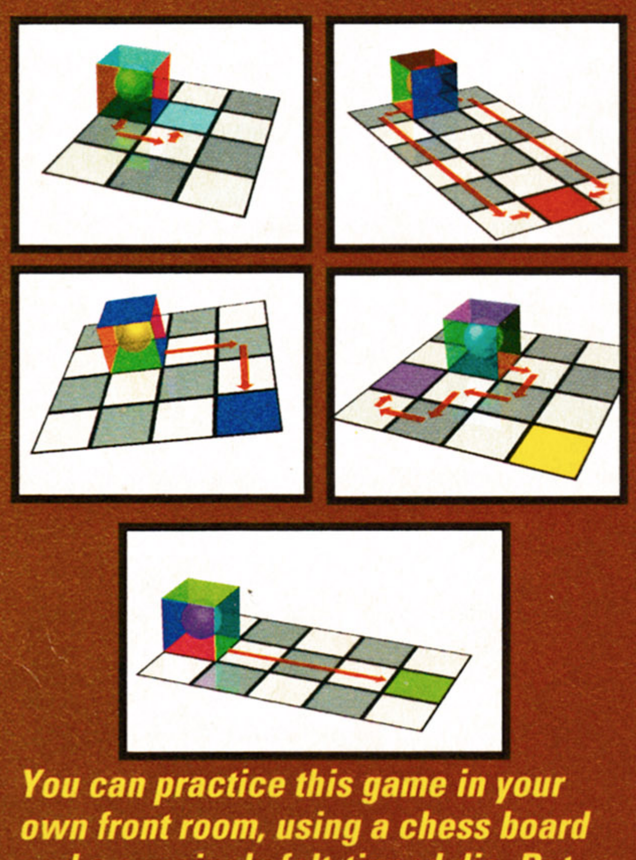
A curious puzzle game from regular Nintendo developer T&E Soft, *Cu-On-Pa* is set to be the next Nintendo 64 game in Japan. So you'd imagine it to be another stunningly original, breath-takingly complex 3D game, right?

Er... no. It's actually a very simple little puzzler. Based on the sublim-inal-enriched PC game *Endorfun*, you get a cube of six colours which you must roll around on a board. On this board there are a total of six different colours. The idea is to match the colour of the top face of the cube with the colour of the board square underneath. Simple, eh?

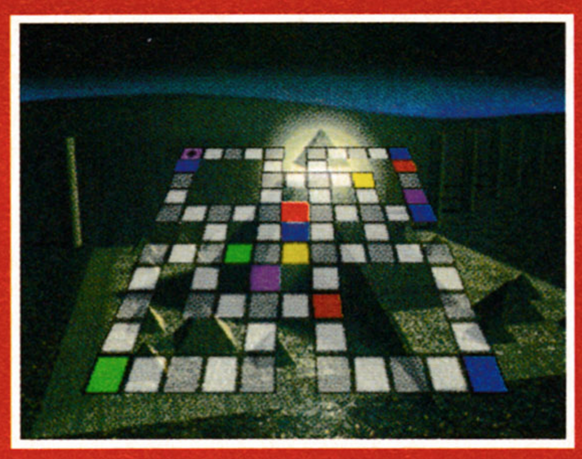
Cu-On-Pa will feature more than 200 boards and 10 different levels and is a classical puzzle game that's sure to sell by the bellyful because of the dramatic lack of software.

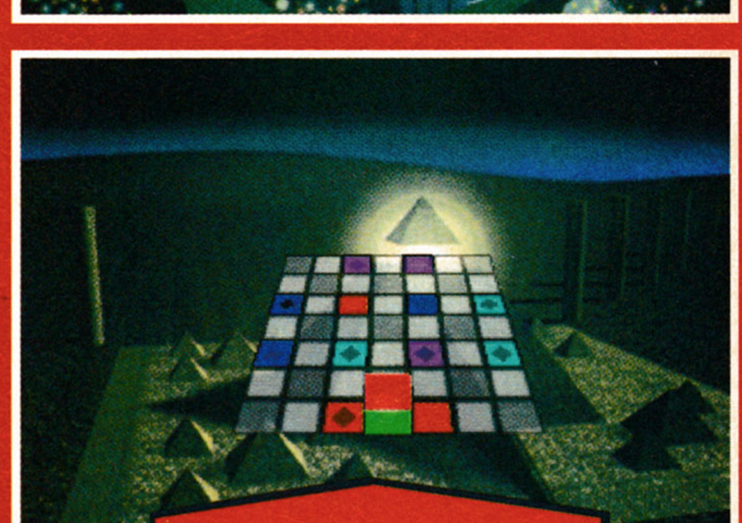
ROLL 'EM

The cube will be able to roll in plenty of different ways: In several different patterns: "U", "L" or "UU", or in a straight direction. The challenge comes in choosing the right pattern to move the correctly coloured face of the cube onto the right square.



You can practice this game in your own front room, using a chess board and a cunningly felt-tipped die. But only if you're a rather gimpish human





All that 3D rolling about makes us feel a bit woozy.

Pyramids in N64 titles, is this trendy or something?

OPPORTUNITY KNOCKS
BE A STAR ON THE NEW SERIES OF GAMESMASTER!

Yes, the world's first and best TV show devoted to videogames returns for a blindingly impressive, spleen-quiv-eringly goi-gous sixth series this October.

Dominik's back to host the – *mmmm* – satis-fying mix of gaming action, news, exclusive reports and dodgy celebrities, all currently planned to be in an underwater environment. But this year, the producers are promising the most elaborate gaming challenges ever staged – and they want YOU!

If you've got impressive, unusual or, heck, pointless games-playing skills then you could be exactly the sort of gamer the show needs. Or, if have any suggestions on what the series should cover, what location you'd like to see the programme come from, or which celebrities you'd like to see feel the humiliating flick of Dom's tongue, then the producers want to hear from you. Simply write to them, using the handy form we've included here if you like, letting them know your thoughts, and why you should be on the programme showing off your supreme gaming skills. Send your details in to: GamesMaster, PO Box 91, London E14 9GT.

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Thank you!

MISSION: IMPOSSIBLE SUCCESS: LIKELY

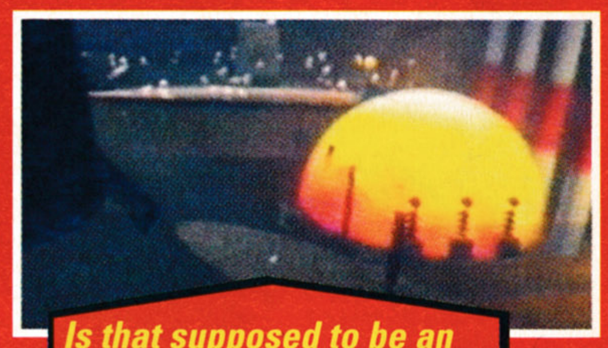
An autumn release in the US is now being touted for Ocean's license of the Tom Cruise flick-me-up.

Featuring some particularly challenging, yet ultimately logical puzzle-solving and slick arcade-adventure action, lush 3D visuals and a dynamic swooping camera system, this is certainly one for the thinkers amongst us to keep our eyes on.

You play a shockingly robust polygonal spy – no surprises there then – who must use his CIA training and groovy electronic gadgetry to make the enemy look a right bunch of kippers, as well as slipping on disguises to assume other identities, deceiving the people you meet and infiltrating the forces of your adversary. There's still no word on whether you'll be copping off with a luscious array of evil busty wenches though. Bugger.

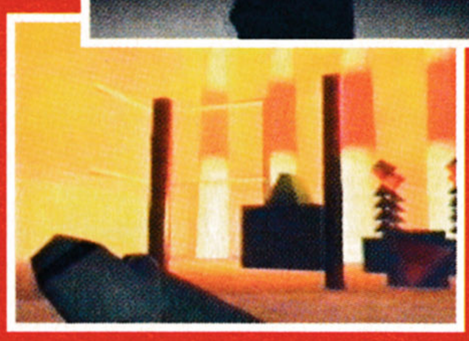
"Nintendo's new hardware platform is technically and graphically superior to any machine currently on the market," says a bullish, and somewhat funkily-named Ray Music, president of Ocean of America. "We'll be able to take complete advantage of its revolutionary capabilities with *Mission: Impossible*, fully immersing players into a world of real-time, 3D animation and international espionage."

There's still a lot of ground to be covered in the game's development though, as there's currently not a great deal of action to be experienced – mainly plenty of examples of the oily floating camera technique. As development intensifies, we'll keep you updated.



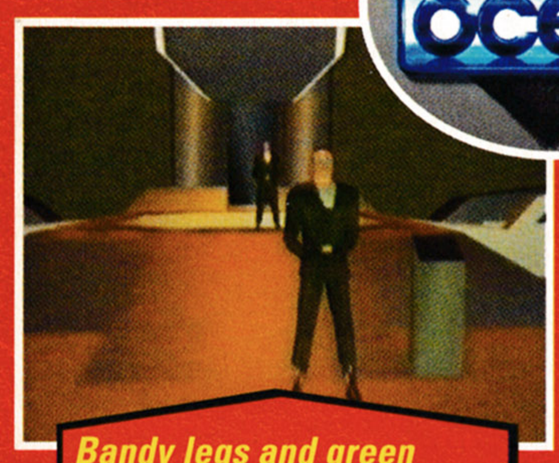
Is that supposed to be an explosion? What a yoke.

Don't worry, you'll be able to use your pistol.



The special effects may not be up to the film, but eh, we're happy? Eh?

Polygonal people: that's you on the left. Egg-head.



Bandy legs and green jump-suits – evil men.

No use in jumping now mate, where's your legs?

Lovingly rendered backdrops swim into your mind.

GET YOUR KIT OFF

Black Box: Hello Mr Phelps … Boom!.. and that.

Glasses: Ideal for seeing it all clearly through.

Shootah: You won't want to play without one.

Lap-top: Good for impressing the birds with.

Pen: No ordinary one, mind. It's green, for a start.

HARDCORE 4X4

OFF-ROADER TO HIT PLAYSTATION AND SATURN

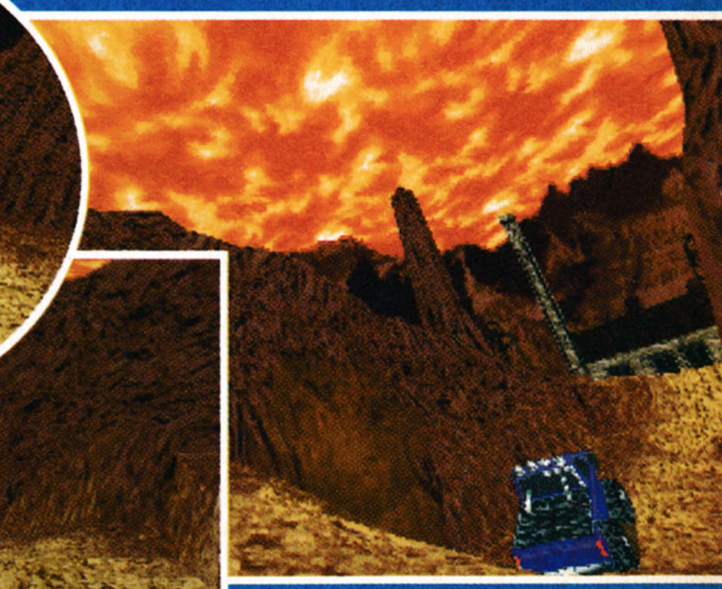
Gremlin, brain-framers behind the Actua Sports series, have announced that the development of their 4x4 racing game has shifted up a gear, and has changed its name: from *Gears 'N' Guts* to *Hardcore 4x4*.

Now hold it! It might be another racing game, but this one reckons it's a bit *different*... featuring a number of realistic and exciting features. The Sheffield-based purveyors of videogames are particularly keen to point out that it'll contain 'advanced physics', allowing the player complete freedom of movement. "But it's a *racing* game," we cry, " It should have!" What it means, is that *Hardcore 4x4* will enable vehicles to leave the track and discover short-cuts where they can gain a lead on the six other competitors. There are six circuits in all, ranging from slippy glacial ravines to a worryingly active volcanic island.

Hardcore 4x4 will feature the usual modes (championship, time trial and practice) and will also separate races into three classes, varying in engine size, with the player being promoted if successful in their class.

If the game can live up to the success of Gremlin's other next generation titles it could be a quality racer *and* a nice little earner. We'll find out when *Hardcore 4x4* is released at the end of the year.

Hardcore 4x4: Gremlin enter the racer race. Will they come out on top?



You don't even need to stay on the track if that's all a bit old-fashioned for you. You cheat.

NINTENDO

● Before the launch both Sony and Sega were knocking Nintendo and casting doubt over whether the machine would sell at all. In Japan it's sold out. For every single machine that has been sold, a copy of *SM64* has been sold too. This was all in the first few days after the launch. In America now most shops have stopped taking advance orders (remember, the machine ships in September) to try and avoid disappointing too many people. This means that pretty much all the machines that will arrive at the launch date have already been sold.

● The latest companies to receive those much wanted N64 licences are Titus and THQ. Titus are responsible for the decidedly wee smelling *Prince of Persia 2* on the SNES (reviewed on page 56) as well as other classic titles like *Crazy Cars 3* and *Lamborghini Challenge.*

● If you think the mail order import scene is a bit dodgy then it might be worth popping along to a London high street where some of the chains like HMV, Virgin and Our Price are actually selling N64s. The price varies a lot (as the suppliers in Hong Kong keep changing theirs) but you should be able to pick up a machine for between £500 and £600, the games are around £70 each.

● Top videogame nasty *Resident Evil* finally gets released this month. It will be available on the 9th of August so get yourself down to your local retailer and make sure you buy a copy because it really is a bloody great game.

● Nintendo have scrapped their traditional territorial protection on machines and games for the N64. This means that any machine from any country will be able to play any game, providing you can get hold of a correct power source and video output device. So if you want to a buy a Jap or US machine you won't have any problems buying foreign or UK games.

● Rumours abound that *Shadows of the Empire* may be slipping, which would be a blow to N64's forthcoming US launch.

DON'T MISS: Super Mario 64 (32), Whizz (53), Prince Of Persia 2 (56), GM Recommends (59)

CAPCOM UNLEASH MORE STREET FIGHTER

BUT WE STILL WAIT FOR SF3...

In a bid to fill the ever increasing gap between the original release of *Street Fighter 2* and the much talked about *SF3*, Capcom are due to launch home versions of the *Street Fighter Zero 2* (or *Alpha 2*, as we know it) coin-op.

The Saturn and PlayStation versions are already well under way and nearing completion. More surprising is the news that they are also deep into developing a special 32 Mb version for the slightly wrinkly SNES.

As with the other thousands of versions of *Street Fighter* (well it seems that way anyway) Capcom have introduced new characters, new moves and new combos to bring you back into their game. But if this is what they do for follow-ups, lord only knows what they've got planned for the sequel.

The first obvious thing is in the shape of new characters. There are a total of 18 to choose from with the news guys in the shape of Sakura, Dalshim, Zangief, Gen and Lorant. Sakura is very similar to Ken and Ryu, making a kind of *Street Fighter* novice character. If you're an experienced player, as soon as you see your opponent pick Sakura you know you're going win. Dalshim is a yoga master and Zangief is a big Russian bloke. Gen is a character from the original *Street Fighter* game where he was an enemy. Lorant is another borrowed character. He was the boss in *Final Fight*. He can use a stick and knives which makes him one of the first character ever to use weapons in a *Street Fighter* game.

The new combo system works in a rather unique way. You build up a combo power bar and when it reaches its maximum you can press two kicks or two punches. Then the next batch of moves you hit will trigger the combo and be performed twice in the time it normally takes to do them once.

The developers are cramming in all the arcade features to make this as arcade perfect as possible, even on the SNES, but if there is enough time and memory left when the project is completed they are promising some all new original features. Whether they get the chance to do it we will have to wait and see. No release date is set yet but we'll bring you more news as it happens.

STREET FIGHTER AND CHIPS

A SNES version of *Street Fighter Alpha 2* was out of the question until Capcom developed a new chip to include in the carts that will handle all the data compression. The chip is called the S-DD1 and basically allows the SNES to come very close to the arcade version's graphics. Of course, new chips mean a higher price and with the SNES market at rock bottom right now this could prove the game's undoing. Saying that though, when they release it will become the game with the most fighting characters and the *Street Fighter* name will no doubt make it the most popular game at that time. It's also being timed so that it doesn't clash with the release of *Ultimate Mortal Kombat 3*. Talks are underway between Capcom and Nintendo, in the hope that Nintendo themselves will be able to release it outside of Japan.

Vega looks different. This is from the Japanese version which, if you remember, changes one of the character's names.

If that fireball lands that-bloke will joining the Vienna young boys choir.

Character on character battles are still possible of course. Here's Ryu on Ryu.

Do this when you're in a pub fight. We'll laugh.

STREET FIGHTER'S SATURN SURPRISE

To compensate for the Saturn version arriving a lot later than the PlayStation game Capcom have built in a couple of unique surprises. They aren't saying what they are yet (because then they wouldn't be surprises would they?) but you can bet it will be enough to make PlayStation owning Street Fighter's green with envy, or maybe not.

The major problem that Capcom have encountered with the Saturn version is the loading time. At the moment there is a horrible amount of delay between the fights and the character select screens as the machine struggles to load in all the fighter data. Capcom are fighting this right now and are confident that they can bring it right down. There will still be loading times, but not very long ones.

PLAY IT FIRST ON PLAYSTATION

PlayStation owners will get to play *Street Fighter Alpha 2* first as the PlayStation versions has got priority over the others. The graphics are practically identical to the arcade and the only real difference will be the loading times again. Unfortunately this is unavoidable because the game is stored on CD and Capcom are trying to make the game as close as possible to the arcade. With all 18 characters included *Street Fighter Alpha 2* will go head to head with *Mortal Kombat Trilogy* which has every *MK* character ever included. Now we want a good clean fight guys.

You've heard of the long arm of the law. This is the long leg of the yoga freak.

As with most games now, *SFA2* is coming out on PlayStation first. Lucky you.

DONKEY KONG COUNTRY 3

PACKED WITH MORE THAN 100 HOURS OF GAMEPLAY!

After our sneak look last month, at what is certain to be this Christmas's biggest 16 bit hit, we were inundated with letters and calls from game-starved SNES owners. "Give us more!" came their tearful cries. So, without further talk, dribble your eyes over these latest development shots...

The Brothers Bear feed you advice or power-ups.

Jump fat boy! Kiddy Kong's a right Tub-o-Lard.

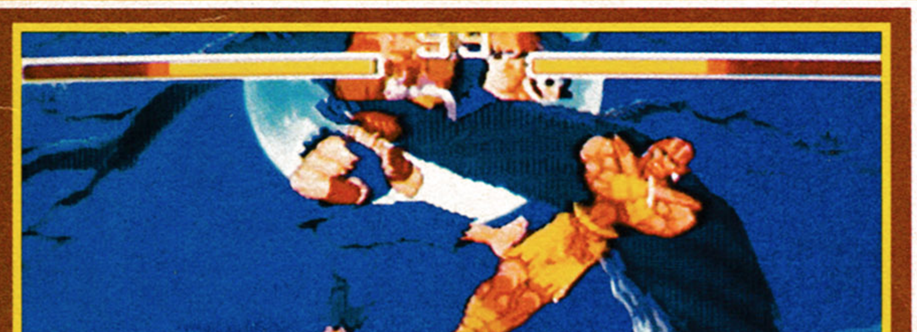
Head for the save cave to, well, save.

It'll be late but it'll be worth the wait just to try out those all-new characters.

The flying toenails of death against the fingernail of doom.

Snow. Where'd platformers be without it?

Get hold of all the DK coins to get a new vehicle on the map...



Shadow moves and all round fist-in-face fighting action. Could this mean that Capcom are starting to get their act together again?

PRO-YAKKYU KING

SLIDE CHARLIE BROWN, SLIDE!

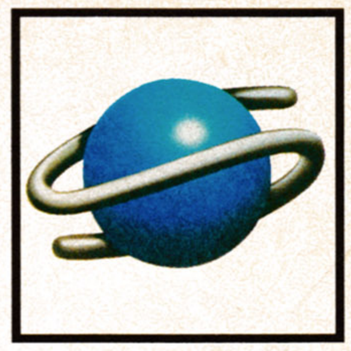
Don't be daunted by that bizarre title – in Japanese, "Yakkyu" simply means "baseball". So that's *Pro-Baseball King*. Sorted.

This, the first Japanese Nintendo 64 sports title, should be released in November in its home country. The developers, Imagineer, have opted for a cute 'feel', using polygons to build their compact little characters. As you'd expect, all the teams are authentic ones, with all the stats being based on the real 1996 ones.

You'll be able to choose from 14 teams, 12 being real ones, the others created by Imagineer. The main advantage of the game is the four-player capability which will often be available in future N64 games. But perhaps the most appealing features are the players themselves. Their pint-sized mugs will clearly show their feelings as the game develops – just wait until the little beggars begin to feel stressed. The stress itself will be also a gameplay-influencing factor. After too much of the dreaded stuff the player will become like a stone and will move more slowly. "Aw, bless," as our Lisa would say...

He's got a very big head, don't you think?

The month in...



SEGA

- The Our Price chain of shops is getting a major facelift, but unfortunately they are not going to stock Saturn hardware or software. In recent trials Saturn games didn't sell anywhere near as many as PlayStation, PC or even Mega Drive titles.

- *Doom*-beater *Terminator: Future Shock* is undergoing the conversion treatment right now in Japan. The game is set in the future, where you have to battle against the forces of Skynet to return control of the planet to the human race. The game has a load of unique features that made it stand out from games like *Doom* and, with its more advanced game engine, it should really arrive with a bang, but not until early next year unfortunately.

- *Street Racer* was touted as the *Mario Kart* for the Mega Drive. Well now it's coming to the Saturn too. This version will feature upgraded graphics, new tracks and multiple camera angles. It seems that the eight-player mode is still included too. No release dates yet but French developer Ubisoft is hard at work on it now.

- Previously all-powerful head of Sega Of America Tom Kalinske has resigned although the industry's in little doubt that he was ousted.

- Robot beat-em-up *Virtual On* is going to be released in the UK bundled with the link cable. Roll on death-matches. Other games that will support the cable will include *Doom* and *Quake*, both in development right now.

- Two more Psygnosis PlayStation titles are being ported over to the Saturn. Robot shoot-em-up *Krazy Ivan* and 3D tank game *Assault Rigs* will be released towards the end of the year.

- Sega are getting on the retro gaming bandwagon with the release of the *Sega Ages* games collection. It's disc that features *Space Harrier*, *Afterburner* and *Outrun*. Originally they were going to release them all separately but saw sense.

DON'T MISS:
Micro Machines Military (19), Soviet Strike (20), Alien Trilogy (25), Mech Warrior 2 (26), Actua Golf (27), Three Dirty Dwarves (27), Theme Hospital (28), NiGHTS (40), Exhumed (51), Olympic Summer Games (52), Road rash (59), GM Recommends (59)

NEW WAVE OF TOSHINDENS

BEEFED-UP VERSIONS HEAD FOR THE SATURN AND PLAYSTATION

TOSHINDEN URA 'ULTRA REVENGE ATTACK'

SATURN ● TAKARA ● RELEASE TBC

***URA* will boast Saturn only designs and high-res graphics.**

The original *Toshinden S* on the Saturn may have suffered mixed success because of the way the *Toshinden* series of games was so closely associated with the PlayStation. This time round, things are different. *Toshinden URA* has nothing to do with Playstation's *Toshinden* dynasty.

Characters and backgrounds, as in *Virtua Fighter 2*, have been designed in high-resolution. *Toshinden S* runs in low-res and the graphics are far from excellent. You'll also be able to choose from 11 characters, two of which are brand new and designed exclusively for the Saturn, while the identity of the boss character is still a mystery. *URA* will not be the only *Toshinden* game on Sega's machine – *Takara* plan to develop a whole series, under the banner 'Sega Saturn Toshinden World'.

BATTLE ARENA NITOUSHINDEN

PLAYSTATION ● TAKARA ● RELEASED IN SEPTEMBER (JAPAN)

Battle Arena Toshinden hit Japanese homes in November 1994. It was the first Playstation fighting game and proved very popular in the land of the rising sun.

The sequels are certainly coming thick and fast, and *Nitoushinden* is going to be one of the most eagerly awaited. In Japanese "Nitou" means "look like", so the game's title translates as "looks like *Toshinden*". In fact, it's based on the same marketing principle as *Virtua Fighter Kids*, in that it's targetted at a younger audience and emphasises the "kawai" ("cute" in Japanese) aspect of the characters.

Let's face it, it's all a bit wacky really.

The new look includes some lovely cartoon-style impact 'explosions'.

Of course, the game is near-identical to *Toshinden 2*, but, as you'd expect, there are several new features. Because of the proportions of the characters some new camera views are now possible. When two characters are jumping in the air, the camera will be underneath them, giving an impressively unusual aspect to the fight. More importantly, those frustrating ring-outs are no longer possible thanks to the addition of boxing-style ropes. Even more excitingly, you'll also be able to use the ropes to pull off some brand new special attacks.

Just by looking at these screenshots you can tell that the games had a brisk graphical rub down. All the backgrounds have been redesigned and each character's body parts stretch like elastic when they pull off a special attack. Japanese gamers are itching to get hold of its rubbery action, that's for sure.

Cute, but still violent.

TOSHINDEN 2+

PLAYSTATION ● TAKARA ● RELEASED THIS MONTH (JAPAN)

You will be able to save all the selectable characters. Good.

Last December Takara released *Toshinden 2* in the arcades, running on a Capcom board similar to the Namco's System 11. And, as all you PlayStation owners will know, the glossy beat-em-up has just hit the shelves over here.

Toshinden 2+ is very close to *Toshinden 2* and is in fact an optimised version of the game, with five significant new features. The memory card, for instance, now allows the player to save more variations of the game: the key configs, time attack results, score rankings and, most importantly, all of the selectable characters.

The moves have also been updated, while the characters' colours have been modified. The graphics are also much more detailed than before and attack impacts are more precise. The final new feature is the 'hit-counting' system- the impact of hits on the life gauges will be more complex. The happy consequence should be some much more balanced matches.

So, *Toshinden 2+* isn't really a true sequel of *Toshinden 2*, more a 'remix', but maybe the developers felt obliged to do a new version just for PlayStation owners, if only to balance *Toshinden URA*'s rapid Saturn-ward trajectory.

There's also a new, more finely balanced damage system for longer, closer bouts.

This plethora of new versions and rethinks means one thing: Better fighting for you.

NEXT MONTH

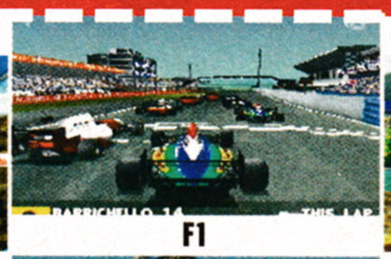
Ooh. Did you feel that? It's beginning to kick. It wants out. But we won't let it. It's not due for another four weeks, we're not ready for it. Like, look at all the stuff it's got to carry...

SYNDICATE WARS

ALIEN TRILOGY

PILOTWINGS 64

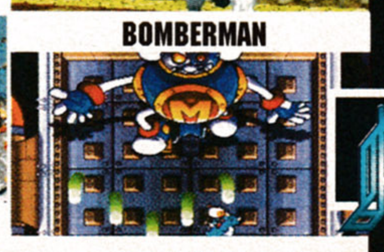
BLAM MACHINEHEAD



F1

COMMAND AND CONQUER 2

VIRTUA FIGHTER KIDS



BOMBERMAN

The waters break on Thursday August 29th.

GM47 – IT'LL BE A BIGGIE.

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BOY ☐ GIRL ☐

GM1

PROMOTER: DEPARTMENT OF HEALTH, LONDON SE1. (PLEASE DO NOT SEND APPLICATIONS TO THIS ADDRESS.)

TOMB RAIDER

WHIP-CRACKING, THIGH-SLAPPING...

Okay, there might not be *that* much whip-cracking to be had in Core Design's hotly anticipated relic-hunt, but there should be. It's like *being* Indiana Jones in every other way.

Except for the chest dimensions, of course. If you were with us during issue 43, you'll already appreciate that you play – yes, revolutionary as it may seem – a *girl*. Taking on the heady task of controlling the silky movements of pistol-wielding adventurer Lara Croft, you get to explore four labyrinth-like chunks of ancient architecture in search of treasure, the three parts of the Scion (a myth-rich ancient artifact) and the 'ladies' room, most probably.

Looking at all three versions (PlayStation, Saturn and PC) at Core's headquarters in Derby brings home just how polished the graphics engine really is. And elements of the gameplay are tending to stray towards *Super Mario 64* territory – a good thing (there are even some similar swimming sequences). Although the various stages are set in enclosed spaces such as tunnels and caverns, like *SM64*, the cameras become very important. Once Lara is motionless, you can move the camera as if it was her view, to scrutinise the surroundings. Otherwise, the camera can be placed in a variety of positions.

The gameplay itself is shaping up to be a satisfying mix of explore-em-up and scrolling beat-em-up (albeit in a 3D environment). The exploring elements take in Indiana Jones-esque puzzles and plenty of leaping from precarious ledge to even more precarious ledge. Core have been pretty good at keeping to their promised street dates so *Tomb Raider* should be out in October. Big things will be happening with this, we predict...

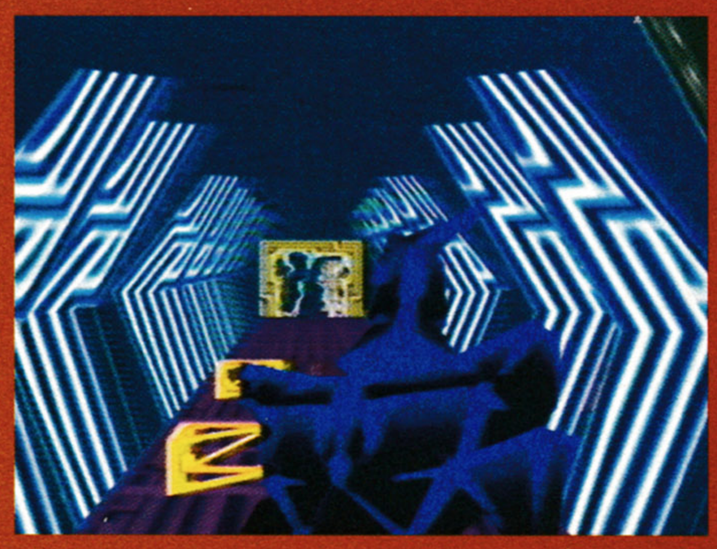
Is it wrong to have a 'thing' for videogame girls when they look like this?

Although the animals are clearly built of polygons, they move exactly like their real-world counterparts.

A CHEEKY SNEAK AT FREAK BOY

The first shots of Virgin's first N64 title, *Freak Boy*, have leaked. It's no surprise to find that it's a 3D game that pitches you in the title role, up against it as the lone survivor of an alien invasion of the Hedron Universe. The alien force transports all the Hedrons to the alien dimension, and it's your job to bring 'em back alive.

The developers of *FB*, are confident that it'll be an unmatched experience: "Freak Boy's body morphs to destroy the enemies in his alien world, giving the player a depth of gameplay that is altogether unprecedented," says Christopher Yates of Virgin. What this means is that Freak Boy can basically hold three implements at a time, each giving a different capability when used as head, chest or feet – he's never the same character twice. 25 different worlds and 50 enemies await...



Freaky indeed. Will this be the first game that ensures a different playing experience each time you switch on the machine?

Quite how faithful these shots are to the final game is unclear: after seeing *SM64*, Virgin admitted they might have to go back to the drawing board...

CHARTS

Charts

F2B's straight in at number one: You'll be wanting our tips then (pg74).

CARTRIDGE

1	FIFA Soccer '96	MD/SNES
2	Olympic Summer Games	MD/GB/SNES
3	Brian Lara Cricket '96	MD
4	Toy Story	MD
5	PGA Tour Golf '96	MD/SNES
6	Pete Sampras Tennis '96	MD
7	Micro Machines 2	MD/SNES/GB/GG
8	Tazmania: Mars	MD
9	Donkey Kong Land	GB
10	Sonic And Knuckles	MD

CD CHART

1	Fade To Black	PSX/PC
2	International Track & Field	PSX
3	Duke Nukem 3D	PC
4	Theme Park	PSX/SAT/PC/3DO
4	FIFA Soccer '96	PSX/SAT/PC
6	Euro '96	PC/SAT
7	Worms	PSX/SAT/PC
8	Settlers 2	PC
9	Championship Manager 2	PC
10	Civilization 2	PC

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FUN FOR ALL!

SEGAWORLD

It's fantastic! Small children will love the crazy games, and the elderly will be held transfixed by the bright moving colours!

Here's a question: What is 'open to the public' from 10am to midnight 364 days a year, costs between £10 and £15 to enter, and occupies over 110,000 square feet? Answer? Why, it's your grandmother, of course!

No, but seriously – and God bless ya – what *is* actually open to the public from 10am to midnight 364 days a year, costs between £10 and £15 to enter and occupies over 110,000 square feet iiiis...

The fantastic, fantastical, fanatically, outrageously, ALL-the-rageously, hyper-real, hyped-up, hyperheadfunk of an idea from those oh-so ingenious mind genies, Sega: SegaWorld. Told you it was good.

We're very excited. We're very excited indeed. SegaWorld, y'see, will officially be the world's largest futuractive indoor theme park, and opens this month at the Trocadero, Piccadilly Circus, London. It's larger than the Royal Albert Hall, spans four buildings and has room inside its magical steel belly for a whopping 3,000 game-hungry, freaky-tongued SegaPunters. Yes. We *did* say 'whopping'.

Sega have poured a lot of their hope, courage and money into this project, and we say the very least you can do is encourage them by visiting SegaWorld. I mean... *Jesus.* They do SO MUCH for you and all you do is just sit there on your flabbier-by-the-minute back-bottoms in your grubby, rancid little front rooms, all while Sega – who, after all, just want to help – plough over £45 million into what is essentially a huge gym with garish flashing lights, and heartily create 160 new jobs in the heart of our nation's capital city of London. So, c'mon: go to SegaWorld. And, if she'll fit, take your granny along, too. It's a fine day out, and no mistake.

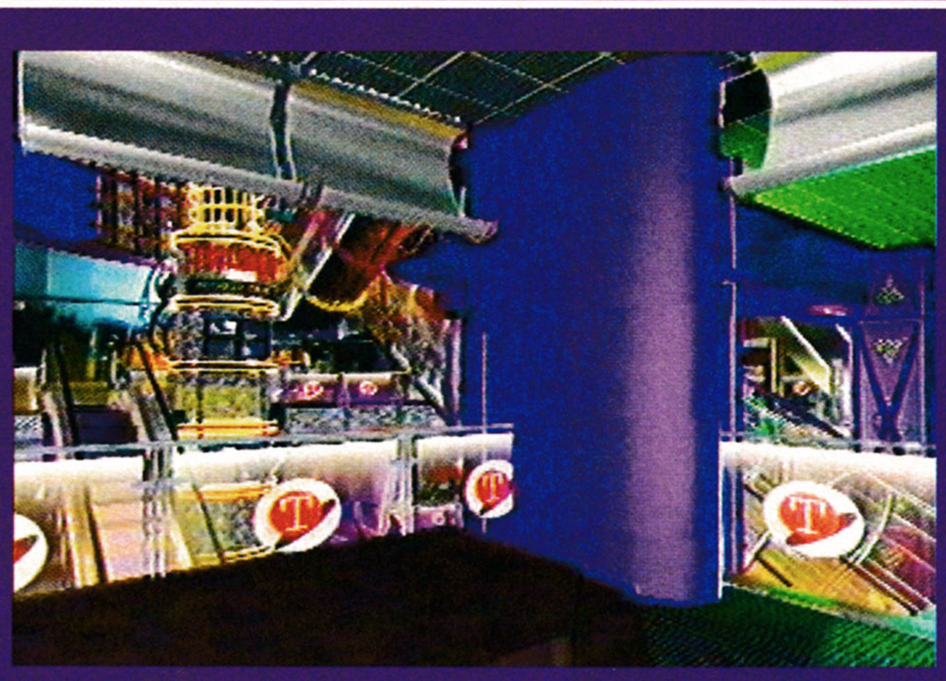
SEGAWORLD: THE ZONES

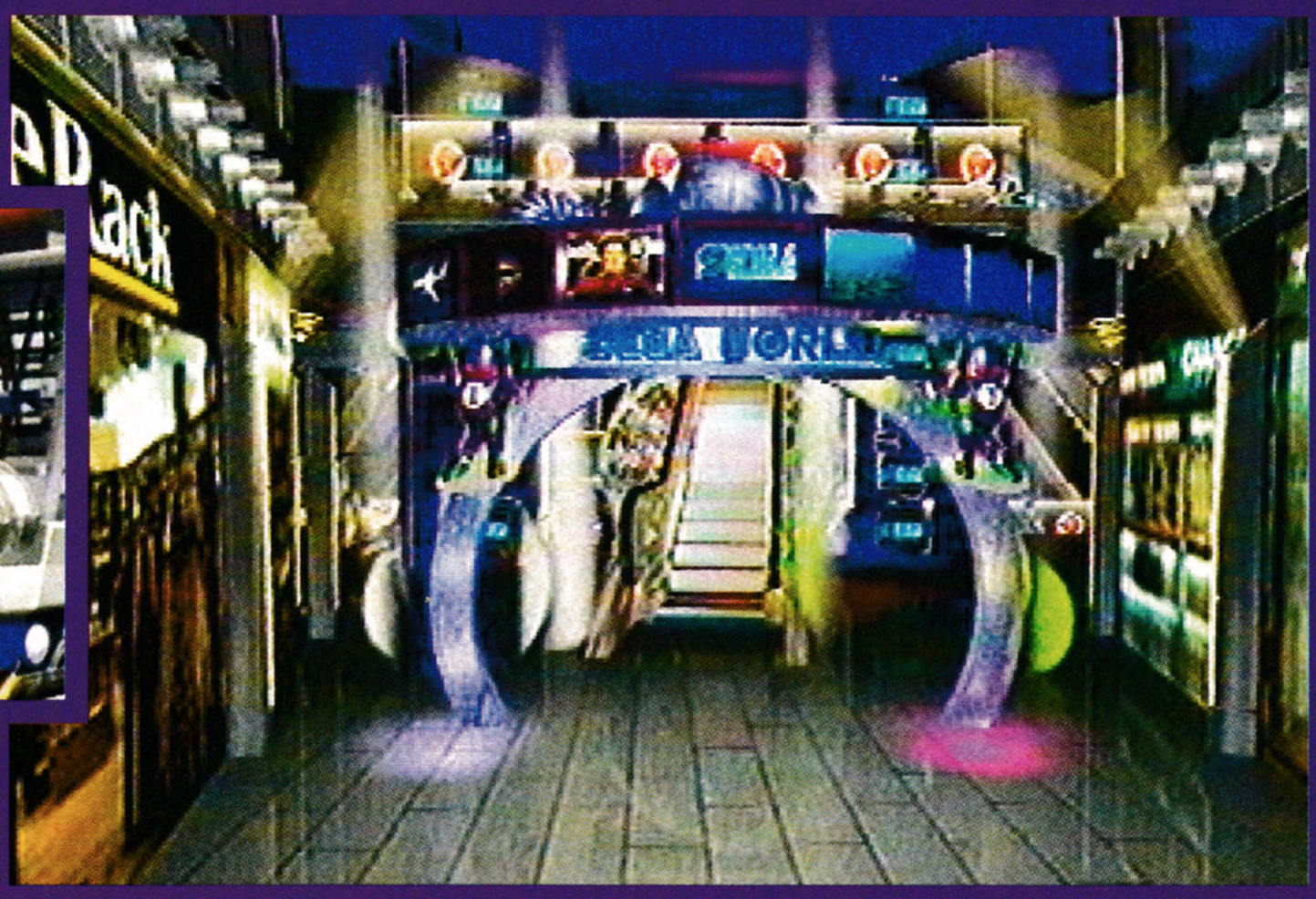
It'll make your eyes bulge in visual appreciation, your ears grow blooms of eager appreciation, and your nose expand in splendid wonder... it's Sega's brand new, ever so fine-and-dandy concept in level theming.

Yep... just like you'd get on yer average (but never – y'know – 'average') platformer, SegaWorld is split into six handy, easy-to-recognise 'zones'. There's the Sports Arena, the Carnival, the Flight Deck, Sega Kids, the Race Track and the Combat Zone. Now, the interesting thing about this particular idea is that the zones aren't just themed visually. No no no.

There's theming you can see, hear *and* smell. But what Sega Kids smell of, we've no idea. Well, we do, actually, because there was a work experience lad in earlier this month and his smell will remain scarred into our collective nasal consciousness as long as we live. But a top idea nevertheless, you must admit.

My, what strange and alien landscape is this?! Where on earth could I be? Venus? Saturn? Mars? Why, no! It's SegaWorld, of course, deep in the heart of London's groovy Trocadero!



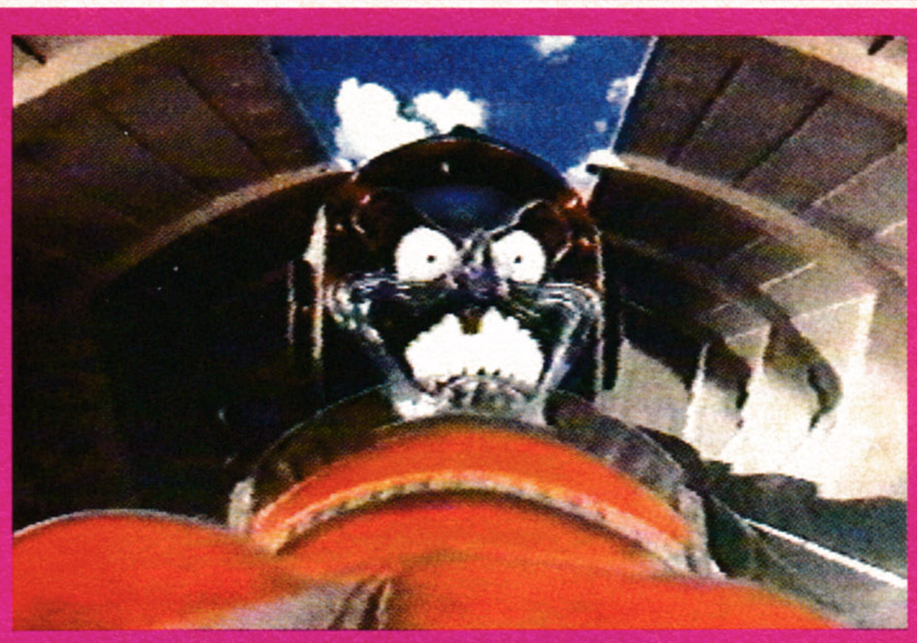


(Above) This gun-dodgem thingy shoots the balls that you can see spread around it. (Right) It's heartening to know that even in a bizarre and futuristic landscape, there'll be Tie Racks.

SEGAWORLD: THE RIDES

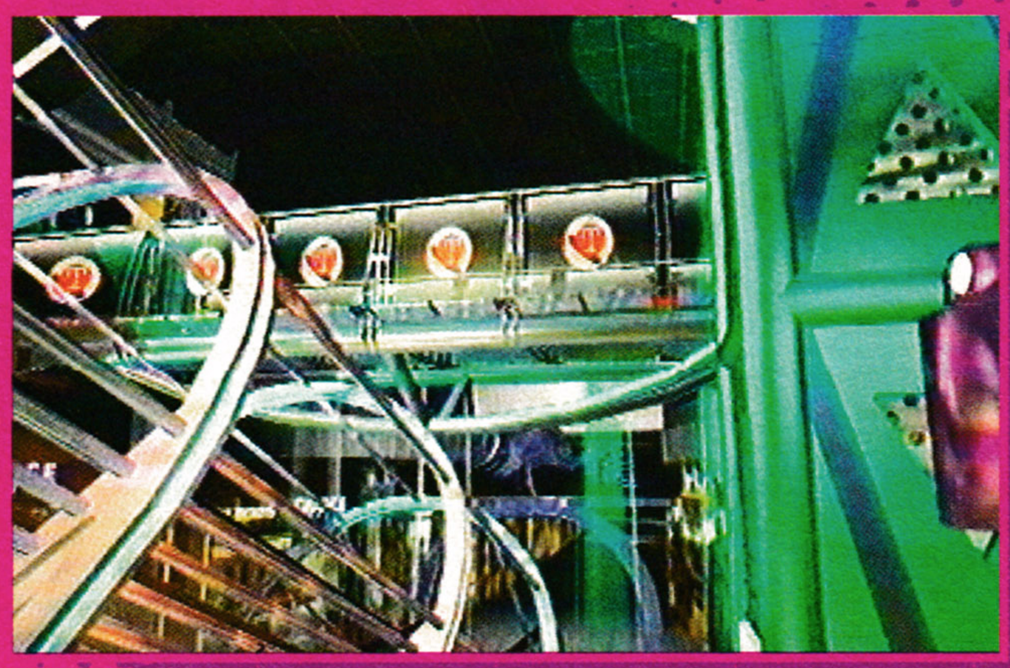
Goodness gracious to heck and all the way right back again! There are SIX main hi-tech interactive ride attractions within the undeniably beautiful confines of (yum yum) SegaWorld, each of which is very, very special for some reason or other. MARVEL at the Beast In Darkness, GAWP at the Ghost Hunt, DRIBBLE EXCITEDLY at Mad Bazooka, BURST INTO SPONTANEOUS JAZZ DANCE IMPROV at Space Mission, BUY YOUR GIRLFRIEND SOME FLOWERS JUST BECAUSE Y'KNOW YOU JUST KIND OF FELT LIKE IT AND THAT at Aqua Planet and LOOK AT AND BE QUITE IMPRESSED with the AS1 – Simulator. And, hey, just have fun, alright? Because at the end of the day, when all's said and done, when the cat's out of the bag and the cow's over the moon, that's all that matters. Isn't it? Remember: just have fun. SegaWorld is the dog's boobies, it really is.

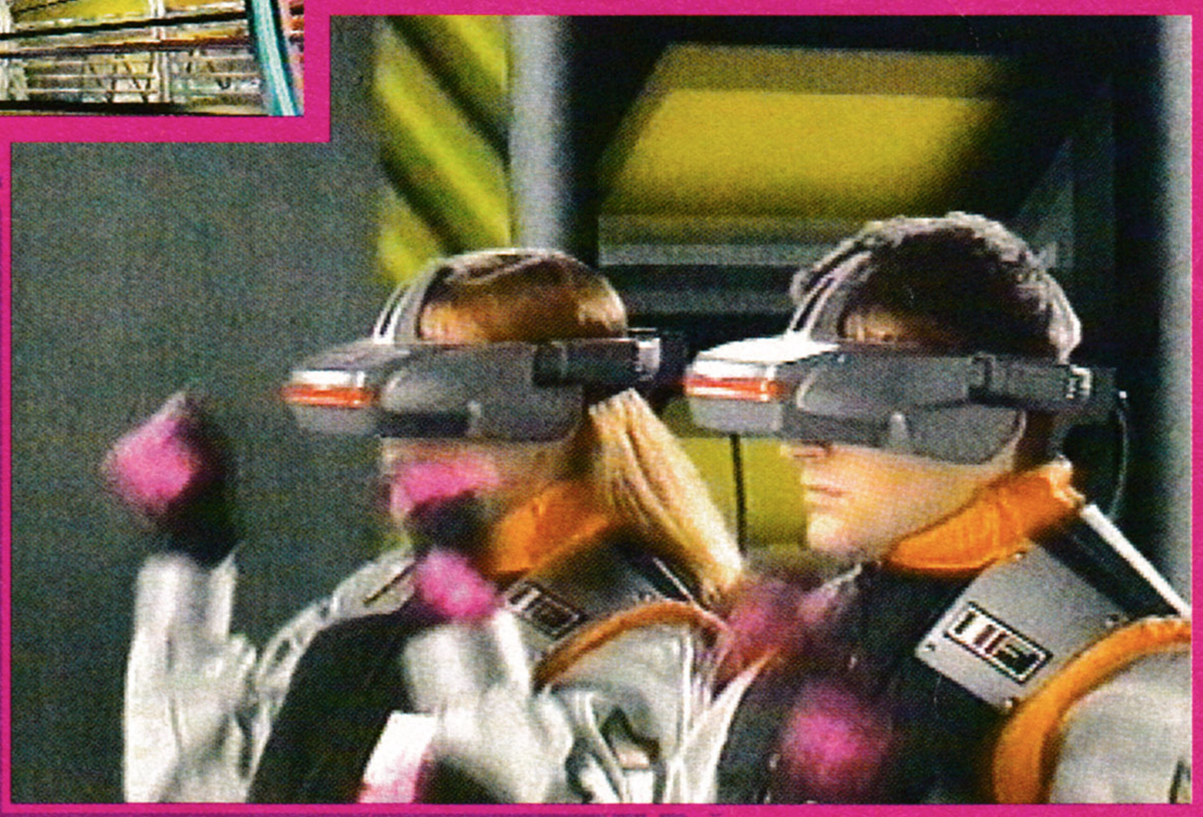
So does it sound like a good idea, then? We say yes. SegaWorld has the full backing of GamesMaster.



You can trust GM Editor Marcus Hawkins and his cheeky West Country assassin Will to keep you updated,

Looks a bit scary, though, doesn't it? I mean, these people, here... they don't look like they're having fun, do they?





WHOSE CRAZY IDEA WAS THIS?

It should only cost between about £10 and £15 to get into SegaWorld. True.

SegaWorld, if you care, is based on Japan's cheeky gaming eye-blast, Joypolis. But the key difference is this – Joypolis was a babbling and ambling, rambling, totally incoherent EXCUSE for an indoor electronic theme park. It was directionless; created on a mere whim. SegaWorld is different. It's like this beautiful, lone, human voice, singing this beautiful, lone, human song in a vast, faceless, corporate world of busicorporate jargon and white noise... it has themes... it cares...

Joypolis, however, has enjoyed vast success thanks to cunning marketing strategies and the controlling force of an enormous army of the humourless clones who run it. It's got seven VR attractions, and receives around 900,000 visitors per year. Which is more than *you* get. But the thing is – it can't compete with SegaWorld. For a start, it's sited on a mere 88,770 square feet, and it's in Japan, which is a bugger to get to from Piccadilly. Three hours on the tube with two changes. But – hey! – if you get the chance, go along... it's just that, y'know, as of August, WE'LL HAVE OUR OWN!

THE ADRENALINE ZONE

But wait, there's even more! Also coming to the Trocadero near you is... The Adrenaline Zone. It's "the world's greatest, most dynamic, futuristic urban indoor fun day-out entertainments centre!"

A huge amount of investment has gone into creating a "whole host of out-of-this-world experiences". So, like, what the hell is it?

Well... incorporating our friend SegaWorld, Planet Hollywood, Rock Circus, Virtual World, Funworld, Emaginator, a seven-screen cinema and – WELL! – bloody *hundreds* of other electricity based nonsenses, The Adrenaline Zone is almost like Europe's ultimate hi-tech entertainments centre.

'S true! There's almost too much stuff in there, there really is! B-b-b-b-but how t-t-t-tuh-to get there? It's easy-peasy! 'Piccadilly' and 'Circus' are the only words you need to remember! Simply commit these key phrases to memory, and then use a loud and steady voice to instruct a nearby taxi driver (or 'cabbie') to take you there in his motorised vehicle.

Otherwise, there are probably some bus and tube stops nearby, which you could use, we expect. Right... off you go, then!

Reptile gets his first outing on Nintendo 64, cool.

Baraka's back with his stay-sharp blades that he got from QVC.

And here he gets down on one knee to serenade Scorpion.

MORTAL KOMBAT TRILOGY

FOR – PLAYSTATION/NINTENDO 64
FROM – GT
AVAILABLE – WINTER '96
PRICE – £TBC

89% COMPLETE

You lot just can't get enough, can you? All the *MK* stuff we've brought you in the past and still you drive us on for more. So, while we're all waiting for *MK4* to come out sometime next year, GT have got together with Williams to put together the ideal stop-gap. Not just one game, but the whole bloomin' lot of them on one cart or CD.

This is the only way that they could get around all exclusive agreements that companies like Sony and Sega are insisting on. If you remember, Sony had *MK3* exclusively so Sega via GT got U*MK3* exclusively for the Saturn. So, in a bout of corporate willy-waving and wheeling and dealing, Williams have come up with the idea of *MK Trilogy*.

The concept is simple, but brilliant. Take every character, every background and every move from every game and stick them all together in one big explosion of *Kombat*. So if you had a particular attachment to Kano from *MK1* you could choose him and fight Sektor from *MK3* on the original Sub Zero's background.

This will end all the arguments about the definitive 2D beat-em-up because you'll have more characters and more moves than any other fighting game. As you would expect the game will also be packed with secrets and surprises to keep everyone happy. No release dates have been confirmed yet but we reckon it'll arrive before Christmas. **LES**

CD OR NOT CD?

Seeing as *MK Trilogy* is the first game to be near completion on both PlayStation *and* N64 it's useful to see how it highlights the difference between the machines.

Both versions obviously look spot on, although the N64 version does contain more colours and slightly better animation. Ahving said that, you probably won't notice unless you're really anal, they both look arcade-perfect. The only other difference is the disc accessing. The N64 version comes on a cart which means that the game data can be dumped directly into the system's memory, instead of having to wait around for it to be loaded off of a CD. This always has been an advantage of carts over CDs.

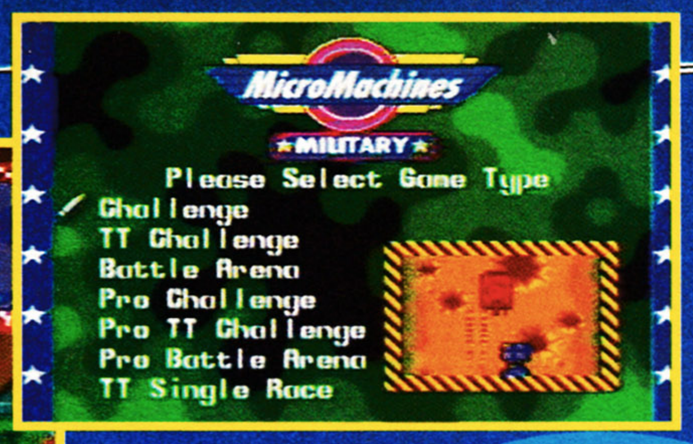
Whichever system you have though, or intend to get, this could well be THE 2D beat-em-up to get.

Sub Zero strikes his Mr Universe pose for the cameras. Ponce.

Here they are in all their glory. Every *Mortal Kombat* character ever, plus a few hidden ones.

Blimey, bet he gets indigestion after Scorpion does the business.

This is better than one of those flash Scalextric lap counters.



As usual more game types than you can ever imagine.

On most of the tracks there will be short cuts.

Trouble breaks as these two drivers forget the race and go for the kill.

WAR, WHAT IS IT GOOD FOR?

Making a general mess of things I guess. Get your head around where Codies want you to fight it out in the latest version of their mini-racer.

Farmyard – Apart from a whole bunch of blood-crazed psycho players on this level you're going to have to deal with bonkers dung beetles and crazy pecking chickens who want to make your tanks holy, and not in the religious sense.

Forest Park – Forget Robin Hood, Winnie the Pooh or Tarzan. Forests will never seem the same to you after you've dealt with kamikaze crickets.

Sandpit – Trash your bucket and spade, forget the sand castles and head to your all terrain attack vehicle to tackle this level. The track is lit by a fireworks display (just like in the Gulf War, remember?).

Everyone knows the best bit about *Micro Machines* was knocking your opponent off of the track. Sure it was tight but it was fun. Codemasters have obviously cottoned on to the fact that everyone has a mean streak because they have put together this special armed forces version of the game.

Instead of racing around in cute little cars or boats you now get to use tanks, gunboats, helicopters, urban warriors and other nasty bits of work. All these vehicles are of course fully armed so you no longer have to rely on racing skill and sneaky tactics, just blow anyone away who tries to get past you.

Codies have put in 30 all new levels that are packed with more than your usual assortment of obstacles. You're gonna have to keep an eye out for anything from soldier ants to dive bombing seeds. There are also some extra battle arenas where the emphasis is definitely on the fighting, rather than the racing.

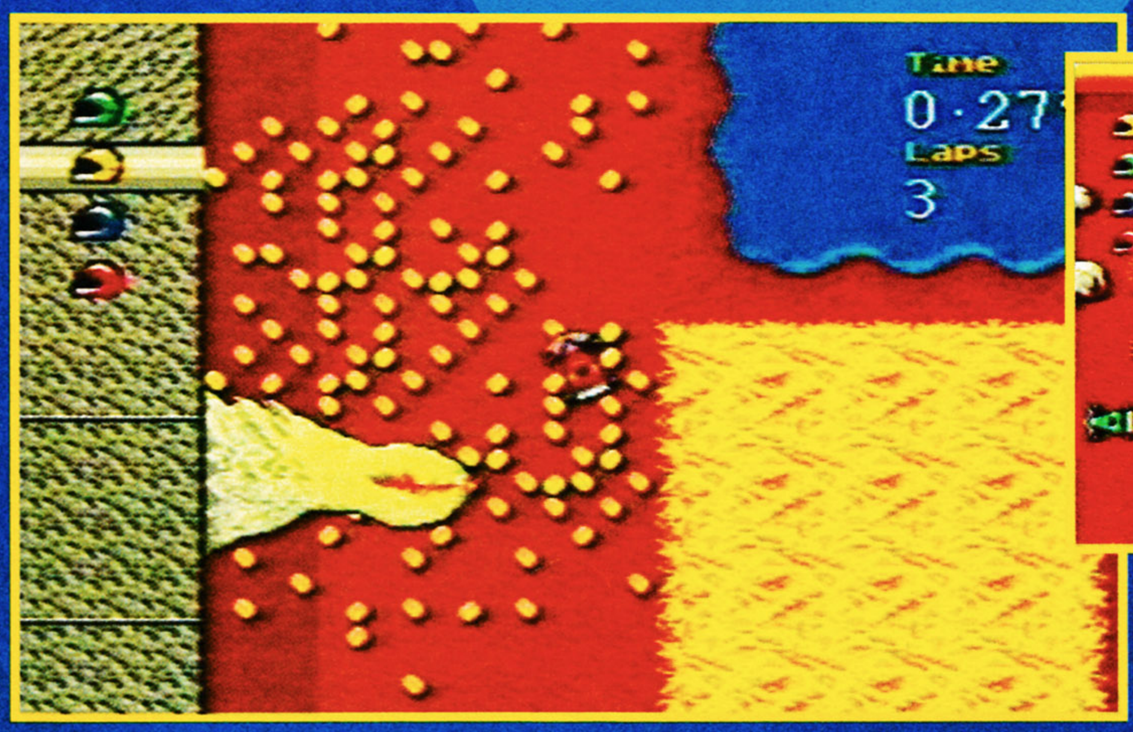
This is going to be Codemasters' last J-Cart (a clever multi-port affair) for the Mega Drive. In fact it's their last 16 bit game, full stop. At least they're going out with a bang because this could well be the best *Micro Machines* ever.

LES

MICRO MACHINES MILITARY

FOR – MEGA DRIVE
FROM – CODEMASTERS
AVAILABLE – SEPTEMBER
PRICE – £TBC

80% COMPLETE



The Codies last Mega Drive effort could well be their best yet. Micros with guns.

In this shot you can just about see the cars being attacked. Well it *is* small.

Blimey, looks like you can choose Action Man.

SOVIET STRIKE

FOR – PLAYSTATION/SATURN/PC
FROM – ELECTRONIC ARTS
AVAILABLE – SEPTEMBER
PRICE – £TBC

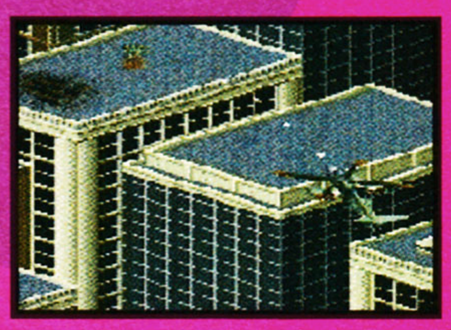
82% COMPLETE

WE NEED A GAME, GO AND START A WAR

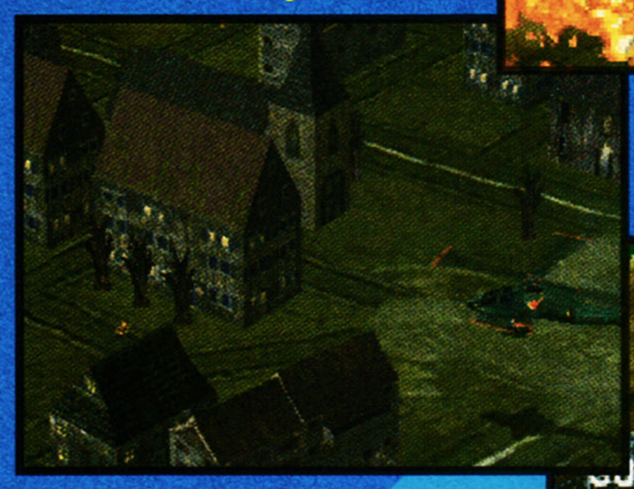
DESERT STRIKE – A gruesome fight against Angel Delight and Rhubarb Crumble? Not quite. At roughly the same time as the Persian Gulf distraction (after all, it's only a war when two sides are actually fighting) EA release a game where you have to go after a mad dictator who's invading countries and interfering with the oil supplies. You only got to fly a helicopter but you could kill everyone and everything.

JUNGLE STRIKE – No wars this time but as America glamourised the war against the drug barons in the movies, so did EA with this sequel. Apart from lots of green scenery (saved money on graphic artists I suppose) you got to test out different vehicles. Ever fancied flying one of those $500 million Stealth Bombers? Actually the one in this game flies better than the real thing, apparently.

URBAN STRIKE – Terrorists attack urban America. This was the first *Strike*to let you get out of the chopper and run around on foot. While the game sold loads the general opinion was that the programmers had started to lose their way (not to mention their grip on reality) slightly. All this promises to change with *Soviet Strike*. We'll see.



A new way of dealing with the Russian outbreak of BSE.



Time to light up those streets with napalm.

That's the last time they hold a festival on that farm.

Anyone who was hoping that EA would lose their politically incorrect ideals with the latest in the *Strike* series is going to be disappointed. After dealing with Persian Gulf madmen (rumours abound that EA were really the ones behind the Gulf War, in an attempt to get some extra hype for their game), drug dealing scum-bags and urban terrorists in the previous three, the attention now turns to the Soviets and all their problems.

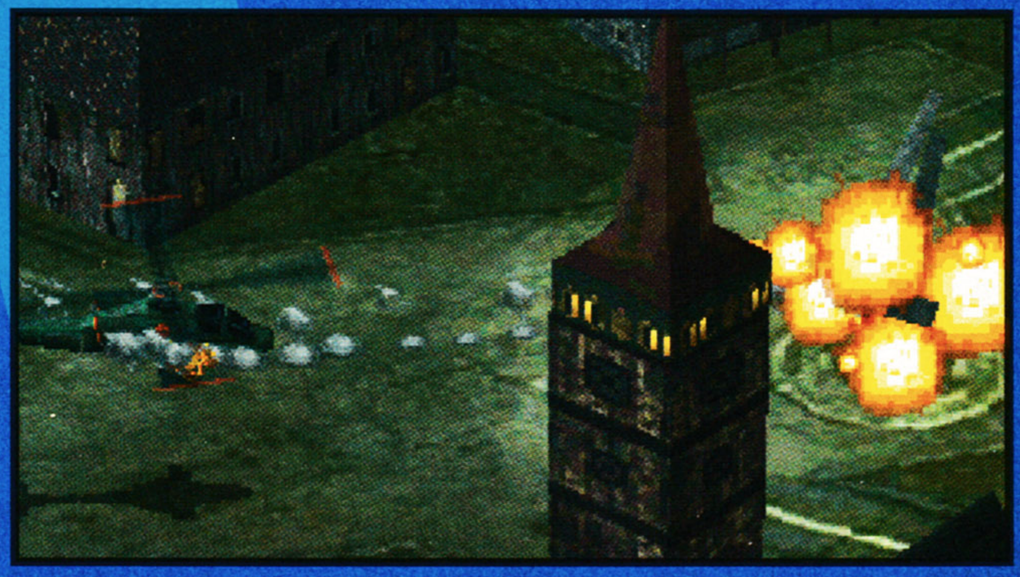
The Yanks aren't happy with all the hassle in Russia so instead of just going in with a few diplomats to give them a few helpful pointers they're going with a full complement of vehicles and guns to do it the hard way.

The graphics on these next generation versions are as far removed from the bland 16 bit versions as you could get. All sorts of flash new 3D texture-mapping and shading have been used to bring the landscape to life. It's far more detailed and lifelike than the other games. Now if only they manage to keep that trademark *Strike* gameplay intact.

The missions will be more varied than in the previous incarnations of the game and hopefully they will retain the multi-vehicle approach that they've used so successfully before. No doubt, someone from EA will be going over to Russia to antagonise them a bit, hoping to stir up some more "inspiration" for the game. So if we all survive the ensuing global nuclear conflict between Electronic Arts and Russia, we should be playing this in September. MARCUS

Let's see anyone defect with this sub after I've finished with it.

Fly closer to that clock tower so that I can see the time will ya? Oops, guess that wasn't the head-light button.



Even in the past you can still beat the crap out of these innocent villagers.

FOR – PC CD ROM
FROM – VIRGIN
AVAILABLE – OCTOBER
PRICE – £45

80% COMPLETE

COMMAND AND CONQUER: RED ALERT

When the original *Command and Conquer* was released it took some flak from die hard war gamers who thought that their turn-based hexagon grid games were superior. What a crock. Everyone else thought the slick real-time futuristic war gaming was ace. Which it was. The game went on to become one of the biggest selling PC games in history.

After the data disc *Covert Missions* this is the full-on sequel, or prequel, as *Red Alert* takes the *Command and Conquer* magic into history, or World War Two to be precise. Westwood have written it out of their history books so all the hi-tech laser weaponry has gone and been replaced with weapons that still kill, although in real life they did an awful lot of painful maiming as well.

Westwood have also tinkered with history a bit and imagined that Hitler never happened. The threat is now Stalin and his Russian empire. They are invading Western Europe and it's up to you to drive them back. As before you can play as either side with more than 13 missions for each.

The artificial intelligence has undergone a major revamp, with the computer opponents now being a lot smarter than in *C&C*, so you'll get away with less. You also get complete control over air, land and sea units using way-point plotting to plan out tactics.

There is a one-player skirmish game that will allow you to take on computer opponents, acting as humans in a network game and the networking aspects have all been upgraded to make the most out of whatever networking system you use.

Hey, it's *Command and Conquer*. If it's improved then it'll be near-perfect. **LES**

TOOLS OF THE TRADE

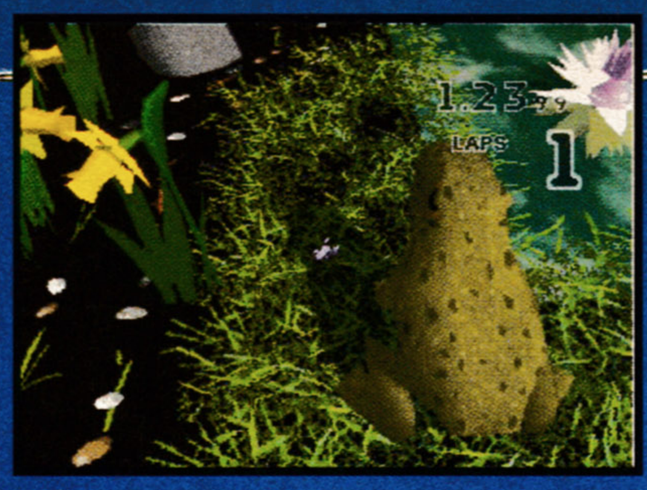
Westwood have scrapped all the futuristic technology and opted for some historical units.

Thieves – Let your enemy make some shiny new weapons and vehicles, then send in the boys from the East End to steal it all.
Dogs – Why leave valuable men to guard a base when you can just unleash the dogs and let them tear apart any intruders?
Medics – No more sending some poor bloke with no energy up against an entire base. Just send in a medic to make him all better.
Submarines – Loose lips sink ships. I prefer to use submarines to do it because they're tougher than a soggy pair of smackers.
Ships – Well you've got to have something for the submarines to do haven't you? If there were no cruisers or destroyers the subs would have a very easy war.
Land Mines – Lay a load of these, encourage the enemy to chase you and watch as they all end up legless.

Jeep against Harvester, no contest really.

Now you can see the total bedlam that will be *Red Alert*. Planes, guns, tanks and lots of destruction. Cool.

Even on the mighty PlayStation they're still tiny.



I guess you'll be okay if you end up needing to be toad off of this track. Arf!

MICRO MACHINES V3

FOR – PLAYSTATION
FROM – CODEMASTERS
AVAILABLE – WINTER '96
PRICE – £TBC

70% COMPLETE

Big kids racing little cars, that's what *Micro Machines* is all about. It ain't technical, it ain't tactical, it's just plain dirty. Once you get on those levels where you can ram the other players off of the sides of the tracks, or even over the edge of a sponge and into the sink there's just no way you can resist the pull of a multi-player game of this.

Now that the Mega Drive and SNES are past their best CodeMasters have turned their micro attention to the PlayStation. As you would expect the graphics are getting some serious treatment and now there are 50 tracks, all presented in fancy texture-mapped 3D. Forget those 16 colour Mega Drive circuits, we're talking seriously realistic courses here.

Of course, the highlight of *Micro Machines* has always been the multi-player game. That's why in an early issue of GamesMaster the old Mega Drive version received a whopping 100% gameplay score. Maybe it got the poor bloke who reviewed it a bit excited but there's no doubt it was the most played multi-player game in the office, until deathmatching came along. The PlayStation version will allow up to four human players to compete and there will be computer opponents to take care of too.

All the new vehicles, and there are 30 of them, will be accurately modelled and all will perform differently. So maybe the most playable game in the world just got better. We'll have to wait and see but it's definitely one to look out for. Let's just hope we get Saturn and PC versions too.

MARCUS

Time for a *Micro* version of The River Wild.

The old barging 'em off the track trick will work well with this many players.

The old workbench level in techno 3D.

It's a new swooping camera view.

Even the front-end of the game has been given the 3D treatment.

TOON STRUCK

You'd look confused too.

FOR – PC CD
FROM – VIRGIN
AVAILABLE – SEPTEMBER
PRICE – £TBC

90% COMPLETE

We all laughed when movie makers took a cartoon character and put him into a human world in Who Framed Roger Rabbit? But what would happen if it went the other way? That's *Toonstruck*. Christopher Lloyd plays a human cartoon animator who has been sucked into a cartoon world.

In this world he has to help the citizens of Cutopia in their battle against an evil king and his mutating machine. As you would expect the graphics are pretty much spot on, recreating the cartoon look that will appeal to everyone. In the best tradition of modern day cartoons the game has more than its fair share of violence, Ren and Stimpy or Itchy and Scratchy style. Don't worry though, it's all done in the best possible taste, honest.

Christopher Lloyd looking glum. Think of the pay-cheque, Chris.

Virgin have also recruited the voice talents behind the Simpsons (see if you hear any "Doh!"s in here) as well as many other cartoons to try and make it as entertaining as possible. The early version we played features many hysterical scenes and characters, including the Arnie-like Bulldog who really has to be seen to be believed.

Toonstruck could well turn out to be the first adventure to truly recreate a cartoon world (it even has an Acme company á la RoadRunner, renamed to Wacme to avoid making lawyers rich) and the programmers are working hard to make sure that the gameplay is as top notch as possible. We'll have a review for you next issue so we'll tell you how they do. This is definitely one to watch for. **LES**

That should put a bit of energy into his performance.

A.D.Vision

ANGELS IN ACTION!

SUKEBAN DEKA © 1991 SHINJI WADA / HAKUSENSHA / J.H Project

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The Girl With The Killer Yo-Yo. It's Her Against The World!

SUKEBAN DEKA [bad girl cop]

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She's Royal, She's Ravishing And She's Ready For A Riot!

Princess MINERVA

12

Sword and sorcery humour from A.D.Vision U.K.
High-quality gag-a-minute animation!

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THE PANDORA DIRECTIVE

FOR – PC CD
FROM – VIRGING
AVAILABLE – SEPTEMBER
PRICE – £TBC

72% COMPLETE

(Left) It looks like some sort of puzzle.

Mr Boris Yeltsin the morning after any night.

The Pandora Directive is the follow-up to *Under A Killing Moon*. Now before you all immediately turn the page because you remember how, well, lacking, *UAKM* was, just wait a minute. The Pandora Directive is very different.

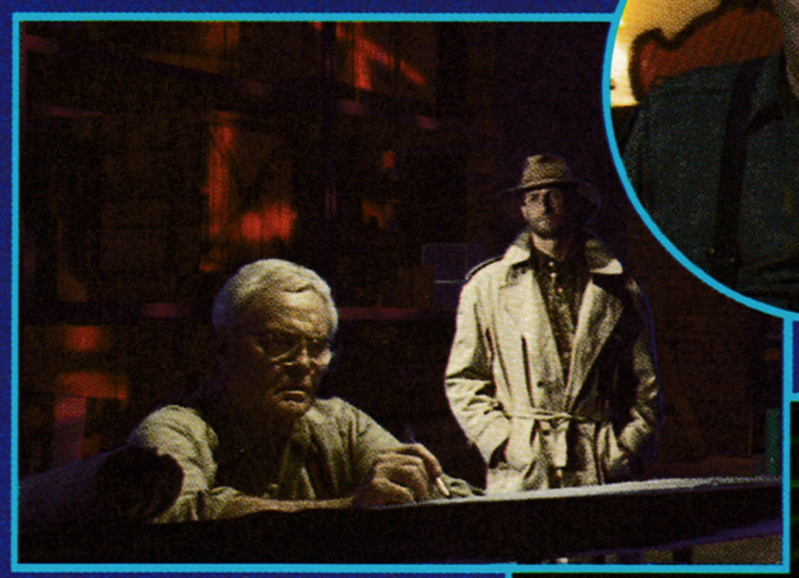
For a start, all those lovely rendered, almost photo-realistic locations are back, but this time you have complete freedom to move and look around them from a *Doom* style perspective. It's such a simple addition but it adds a whole lot more to the gameplay.

Then it switches smoothly into the more conventional adventure game interface, allowing you to manipulate objects. The story is like something out of the X-Files. It involves you investigating something related to the Roswell UFO crash, but in the year 2043. You then have to expose a big US military cover up, and they won't just sit back and let you do it.

The game does use a lot of video but to avoid being tagged just another interactive movie the makers have introduced a lot of diversity and multiple paths through the game. It comes on a monster six CDs which include seven different endings, depending on how well you do.

The script and plot are like a movie, the game looks like one, and you're the star. This could be one of the biggest PC games of the year (not including that almighty organ, *Quake*). We'll have the review for you next ish so beware, the truth is out there and we'll tell you it next month. **LES**

It's not all investigate, investigate, investigate, you know.



(Above) This man looks like he's got some answers to us. Question him.

"Quick, shave his eyebrows off."

"Youngsters these days... Don't know yer born."

(Below) Oh yes, very subtle.

A feisty police chief, perhaps?

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WHILE DR WHO NIPPED OUT OF HIS TARDIS FOR A WEE, THE BOYS HERE AT GM PUT A CROWBAR THROUGH THE WINDOW AND CLIMBED IN. WHILE NICKING THE STEREO AND EATING ALL HIS JELLY BABIES WILL PRESSED SOMETHING AND BEFORE THEY KNEW IT THEY'D SHOT FORWARD IN TIME. WANT TO SEE WHAT GAMES WERE BEING RELEASED? READ ON.

ALIEN TRILOGY

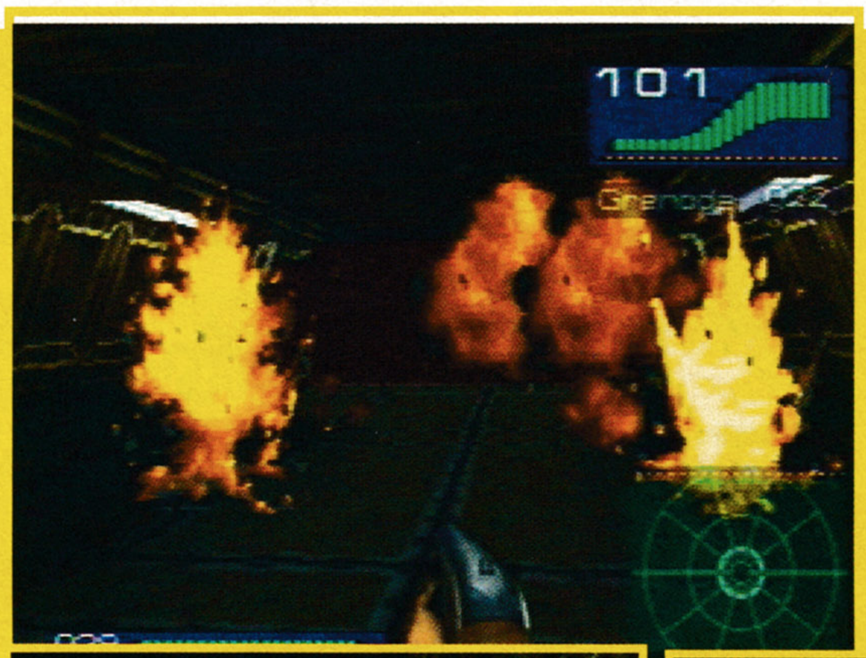
SAT

ACCLAIM ● SEPTEMBER '96

The smash hit PlayStation game is ported over to the Saturn and much to the surprise of everyone, including the programmers, it's a perfect conversion. Despite the Saturn's lower colour palette and other technical differences all the graphical effects have been pulled off to spectacular effect.

The game is the same. Ripley (that's you) has to work her way through scenes from all three movies and rid the universe of the face hugging, acid bleeding, chest bursting aliens forever. The graphics are just incredible, with the look and feel of the movies. The game manages to keep that amazingly tense atmosphere of the movies and throw in tons of *Doom*y action. The sound effects are also top notch, definitely one to crank to the max.

Saturn owners are still missing that definitive *Doom* game, this could well be the one. It's huge, it's tough and it's action packed. It also features some of the best rendered level introductions you're ever likely to see. Expect the game to return to the top of the charts on release.



If only the game had as many one-liners as the second movie.

Gloomy dark corridors, walk down them at your peril..

SHOOT-EM-UP ● OTHER FORMATS: PC

SIM CITY 2000 NETWORKS

PC

MAXIS ● AUGUST '96

The slow, methodical building of cities is surprisingly addictive but once your metropolis was prospering *Sim City 2000* lacked some long term appeal. This looks set to right that problem as Maxis bring the game bang up to date. You can now either team up with up to four players or compete against them, via a network or modem. Going head to head means a frantic race to develop your city ahead of theirs, with lots of underhand tactics coming into play. You can set up trade agreements between players to enhance your growth while hindering everyone else. The problem is of course that *Sim City 2000* takes hours to play, and it could lead to some pretty hefty phone bills if you get heavily into the multi-player mode. Still, if they tweak the graphics and throw in a few new features and buildings it should all be worthwhile.

BUILD-EM-UP ● OTHER FORMATS: NONE

SKELETON WARRIORS

PSX

VIRGIN ● SEPTEMBER '96

Skeleton Warriors from Capcom is a cross between *Golden Axe* and the *Castlevania* games. Your warrior has to cross horizontally scrolling levels hacking away at ever increasing numbers of grotesque creatures. Power-ups and spells emerge from their recently hacked carcasses to make your task very slightly easier, but not much. It also has some bonus levels thrown in to add some variety to the gameplay. While Konami are still busy putting the finishing touches to the PlayStation version of Castlevania this may well fill the gap, or it may not. Review next ish.

Now that's hardly fair is it. Pick on someone your own size will you?

Blimey!

KNIGHTS WITH LASER SWORDS

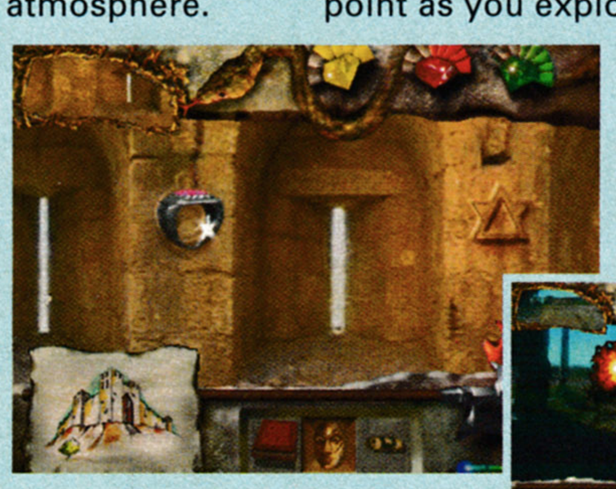
HACK-EM-UP ● OTHER FORMATS: SATURN

SOUL HUNT

PC

GAMETEK ● AUTUMN '96

Imagine a fast 3D racing game through near photo-realistic levels. Now imagine it with guns. Now imagine it with a dark, creepy, almost horror movie atmosphere. That's *Soul Hunt*. The plot is pretty scary and the action gets that way too. And during the racing you can even commandeer enemy vehicles (after you've dealt with the drivers of course) for extra fire-power and speed. Later in the game things switch to a *Doom* style viewpoint as you explore ancient ruins searching for the answers to the mystery. Sounds pretty odd.



Scary racing games? Whatever next?

RACING SHOOT-EM-UP ● OTHER FORMATS: NONE CONFIRMED

MASTER OF DIMENSIONS

PC

US GOLD ● WINTER '96

Find anything like this in your old granny's attic? Bet it smelt of wee if you did.

While investigating the contents of your granny's attic you get sucked into another dimension where you have to save the universe, blah blah blah. Can these people ever come up with something original? You have to hop from dimension to dimension, solving puzzles that are more original then the plot. One even involves starring in a soap opera and changing it to make people laugh. Shouldn't be too hard, just make it as bad as Hollyoaks. Point and click adventures are hardly rare on the PC (just look at *The Gene Machine* on page 58 to see how they should be done) so wait for our review of this one before you rush out and get it. Looks promising though.

STAR IN A SOAP

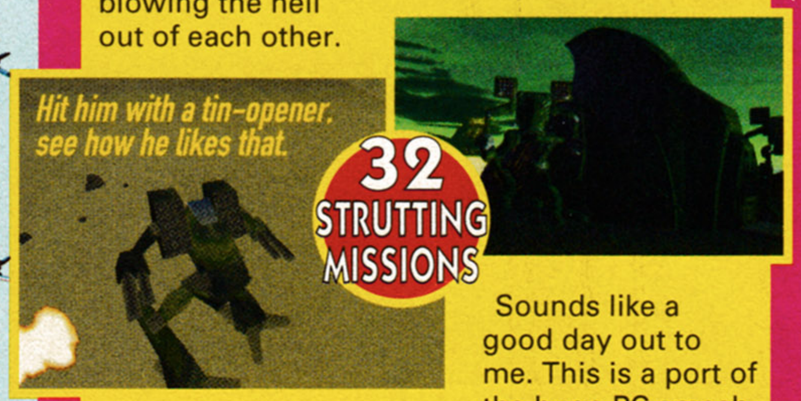
POINT 'N' CLICK ● OTHER FORMATS: NONE YET

MECH WARRIOR 2

SAT

ACTIVISION ● WINTER '96

Big blokes strutting around in huge robot suits blowing the hell out of each other.



Hit him with a tin-opener. see how he likes that.

32 STRUTTING MISSIONS

Sounds like a good day out to me. This is a port of the huge PC smash which featured state of the art 3D texture-mapped graphics. The super console versions promise the same. You get to choose from 12 different Mech Warriors in order to undertake 32 missions. The programmers have gone out of their way to enhance the graphics where possible so that PlayStation and Saturn owners can brag to their PC owning friends.

SHOOT-EM-UP ● OTHER FORMATS: PLAYSTATION

EARTHWORM JIM 2

PSX

VIRGIN ● SEPTEMBER '96

16 bit gaming's first spineless super hero makes his debut on the super consoles and brings all his weird friends with him. This game is a port of his second 16 bit outing with a few tweaks here and there to try and fool you into thinking that it really is a PlayStation or Saturn dedicated game. It'll still be a classic platform game if they ported it straight, so whatever they do will be improving on something great. It's wacky, it's weird and it's bonkers fun to play.

More worm antics.

BONKERS

PLATFORM ● OTHER FORMATS: SATURN

CRUSADER NO REGRET

PC

EA ● SEPTEMBER '96

Crusader: No Remorse had to be one of the most violently over the top games ever on the PC. Set in the future, your heavily armoured character had to make his way through sci-fi styled bases to carry out his mission, which normally involved destroying just about everything and everyone one in an indiscriminate slaughter. This second instalment in the series looks like carrying on this ultra-violent tradition. More killing and more mass destruction but this time garnished with even slicker gameplay featuring more objectives and more variety in the missions. The first game scored over 90% so we can't wait for the next one.

SHOOT-EM-UP ● OTHER FORMATS: NONE

VICTORY BOXING

PSX

JVC ● OCTOBER '96

The most fun you can have punching someone's lights out without running the risk of injury or prosecution. The PlayStation version of *Victory Boxing* is based on the Saturn one, but this time they're trying to right everything that was wrong with that game. The graphics have been souped up to make the most out of what the PlayStation has to offer. They are a lot smoother than the old Saturn game. And this time becoming the champion isn't the end of the game. You get to go on and defend your championship belt, but probably stop just short of doing a Tyson. The game has got a load of extra moves to make it more playable than ever. Sounds impressive, let's see if it delivers the goods. Will it be a contender or just another great white hope?

He who has the smelliest armpits, wins the fight.. Cop a whiff of this then.

BEAT-EM-UP ● OTHER FORMATS: SATURN

ACTUA GOLF

SAT

GREMLIN ● AUTUMN '96

Turn to page 57 and look at the review of the PlayStation version of this. Now imagine that game playing on your Saturn and the 3D being a little bit worse. That's *Actua Golf* on the Saturn. The game is the same, so if you don't fancy playing it for real (and who can blame you) then this is the next "best" thing.

More crap fashions and running off with younger women in a golf game.

GOLF SIM ● OTHER FORMATS: PLAYSTATION/PC

DARKSTALKERS

PSX

VIRGIN ● SEPTEMBER '96

Still waiting for *Street Fighter 3*? Well so's the rest of the planet so you'll just have to put up with this until Capcom finally decide to grace us with its presence. *Darkstalkers: Night Warriors* is the first *Darkstalkers* game and is basically *Street Fighter* with monsters. It keeps the famous *Streetfighter* style of joypad combinations and introduces a more cartoony look and feel. The Saturn version of the sequel to this game has been selling well for a couple of months and now we'll see how PlayStation owners take to the first outing of Capcom's undead fighters.

He's being beaten up by a girl. What a wimp. He'll get picked on for that.

BEAT-EM-UP ● OTHER FORMATS: NONE

JETFIGHTER 3

PC

US GOLD ● WINTER '96

Yeah it's a flight sim but the emphasis here is on a story that will keep your hands firmly in your cockpit. Go up against a variety of enemies, from the Argies to drug cartels and those crazy Cubans in three of the latest hi-tech fighters. You get complete freedom to fly around a fully textured 3D world that isn't as empty as most. Every location will come complete with cities, bridges and forests, all done out in full 3D so that if you want to fly low you'll see a lot more than just a blur. It's Top Gun without Tom Cruise.

I FEEL THE NEED, THE NEED FOR SPEED

FLIGHT SIM ● OTHER FORMATS: NONE

MORE VIOLENT THAN ROLLERBALL

BLAST CHAMBER

PSX

ACTIVISION ● WINTER '96

Up to four players can compete in one of the nastiest future sports yet devised. You have to get hold of the ball and then place it in your goal for points or your opponent's goal to get their time reduced. All the players can rotate the play area which leads to hectic results as players and balls go flying all over the place. Each level also serves as a kind of sports puzzle game as you have to figure out the best way around. This is even more evident in the one-player mode, where you get a limited time to work your way around. While the graphics are minimal they are very well detailed and the gameplay works pretty well. It doesn't take long for the game to dissolve into a no-holds-barred deathmatch situation.

FUTURE SPORT ● OTHER FORMATS: NONE

THREE DIRTY DWARVES

SAT

SEGASOFT ● AUTUMN '96

Yep that's right. Segasoft are developing stuff for the PlayStation and PC as well as the Saturn. This rather interesting sounding title is a game about some genetically mutated kids who are now out to get revenge on their mutator by using dwarves of the not-very-clean variety from a boardgame they are playing. Something happens, the dwarves end up in the Bronx area of America and from there on in, all hell breaks loose. It's a cartoon style hack and slash romp that will play a bit like *Streets of Rage* and looks like one of those weird Dungeons And Dragons cartoons, although we would hope that Segasoft make some use of the Saturn's extra power to implement some new gameplay features.

HACK-EM-UP ● OTHER FORMATS: PLAYSTATION/PC

BONKERS HUMAN DISEASE

ORION BURGER

PC

US GOLD ● WINTER '96

Just as the mad cow scare seems to be disappearing from the headlines here comes a new one. Mad humans. At least that's what this bunch of aliens must think because they have to make a sample human burger, and guess who's the meat for their sample. In this humourous point and click adventure from US Gold you have to escape the alien's clutches and thwart their plans for the human race, or something like that. From the early version we've seen the cartoon graphics are wonderfully animated and this is one game that's already raising smiles from people who have played the very early demo. Maybe there's hope for it yet. It's already been badly delayed but it looks as though October could well be the month to see it. We wait with baited breath.

POINT 'N' CLICK ● OTHER FORMATS: NONE

BLAM!
=MACHINEHEAD

See! *through the eyes of Dr Kimberly Stride as you ride the Vorpal Blade through an insane combination of shoot-em-up action, strategic objectives and B-movie melodrama.* ***Gasp!*** *with amazement at state-of-the-art virtual landscapes, tunnel systems and eye-popping FMV.* ***Laugh!*** *in the face of danger as you blast through fifteen adrenaline-pumping stages of sheer 3D exhilaration.* ***Scream!*** *with terror at horrific hordes of mutated polygonal enemies.* ***Beg!*** *for mercy as you face the Machinehead in the mother of all showdowns...*

Play! ***Blam!-Machinehead!*** *for the ride of your life.*

Blam!-Machinehead
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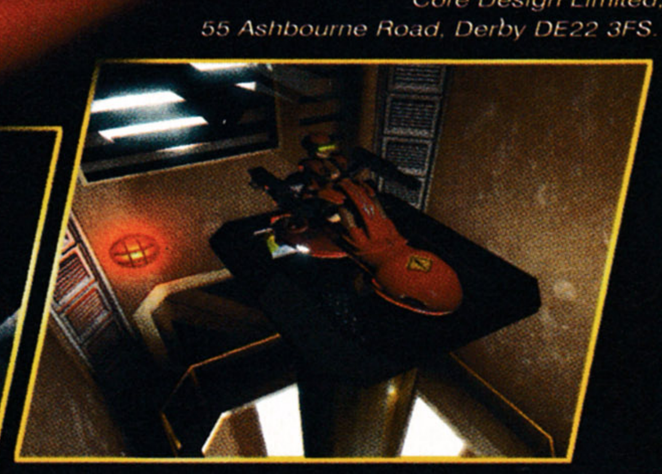

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diary

PC/PlayStation/Saturn **EXCLUSIVE!**

THEME HOSPITAL

Guess where he's going to stick this needle? He's not after a vein in your arm, put it like that.

Bullfrog's *Theme Hospital* team, freshly discharged from intensive care themselves, are all ready to crack on with the game. They have a meeting to decide what the next steps to take are. Our man on the spot: Mark Webley, Project Leader...

"The artists were the first to pipe up. Then, heads spinning, they put the pipe away and all began to talk at once. They were determined to get graphics of people puking on the floor if the hospital isn't clean enough. They also said they'd start work on the rats. If your wards are too dirty, rats race between holes in the skirting boards. If you shoot 10 of them with the mouse you can go for the golden end-of-level rat.

At this point the coders, who'd been flicking greenies at each other, settled down and mentioned the death scenes. If a patient croaks, their soul either gets dragged to the fiery pit of Hades by the Grim Reaper, or they sprout wings and flit off to heaven. On the subject of death, it was decided that if a hospital machine is over-used and poorly maintained, it could explode, killing anyone nearby. Even top doctors can be slain by bursting machinery, and while it's great fun to see, you can't afford to lose top, highly-paid consultants by not servicing your equipment with your handyman.

The meeting was going well. Nobody had been hurt and some great new ideas were going to be implemented. But there was still the question of whether hi-tech hospital machines are boring. Some research had been set up. The night before the meeting, a squad of crack graphic artists stole into the Surrey County Hospital and unplugged various essential machinery. This was then loaded into the back of the Bullfrog Transit and driven off at high speed. I, brave as ever, didn't volunteer to be the guinea pig. Howling and blubbing, I was held down and subjected to kidney dialysis. Apparently I went very pale and drifted into unconsciousness. The team hadn't connected it up right and I only had a pint of blood left. The incubator was emptied and stuck over my head. The oxygen was turned up and electro-shock charges were applied to my previously relatively healthy heart and my slow recovery was accelerated by the application of birth-inducement suppositories.

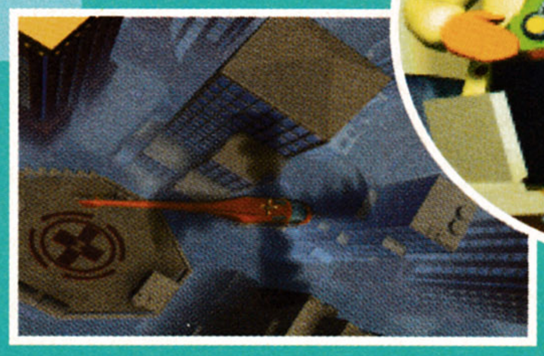
The upshot was that many of these machines will make it into *Theme Hospital*. Gary Carr has been working on 2000 individual people with which to fill the hospitals, and most are going to need specialist attention of some sort. Not very amusingly, a bug has led to many of the female characters having male heads. This makes the wards seem full of Eddie Izzards, sure to put intolerable strain on any country's health service.

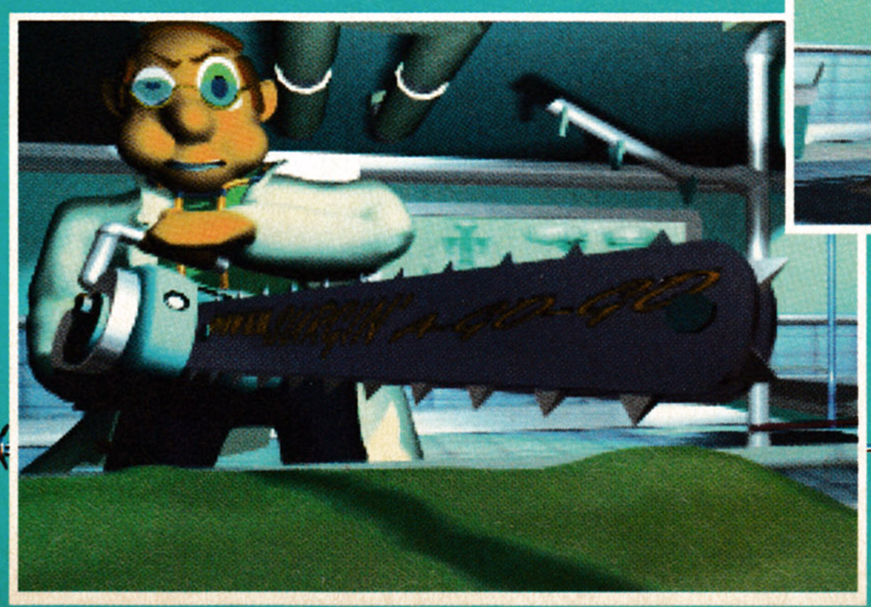
But bugs in the game are pretty rare, when you consider that the team is trying to code in an environment dominated by Matt Sullivan's enormous collection of fully-working, highly magnetic desktop fans and Andy Bass' selection of used crampons.

And long into the night, as the team feverishly code in the routines whereby patients in the hospital leave puddles on the floor if there aren't enough toilets provided, they console themselves that at least they've got the best Artificial Intelligence, the slickest graphics and, dammit, the most original gameplay and humour ever seen in a Bullfrog game. Of course, the *Dungeon Keeper* team would disagree, as would the *Creation*, *Syndicate Wars*, *Gene Wars* and *Populous 3* squadies. It seems the only way to settle this competitive striving for excellence is a fight in the car park."

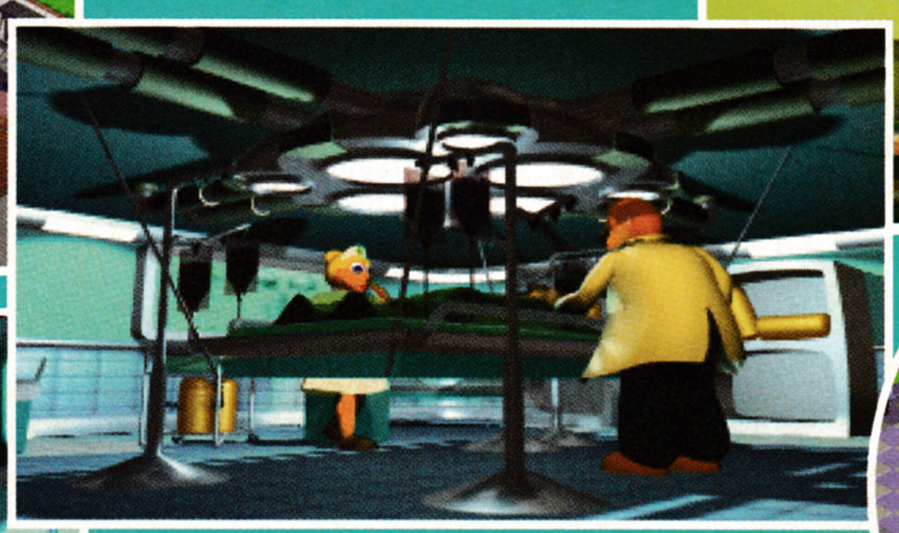
A doctor delivers an expert karate chop as an anaesthetic. It's cheaper this way, you see.

Where are all those horrible ugly nurses who wake you up early in the morning to see if you need anything to help you sleep?





Eh, mate, that's not in the spirit of Casualty is it? Where's Charlie, huh?



"Aah Jude, what have we here?" "60-year-old male, GTA, FFR, M&M, multiple fractures of the Tib, Fib, Barleymagrib, Cuthroat, Dribble, Gut. Internal cheesing, external fleecing, heavy on the currytose." "..... I'll get me coat."

"This fastpaced, first-person basketball sim does a phenomenal job of bringing players into the action."
— *NEXT Generation* magazine

Franchise player mode lets you abuse opponents like they were players for an expansion team. Control Magic, Kareem, or Anyone thru a 13, 26, 52, or 82 game season.

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REVIEWS

AT LONG LAST, AFTER OVER TWO YEARS THE WAIT IS FINALLY OVER – THE PRINCE OF PERSIA MAKES HIS LONG AWAITED SNES RETURN! OH... AND THERE'S THIS FAMILIAR LOOKING MARIO BLOKE AND A WEIRDO CALLED NiGHTS.

32 SUPER MARIO 64 — NINTENDO 64

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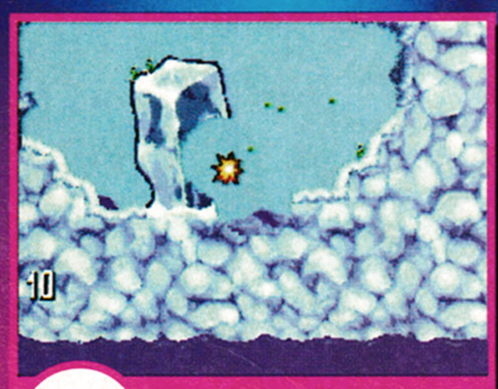
48 OLYMPIC GAMES — PLAYSTATION



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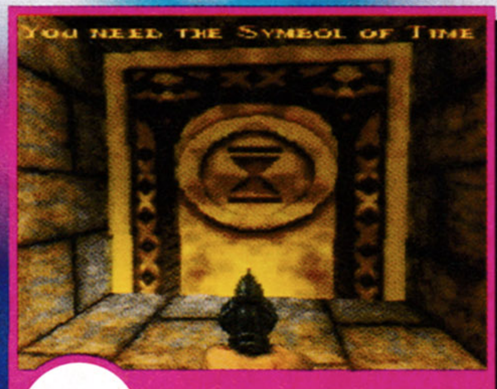
50 AIV EV' GLOBAL — PLAYSTATION



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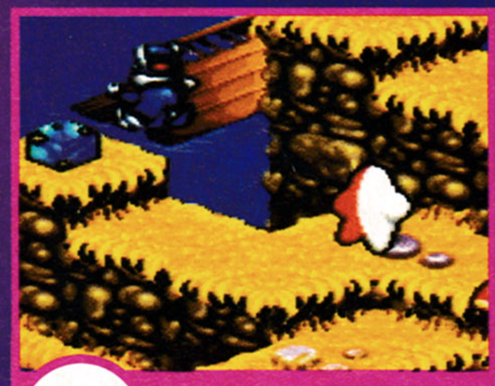

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OUR REVIEWING GUARANTEE...

1. We play every single game to within an inch of its life.
2. We use the most experienced reviewers in the business.
3. Average games get average marks, ie. 50-60%.
4. We're not swayed by swish graphics – only gameplay.
5. We never, ever review demos.

MARCUS HAWKINS

Position: Editor, GamesMaster

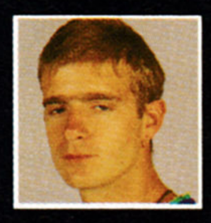
This month, Marcus has been sent into rapture by the antics of a hairy Italian, as usual.

LES ELLIS

Position: Deputy Editor, GamesMaster

Deeply worried by *SM64*'s bloodless idea of fun, Les has been *Quake* deathmatching 24 hours a day.

WILL GROVES



Position: Prod' Ed', GamesMaster

Between *NiGHTS* sessions Will's been gazing longingly at *SM64*, dreaming of having a go...

LISA KELLETT

Position: Art Ed', GamesMaster

Lisa's day just isn't complete until she's claimed another star in *SM64*. Only another 165 to go then.

WIL OVERTON

Position: Art Assistant, GamesMaster

The only member of the GM team to truly appreciate the closing song to *NiGHTS*, and whistle it too!

GUEST REVIEWER

ZY NICHOLSON Ex-Super Play font of gaming knowledge.

DEAN EVANS PC Guide's know-it-all God gamer.

DAN GRIFFITHS Green-shirted PSX Power Northerner.

SEAN ATKINS Total! Editor and – look – not pretty.

JOSSE BILSON Big-nosed PSX Power mainstay.

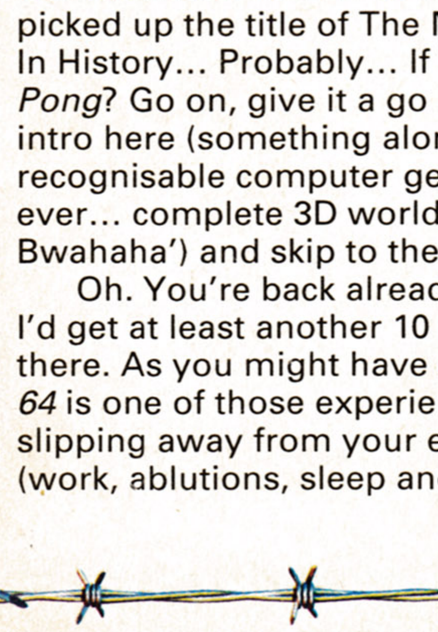
TIM WEAVER Total! staffy and all round prodigy.

DANNY WALLACE Comedy Review /PC Gamer 'man'.

Is Super Mario 64 the best game ever? Oh yes. Here's why...

SUPER MARIO 64

スーパーマリオ®



MARCUS HAWKINS

The thing about Mario, right... No. No, no. Platform games, yeah? Love 'em or loath 'em... Absopigginlutely not. 3D plumbers – great, eh? Jesus heck to Murgatroid, NO.

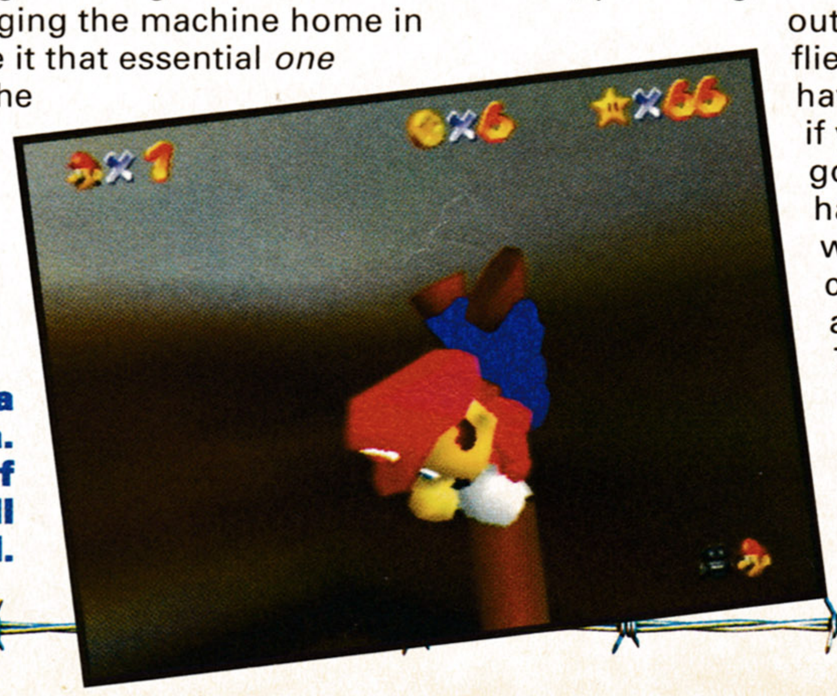
Well, how do you kick off the GamesMaster review of what seems to have picked up the title of The Most Important Game In History... Probably... If You Don't Count *Pong*? Go on, give it a go – insert your own intro here (something along the lines of 'Most recognisable computer generated character ever... complete 3D world... 64 bits... Bwahaha') and skip to the next paragraph.

Oh. You're back already. Bugger, thought I'd get at least another 10 minutes game time there. As you might have guessed, *Super Mario 64* is one of those experiences that has you slipping away from your everyday routines (work, ablutions, sleep and other cumbersome stuff) just to see that next bit through that door up there on that ledge which you so tantalisingly got your gloved fingers to not five minutes ago. I hope that's not giving too much away at this stage, but I was so absorbed by *SM64* when I initially got hold of it that I spent whole working days sat in front of the TV, bolting Mario's dungareed legs around his worlds, before dragging the machine home in the evenings to give it that essential *one more go* (just give the team a call – 01225 442244 – they'll vouch for my lack of work over the past few weeks, I'm sure...).

Mario's such a supple little fella. Push up on top of a pole and he'll pull a handstand.

Woah there boy

Okay, so we've established that there are beautiful, completely absorbing worlds up for exploration in *SM64*, but I'm running away with myself here. Let's start where it matters – the point, as it were. The game kicks off with Mario standing outside of Princess Daisy's castle. Now, you can go off 'round the tree-filled land outside chasing birds, butterflies and the like, but you'll have to head indoors initially if you're to get on – you've got a hunt for stars on your hands, y'see. Your mission, which you have no choice but to accept, is to collect 70 of the five-pointed fiends in order to meet the 'final' Bowser and finish the game...



Walls have eyes as well as ears you know. An early level, and a gentle introduction.

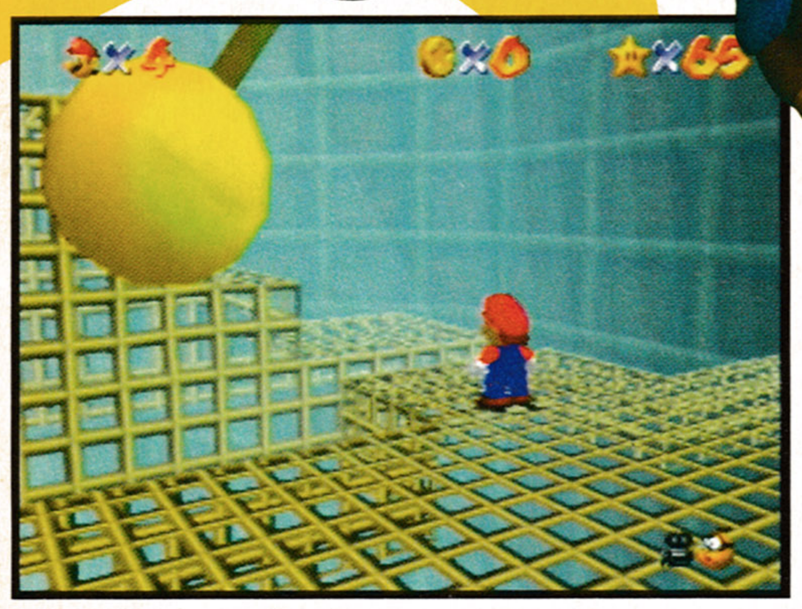
Be sure to check every nook and crevice. Secrets. Tons of 'em.

The Star Roads are typically 'platform' in design, e.g. triggering a switch activates these stairs.

Spinning platforms are nasty – these ones revolve at a frightening rate of knots.

But do you think it would be that easy? After just over two years of hard labour behind a bank of steaming development kits, do you really think Nintendo god child Shigeru Miyamoto would turn *SM64* into some straightforward, blind race to find a pack of stars... Was that a "No"? Well, on the surface that's what *SM64* would seem to be, and I have seen players racing through the levels collecting stars here and there, greedy to get on to the next world (and I doff my cap guv, 'cause I was completely guilty of that the first time I picked up the pad). But that's not the point – although it's sorely tempting to do so. You really have to take time to explore each world thoroughly and find all the stars in each – especially when you begin to approach the 70-star boundary.

As well as bringing on the Mario story visually in one dirty great leap, the *SM64* team have also dragged the gameplay of the series kicking and screaming up-to-date. *SM64* isn't merely some embarrassing fumbling attempt to bolt a 3D engine onto the existing way of things (which, it has to be said, is exactly what *BUG!* from Sega was) – there's a much bigger degree of exploration required of the player, backed up by a stinging dose of logical puzzle-solving. Admittedly, the Star Road levels do tend to hark back to a traditional platform style of play, but the thought that's been lavished on the design of the rest of the game more than makes up for these.



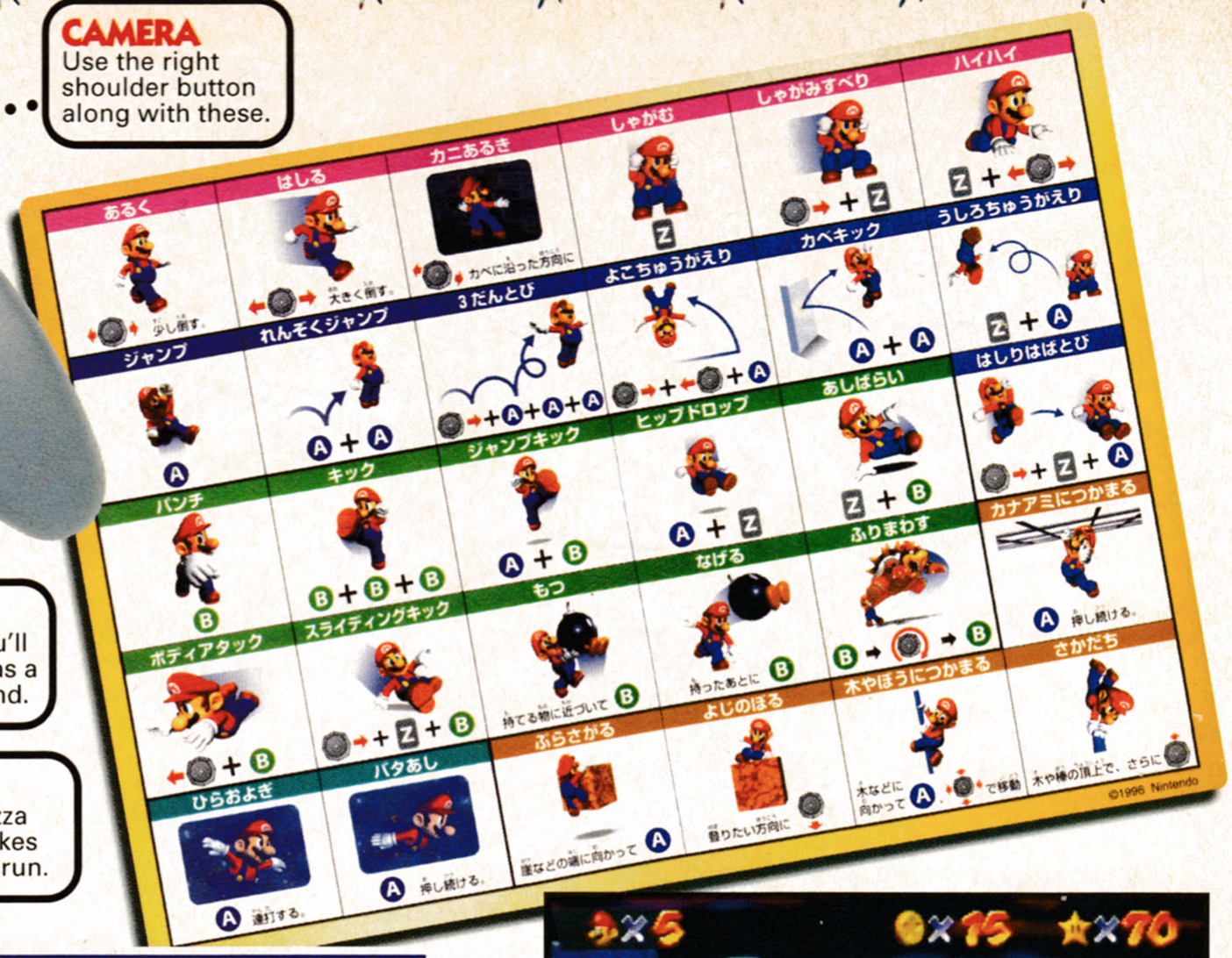
One thing that hits home is the sheer *size* of much of the scenery.

Utterly Buttery

SM64 just has the silky stench of quality breezing around its expansive worlds. The

HERE'S HOW YOU DO IT...

Once you enter the hallway of the castle you'll be presented with an array of doors **(1)**. Most of these are unlocked, some revealing corridors leading to more rooms (with corridors leading to more rooms, with corridors...) to the rooms with the rippling pictures in, that you may have seen on TV/the Internet **(2)**. Leaping through these will take you into the themed worlds (snow levels, fire worlds, bomb zones and others), each of which contains seven stars. Some of these are easy to get hold of, others are thoroughly well hidden – two stars can also be obtained for collecting eight red coins and 100 mixed coins **(3)**. Collect enough of these and other rooms within the house open up, allowing you to enter even stranger worlds. Check to see how many you need to gain access to one of the Star Rooms **(4)**. Once you've enough, negotiate the curious Star Road **(5)** and take on Bowser... several times **(6)**. Defeat him and you'll be rewarded with a key, allowing you to get through the locked doors scattered about the castle **(7)**. Then carry on exploring and collecting more stars until you get enough to take on Bowser for a third and final time.



WE GOT DA MOVES

levels are achingly well conceived and really show off the raw processing power seething like some rabid baboon beneath the N64's plastic husk. The 'pop-up' of distant objects is barely noticeable – the Egyptian level, with its abruptly appearing Giant Pokeys is the only place you'll be made painfully aware of it. Throughout the game, scenery appears as dots on the horizon, but grows super-smoothly as you guide Mario closer, right up to the point where you leap onto it – there's no hint of pixellation, no bitmapping, nothing. This is clearly seen when you zoom into Mario himself: the camera pans in quickly and slickly, and our leak-plugging hero is shown to be a completely solid, completely rounded 3D character. There really are no signs of glitching or break up. Highly impressive stuff. And bloody great too.

Controlling the aging fella is a joy as well. Getting used to the various moves that the combination of analogue joystick, pad buttons and trigger allow you to pull off is painless, although the more sophisticated running-triple-jump-followed-by-reverse-leap style moves certainly require a great deal of practise. Perfecting your camera technique can be slightly frustrating at times though. One place that it's downright irritating is in the pyramid of the Egyptian stage. You have to make your way up the structure by walking around the four inside walls, and there are a couple of occasions where it's difficult to place the camera in a position where you can see what's ahead of you. It's only a minor point, as once you've visited a level initially you'll pretty much know your way around and where the evil things tend to lurk. But it's sure to ruffle those with wafer-like patience.

But how to get that red coin, huh?

There's a challenge round every corner – like here. Slab beast. Uh?

There's a door at the bottom of the moat – but how can you get to it?

One of those typically *Mario*, horribly precise hovering levels.

A guidable platform allows you to get a handful of red coins here...

SECOND OPINION

Never in my sordid, grubby little life did I dream a cart as incredible as *SM64* could possibly exist. I mean... I thought *CDs* were the future, Sony? Maybe the Jaguar was right all along... but graphically, each game deserves to be recorded and transmitted as one of those Saturday morning Channel 4 kiddie cartoons, and puts *SM64* streets ahead of any other game claiming to be polished as well as playable. Gameplay-wise... well. Whaddyathink? First of all, it's *Mario*. Second: it was, of course, designed by god-like genius Shigeru Miyamoto. And third: It's for the Nintendo 64... the singlemost important leap in videogaming of the mid-nineties. It. Is. Incredible. A truly stirling performance from Nintendo, and never again will we dare to doubt their brilliance. Highly, heartily recommended. **DANNY**

MY FAVOURITE BIT

...occurs about three times a minute in my case, such is my love for it. Not so much a 'bit'... more a 'thing', really. Watch Mario's tiny stumpy legs accelerate in sheer sweaty desperation as he tries to climb the steepest of hills... then fails miserably and slides to the bottom. I don't want to... um... start another lengthy letters page debate here, but... have you started to doubt your PlayStation, yet...?

SECOND OPINION

Looks like Nintendo have really come up with the goods this time. They've endured all the snide remarks from their opposition and not got into the bitching contests. Now I bet the likes of Sega and Sony are starting to think twice about annoying the sleeping dinosaur that is the big N.

SM64 is just bloody fantastic. There's no other way of putting it. Compare it to anything that any format has in any genre and you'll see that it wees all over them from a great height. It's not surprising that so many companies have scrapped their N64 development and started again after seeing this. Nintendo haven't just moved the goalposts, they've pulled them down and taken them back home where none of the opposition can even see them.

Everything about this game is just so appealing. You'll be constantly impressed by all the new features you come across, and completely blown away by most of them. And best of all, even if you do manage to complete it, you just know that they've hidden stuff away in there that you just have to go back and find. And if this is the first game, just think what they'll be doing in 6-12 months time. Nintendo have put themselves miles ahead of the pack with one game. Not bloomin' bad. God only knows how Sega and Sony will respond to this. **LES**

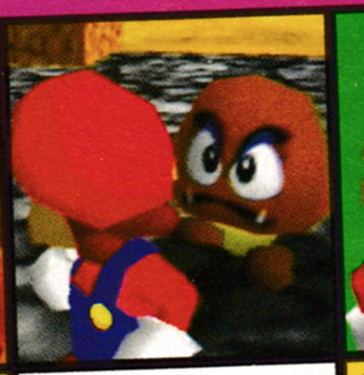
MY FAVOURITE BIT

The part where young Mazza is fired out of a cannon and flies around the level. This is proper 3D mate, none of this pseudo "Oh we can't do it for real so we'll fake it" that the others try and get away with. Lordy, no.

THEY DON'T LIKE IT UP 'EM

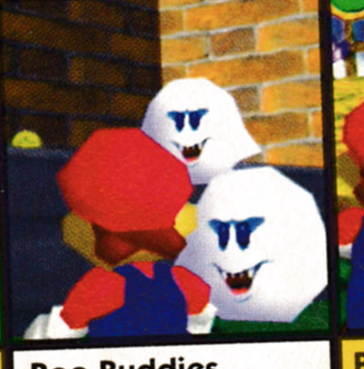
There are plenty of evil things to butt-slam or punch, some old adversaries, some fresh from nasty school.

Bob-omb
Watch 'em, they'll chase you and go up.



Goomba
Hide a gold coin within their bodies.

Koopa
Now run *away* from you – get their shells!



Boo Buddies
Stare at them and they'll stop moving.

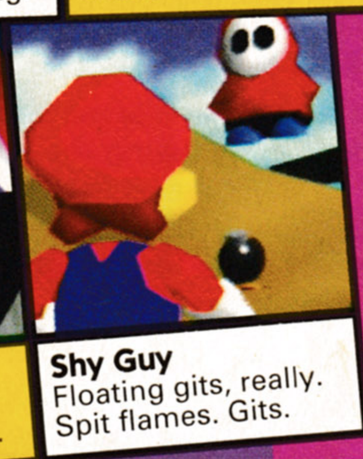
Piranha Plant
Creep past and they won't wake up. Bless.

Thwomp
Intimidating to look at, but harmless.

Monty Mole
These can't be killed. Bunch of spongs.

Giant Pokey
Punch their heads to get a blue coin.

Chomp
He's tethered but can get you a star...



Shy Guy
Floating gits, really. Spit flames. Gits.

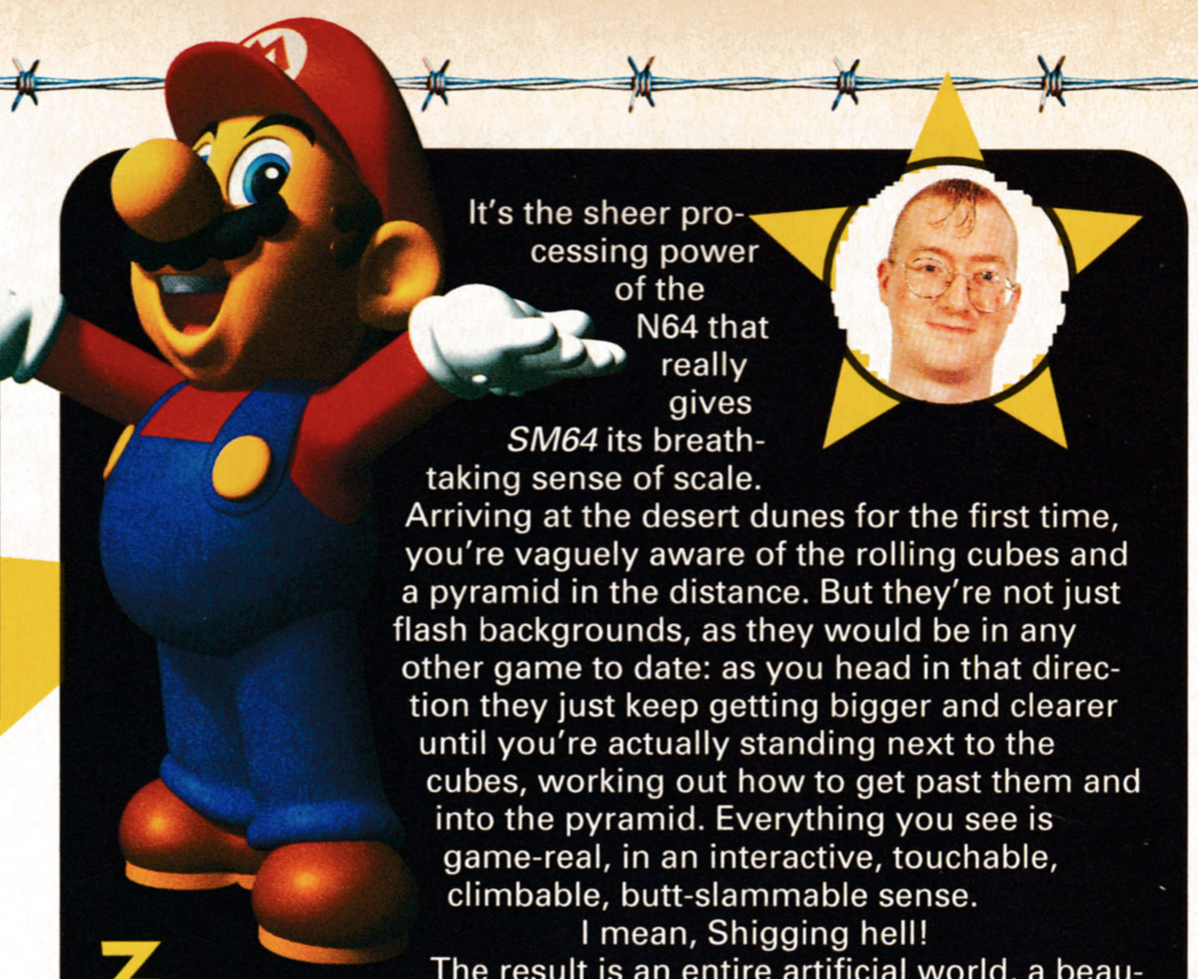
...and the rest

Size – important? Discuss

One thing I was concerned about when I began exploring the first world was how big the whole thing was. Surely, after cramming this much eye snuff into the tiny grey cart (it's smaller than a SNES Game Pak, for goodness' sake), there'd hardly be any room left to add that many levels. But no, Nintendo bare their seat peaches and moon satisfactidly in the face of doubt yet again. There are plenty of worlds to explore, lots of toing-and-froing between them as you find the switches that trigger the exclamation mark blocks (which churn out power-ups to allow you to get previously unreachable stars) and a fulfiling amount of exploring and secret unearthing in the castle itself. Purists may whinge that it's not as big as *Super Mario World* on the SNES but you're certainly going to have to apply bags more logical thought if you're going to uncover all its secrets.

And still, three weeks on from getting the blighter in, I'm still playing *Super Mario 64* as much as ever. The hype may have died like a dog, but the quality hasn't. It's the best game I've ever played. And I've played stacks. So, just the long wait until its UK release, eh?

Inside the pyramid: clamber up here to get an extra life 'shroom.



It's the sheer processing power of the N64 that really gives *SM64* its breathtaking sense of scale.

Arriving at the desert dunes for the first time, you're vaguely aware of the rolling cubes and a pyramid in the distance. But they're not just flash backgrounds, as they would be in any other game to date: as you head in that direction they just keep getting bigger and clearer until you're actually standing next to the cubes, working out how to get past them and into the pyramid. Everything you see is game-real, in an interactive, touchable, climbable, butt-slammable sense.

I mean, Shigging hell!

The result is an entire artificial world, a beautiful 3D microcosm that renders freeform exploration as important and rewarding as logical puzzle-solving or pad dexterity. The sophisticated analogue interface provides intuitive basic moves, yet allows experienced gamers to discover and master complex stunt manoeuvres. My only warning to initiates is that Nintendo expect you to put some effort into learning the camera controls too: you'll miss out if you don't.

I don't think any of us are fit to review videogames any more, as I suspect little else can now come close. Until *Zelda 64*, perhaps? Sigh... **ZY**

MY FAVOURITE BIT

Climbing to the top of Course 1, looking over the edge and seeing a bird's-eye view of the *entire level* laid out below me. To quote Dave St. Hubbins, "Too much bloody perspective!"

FRIENDS

Not everything's out to try and steal your hat or smack you in the Italian chops. There are several fellas who'll actually help:

TOAD

Unless you're fluent with your Japanese you won't understand the fungi-scalped bloke, but he's on-hand in the castle to give you guidance and advice. Sometimes he'll give you a star...

CANNON BOMBS

When you first enter a level, speak to these pink geezers (using the punch button of all things) and they'll cause the cannons to rise from several points. Essential for finding stars.

RABBIT

He appears a couple of times in the cellar. Leg it after the fop – he's a nippy guy, mind – and, once you catch him, he'll parp out a star. He always follows the same path, so learn it.

OWL

After finding a few stars in this world, climb up to the top of the tree and an owl will fly out. Simply jump up to him and hold on for dear life – useful for getting to the top of the world.

NESSIE

A cheeky young scamp whose direction you can control once you jump on its back. Make your way to its head and you'll be able to leap onto platforms for several doors and a star.

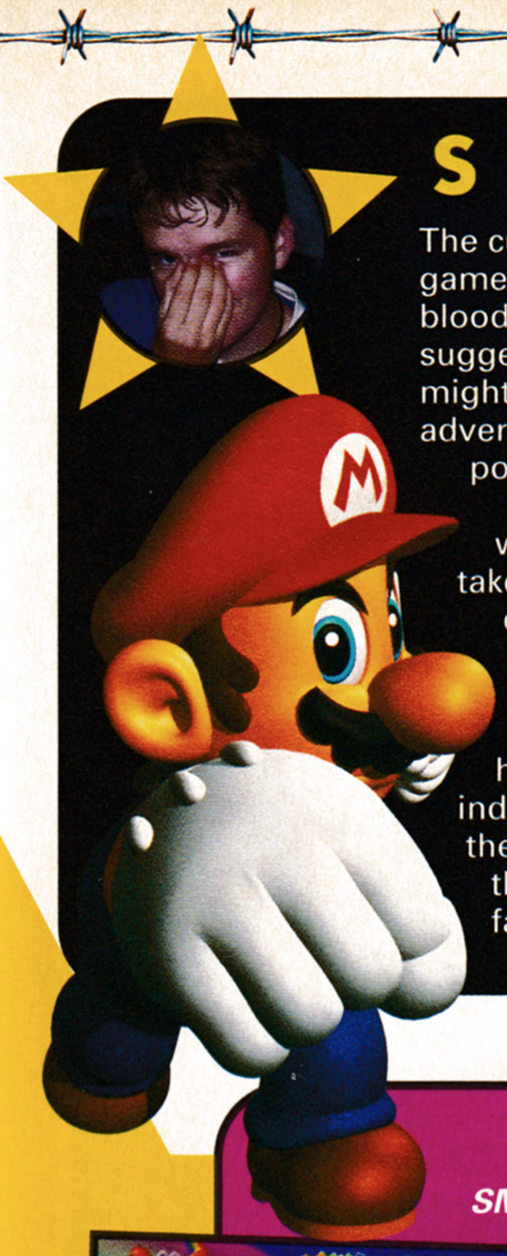
OPINION SECOND

SECOND OPINION

I have to say I was a teensy bit sceptical about *SM64*. Much as I love the little chap, I refused to be swayed by early pics and video footage of his latest outing. I wanted hard evidence. Would the 3D world merely end up as some flash graphics showcase for what could be achieved with Ninty's new machine? Or, even if there was a game in there, with the vastly increased strain on the cartridge medium, how could Miyamoto and crew sustain the required excellence for more than a few levels?

Both my doubts have turned out to be completely unfounded. *SM64* is quite simply the best game I have ever played and (as Nintendo are doubtlessly hoping) it *is* worth the asking price of the console alone. It's as big, as packed full of secrets, baddies, tricks and traps as your usual Mario escapade (including the fabulous *Yoshi's Island*), yet all in fully explorable 3D. You'll

SECOND OPINION



The current trend for games of the gun-laden, blood-soaked variety suggested that Mario might not be the man to advertise the undoubted potential of the N64.

Because, plainly, he was never likely to take to Bowser with a couple of bazookas in tow, was he?

Super Mario 64 has proved, however, that there is indeed a place amongst the *Resident Evils* of this world for a short, fat Italian plumber whose only claim to fame is that he can run and jump a bit. In fact, the N64's flagship title may just have changed the face of console gaming forever.

Graphically, it's by far the most gorgeous game you will have ever seen on a console whilst its gameplay recaptures the engrossing nature of the old Mario games. One section, in particular, was nothing short of jaw dropping. Just watch the little red and blue fella go for a swim. A mixture of perfect watery sound effects and sweeping underwater landscapes provide what must be close to the most faultless piece of programming in the history of games.

You simply must have a copy because console gaming has changed forever and, believe me, you definitely want to be part of the revolution... **TIM**

MY FAVOURITE BIT

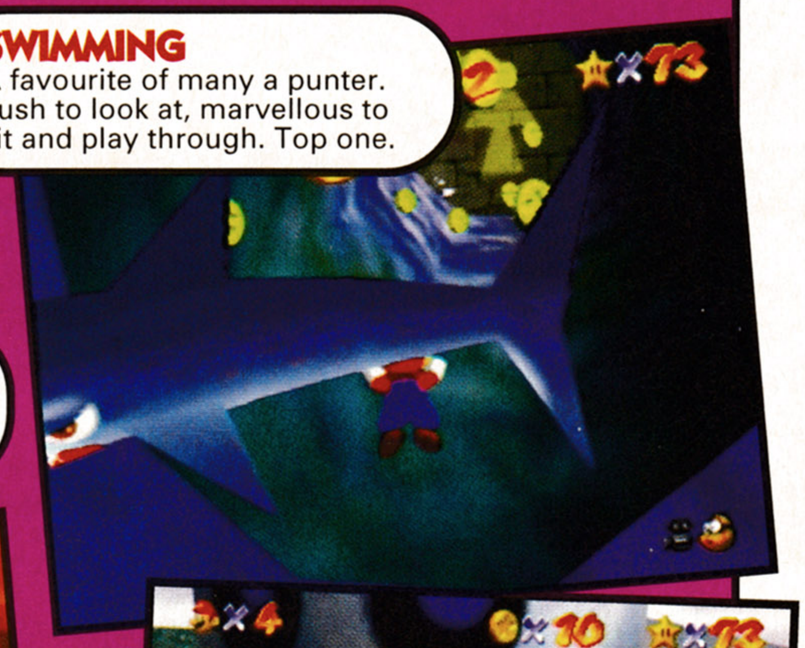
Weeelll, I likes the swimming bits, especially when you dive down to that eel thing – that eel thing which moves just as fluidly as eel things do – and get that... no, can't tell you what to do... it's too good.

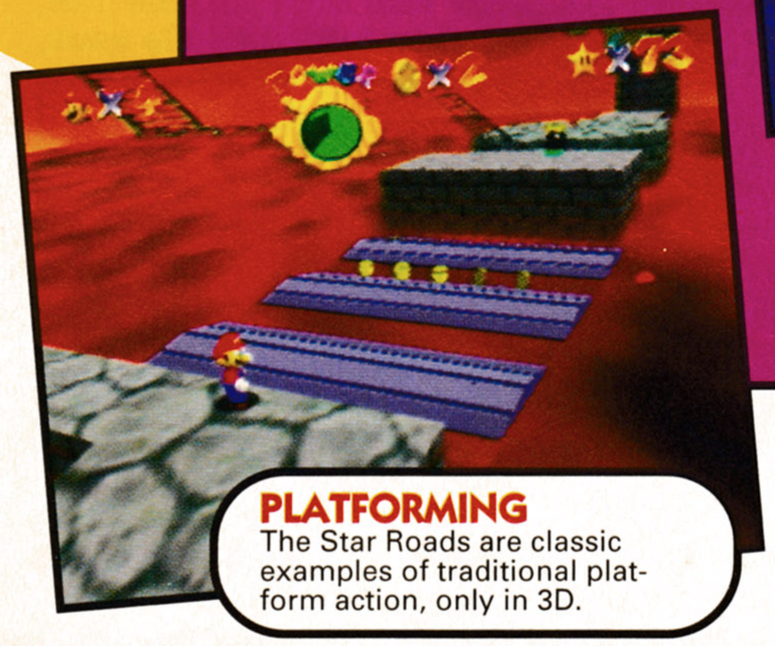
IN THE STYLE OF...

There are essentially four types of level you'll encounter in *SM64*. And here, for your pleasure ladies and gents, they are:

FLYING
The flying hat only lasts for short periods, but IT'S JUST LIKE *PILOTWINGS*. And that.

SWIMMING
A favourite of many a punter. Lush to look at, marvellous to sit and play through. Top one.





PLATFORMING
The Star Roads are classic examples of traditional platform action, only in 3D.

OTHERSTUFFING
Most of the action takes this form – run around, explore, interact and chill. Brilliant.

spend your first few hours just running about gawping at the graphics before you discover the massive and taxing game that lies beneath.

Without *Super Mario 64* the Nintendo 64 would be less than hot – with it, it becomes an essential purchase. Now that is some game. **DAN**

MY FAVOURITE BIT

The fiery lava level featuring the giant sliding Bowser puzzle is incredible. How can the game move something *that big* and *that detailed* as smoothly as little Mazza who scurries across its surface? Amazing.

LET'S GO UPGRADE!

Where would Mazza be without his power-ups? BACK WHERE HE STARTED, of course, fixing leaky drains and plugging up baths. Here's exactly the sort of stuff you'll be able to get yer gloves on:

REGULAR

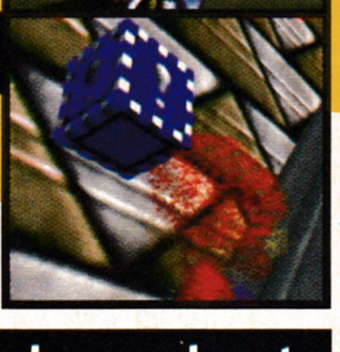
The brown 'uns contain various items: stars, extra life mushrooms, koopa turtle shells and plenty of other stuff.

FLYING CAP

It's Mario, with wings. Red blocks give you the feathered red hats. Run and jump three times to get the best lift-off.

METAL CAP

The green blocks hold the Terminator-style caps. Makes you heavy, so particularly good for underwater exploration.



SUKE SUKE CAP

Blue blocks give you the cap of invincibility. Run around and mock your enemies – they can't hurt you. You can also leap through wire barriers.

Switches you need to know about

Giant purple beggars which trigger walkways and stairs of blocks. Only for a short period though...

Butt-slam these blocks and a set of blue coins will briefly appear – good for nearing the 100-coin stars...

Not exactly *switches*, but cannons will appear from beneath once you speak to the pink guy...

SECOND OPINION

Never have I seen a game played in the office as much as *Super Mario 64* and to say something bad about it would amount to nothing short of heresy, probably leading to a severe duffing up behind the GamesMaster bike sheds after work. Thank the gaming gods that are Shigeru Miyamoto and his team then that as far as 3D gaming goes this is about as perfect as it gets. Smooth, seamless graphics (the like of which you've *never* seen before) coupled with bags of character and tempered by classic Nintendo gameplay.

What's even more amazing is that it's all packed onto a measly 8Mb cartridge. Showing up all those 'bigger is better' CD arguments as the pointless whining they were. Yes, *Super Mario World* has more levels but as Mario's intricately woven quest leads you back and forth between the courses in search of the elusive stars needed to progress further (and believe me, getting all of them certainly ain't easy) it's a point that never crosses your mind.

Irritating delays aside Nintendo have delivered exactly what they promised and those who have forsaken the delights of the PlayStation or Saturn have been duly rewarded. If ever there was a 'killer app' for a new system *Super Mario 64* is it. **WIL**

MY FAVOURITE BIT

It's got to be swimming inside the sunken galleon only to have it raised to the surface with Mario still inside! The only way to get out (and get the star) is by negotiating the ship's floor which is now a series of slippery platforms. Pure genius.

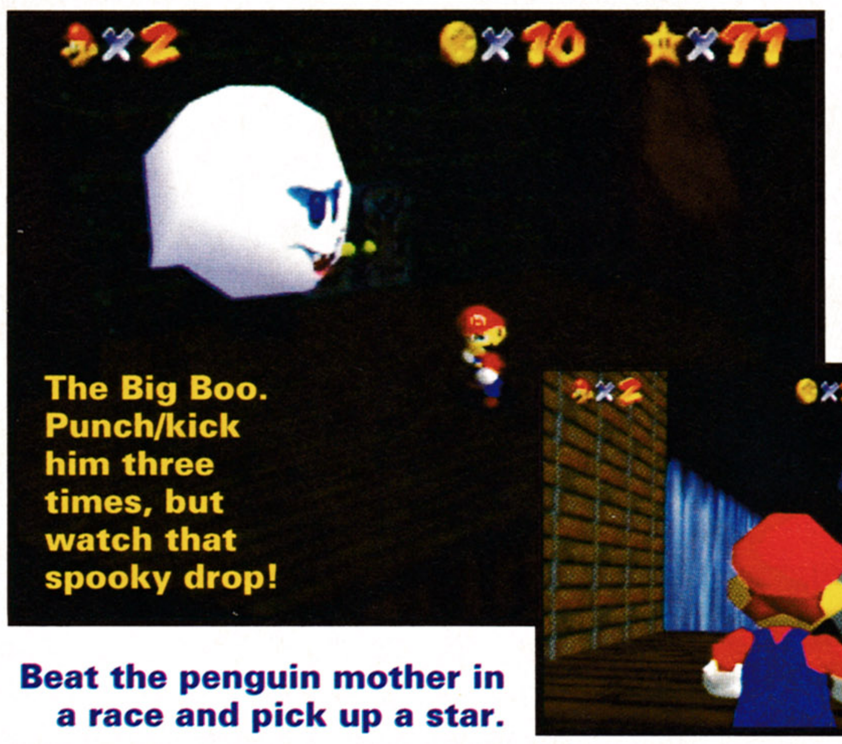
BOSSED AROUND

There are plenty of end-of-level and mid-level bosses to take on, and be rewarded with a star for doing so. Here's a scoopful of them:

Bowser. Here's the 'final' one. Grab his tail and spin the wheel of justice.

The bomb world boss. Slow to chase you: nip behind, pick him up and throw.

The gritty slab boss. Let him fall, then butt-slam his back.



The Big Boo. Punch/kick him three times, but watch that spooky drop!

Another pseudo-boss. Bounce him into the lava and a star will appear.

Beat the penguin mother in a race and pick up a star.

SECOND OPINION

Super Mario 64 is the greatest game ever created. Fact. It's the killer app to end all killer apps. Graphics, sound, playability, lastability, addictiveness, inventiveness – *SM64* delivers on all counts beyond anything you've ever played before. For once, believe the hype.

The highlights for me were the dedicated flying levels. Not because they're any better than the rest of the game, simply because they're equally stunning yet play such a small part in the game – this is just SO Nintendo. Any other company or programmer would have left them out for a sequel or toned them down to save space, but not Nintendo. And that's why, when the machine is released worldwide, Nintendo will dominate the gaming scene once again.

The feel of flight is as realistic as *PilotWings 64* (bloody good) and the attention to detail – rainbows, clouds, gorgeous towers and the rest are mind blowing. It's especially sweet to see that even a mere bonus stage in *SM64* is infinitely superior to the whole of Sega's much hyped *NiGHTS*, released this month. Ho ho!

Gaming rules have been re-written forever. Nintendo are the Steven Speilbergs of the gaming world while Sega and Sony are merely in their last year of film school. **SEAN**

MY FAVOURITE BIT

It's got to be the stunning mirror room – Nintendo once again showing their absolute attention to detail.

SECOND OPINION

Before you lot start, I am qualified to review *Super Mario 64*. I might be a girl – the mad hair and flash accessories must be a dead giveaway – but I've spent four years or so burning the midnight oil on games mags (and 'borrowing' the software for home), and know me stuff.

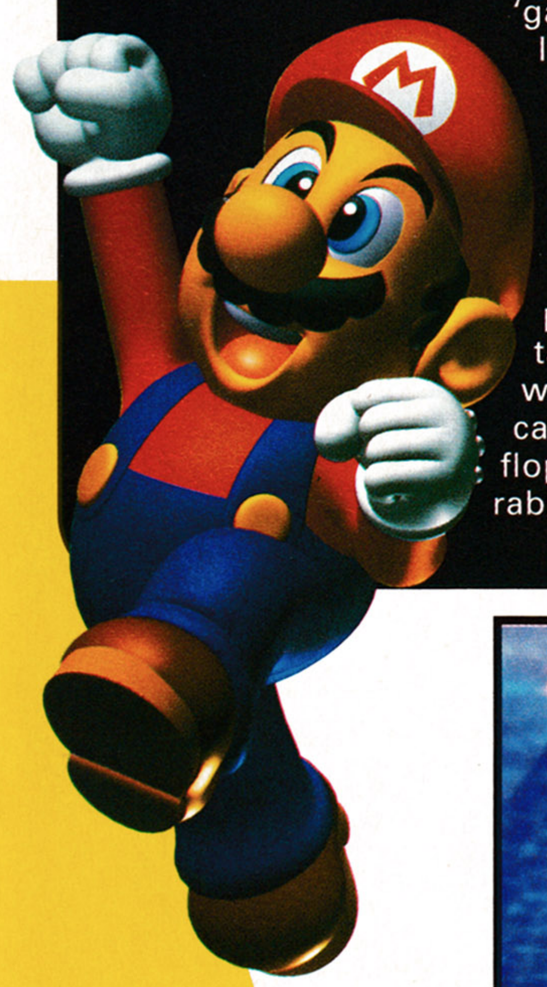
Ooh, he's so cute, isn't he? The way you can make him run about anywhere, it's... it's... well, it's just brilliant. *And*, if you leave him alone, he falls asleep, bless. I don't like the way he dies though, that's really horrible (the way his silky Italian eyes turn into crosses and he grips his neck).

The best bit about this game though, is that it's not a 'game' at all. It's just like real life, but in a more colourful, fluffier way. You get to meet big penguins and talk penguin with them, you can run after a floppy yellow rabbit and catch him, you can even go for a dip with a manta ray. Mr Miyamoto's put loads of stuff to do in the game, bless him. Aah...

It's been difficult to play on it though – the boys have really hogged it. I just hope Marcus will let me borrow one of our Nintendo 64's this weekend. I'm 40 stars down and counting... **LISA**

MY FAVOURITE BIT

Each time that he squirts a Koopa from its shell and uses it as a magical surf-board. He's so cute.



Grab the baby penguin and take him to his muvver. Why? S-s-star!

SECOND OPINION

In motion *Super Mario 64* simply destroys any competition that dares to raise its inferior head. Forget all the talk about the likes of *Crash Bandicoot*, *NiGHTS* and the rest – Mario is in a super-league all of his own. The sheer amount of freedom you've got is breath-taking. What's even more impressive is that the game doesn't at any point become the unfo-cussed wander-fest that it could so easily have been. True, the smaller enemies don't play a huge role in the game, especially early on, and it'll be a while before you get to any really tough tests of joy-pad dexterity, but the beginning of the game is a typically gentle Miyamoto lesson in control. The whole layout begs you to learn the full extent of Mario's impressive array of move-ments and get to grips with the superb new analogue control stick. And that's just the begin-ning. After that it does the impossible and gets better and better. For once the word stunning seems completely appropriate. **WILL**

MY FAVOURITE BIT

Racing the mother penguin down the frighten-ingly narrow and slippy ice course. Not recom-mended for those of a nervous disposition.

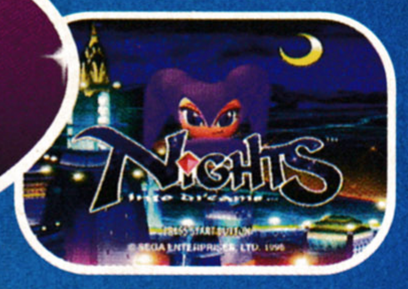
(left)This bit's great – swim with a manta ray and a shark.

GRAPHICS SOUNDS GAMEPLAY LIFESPAN OVERALL

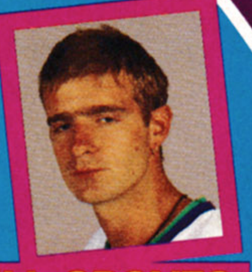
GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
99	94	97	96	97
Astounding. The anti-aliasing works superbly, there are HUGE things in there, and the ripples? Ooh.	Mario seems to sound like Mickey Mouse these days, but the music doesn't suffer for not being on 'CD'.	Sexy. Mario handles superbly, but you won't instantly be comfortable with the cameras.	Getting hold of all seven stars on each level is going to keep you coming back for more. And more.	The way this 'game' has charmed even the most spark-free of people speaks volumes. It's peerless. Repeat: "It's the best game I've ever played". MARCUS

JUDGEMENT

NiGHTS



Sumptuous intro shots, you say? Help yourselves.



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The Fat Controller

It might not look as dynamic as Nintendo's effort but, if anything, Sega's new joypad fits even more comfortably into the hand. The thumb pad's a joy to use and all the required buttons are well within reach.

What's going on?

1 Collect dream energy spheres, either by flying into them or snaring them in a para-loop.

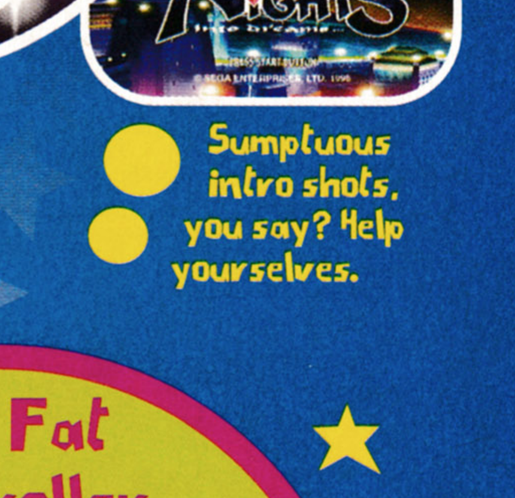
2 Deposit the spheres in a crystal dome, until there are 20 or more, when you're given a glowing globule to take back to NiGHTS' bijou palace.

3 Perform as many stunts and collect as many goodies as possible in the remaining score-happy bonus time.

4 If you run out of time then you'll be condemned to trudge lethargically around the level, following this arrow.

5 Once you've finished each course you get a grade and at the end of each dream (four courses) you get an overall, average grade.

6 Finally, take out the boss to either improve or ruin your grade, depending on the time you take.



A spot of swooping seems to be the order of the day.

The Dreams

Elliot

Spring Valley
The Ideal

Spring Valley's a pastoral but surprisingly tightly graded introduction to the game. The chances are that you'll have to come back here a few times before you get that all-important C grade.

Soft Museum
The Confusion

The ground distorts quesily when you get close to it, but it doesn't really make any difference. The only soft gameplay features are the bouncy interior of the museum itself and a slightly sub-standard into-the-screen cannonball/pinball ride.

Mystic Forest
The Possibility

Misty if you get close to the ground and boggy if you happen to land on it, boasting little more than a top-down garden with a too-close camera to confuse things and generally slow you up.

Claris

Splash Garden
The Affection

A fairly gentle intro which sports some slightly shoddy fountains and splashing effects, but bursts awkwardly into life with a hard to control high-speed, into-the-screen underwater section.

Frozen Bell – The Consciousness

Perhaps unsurprisingly, this is the obligitory ice world, which is distinguished by a fairly creaky bobsleigh section, some fancy pole swinging, a smidgeon of snowball pulverising and a general spring-fresh bluey-whiteness. A favourite of ours, for no paticular reason.

Stick Canyon – The Revival

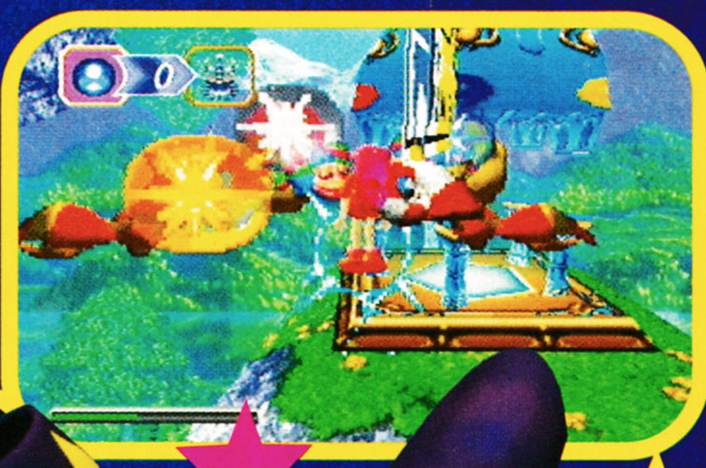
This tortuously twisting and initially highly confusing industrial-style dream features a couple of single-seat, rollercoaster-style mono-rail rides and a tricky vertical helix structure for you to negotiate, plus a field that attracts all the ring debris to your body, amongst other neat techy gimmicks.

Right. First things first. This game cannot and should not be compared to *Super Mario 64* because it's a completely different kettle of fish. Despite what you may have read elsewhere it only offers 3D freedom of movement in small doses and the major part of the game, the flying, is linear(ish). The only thing that the two games have in common is their month of release and analogue controls.

Your shiny new joypad is just as integral to the *NiGHTS* experience as Nintendo's new controller is to *SM64*. You'll be pulling off loops of different sizes, pirouetting through groups of orange rings and generally having a right old fly-about

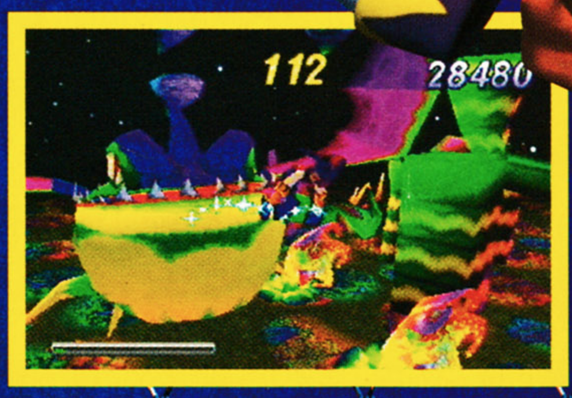
(Below) In every level there's a cage like this, just bursting with lots of lovely dream energy.

(Below) Perform a para-loop and you get everything in it.



Flying through rings in sequence yields links, which yield points.

Eyes. Too big. Scare us.



Some Bosses SCARY ONES!!!

BAFUI

A snatch of spooky operatic wailing and looming into view comes the chilling bouncy diva. Obviously. It's now your unpleasant task to grasp her substantial girth and throw her along, through some awkwardly placed breakable barriers to the end of her insane, curved track of a home.

GIRUINDA

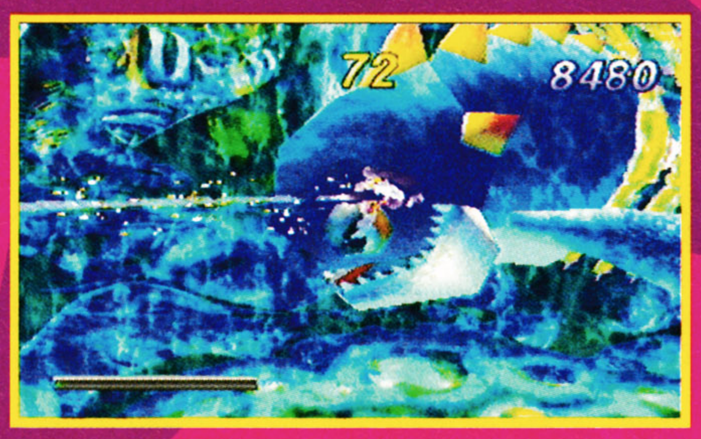
Circling a typically mad arena, Giruinda is less formidable than he looks. To defeat him you have to either grasp his head and butt him into the ground or complete a para-loop for him to blunder into, reducing the length of his tail. Destroy the stripy extremity completely and you destroy him.

WAIZUMAN

One of the most aggravating challenges in the game, Waizuman stays infuriatingly out of your reach most of the time throwing hard to dodge cards and cackling. When you can get hold of him you have to seperate him from his protective cape and set about pummeling him before he can get back to it and zoom off, cackling again.

KUROWAZU

The scariest character in the game, Kurowazu, the evil black and red beast, is not only out to get you but uses innocent exploding mice to do the job. Worse still you have to bop all the mice to destroy him. Hardly seems fair, does it?



THE FISH WITH NO NAME

The fish is the only boss that actually lives in the centre of the typically circular boss level. You have to destroy him by launching yourself across the level, courtesy of the red fish around the side.

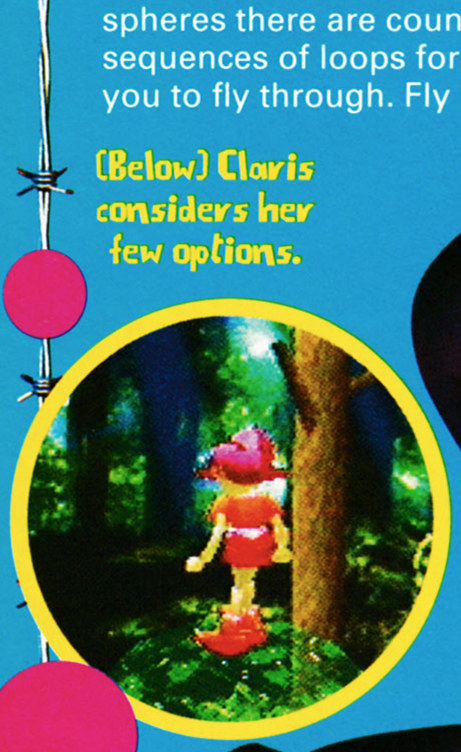
REALA

It's a straight fight between NiGHTS and his dark doppelganger. The action gets very dogfighty as each of you attempts to lure the other into a para-loop. This is where all your practice in the levels comes in handy.

before you even realise just how difficult it would be without the little bundle of ergonomics you're manipulating with your thumb.

Strangely, the game can best be described as a racing and collecting affair, where your efforts are marked for artistic value and technical ability. Apart from the business of collecting dream spheres there are countless sequences of loops for you to fly through. Fly through them in order and you're rewarded with 'link' bonusses. At certain points you're also given a floor-gymnastics ribbon with which to complete as many points-scoring manouvres as possible in a short time limit. It's all very odd, and this coating of traditional Japanese madness extends to the spookily dreamy music and the frighteningly bright and lush visuals. The game does creak when you end up on the ground and during the few into-the-screen sections but the side-on flying which contains the vast majority of the gameplay is fluid, challenging and, goddammit, fun.

Anybody expecting a game to take the Saturn to a whole new level will be disappointed but the rest of us should just enjoy one of the oddest and most beautifully implemented blend of game concepts yet.



(Below) Claris considers her few options.

At last, a real hero for all you figure-skaters out there.

(Above right) Some mirror showing off.

Dogfighting

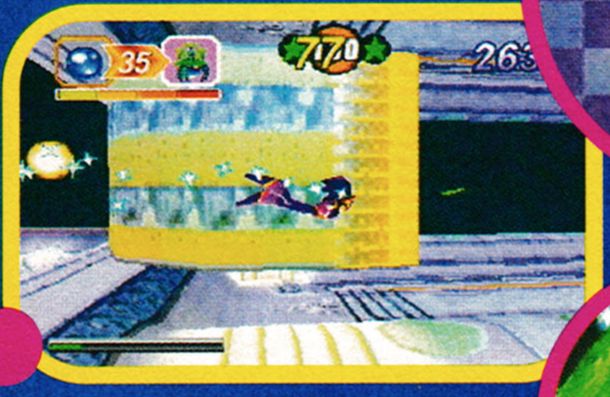
The two-player Vs game becomes selectable once you've defeated Reala, but, to be honest, it gets fairly boring quite quickly. It's basically the same as the Reala boss stage with one of you in control of Reala, but the split-screen format works well enough and it certainly shifts.

(Left) It's very odd inside the Soft Museum. Very very odd.

The grade wheel spins around for an agonising few seconds before stopping.

Hit the shoulder button to make NiGHTS fly sideways.

Elliot escapes to NiGHTS' dream world after being humiliated on the basketball court. True



(Right) The full 3D ground sections are the game's weakest link.

Second Opinion

After all the hype and Sega claiming that this was going to be better than *SM64* it's a little disappointing. Graphically it's a stunner and there's a lot going on but it feels like a game on rails, you always seem to be going where it wants you to go. The pseudo 3D (it isn't a real 3D game) can make things very confusing. It's good but could have been better. LES

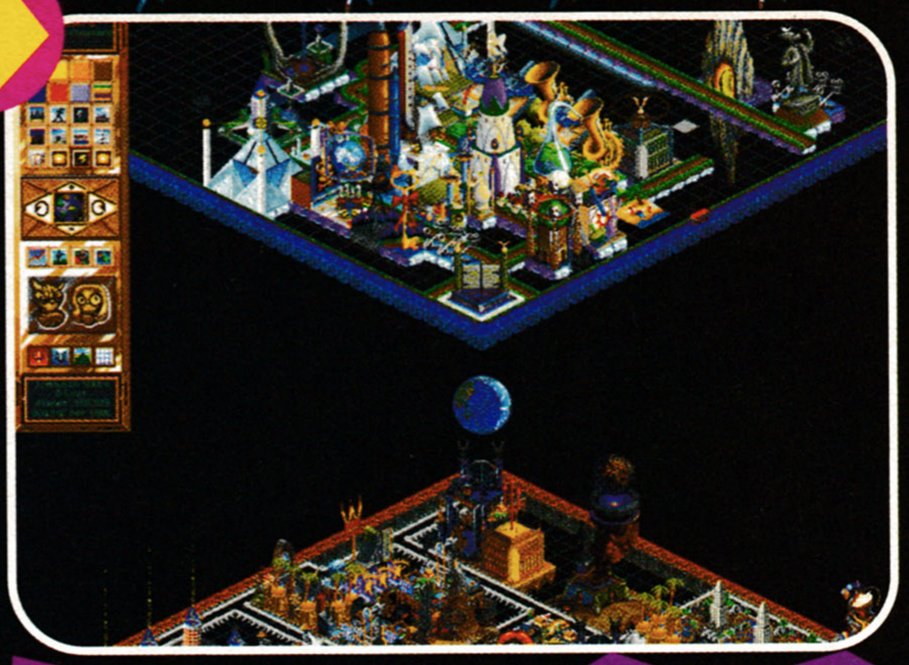
GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
94	85	87	82	85
Grotty at ground level but otherwise stunningly colourful and stylishly designed, not to mention speedy.	Some dreamy tunes and tinkles evoke a suitably unreal atmosphere without making you nod off.	Enjoyably nippy and flexible aerobatics, contrasted with some very tedious ground level wandering.	We progressed through the game worryingly quickly and the two-player Vs is little more than a gimmick.	Not the ground-breaker many were expecting but beautiful to look at, fluid to play and quite, quite mad. WILL

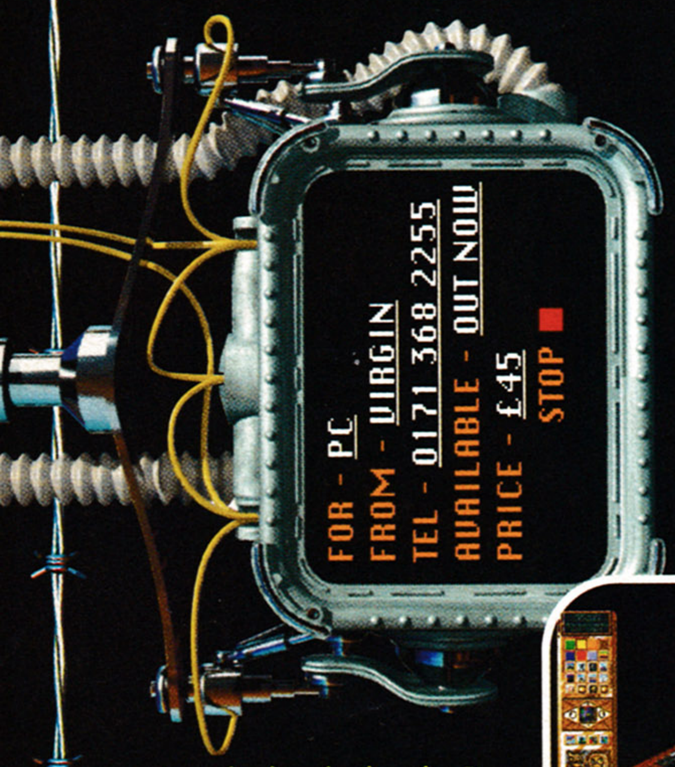
JUDGEMENT

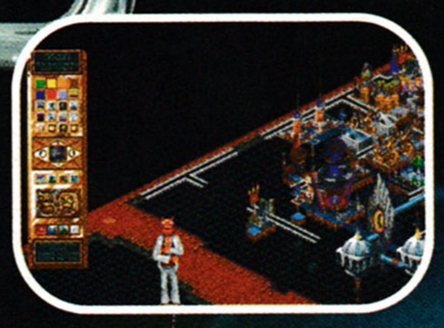
AFTERLIFE

As a God, or Regional Spiritual Director, Heaven and Hell are yours to command.

Afterlife is essentially *Sim City* for dead people or maybe *Transport Tycoon* for stiffs.







Lovely, lovely, lovely. But what's going on?

Bad days. It seems that even Lucas-Arts can have them, because its latest game *Afterlife*, a quirky *Sim City*-style world-builder that puts you into the comfortable sandals of a God, isn't the gosh-wow, 90%+ smash hit game that we were all expecting. *Afterlife* is an unusual departure for the Star Wars crew. There aren't any objects to collect, very few witty one-liners and a complete absence of X-Wings and evil, wheezing tyrants who wear black rubber suits and turn out to be the hero's father. No, *Afterlife* is a subtle strategy game where you have been put in charge of Heaven and Hell and must develop the empty plains, building flaming pits, torture chambers and nice, fluffy clouds for all eternity.

In *Afterlife*, you've been appointed as a Regional Spiritual Director, a trainee-God who's in charge of the two *Sim City*-style ethereal plains that exist above and below a small, blue/green world. As the inhabitants of this world gradually kick the proverbial bucket, it's up to you to develop the barren plain of Heaven (the blue bit at the top) and Hell (the red bit at the bottom) to receive these wandering souls. Basically, it's just like building a metropolis in *Sim City 2000*. First of all you have to build a set of gates to let the souls in and then, after laying down a network of astral streets

GUEST REVIEWER

DEAN EVANS

Gorgeous artwork. Shame the game is a bit rubbish...

WE DON'T UNDERSTAND!

The big problem with *Afterlife* is that it's far too fiddly to play. Not only must you develop Heaven....

...but you've got to keep an eye on Hell too. This dual gameplay could have been interesting and innovative, but it just makes the game repeptitive and dull. Stick with *Sim City*.

Karma stations provide a railway-style link to the real world for reincarnated souls.

7.00; get up. 7.15; have a taco for breakfast with extra hot chilli sauce. 8.00; torture...

and roads, you simply build various rewards and punishments for the dead. For example, in *Sim City* you used the mouse to `zone' business, residential and commercial areas. In *Afterlife*, you use the same method to lay down zones to punish the greedy and reward the just. In Heaven the harps play and cherubim sing on pin-heads. In Hell, it's slightly warmer, decorated entirely in shades of red and you get chased around by a demon with a pitchfork.

Basically, *Afterlife* is *Sim City* for dead people. You have to build roads and buildings, even Karma railroad make an appearance, with stations, track and small Karma trains that transport reincarnated souls back into the land of the living. In addition, you have to build colleges to train gangs of angels and demons, there are banks plus a strange collection of disasters waiting to mess things up when things are going too well. Heaven can get attacked by a giant nose while the upsettingly tragic Disco Inferno sends a plague of John Travolta-style dancers upon you. What makes it all the more interesting and difficult to play is that you don't just develop Heaven or Hell, you have to build up both at the same time. A delicate balance needs to be struck; Heaven needs to have enough sickly-sweet goodness to accommodate its guests, while Hell has to be just as welcoming, but far more violent.

Afterlife had all the signs of a classic in the making; a god simulation where you really were a god, a sideways-swipe at traditional world-building games that dared you to manage Heaven and Hell and all the dead people in it. But it's a game that's far too complicated for its own good. The menu bar is a mass of icons and isn't exactly easy to get to grips with and to say that the learning curve is steep is like saying that an assault on Mount Everest is like a bracing ramble in the Lake District. A built-in tutorial leads you through the early confusion, but it's still not enough to save it from being relegated to the category marked `average'.

If you can take the trouble to get into it, *Afterlife* can become fairly interesting and challenging to play. The idea of simultaneously developing two ethereal cities is a unique one, the graphics are suitably quirky and the whole thing is so polished with the famous LucasArts duster that you can practically see your face in it. It just lacks the rampant playability that made *Sim City* such a classic. Having to keep an eye on both heaven and hell doesn't make things interesting, it makes the gameplay ultimately tedious as you end up doing everything twice; a gate in heaven, a gate in hell, a reward zone for the good people and a punishment zone for the lawyers.

It's also too simple to play and there are long periods where nothing really happens – the gameplay soon settles down into "wait, see what needs building, build new zones, wait", etc. *Afterlife* never smacks the collective gob but despite its strategic shortcomings it's not exactly s dreadful game. It's not a great one and if it proves anything, it proves that the teams responsible for *Sam and Max*, *TIE Fighter* and *The Dig*, can do an average game. Thank God (or Satan), they're human after all.

Graphs, charts and ethereal aids help you to keep an omnipotent eye on the action.

Like *Sim City*, urban development and expansion thorw up their own problems.

SECOND OPINION

Personally, I hated this. Fiddly little icons, over-elaborate buildings so you can't see what's going on, an impossibly arbitrary structure and all the accessibility of the a spreadsheet. Rubbish. WILL

GRAPHICS SOUNDS GAMEPLAY LIFESPAN OVERALL

85	70	50	60	70
A *Sim City 2000*-style interface with some of the weirdest buildings you'll have ever seen. Quirky.	A monastic chanting, a gentle "aaaahaa" and various pings, bonks and construction noises.	What happened? It had such great potential but *Afterlife* is about as interesting to play as a blade of grass.	Not only is it difficult to get into, but the gameplay is shallow and fairly repetitive.	***Afterlife*** **is well down the 'must-have' list of PC games.** ***Sim City 2000*** **still leads the way in the sim-stakes. DEAN**

JUDGEMENT

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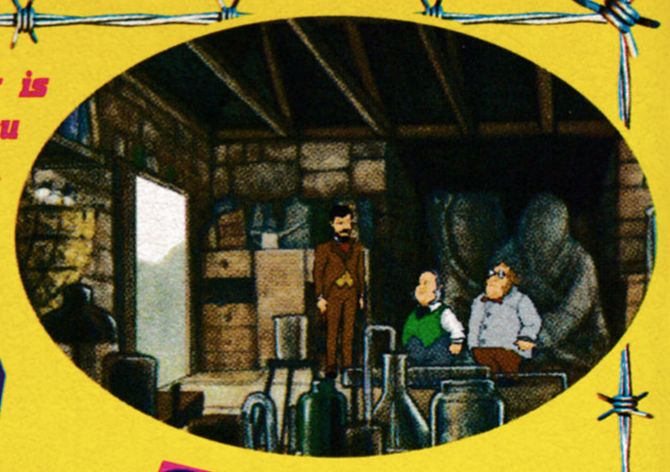
The Gene Machine

LES ELLIS

If you think this guy is weird wait until you meet J T Ripper.



Any game where you roam around Victorian London giving advice to people with name's like J T Ripper (think about it) is alright in my book. Then when it rips off all the best bits from Jules Verne and H G wells it gets even better. Combine it with a very dry sense of humour and you've got a cracker on your hands.

Gene Machine sets you in the role of an eccentric English adventurer who, along with his faithful servant and a talking cat, must travel to a secluded island to stop a bonkers doctor from performing experiments with his gene machine. Along the way you're going to meet a lot of classic Victorian characters who look and act like something out of one of those old Hammer movies. Take J T Ripper for example, a normal bloke who just likes to hang around outside brothels in Whitechapel. One conversation with you and he's turned into a maniac. God only knows what you did at Atlantis or on the moon, you'll have to find that out for yourself. And as for Queen Victoria, well, the less said about that, the better.

As with all adventures, the important things are the interface and how logically everything fits together. The interface is fairly standard and while there's nothing special involved, it does the job. The gameplay is logical enough at first, with the game guiding you to where you need to go. The map section helps enormously, saving time when you need to hop from one major location to another. Later on in the game things do start to get a lot tougher and it'll take a lot of lateral thinking to get around some of the puzzles. But there is no stage where, even when you have the solution, you can't figure out why it should be the solution.

Graphically *Gene Machine* is quite charming. The backdrops all look hand painted and suit the era the game is set in well and the animated cartoon characters on top of them make it look a bit like the old Paddington TV series. I know, I'm sad for remembering that. Overall, *Gene Machine* is a good adventure, and while it will never rival the likes of *Full Throttle*, *Monkey Island*, and *Sam And Max*, it's entertaining enough to warrant buying. It's been scripted by the same guys who wrote How To Be A Complete B@*st*!d so you can expect a few belly laughs along the way. Not the best adventure ever, but good fun nonetheless.

Looks like one of those ships that gets attacked by giant squids in Doug McClure movies.

The world's only talking cat, except Bagpuss.

Right, you useless little git, who nicked the TV and video while I was on my foreign travels?

GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
87	89	86	80	83
The hand-painted backdrops suit the game well and look brilliant.	A good script makes the excellent speech even better. No bad acting here.	The puzzles are generally logical and it all flows together pretty well.	Not the biggest of adventures but the latter stages present a challenge.	

JUDGEMENT

I enjoyed *Gene Machine* a lot. It's funny, well scripted and generally well thought out. One of the more entertaining adventures out there. LES

WILL GROVES

That all-important jump-off in full. Don't worry, you'll get the ball soon.

The overhead cam gives a good wide angle but can be confusing when the players get intimate.

TV-style captions keep the stats well and truly topped up.

NBA ACTION

Most gamers will probably eventually opt for the three-quarter view which looks natty but is also reasonably clear, mostly.

Basketball fans may think they've already got more games than they can handle but Sega Sports obviously don't agree because they've 'done' yet another shoes-a-squeaking handball extravaganza. Yes, it's this week's NBA license, with a new twist. *Action* approaches the game from the realistic end of the court, as opposed to *NBA Jam*'s more, shall we say fun-packed angle.

Graphically it looks pretty smart at first, with the de-rigeur polygon players, complete with recognisable digitised texture-maps of the real stars' heads. In play, however, things can a get slightly confusing, with any groups of players resembling a many-limbed jelly trying its best to breakdance. Mildly amusing as a concept, maybe, but generally unhelpful in a competitive situation.

It's in the controls, probably the single most important part of a sports game, that *NBA Action* really begins to stumble. When you get on the court the last thing you need to be thinking about is the fact that it takes a jaw-clenching, pad-bashing millsecond too long to select a different player when you're on defence, by which time it's too late. Even if you do manage to get the right defender at the right time you won't find him exactly overladen with brick-wall tendencies. *Action* definitely favours the attacking team, which is fine, but it would be nice if you didn't feel you were wasting your time when trying to steal the ball.

Still, let's be fair and point out that real fans, who actually recognise the players, and purists will get plenty out of this. The rest of us will stick to *NBA Jam*. It's more fun, you see.

As you'd expect from such a po-faced effort, stats feature pretty heavily.

GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
79	83	68	85	72

Four cameras, decent player frames and textures but sluggish and occasionally confusing.

Funky hip-hoppery, a satisfactorily excitable crowd and realistically irritating shoe-squeekage.

Unresponsive player selection, limited controls, sluggish running and confusing graphics scupper *Action*.

For the real B-ball fan, who this is aimed at, the stats and license will be more than enough.

JUDGEMENT

More simmy than most, and will appeal to basketball fans rather than casual players. A little dry for most though. **WILL**

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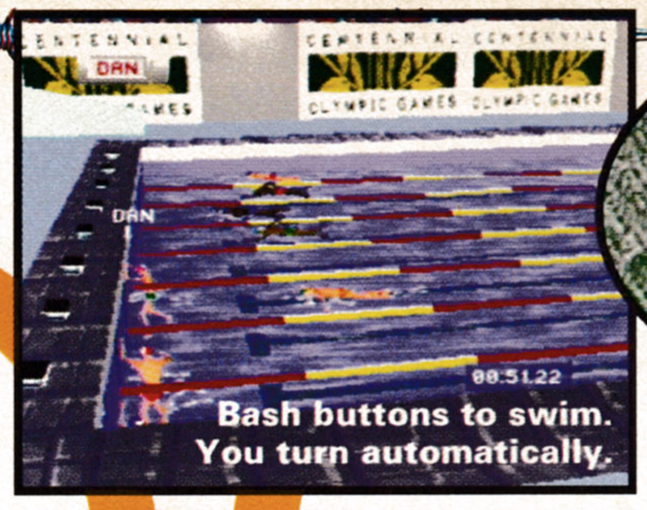
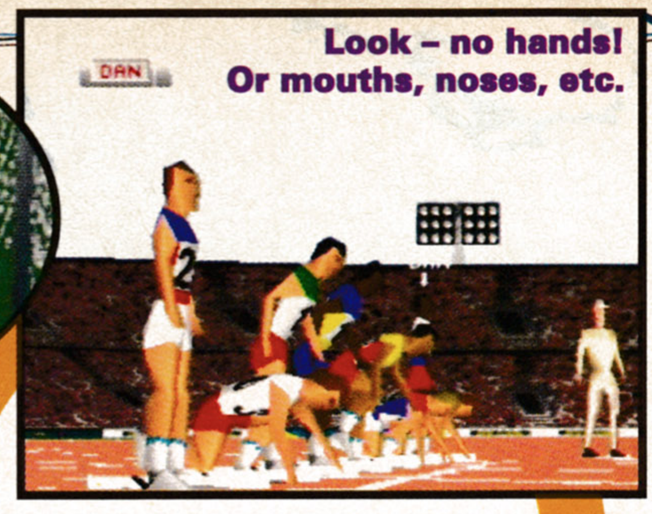


Hammer involves some tricky timing. Wowee!



Look – no hands!
Or mouths, noses, etc.

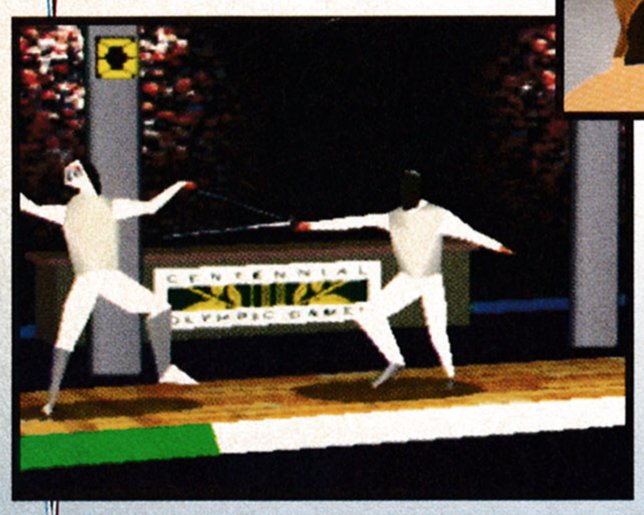
OLYMPIC games

GUEST REVIEWER
Josse Bilson

US Gold have got the license, Konami have got the gameplay. US Gold have got the Skeet Shooting, Konami have got the graphics. US Gold have got divvy blokes with no hands or facial features, Konami have got it made. Several months ago when it first became apparent that the Olympics license had gone US Gold's way, we'd expected that the only thing they could do would be a multi-event button-basher, along the lines of *Track & Field*, only with polygons. What we didn't expect, however, was that Konami would dig out their original button-basher, dust it off, dress it up, soup it up and stick an 'International' on the front of its name. I don't think US Gold were expecting it to be so playable either.

So what has it got? 15 events in total, including a number of 'standards' that it shares with *International Track & Field*: running and shooting (just hitting buttons very fast), high and triple jump (hit buttons fast then hit another once or – and this is the clever bit – thrice when two other bars are about the same length), Pole Vault which is just a glorified jump with a bendy stick, Discus, Hammer and Javelin (hit buttons fast to build up power then press a button when you're ready to release the projectile). Then there are the three shooting events, which are possibly the most fun of the 15, and are the only areas where this game scores points off its rivals: Skeet Shooting, Rapid Pistol Shooting (it's hardly *Die Hard Trilogy*) and Archery – aiming with D-pad cross-hair and firing at either fixed or, with the Skeets, moving, targets. Then there are the Weight Lifting and Fencing events, which again, are beyond the bounds of *IT&F*'s 11 events, with yer traditional button-bashing to build up power, and action variants like 'Snapping' and steadying with left and right for the weight-lifting, and a neat backwards-and-a-forwards, forwards-and-a-backwards bit in the fencing that complements its D-pad attacking system. Given that this is the only fencing game ever, GamesMaster feel duty bound to push the score up a few notches.

Variety aside, the game has little to offer. This kind of game was never going to stretch gameplay skills, but at least *IT&F* manages to keep players interested. And the second major problem is the graphics. Not only do the athletes follow a restricted number of pre-set movements regardless of your button-pressing, but they look absolutley awful. As you can see for yourself. Awful. Look at them.



Fencing is one good event you don't get in *Track & Field*.

Archery and the two shooting events are fun for two players.

High jump is matching two power bars. Poor.

GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
10	30	40	65	40

They have no hands or facial features. And they move like a Frankenstein robot incident. Shocking.

Follows the disconcerting PlayStation trend of including sub-techno soundtracks. Wrong.

You're reduced to playing from power-bars, not athletes, but the shooting and fencing are neat variations.

Even though it's brainless tosh, the sheer number of events should keep two players busy for a while.

Lots of events, but the gameplay is spread so thinly between them that this is painful. *IT&F* is streets ahead. JOSSE

JUDGEMENT

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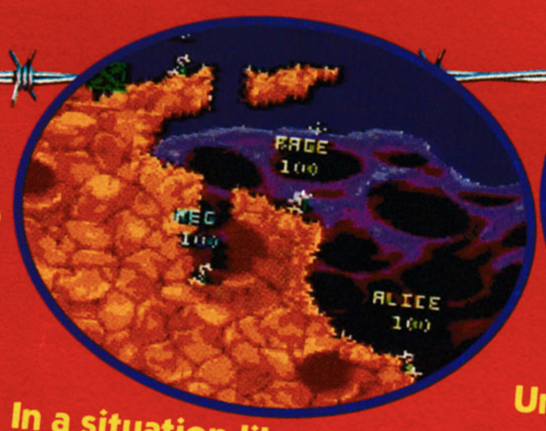
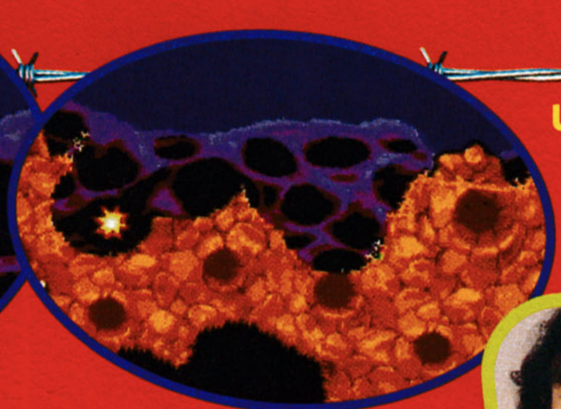
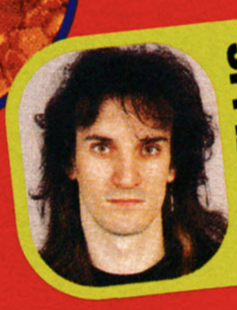


In a situation like this a cluster bomb is called for.

Unlike some 'women's things', worms don't come with wings.



Use an air strike on the sucker.



LES ELLIS

Worms

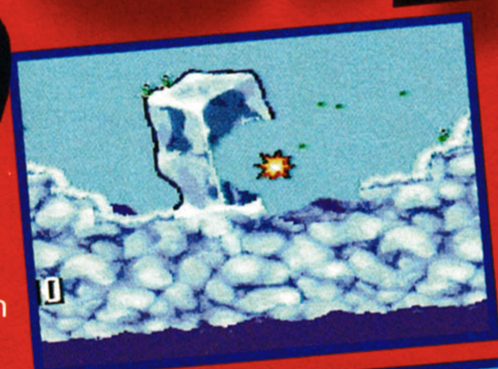
The idea of worms being hard is preposterous. They don't look all that tough when you're sticking a fishing hook through their weedy bodies (*Ooh Les, you're so manly* – Team). They don't seem all that hard when some young child is grinning and taking great delight in shoving a spade through their bodies and watching them try and crawl away. They can't even have a bird in a fight, for flip's sake. Tsch.

The idea of them being videogame heroes is even more ridiculous. But people have tried. At least Earthworm Jimmer had a suit and a sense of humour to make him a star. The guys in *Worms* have little more than an amusing idea and some really bad gameplay to make them stars.

Back in the old days, when this was just a little Amiga game it was great. Top multi-player action with small but clear graphics. Somewhere along the conversion road – a road well travelled by top Amiga games – it all started to fall apart, BIG TIME. The graphics have gone from small but perfectly formed to finicky and confusing. When you start blasting away you'll find that small pieces of the scenery are left behind. Normally this wouldn't be a problem but they get so small that you can't really see them. Doesn't sound like much of a problem but then you fire off a bazooka at a helpless worm only to find that you've killed yourself because the shell hit some micro-dot that you couldn't see. It's *annoying*!

The SNES version has lost all the old *Worms* magic. It takes ages between shots to change over to the next player, which gets really tedious even in one-player mode. Also, in multi-player mode it is possible to lose the game without taking a shot if you're the last player. Everyone can just gang up on you. Very fair.

While these flaws make the game annoying at first, once you start to live with them and get into it, it does perk up a little bit. Not enough to make it a classic in anyone's book, but enough to make it *playable*. It needs to be played in multi-player mode to get the best out of it, but even then, I'm afraid it's altogether a bit of a flawed conversion.



One good shot from Bridget will take out all of them.

Aah... now THAT's how to put a cluster bomb to good use.

GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
58	50	70	74	65

Minimal by the very nature of the game, but it suffers further here due to lack of detail.

Plenty of suitable spot effects to go around but it's very flat and lifeless. A bit like a parrot in a mangle.

Has to be played in multi-player mode really, but it's certainly simple to learn and pretty fun to play.

There are plenty of levels and the multi-player mode will add a lot. Ultimately all too dull though.

JUDGEMENT

It's lost a lot in conversion. The graphics have been cut down and out goes the fun. *Alright* as a multi-player SNES title though. LES

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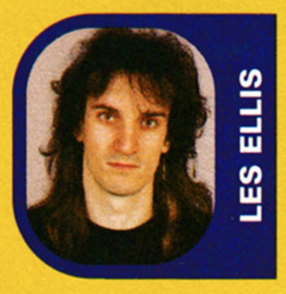
A IV evolution global



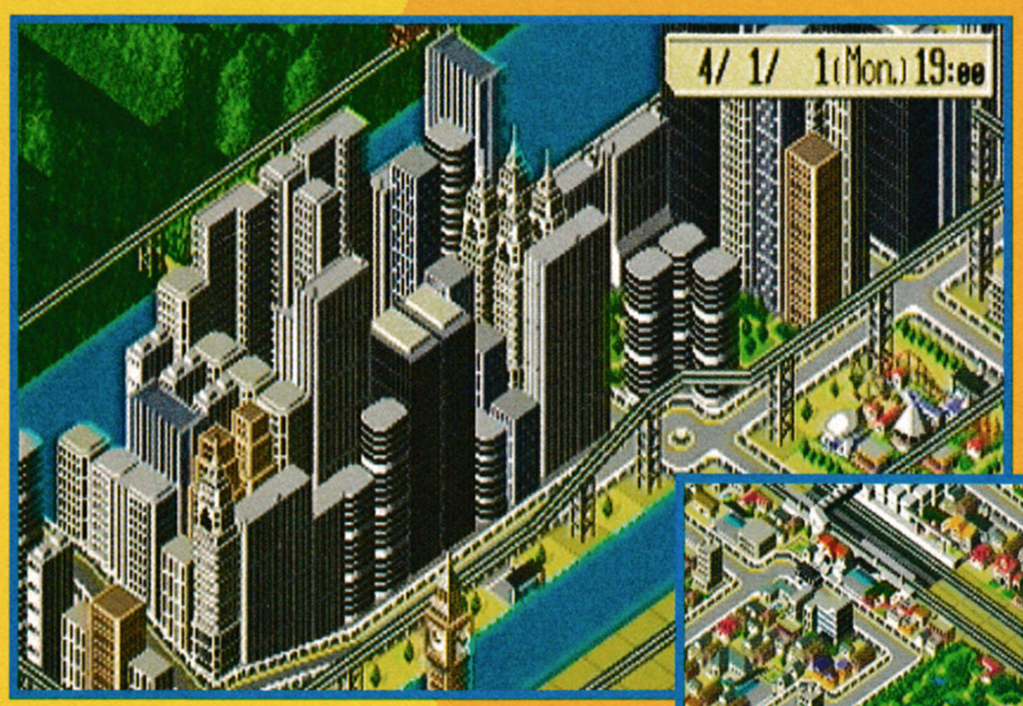
Take time out from your high powered 3D action-packed blasters to spend hours building up a rail network and eventually a city. Let's face it, if someone told you this you'd give them a serious slap for talking complete arse. But that's what Sony are expecting you to do with their latest release.

AIVEG (such a catchy title) is a real thinking man's game. No action, no thrills, no flash graphics, just pure business and planning. Doesn't sound that exciting does it? In fact the most exciting thing you're going to come across in this game is when you get to take a ride on any coach or rail system you build up. Phew, what an adrenaline rush that'll be.

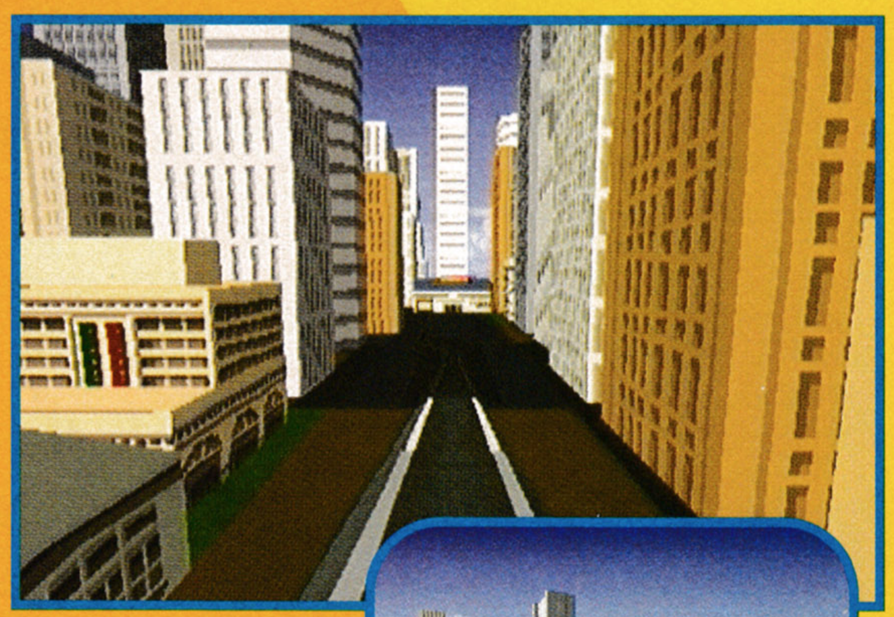
The joy of games like *Civilization 2*, *Sim City 2000* and this is in building your cities up and watching them expand as you make all the important decisions. But at least those games have an element of competition, you're always racing to get stuff done first. Here it's just a case of whack some buildings up, make some money and build a better rail system. In this case, *Transport Tycoon* does it better, and is more enjoyable to play.

Let's face it, unless you enjoy being faced by a solid wall of stats and strategies this just won't do the business for you. It lacks the elements that made games like *Theme Park* and the others that I've mentioned here outstanding for their time. There's far too much waiting around waiting for your money to build up again after you've had the audacity to actually build something. And once you've got more cash? You spend it and wait again. You just keep going.

The biggest shock of all though was to try and save a game. Take your memory card and wipe it, because this sucker will take up the entire thing. That combined with sod-all action and no long term appeal (it all gets repetitive and dull pretty quickly) means that *A IV Evolution Global* is going to be as entertaining as a Michael Barrymore gig. Right, who's up for a quick *Doom* session?



This was promising. If you could only shoot a few people in the street.



The 3D view as you take a school trip on the coach to see your city.

This shows just how unrealistic this is. Big city, big streets and no traffic jams.

An overview of you city and the surrounding area. Who needs *Doom* now that you have this?

That's just what Alaska needs, roads to freeze.

Setting up your city traffic systems. Raw excitement.

GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
70	23	46	44	46

Very small and very dull, only the 3D mode saves this from a much, *much* lower score.

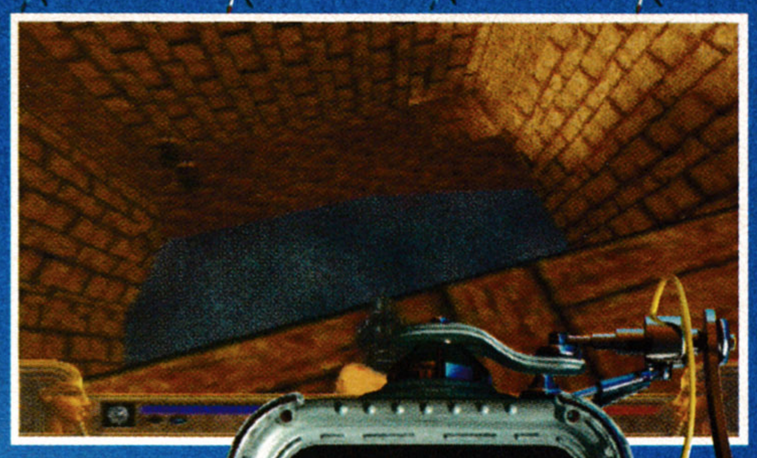
Maybe they simply forgot that the PlayStation can do CD quality sound and music.

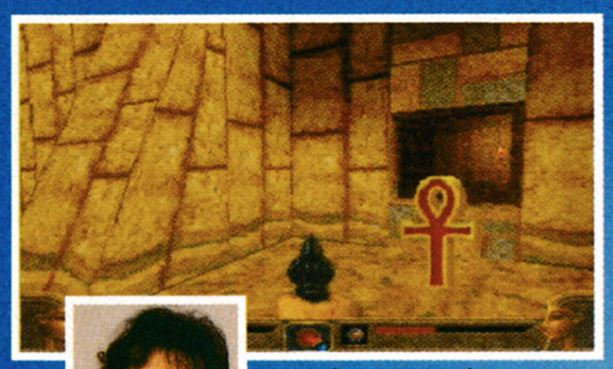
Even for a business strategy game there is very little here to do. No overall goal either.

No ending, so it could go on forever but you'd have to be incredibly sad to play for so long.

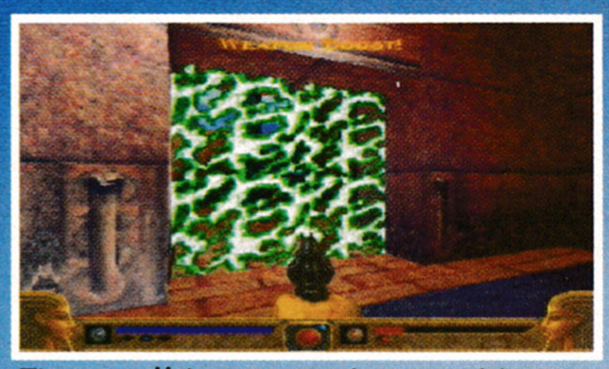
Wait for *Sim City* and *Transport Tycoon* to come out, they do everything this does, and better. *A IV* sucks, plain and simple. LES

JUDGEMENT

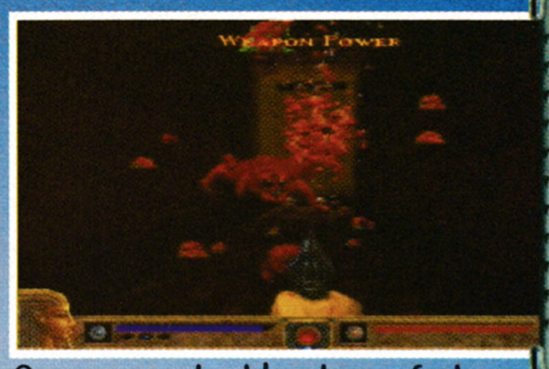




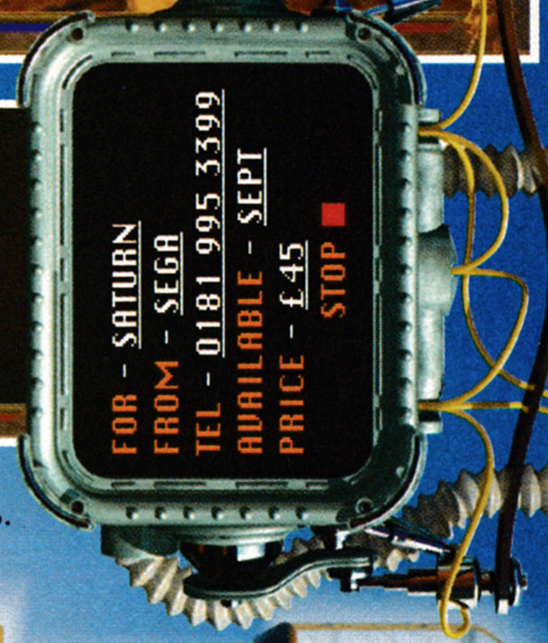
A holy symbol. Agh, kill it quickly.



There will be a switch around here somewhere to deal with this.



Oops, pity the blood just fades away, unlike *Quake*, which rules.

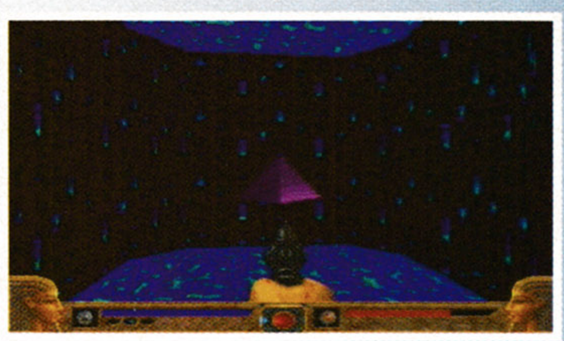


LES ELLIS

EXHUMED

Just shoot down to Tescos and get us some bread will you. Righty ho.

This game is everything *Stargate* should have been, and much more.



Exhumed, that'll be about digging dead things up then. Cool. More specifically, *Exhumed* is an unashamed *Doom* rip off. It doesn't care if people compare it to the great game because, as far as the Saturn goes, *Exhumed* was here first. *Doom* may well come in with all its mates later on but *Exhumed* was here first and it will take some beating.

I don't know why there's been a lack of good *Doom* games on the Saturn, because this proves that the machine can handle it. One look is all it takes to see that this is faster and smoother than most *Doom* games. In fact, at times it's almost too fast for its own good. It also suffers from Spectator Sickness syndrome. It's fine to play but when someone's watching the action on-screen and not playing they'll be feeling motion sickness pretty quickly. You've been warned, if you feel a splash on your back, don't blame us.

Exhumed is big, almost too big. Most of the levels will take a hell of a lot of exploration to conquer. My only problem with it is that these huge levels aren't exactly crammed with cannon fodder. A lot of the fun of *Doom* was hitting some secret switch and suddenly turning round to find yourself facing a room full of hungry zombies. There's none of that in *Exhumed.*

However, there are plenty of weapons to try out and all the sound effects for them are top. This is something that doesn't apply to your targets. Those moans and groans will be sorely missed. *Exhumed* also lacks the gore that makes *Doom* and *Quake* so great, but Sega don't allow that sort of thing any more.

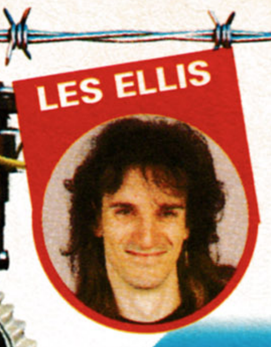
Until the powers that be actually get off their collective arses and release *Doom* and *Quake* (both promised, neither delivered) this is going to be THE *Doom* game to get for the Saturn. This version is far superior to the PC one, which is unusual, and it's a cracking shoot-em-up all-round. The levels may not be as well designed as *Doom* and the likes of *Duke Nukem* but it's still crammed with in-your-face action and exploring. *Doom*'s not out yet and already it's got stiff competition.

GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
90	87	88	89	89
Extremely fast and smooth 3D. Cool looking weapons and targets too.	Brilliant weapon sounds and plenty of atmospheric effects. Top all round.	Classic *Doom* style action that could have done with smaller levels.	It's big and there's plenty to do and see, making it very addictive.	

JUDGEMENT

Classic *Doom* gaming which is only let down very slightly by the level design. It's about time the Saturn got a great *Doom* game. LES

FOR - MEGA DRIVE
FROM - THQ
TEL - 01372 745222
AVAILABLE - AUGUST
PRICE - £40
STOP ■



OLYMPIC SUMMER GAMES

The Premier League catches everyone's attention and loads of games are released to cash in on it. Euro '96 comes along and yet more games are released to piggy-back the hype. Wimbledon happens and, yes, there are even more games jostling for position. As if all that wasn't enough, now we have the Olympics to put up with and what do you know, all of a sudden there's a whole load of Olympic related stuff on the way.

The Mega Drive's sole contender for Olympic glory this year is *Olympic Summer Games* and its chances of getting a medal are slim at best. WHY? Because it's not a very good game, that's why. It's trying to copy the antics of its high powered super console counterparts and failing miserably. It wanted to match all that 3D polygon loveliness but has to rely on chunky, unrealistic characters that are terribly animated.

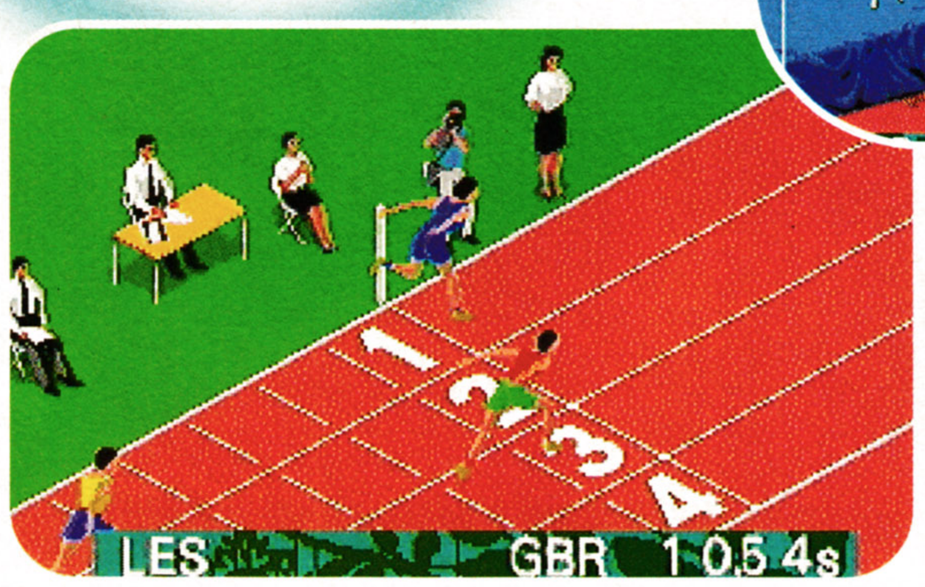
It badly wanted the excellent feel and gameplay but, again, couldn't quite manage it. The characters seem to have two speeds, flat out and stop. There's no in-between. You just can't tell how well you're doing because you can't judge anything in the athletic events. The archery and skeet shooting, which seem to have been thrown in as an after-thought, are down to luck more than judgement. The viewpoint on some of the events is also misleading. In the 100 metres for example, you may think you're miles out in front and when you cross the line you find yourself quite a way behind.

OSG misses the mark by quite a way. Its flaws prevent it from being anything but average at best. Quite frankly, the idea of trying to coerce friends into playing a multi-player game is not appealing. Button bashing at its worst.

Robin Hood never had all this flash sighting gear and he hit the target every time. This is the easiest event of the lot.

The bronze medal winner head-butts the medal giver.

The blue athlete earns a few boos from the crowd for his crap Superman impression.



And THQ win a gold in the squatting down and looking like you've soiled yourself competition.

GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
68	61	54	51	56

Chunky and poor looking. Tries but badly fails to be a next generation lookalike.

The roar of the crowd, the big fanfares, the grunts of effort are all things that this really needs.

A very poor button-bashing effort that lacks the subtlety and glamour of the next gen games. Crude.

A very average game that disappoints after the first round of events. Nothing to keep you coming back.

It's the only Olympics game on the Mega Drive this year so maybe you should go back and try out the older ones, they were better. LES

JUDGEMENT

SEGA SATURN
PlayStation
Try it before
Rent any latest release from just

I've always been a bit suspicious of rabbits. You see, to me, they border on the frightening: red eyes, myxomatosis, Esther Rantzen teeth. It's not like cats and dogs, is it? At least they make noise. Rabbits are just there, silent, looking at you, happy to nibble on the limpest of lettuce leaves. It's just not, you know, 'right'.

So, imagine my reservations when *Whizz* turned up in a 16 level isometric platformer. It was, naturally, rather unnerving. But, of course, there was a job to be done so I agreed to delve deeper on the provision that nothing unexpected was going to happen...

And on playing *Whizz* you quickly come to realise that, no, there isn't likely to be anything unexpected happening. Certainly the switch to isometric has slightly distanced the game from the dreaded bargain bin and its piles of standard platform fare but, generally speaking, *Whizz* isn't likely to offer anything more – in gameplay terms, at least – than, say, *Mohawk* or any other seen-it-all-before platformer you care to mention.

That's not to say *Whizz* is bad, of course. It isn't. Its quirky, jolly feel coupled with some delightful touches help its cause considerably. It's just that in this day and age the nucleus of your game has to involve something more than a cute main character and things to collect.

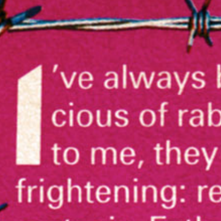
The baddies also disappoint, with moronic, monotonous movement routines that make the soldiers outside Buckingham Palace look like can-can dancers.

Whizz, considering it was being touted as Titus' strongest product to date, is a let down. The unique viewpoint is an interesting addition but once into the game proper it becomes painfully obvious that Yoshi is, once again, going to be smiling his little green head off.

FOR - SNES
FROM - TITUS
TEL - 0171 700 2119
AVAILABLE - AUGUST
PRICE - £34.99
STOP

Isometric platformers are a rarity, are they not?

GUEST REVIEWER
TIM WEAVER



Whizz

If in doubt, stick a bit of snow into the levels. Always makes for a bit of a lark, eh?

I've got the key

Keys are vitally important to your progress in Whizz *and they're split into two categories. The cubes, which open normal doors, and the golden keys, which open secret walkways. The latter of these is a particularly nice touch adding much needed variety to the main game.*

The time limits are strict so keys are a necessary part of progression.

GRAPHICS 80

Patchy in places but overall colourful and bright with some lovely detailed backgrounds.

SOUNDS 72

Not great by any means. The sound FX are distinctly average and the main tune is rather annoying.

GAMEPLAY 82

It's a bit tricky at first but once you have a feel for it, *Whizz* proves to be an absolute joy.

LIFESPAN 70

Well, we've seen it all before haven't we? This is only for real hard core platform enthusiasts.

Great fun in places but, overall, not enough material to sustain a realistic challenge to *Yoshi's Island*. Sad, but true. TIM

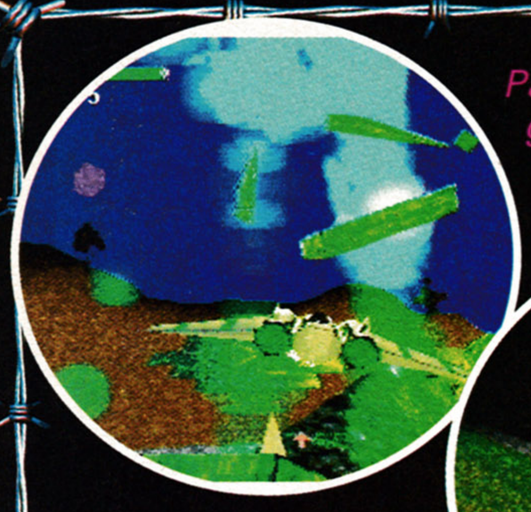
OVERALL 73

JUDGEMENT

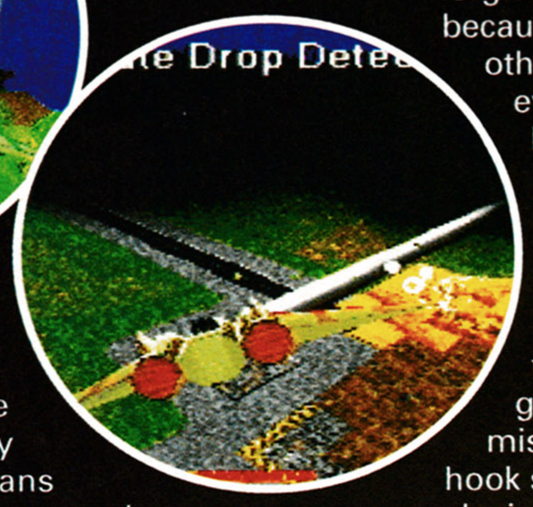
you buy it.

£3.49 for three evenings

BLOCKBUSTER VIDEO®

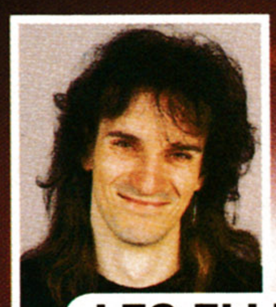


Parachute drops get you the best weapons here.



There is a lot in life that is over rated. Anything from Take That, Richard and Judy and ginge DJ Chris Evans to the Dutch football team and Star Trek have all received accolades they didn't deserve. But what about unsung heroes, like any guitarist in a band fronted by an egomaniac singer, our sandwich lady, the inventor of Coca Cola and *StarFighter 3000*.

StarFighter had a bad start in life. It lived in the slum that was commonly known as 3DO Land. While there it got together with its mates *Space Hulk*, *Killing Time* and *Need For Speed* to form the exclusive Good Game gang. It didn't get many members but everyone who joined was guaranteed to escape to another system. *StarFighter* is the last.



LES ELLIS

Take a look at the screenshots. You'd be forgiven for thinking that this looks rubbish, because it does. The 3D isn't as polished as most other PlayStation games and when you play it, everything tends to move pretty slowly. Normally this would be the beginning of the end for any game and you'd find some pretty low numbers in the final score box down below. Starfighter is different.

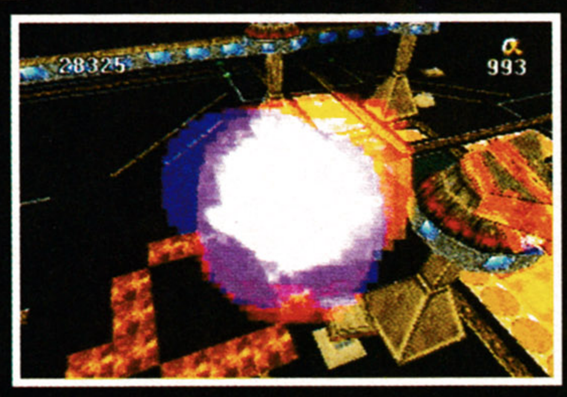
I'd agree that it looks inferior, in fact 'bloody awful' comes to mind the first time you see it. Even after your first few goes you still think that it's completely missed the point. But then it happens. The hook sinks into you and you just can't stop playing it. It may miss out on the adrenaline rush of most fast paced 3D shoot-em-ups but *SF* more than makes up for it with pure gameplay.

The mission based structure of the game makes you want to find out what's going on next. Then the way that you have complete freedom to fly around and do what the hell you want, so long as the mission gets done, makes you want to explore. Then the way that you can use tactics and complex strategies to get your goals. How many other shoot-em-ups let you carve a valley through a range of mountains so that you don't need to face the air-to-air missiles that guard an enemy compound?

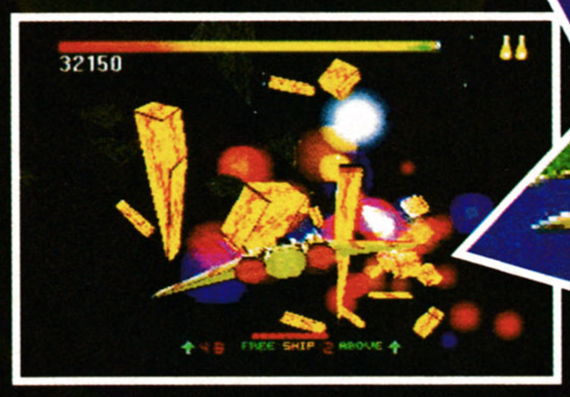
StarFighter is definitely a thinking man's shoot-em-up. It's got all the power-ups and weird weapons that you could ask for and 60 missions to try them out in. What it lacks in the graphics it makes up for with its free flowing mission structure and tactical, not to mention difficult, shoot-em-up action. Definitely an unsung hero in the shoot-em-up market.

STARFIGHTER 3000

Tight turns line you up for the shot.



Launching attacks from high altitude is the way to succeed.



See that skyscraper, so did my guns. Kill everything.

GRAPHICS SOUNDS GAMEPLAY LIFESPAN OVERALL

64	89	85	87	83
The 3D is poor compared to most routines on the PlayStation but it just about does the job.	Some brilliant music (from rocky stuff to mellow, almost classical themes) and plenty of effects.	Fly where you want, kill what you want, just make sure you complete your mission.	60 missions and they don't get easier. Plenty of depth and variety to keep you going.	

***StarFighter* is a surprise game. You'll be surprised that the graphics aren't as good as they could have been and shocked at just how damn playable it is. LES**

JUDGEMENT

PlayStation Power

Every issue one magazine brings you the biggest reviews of the month's top PlayStation releases and massive player's guides to the hottest titles...

This month we've gone MAD!

Final Doom

Exclusive!

Mortal Kombat Trilogy

Over 25 pages of tips!
Fade to Black – Complete Guide
Actua Golf, Space Hulk

Plus!

Every PlayStation game reviewed and rated – updated each month!

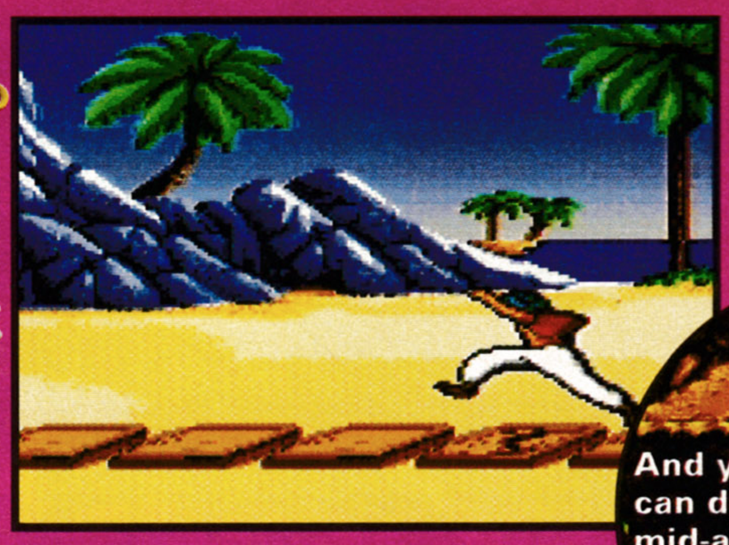
September issue on sale Thursday 15th August

GUEST REVIEWER

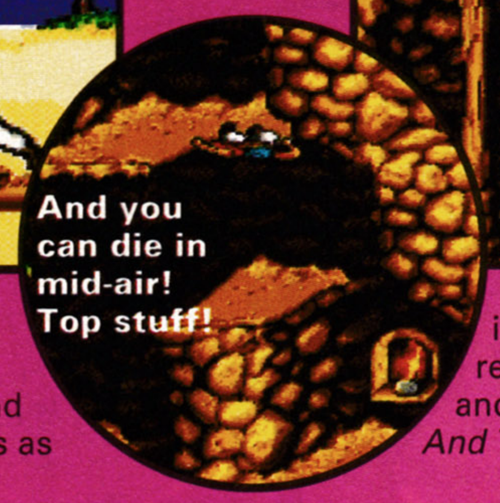
Sean Atkins

Prince of Persia 2

The Shadow and the Flame



Five years ago we would have still hated this old dross.



And you can die in mid-air! Top stuff!

Oh the joy of those deadly leaps of faith!

Once in a while, a game comes along that makes you sit back and marvel at the bloody cheek of some software publishers. What are Titus playing at? On one hand you have to respect them for continuing to support the SNES, but on the other you can't help being angered by their exploitation of us cart-hungry SNES fans. An inferior sequel to a mediocre three-year-old title for £50!? Good grief.

For those of you unfamiliar with the original, it was an admittedly average platformer, but a graphical revelation at the time in terms of animation. Oh, how we swooned at the rotoscoped sprites: "Look he runs, jumps, crouches, and climbs realistically!" we cried. As a result, it sold outstandingly and inspired such improved clones as *Another World* and *Flashback*. Not a bad pedigree for a much improved sequel you would think. Well why haven't they created one then?

If you put the two titles together, *Prince Of Persia 2* actually appears to be the prequel. Every element is inferior. Not convinced? Okay, you can't do a standing jump with any accuracy, buttons and death traps are often indistinguishable, platform edges are inconsistent, the running animation often looks like skating, the controls are unresponsive, the price is a joke, it's very difficult for all the wrong reasons, leaps of faith test your faith and what about the title? *The Shadow And The Flame*? Grow up! What pretentious twaddle. *The Cash-In With Some Cack*, more like. This is terrible, don't even read the rest of this review. Turn the page. Oh, you have to anyway – it's the end. Phew.

The realism will make you chuckle quite a lot.

Walk forward and stab. Now that's action!

Stop! Hammer time! Wa-ho, wa-ho...

GRAPHICS 20 — The Super Game Boy could produce similar graphics, as could a small child with a potato and some paint.

SOUNDS 20 — Eastern riffs that have no business being legal. Enough to bring out the muderous tendencies in anyone.

GAMEPLAY 20 — About as much fun as sucking another bloke's feet. Feels alien, stinks and is vulgar in nearly every way.

LIFESPAN 15 — Sparklers last longer. And they're vaguely entertaining. In fact, go and get yourself some sparklers.

OVERALL 19

A shocking waste of money. Doesn't come close to *POP1* which itself looks as dated as Thora Hurd these days. RUBBISH!! SEAN

JUDGEMENT

SEGA SATURN
PlayStation
Try it before
Rent any latest release from just

Damn, I could have sworn that that was my contact lens.

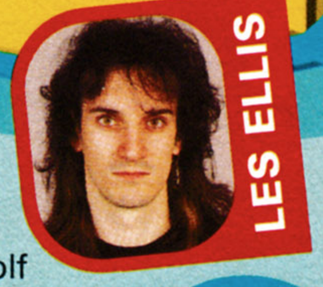
This is going to have to be some shot. The hole is behind these trees and the only way through is that little gap there.

Before you even hit a ball you can see every part of the hole.

The latest golf tuition device. A yellow plastic tube that reaches from you to the hole. Guaranteed hole in one every time.

A bit of camera angle madness here as we go for the overhead.

Actua Golf



Here's an observation for you. Every now and then a new piece of hi-tech hardware is released on the market. Ever since the early days, the C64, the Amiga, the PC, the Mega Drive, the SNES, the 3DO, the Saturn and the PlayStation have all strived for perfection (and yes, I know I missed out the Jaguar and CD-i but we're talking perfection here). Some have made it, some haven't. But with all these machines, all these companies and all the potential, there has been one thing connecting them all. Golf.

Why is it that whenever a new machine comes out people have to start bringing out golf games? And not just the odd one, there are loads of them. Why? It's hardly the most exciting sport in the world, or the most colourful for that matter. And let's face it, once a game has a few courses and a few clubs there isn't really much that can be done to improve it is there? Oh look, our textured grass is better than theirs. Oh look, our water has ripples in it.

Don't get me wrong. I'm not dead set against golf games but I don't think that they've progressed much from the old Mega Drive *PGA* series. Sure they look better (in some cases), but they all still play the same. So don't expect miracles from *Actua Golf*. It's a golf game – there's lots of green, a bit of yellow and some blue. Throw in a few distinctly, well, treeish trees and there you have it.

In its favour *Actua* does have a choice of several running commentaries including one from Peter Aliss. The most important plus however is the physics. Someone at Gremlin obviously listened in their science lessons instead of spending all their time trying to set fire to a lass' hair with a bunsen burner. You see, the ball and the 3D landscape actually work properly together. Unlike most golf games where the ball will just bounce and stop whenever it feels like it, in *Actua* you have to contend with each individual bump on the course.

So there you have it, *Actua* is probably the most accurate golf game around and with its commentary and different camera angles is probably the closest they've yet come to capturing the, dare I say it, excitement of the sport. Now I'm off to buy some Rupert Bear trousers and stupid socks so it feels even more realistic.

GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
81	87	84	86	85

Some good animation and the courses do look convincingly golfie enough, I suppose.

Plenty of commentaries and the obligatory bored waiting-for-the-streaker crowd noises.

It's golf for God's sake, with a few other play options thrown in. What do you expect?

It's accuracy will make it more playable than most. And there's the multi-player options as well.

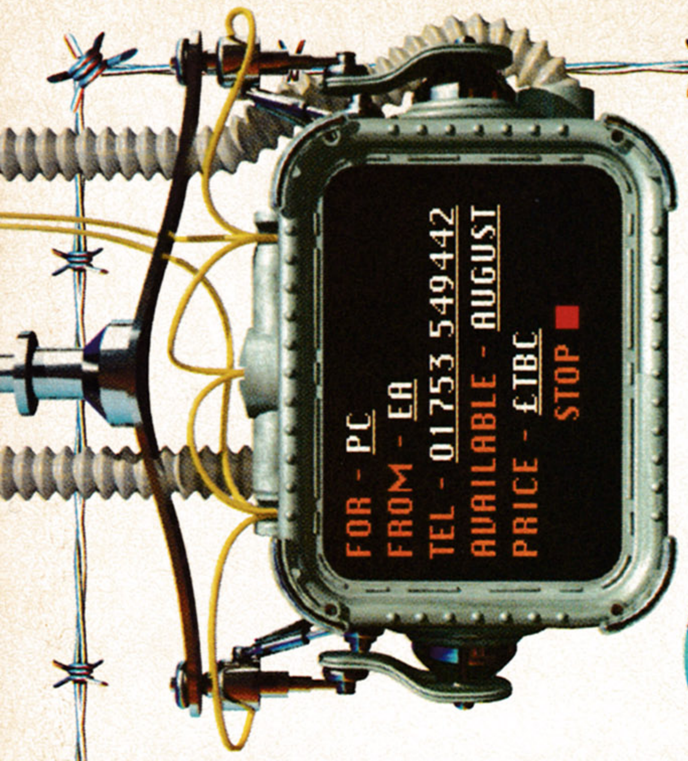
***Actua* is pretty damn playable and user-friendly. Play with a few mates and it's even more fun. Well, as fun as golf gets. LES**

JUDGEMENT

you buy it.

£3.49 for three evenings

BLOCKBUSTER VIDEO®



LES ELLIS

Another PC game, another endless intro.

TIME COMMANDO

Why do scientists bother to meddle with time travel? Every time they do it something goes wrong and all hell breaks loose. Every movie that they've tried time travel in, there's always been trouble. Just look at Terminator. First you get some psychotic cyborg trying to kill people and then you get the endless arguments over the paradox of some bloke coming back through time to father a future resistance leader.

And every TV series they've tried it in? There's been trouble. Doctor Who is always having scraps every time he opens the door to his TARDIS and in anything from Quantum Leap to Star Trek there is nothing but grief when time travel is involved. Take the hint, don't do it. Let's all just stay where we are and not try to figure out how we'd feel if we nipped back in time and caught our parents 'at it'.

In the latest time experiment some bloke is being warped through different time zones to collect chips to defeat some virus. While in these different time zones will you obey the law of not interfering with the past because it will affect the future? Yeah, right. While you're stuck in history you're going to slug it out with everyone you can lay your hands on.

Time Commando **is basically a 3D *Streets Of Rage.* You walk through these scrolling levels, beating hell out of everything you meet. Unlike *Streets Of Rage* though you don't have many moves to pull off. A few unarmed kicks and punches is about your limit. However, after you have kicked in your first few targets you find that you can pick up their weapons, and this is where things start to get very cool indeed. Although the fighting seems limited at first it's not until the second or third levels, when you get involved in sword fights where you can block and parry, that this really starts to shine. Before you know it you're duelling with four guys at once while their commander waits on a horse to take on the winner.**

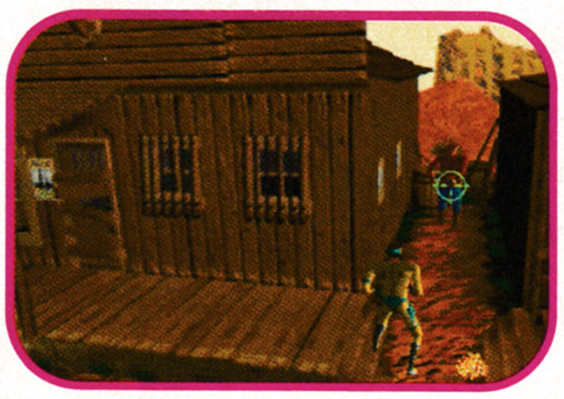
The gameplay is very slick in *TC* but it is limited. Graphically it's flawless and the idea of stealing better weapons and using them in the time zones is really appealing. It's not the biggest game in the world but it's bloody enjoyable, there's nothing like getting in a big sword fight with some roman blokes to get the aggression out of your system. Definitely recommended by us.

If only Van Damme's Timecop was this good.

Showing cavemen how to dance is not recommended.

This'll get the animal liberation types up in arms again, Kick in the cute liddle puddy cat.

Two on one isn't fair. You've only got a Samurai sword to defend yourself.



Time Commando does his best moody Clint Eastwood impression in the Wild West stage.

An epic battle set in some sci-fi future place. It's near the end of the game.

GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
84	80	81	82	83
Slick 3D with plenty of cut scenes. Some things seem a bit indistinct though.	Music blasts out from time to time and the effects are top.	Seems limited at first but the further you go, the better it gets.	Not the biggest but different strategies seem to work better so there's plenty to do.	

JUDGEMENT

A very enjoyable hack and slash romp that will appeal to anyone who likes uncomplicated and fun action games. **LES**

ROAD RASH

There's plenty of this FMV tomfoolery to try and distract you.

The start of the race. The other bikers zoom off quickly but it doesn't take long to reel 'em in.

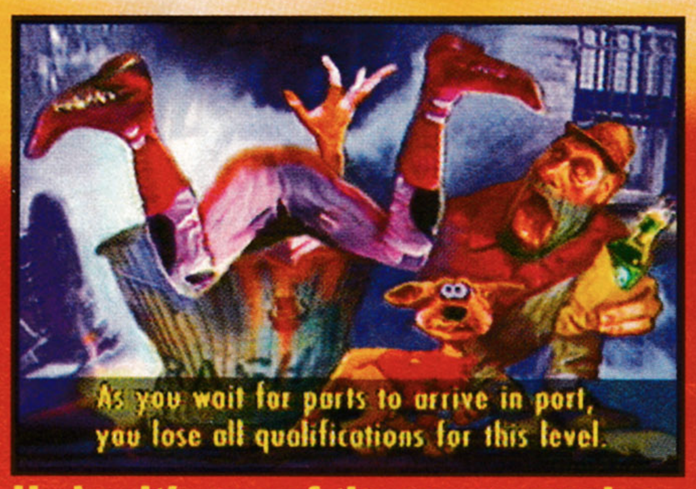
The buildings actually look pretty good as they flash by, giving a real impression of speed.

WILL GROVES

Road Rash is rapidly becoming the Tina Turner of videogames. Ropey even in its prime, but undeniably lively and good fun, it's now well past its sell-by date and badly in need of gentle guidance to the nearest rest-home before it embarrasses itself further. The series made its debut on the Mega Drive and was something of a smash, combining some pretty simple racing with plenty of action and a smattering of well-placed violence. When the 3DO appeared its sprites got a brush-up and the scenery zoomed by in impressive style, while the gameplay stayed the same. Then it went to PlayStation, disappointingly unimproved, and now its made the same weak shuffle onto the Saturn.

Given the quality of the competition (even *Daytona*, which got a pasting, is well ahead) *Road Rash* doesn't stand a chance. Even if the incredibly simplistic racing and thumping action could stand on its own two feet (which it can't, being shallow and frustrating), the graphics would let it down badly. The sprites are ugly and the animation doesn't deserve the name. True, the road nips by in impressive style, looking for all the world like the simple but more aggressive cousin of *Need For Speed*'s tracks but your eye is constantly drawn to the cardboard cut-out performance of the bikers and the sudden, blocky appearance of the odd dawdling car.

It's still a good idea for a game – motorbike racing, crashing and aggro but since there's been no attempt to try and make *Rash* competitive by adding say, decent racing or better graphics I have to tell you to steer clear of it. Dated.



Ho ho, it's one of the many amusing pictures you'll be treated to.

The yellow line's generally the safest part of the road as cars stay in lane.

GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
59	50	45	45	50
Nippy road and scenery, ruined by the flat sprites slapped on the top.	A grungy but old soundtrack and an incredibly crude engine buzz.	Dated, frustrating, one-dimensional... No, we didn't enjoy this *at all*	It will take a while to plough through, but very little changes as you do.	

JUDGEMENT

The *Rash* concept is badly in need of updating. Any more like this and we'll give up on it completely. WILL

You want to avoid going out and spending an absolute fortune on a game that might keep you entertained for 30 seconds, right? Well we want you to avoid that too, so right here are what we reckon to be the best games on the shelves right now, as we speak. Yeah that's right. This very second these titles are on a shelf near you waiting to be bought. Make sure you follow our guide to never buying another cack game.

GM

PLAYSTATION

1. Doom
Shoot-em-up ● GT ● £40
May be knocking on a bit now but it's still one of the best PlayStation games available. That all out in-your-face action combined with an unbelievably spooky atmosphere make this one that you just HAVE to play.

2. Alien Trilogy
Shoot-em-up ● Acclaim ● £40
Like *Doom* but you're fighting the less pleasant members of the cast of the three Alien movies. Plenty of action and scary stuff to keep you hooked. Just like being in the movies, except you don't have to shave your head.

3. adidas Power Soccer
Footy sim ● Psygnosis ● £40
Euro '96 may be over but there's no excuse for not having a kick about on your PlayStation with this Psygnosis spawned footy sim. The graphics really are amazing but they're nothing compared to the gameplay, which is absolutely spot on. Real Premier League stuff.

4. Ridge Racer Revolution
Racer ● Sony ● £40
Drive around at stupidly high speeds smashing into walls and hitting other cars. Do it on *Ridge Racer Revolution* and you won't get into trouble for it. Visually stunning, this has to be one of the fastest racing games ever and it's got a two-player mode.

5. Return Fire
Shoot-em-up ● Warner Interactive ● £40
Top tanking and blasting action with an incredible classical soundtrack. Two-player mode pits you against a friend in a race to capture your opponent's flag while causing as much damage to him and his base as possible. Looks a bit old-fashioned but plays like a demon. Top stuff.

7. Fade To Black

Action puzzler ● EA ● £45
More sci-fi adventure in the follow-up to *Flashback*. Your 3D polygon character moves around in his 3D polygon environment, killing 3D polygon aliens. The simple trial and error puzzles never detract from the atmospheric action.

8. Mortal Kombat 3
Beat-em-up ● GT ● £40
The definitive 2D beat-em-up and this is an arcade-perfect version of it. Slick fighting gameplay combines with those awesome visuals to give you a great game. All the moves and fatalities of the arcade game in their full gory glory.

9. Tekken
Beat-em-up ● Sony ● £45
Now if you want the ultimate next gen beat-em-up, at least until *Tekken 2* or *Virtua Fighter 3* is released, then this is the baby to go for. Tons of moves and solid thump-em-up action. One of the all-time classic beat-em-ups.

10. Twisted Metal
Racing shoot-em-up ● Sony ● £35
Brilliant 3D graphics, plenty of weird vehicles and some of the best combat arenas you're ever going to see. What can compete with racing over some bloke's lawn, blasting hell out of an ice cream van and then running the gardener over in the process?

SNES

1. Yoshi's Island
Platform ● Nintendo ● £50
Best platform game yet to appear on any 16 or 32 bit system. Mario's creator comes up with the goods yet again to create an awesome piece of software. Top, top, top, top and top. Better go and get it then.

2. Doom
Shoot-em-up ● Ocean ● £45
Look, it's bloody *Doom*, okay? What more can we say? You shoot people, they die gruesomely, you laugh and do it again. It's ace. That's that. Comprende? For God's sake just go and buy this thing and see for yourself.

3. Super Bomberman2
Blow-em-up ● Virgin ● £30
It's cheap, four people can play and it's highly addictive. Drop bombs and set up devious traps to destroy the other players. Very politically incorrect but who cares, it's fun.

4. Donkey Kong Country 2
Platform ● Nintendo ● £50
shop around to get the best price on this one. Top platform action with those trademark superb Rare graphics makes this one to show off to your mates. A classic game that keeps the *DKC* legend alive.

5. Super Metroid
Shoot-em-up ● Nintendo ● £20
Plenty of exploring, plenty of shooting and plenty of complete and utter carnage. What more could you want? 100% pure gameplay with different elements thrown in to keep you going. Shop around.

MEGA DRIVE

1. Toy Story
Platform ● Sega ● £40
Blimey, you won't believe it's a Mega Drive game. The graphics are on a par with *Clockwork Knight* on the Saturn. Plenty of different genres make this the only must-own game for the Mega Drive right now. It's bloody difficult too.

2. Mortal Kombat 2
Beat-em-up ● Acclaim ● £35
Had to be in here somewhere. The best beat-em-up on the Mega Drive just happens to be a near perfect conversion of one of the best arcade 2D beaters. All the characters and moves are here.

3. Brian Lara Cricket '96
Cricket ● Codemasters ● £40
Cricket's record breaking batsman (even if he is a bit crap at the moment) lends his name to Codemasters' updated sports outing. Much more entertaining than having to watch a test match for five days. Still at number one in the charts as well, months after its release.

4. Dynamite Headdy
Platform ● Sega ● £20
Another great old game re-released at a budget price. This one is a real novelty with exploding heads and all manner of weird things going on all over the place.

5. Mega Bomberman
Blow-em-up ● Sega ● £20
Another budget re-release, this is a souped-up version of the original SNES game with you dropping bombs and trying to trap your opponents, and then blowing them up. A much underrated Mega Drive game.

SATURN

1. Sega Rally
Racing ● Sega ● £40
Still the best racing game on the Saturn, bar none. Nothing else comes close to the spectacular races and drop-dead gorgeous graphics. Retains all that amazing speed in two-player mode as well. A must-own game for the Saturn.

2. Virtua Fighter 2
Beat-em-up ● Sega ● £40
A brilliant conversion of the legendary Sega coin-op that isn't quite perfect but comes pretty bloody close. Over 2000 moves, plenty of characters and some very slick fighting action make this almost unbeatable on the Saturn.

3. Ultimate Mortal Kombat 3
Beat-em-up ● GT ● £40
The last 2D outing for the *MK* guys and gals. This one is a perfect conversion of the upgraded coin-op, although with loading times thrown in for good measure. The definitive *Mortal Kombat*, at least until the next one.

4. Virtua Cop
Shoot-em-up ● Sega ● £60
The first game to support the Sega light-gun, which comes bundled with it (hence the higher price) this is a superb conversion of the coin-op. It may be a game on rails with you just blowing away the odd polygonal Reservoir Dogs cast member but it's far superior to every other attempt at this style of game so far.

5. Thunderhawk 2
Shoot-em-up ● Core Design ● £40
Top graphics, plenty of action in the most politically correct shoot-em-up of our time. Fly your chopper around the 3D landscapes carrying out missions and blowing up bad guys. Let Johnny Foreigner and Freddie Drug Dealer have it boys, with both barrels and a missile in the face. Top stuff.

6. Street Fighter Alpha
Beat-em-up ● Virgin ● £40
This is the best outing yet of this already superb beat-em-up series. Stunning manga-styled characters, new characters, new moves, a new chain combo system and lots, lots more. The superb action and depth of control makes this the purist's choice.

7. NFL Quarterback Club '96
American footy ● Acclaim ● £40
This latest instalment of the *NFL QBC* range must surely take over from *Madden* as the best American football game available on any system. It's got excellent graphics and its easy to play – let's see *Madden* beat that. Top stuff.

8. Sim City 2000
Build-em-up ● Sega ● £40
Build up huge cities and keep them growing, as well as keeping all the residents happy. A very in-depth game that will keep you occupied for ages. Easy to learn, impossible to master.

9. Night Warriors
Beat-em-up ● Virgin ● £45
Darkstalkers Revenge features more weird and wonderful, not to mention undead, characters. Classic *Street Fighter*-style action with updated cartoon style dark graphics. Top beat-em-up action.

10. Panzer Dragoon 2
Shoot-em-up ● Sega ● £45
More of the same, but much better. This time it's not so linear and easy. You get to choose paths and battle plenty of different creatures, including some of the most amazing bosses ever.

ReCoMmenDs

PC

1. Quake
Shoot-em-up ● GT ● Shareware

At last the shareware version of the long awaited *Doom* sequel is out, and its ace. The one-player mode isn't as good as *Duke* or *Terminator* (*Reck-on* – Will) but the multi-player game is just unbelievable. Some of the most incredible death matches ever are ready for you to join in. Make sure you do.

2. Duke Nukem 3D
Shoot-em-up ● US Gold ● £35

One of the most entertaining *Doom* clones around. There's never a dull moment with this. Great in multi-player mode but the one-player game is better than the rest. You can even port in WADs from other games. Top.

3. Terminator
Shoot-em-up ● Virgin ● £35

Still rates as the most involving and atmospheric of all the *Doom* games. It retains the look and feel of the movies and slaps you right in the middle of it. With the *SkyNET* upgrade on the way this will get a new lease of life.

4. Civilization 2
Build-em-up ● MicroProse ● £40

Could this the most addictive game ever? Build up your own civilization while doing all in your power to stop all the other computer civilizations ever growing to become a threat. Win the space race to win the game but total global conflict is much more fun.

5. Command and Conquer
War game ● Virgin ● £40

The best selling PC game of all time, and rightly so. This dragged war gaming kicking and screaming into the '90s. superb soundtrack and gameplay that just wouldn't let go made this one of the most playable games ever.

5. Doom 2
Shoot-em-up ● Virgin ● £30

The game that launched a genre can still compete with the newcomers in terms of challenge, action and, most of all, atmosphere. What's more you can get it pretty cheap if you're prepared to shop around a bit. It may not be a youngster but never underestimate the quality of this gaming landmark.

7. Warcraft 2
War game ● Blizzard ● £40

Like *Command and Conquer*, but set in the world of elves and demons. Same style of gameplay but with improved graphics and a few extra tweaks to the rules to make this almost as good as the definitive PC war game, but not quite.

8. Settlers 2
Build-em-up ● Bluebyte ● £40

While *Civ 2* concentrates on the evolving style of game Settlers relies more on the build-up-a-big city-and-kill-anyone-who-tries-to-get-near-it style of play. The gameplay is so involving that you'll have to be reminded to do minor little things like eat, drink and sleep.

9. Dogz
Bark-em-up ● Mindscape ● £25

Adopt a young dog and see him through all the important aspects of his life. Train him, feed him and watch him play. Ahh, isn't it sweet? The perfect desktop pet. He won't mess all over the place either. Or chew your favourite book. Even better than the real thing?.

10. Championship Manager 2
Footy management ● Domark ● £35

Take Bogawful Utd from the Crapsleigh League right up to the top of the Premiership. That's the idea. Make all the decisions a top manager makes and you won't get mugged by the crowd if it all goes wrong or done over in the press when your players wreck a jumbo jet. The best footy management game.

3DO SO CHEAP

Special Reserve were the first, then HMV followed suit and now everyone is getting in on the act. If your local retailer offers you 3DO games for anything more than £20 tell him to get stuffed. As it stands you can pick up games at prices that should start at a fiver. The machines themselves are selling for around £80 (cheaper than most import games for other systems). The games you should make sure you pick up are *Space Hulk, Return Fire, Need For Speed, Killing Time* and *Starfighter*. Shop around for the best prices.

THE ONLY BUDGET YOU SHOULD BE INTERESTED IN

Forget that tedious all day affair where the Chancellor waffles on for hours about how he's going to make everyone pay extra for everything, there is a new kind of budget that should take your interest. This one is the budget range that just about everyone is introducing in a bid to increase their sales.

Sega have re-released a whole bunch of games for £20. Some are great, some aren't but there some very classy titles coming that you may have missed first time around. Games like *Mega Bomberman* and the *Sonic* games are ones that you really shouldn't miss out on. *Dynamite Headdy* and *Tazmania: Mars* are also worth looking at if you want to give your parents some ideas for presents.

Not to be outdone Nintendo are regularly releasing old games at new prices, starting at £20. Games like *Super Metroid* are the latest in a line of re-releases that have seen some classic titles bought back to life.

For both 16 bit consoles it seems that Woolworths and W H Smiths have the better deals, although Menzies and some specialist chains are offering one-off deals to clear out their existing stocks of 16 bit software so shop around.

YOUR CHANCE TO BE HEARD!

A couple of issues ago we bought you the all time GamesMaster Top 100 games. We are at the moment compiling a Reader's Top 100 which will show what YOU think are the best games ever. If you want to take part just fill in the form below and tell us your ten best games. Next issue we'll be printing the results and settling the issue once and for all. So get scribbling quickly if you want to have your say in the definitive Readers' Top 100 games of all time.

missing section

If you happen to have this magazine or even just this page with the missing parts,

and want to help us complete this magazine,

please contact us on Twitter at https://twitter.com/OoPAvgm

Thank you!

The Dream

Have you got the talent to turn your favourite pastime into a career in the games industry? GamesMaster goes job-hunting on your behalf...

We know you. You're a game-freak, a video fanatic. You live and breathe videogames, and when you haven't got a pad in your hand it's because you're reading mags like GamesMaster for the latest news and inside secrets. So when the time comes to think about the future, it's perfectly natural that you consider turning your hobby into your profession. What could be better than a career in the games industry?

Maybe you've got a minty-fresh idea for an original game design. Perhaps you want to use your vast and authoritative knowledge to write for a console magazine, or you've simply heard that some companies employ playtesters and you want to know more. From the hundreds of letters we receive we know that these possibilities excite you, so prepare yourselves for the definitive GamesMaster guide to getting a job in videogames. You may be surprised by what follows...

LET ME IN

authors. Games with plenty of text or complex plot directions may need heavy scripting.

• an artistic unit – artists and animators. Experience with 3D studio packages or modelling tools like Alias/Wavefront is currently in vogue, but some companies offer training in this area to good college level candidates.

• a technical unit – programmers. Everybody expects their coders to know C, Windows and 3D programming these days, so this is a tough point of entry unless you're already experienced or a graduate.

• a quality control unit – the players and beta testers who weed out bugs and smooth out the gameplay.

• managerial – team leaders, project directors, producers. Well, somebody's got to keep an eye on those strange beardy types.

GAME DESIGN

● We know that many of you fancy yourselves as budding game designers, having concepts and playing ideas you want to see brought to life.

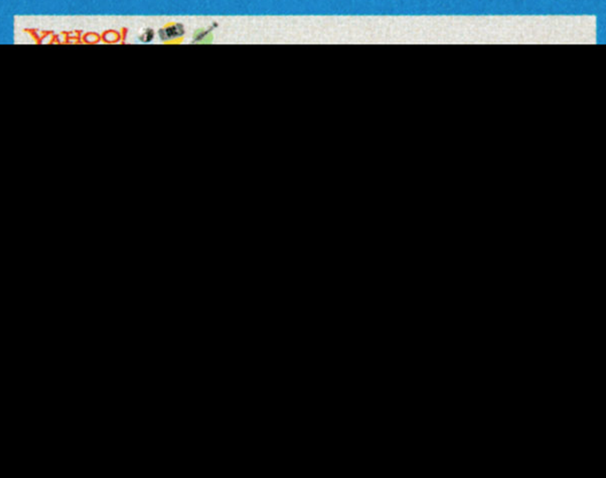
The UK still has a reputation for innovative design that parallels the giant Japanese corporations, but it's a mixed blessing: the opportunities exist, but many homegrown companies already boast staff with enough crazily good ideas to keep them busy well into the next millennium. Fortunately there are some companies that will listen to unsolicited game proposals, and even if you don't get to see your idea brought to life you might find the contact with the games industry enlightening and the feedback useful. For a start, there's a lot more to games creation than you probably ever imagined.

A realistic observation we might offer is that almost all of the game designers we consulted had developed professional skills in other areas

THE INTERNET

THE INTERNET

If you really want a direct line to the games industry then get yourself on-line or exploit the facilities of your local library/college/cybercaff. Software houses recognise the importance of a high profile on the Net and anyone worth dealing with will have their own website listing their current catalogue, forthcoming projects and job vacancies. An afternoon's browsing will turn up more addresses and contacts than a week of phoning around, and you'll have the opportunity to e-mail an inquiry as soon as you spot something interesting.



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If you happen to have this magazine or even just this page with the missing parts,

and want to help us complete this magazine,

please contact us on Twitter at https://twitter.com/OoPAvgm

Thank you!

Factory

before embarking on their current career. This experience varied considerably from the artistic to the technical, but none had gone straight from leaving school into a high-end game design position. That's not to say it can't be done, but if you're going to stand a chance against the competition then proven abilities in other fields will always give you the edge.

If you're serious about submitting your idea to a software house then have a thought for the processes involved at the other end. These people are busy, so finding the time to consider an unsolicited 200 page document with ten A3 sketchbooks attached is out of the question. Balance your enthusiasm with an eye to producing a concise and easily digestible proposal that captures your thought and attention to detail in a quick and easy to read format.
Rule No 1: Keep it snappy.

So you've designed a gut-wrenchingly cutesy character and you've drawn up a lovely storyboard to set the scene. Think you're on to a winner? Not according to Gremlin's creative manager Pat Phelan, who's had to wade through more good efforts than bad. "We don't want stories! Anyone can rustle up a storyboard. Computer and videogames are all about mechanics, execution, and interface. That's where the playability lies, and that's where we're looking for a grasp of good game design."
Rule no. 2: Don't send stories.

Who are you talking to? If you do your research you'll see that many high-profile names in the software business (Konami, LucasArts, etc.) don't have development teams working in this country, so you'd be wasting your time sending off-the-cuff game ideas or job applications. An excellent way to keep abreast is to consult Edge magazine every month and scan the ads near the back for contact addresses. Above all, don't send your game ideas to magazines. We're keen to help (as this feature hopefully proves) but we're not associated with any softco so you'll be wasting your time.
Rule no.3: Do your research.

TEST YOUR GAME IDEA

How much thought have you put into your design? The following questions are extracts from a professional proposal document as used by Psygnosis UK, and might help you to put your own game idea in perspective.

What machine is it for?
Ha, that's pretty straightforward – or is it? If you had a console game in mind, were you aware that Sony and Sega have strict licensing procedures to complete before you can create games for their systems? And unless you're talking to a Dream Team associate, there's currently NO chance of putting your game on the Nintendo 64. Conversely, computer formats like PC and Macintosh are open platforms for development.

What kind of player would play it?
Word for the day is 'demographic'. Is this a game for adolescent males or (cliche alert!) would it suit all the family? Would the content necessitate an age rating, or perhaps limit its potential appeal to genre fans?

What type of game is it?
Your concept might fall into an existing category – racer, strategy, RPG – or it might fuse and cross genres. Do you intend to incorporate real speech or FMV?

What does it look like?
No matter how beautifully drawn they might be, a few sketches or diagrams simply won't cut it if you can't think and express yourself in terms of the finished product. Would the game need a sophisticated 3D engine? If it's isometrically-viewed, is there a fixed environment or would it need to scroll in reaction to the movements of a centre-fixed character?

DIY GAME CREATION

DIY GAME CREATION

The proposed arrival of personal console development kits – the 'Let's Create' system from Sony of Japan and the M2 Garage System from 3DO Company (see last month's news in GM?) – suggests that the big companies are still interested in game ideas from us little people. For a considerable fee you'll be able to purchase devices that allow you to program their consoles and make your own games.

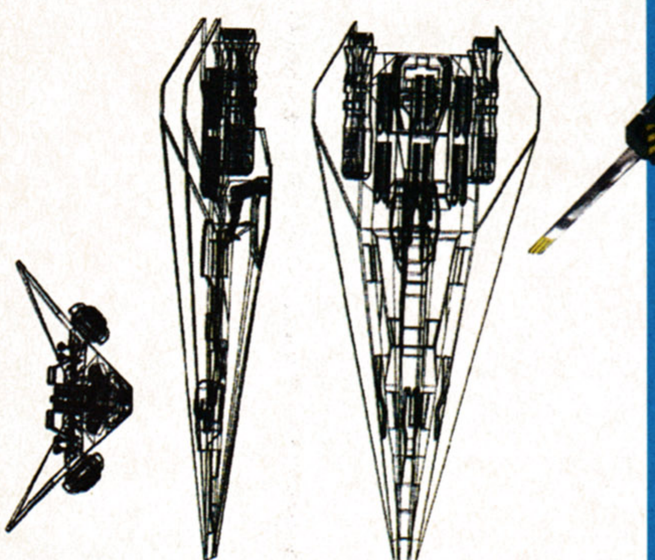
Over the last ten years game creation has moved out of the bedroom and into the office: the sheer sophistication of today's consoles and computers means that a single title can involve the efforts of over a hundred people. However, some would claim that the innovation, originality and downright oddball craziness witnessed in the game design of the early Eighties has been lost in the process. Are Sony and 3DO making it easier for a return to the days of 'one game, one designer/programmer'?

So far, we're not impressed. For a start, the Sony kit is based around an R3000 C compiler. Unless you already have a powerful personal computer, can program fluently in C, preferably C+, *ideally* C++, producing object-orientated code while exploiting the extra game-related utilities and tools thrown in for good measure... Um, if we haven't lost you already then you're probably excellent material for a games programmer and can happily make your bearded way into the industry via a trusted route. Those of us who feel a bit dizzy at the thought should appreciate that this isn't SEUCK (Shoot-Em-Up Construction Kit) and you can't just splash out $1,200 in the hope of picking it up as you go. And even if you do have the knowledge to create, you can't sell your game unless Sony decide they like your idea and want to produce it for you.

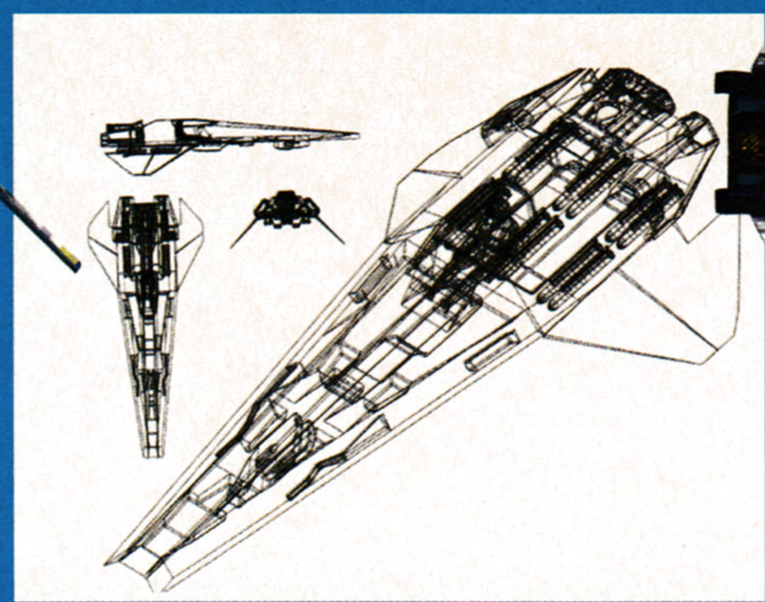
It's a pigeon step forward, definitely, but don't hold your breath for European releases of these kits.

Sony's sexy little black number: this kinky ebony-cased PlayStation might just look yumptious enough to warrant that undeniably hefty price tag of $1200, but unless you've got a powerful PC and an equally powerful head for coding in C then you won't be able to do much more than look at it anyway. Tish. Still, it is very sexy.

THE MAKING OF A SMASH



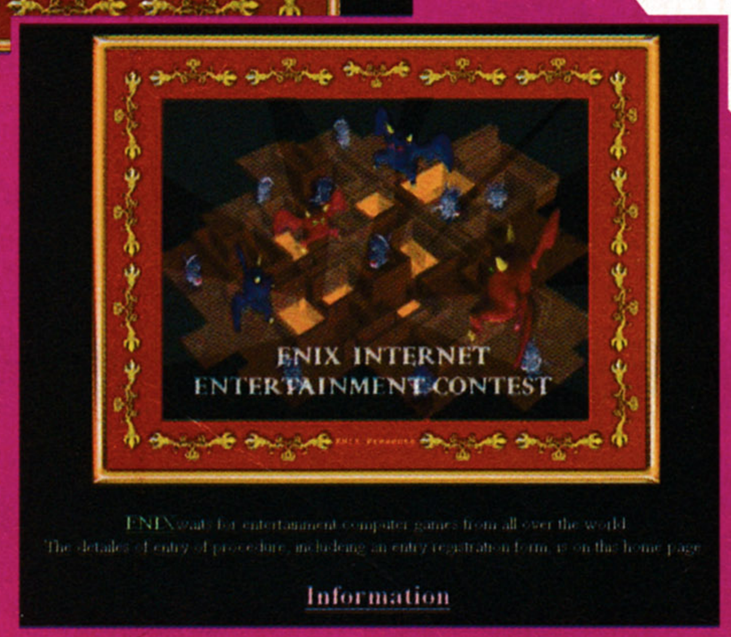
● *Generating 3D images is as complex and time-consuming as any CAD/CAM industrial draughtsmanshippery. Gone are the days of felt-tipping 8x8 sprites...*



● *With the good old wireframe established, the artist can implement a solid manipulable object using these 3D modelling tools you've heard so much about.*

COMPETITIONS

Competitions for game designs from the likes of Nintendo (who ran a Virtual Boy contest) and, below, Enix of America are a fairly regular occurrence, happily, so it really is well worth entering if you feel you have the necessary talent. In fact, realistically speaking, you stand more chance of winning these fiercely competed international affairs than getting your concept recognised by certain British companies.



● *Originality is the key to winning competitions like this. A* **Virtua Fighter** *clone might seem more realistic in marketing terms but the judges are really looking for the next* **Doom** *or* **Tetris.**

What does it sound like?
MORE – HUMAN – THAN – HU... ahem. Sure, you might insist on listening to White Zombie when playing *anything* but the mood of your game and its intended market will have rather more influence than personal taste over whether it needs an industrial, orchestral or ambient soundtrack. Have you considered how the format of the device (cartridge, CD-ROM, hard drive) will determine the possibility and extent of effects like real speech, for instance?

Why would you want to play it?
If this question throws you then you haven't thought enough about incentives and rewards or the appeal it can offer. What is its particular attraction for the player?

What do you do to what and why?
The nitty gritty. If you can't imagine and describe the actual mechanisms of play then you haven't really invented a game at all.

What makes it different?
This is where your inspiration can either give you the edge or consign your work to the waste paper basket. If you find yourself describing your game strongly in terms of other games ('Um, you race around a city like *Ridge Racer* but then you can get out and shoot each other like *Virtua Cop*') then you're probably onto a loser already.

Strictly speaking, these questions are invoked when a work in progress or a proposal from a small known development team is offered. However, Psygnosis Acquisitions Manager Mark Cochrane thinks they might also help the budding game designer. "If you want to get an impression of just how much is involved, pick your favourite game and ask these questions of it. Maybe then you'll begin to see what makes a good game stand out."

● *On reflection, we really ought to tell you about these compo opportunities more often. Um, sorry. We'll try harder in future.*

PLAYTESTER

● Everything you've heard is true. Software houses do indeed employ staff to play videogames, and the good news is that they're always looking for new candidates.

The role of the playtester is vital to the process of creating a game. Bugs and glitches can prove costly if they aren't spotted before release (witness GameTek sending out corrective patch disks to all the purchasers of *Frontier: Elite 2*) so the more troubleshooting beforehand, the better.

Testers may even contribute to the actual design of the game. Recent sessions at Bullfrog were used to assess and modify the difficulty levels of the opening missions of *Syndicate Wars*, for instance, and players commonly suggest improvements or additions that make it into the finished product.

Most companies employ a core team of full-time playtesters, but there is also a need for outside input from temporary testers. A new player exploring the game for the first time can often uncover new bugs and flaws by trying things that have evaded the over-familiar in-house staff.

I'M INTERESTED! WHAT SHOULD I DO?

There's certainly no guarantee of a job at the end but a reliable way to get considered for a full-time playtesting position is to apply for work experience as a temporary playtester. If you can prove your aptitude for the tasks involved then you could stay on the company's books for future reference.

Write a letter or e-mail the company's quality control department to ask about playtesting jobs. State that you'd be interested in work experience if there's nothing available right away. When it comes to selling yourself, remember that your gaming expertise will be the one thing you have in common with other applicants. What makes you better?

"I get so many job applications every day." says Carl Cavers, the quality controlmeister at Gremlin. "We're generally

looking for PC-literate people – and often they are, but they haven't mentioned it! The advice I would give to anyone sending a speculative letter to a company is to get a bit more detail down."

Be prepared to travel. The risk of piracy means that no self-respecting company is going to send a beta version of their latest game to your home address, so you'll have to make sure you can manage daily transport to their offices.

RESPONSIBILITIES: Well, you play games all day, right?

Yes and no. The playtester's task is to document bugs or playing difficulties and relate the exact nature of the fault to the coders, so good organisation and communication skills are an essential part of you repertoire. In some instances you might be asked to play not just one game but the same part of the same level of one game, over and over *and over* – for a whole week, if necessary – until every little problem is ironed out, so goodly measures of patience and observation wouldn't go amiss. If any job could kill your passion for videogaming, this is it.

WAGES: It's fair to warn you that you shouldn't expect too much in the way of monetary remuneration, even if you're working on a full-time basis. It's the perceived desirability of the position, shall we say, that means new staff are always easy to come by. The software houses don't need to offer attractive financial incentives to fill the vacancies so, um, they don't.

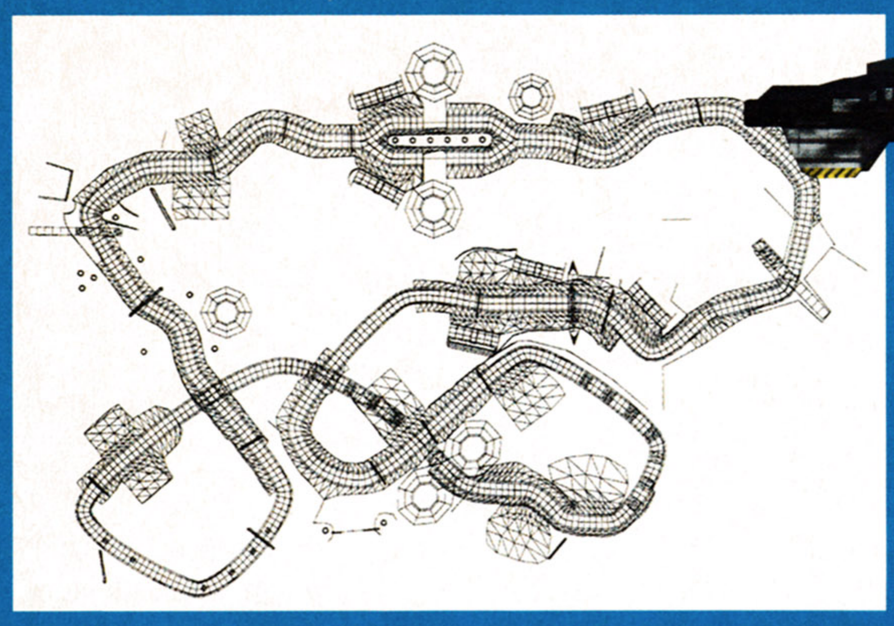
PROSPECTS: Quite clearly, this is hardly a career for life. Nevertheless any work experience you can get is worthwhile, so a brief stint as a playtester can only improve your prospects in other areas. You'll also gain an invaluable insight into the way games are created by a professional team, and you may become more enlightened with regard to the skill paths you need to take to become eligible for other jobs in the bizz.

VIDEOGAMES MAGAZINES

● Not a day goes by without our mailsack bulging under the strain of job requests so we couldn't possibly round off this feature without some advice on getting into videogame journalism. Easy life, or what?

This may come as a surprise, but writing for a magazine like GamesMaster isn't simply a case of playing games all day. There's an awful lot of it, sure, but if you can't express your opinions in a style that fellow gamers enjoy reading then you won't last long. The ability to compose your thoughts in clear, precise and witty English is thus essential. Needless to say, anyone ending a letter to the editor with the oh-so-original 'P.S. Oi, gizza job!' is doomed to blacklisting.

A fairly in-depth knowledge of the games market adds to the authority of a magazine. You'll know all too well that



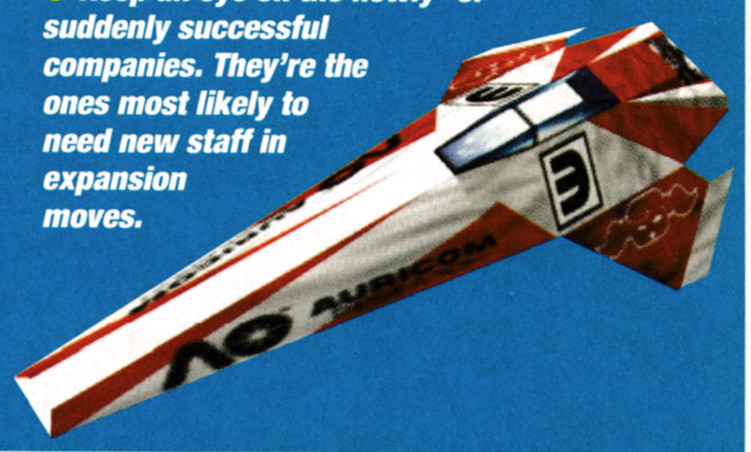
● *Okay, so you reckon you could render up a nifty speeder. Now think about converting this course schematic (left) into the 3D race environments below. Easy life? Hard graft, mate.*

● *Trade weekly CTW is mostly concerned with the retail sector but carries a decent vacancy list.*

● *A happy bunch of Psygnosis peeps enjoying the Tuesday ritual of a company love-in. Staff levels are set to rise dramatically in the coming year. Leaving even more teams without offices.*

● *The finished game we all know and love (above). So smooth you'd never guess at the blood and sweat involved.*

● *Keep an eye on the newly- or suddenly successful companies. They're the ones most likely to need new staff in expansion moves.*



● *Imagine, you've put in all those man-years of slaving away to create a top-notch game; the mags love it to death; it sells by the fistful; then your boss tells you to get cracking on a sequel called 2097. You need saintly virtues to survive in this business...*

TIME FOR SCHOOL - GREAT!

The Human Creative School is one of many Japanese colleges that specialise in vocational qualifications of game design and programming. A similar course in the UK was recently proposed by Middlesex University but sadly fell through after a lack of sponsorship interest from British software houses.

● ***Actually, they're all hard at work. It's a tough business, this game creation lark.***

● ***Sigh – if only you could do this kind of study here in Blighty. Some day...***

● ***Edge has a reputation for being read avidly by the industry as well as you.***

● ***Back page ads will suggest the sort of experience you'll need. Daunting? You bet. This isn't Burger King...***

there's nothing more annoying than a misspelt game or a screenshot captioned with the wrong character names, but this also extends to wider matters: could you interpret an Atari press release in the light of the Jaguar's recent performance, for instance?

RESPONSIBILITIES: On a practical basis, you should be prepared to work late nights and meet tough deadlines. Unless you can remain tolerant, communicative and efficient under the pressure then you won't fit into the tightly-knit structure of an editorial team. No particular recognised qualification is demanded but you need to be computer-literate with a knack for swiftly mastering the numerous software packages involved in modern publishing.

To glean a few valuable tips from the horse's mouth, so to speak, we put our own employer on the spot. Dave Roberts has worked his way up from staff writer to publisher, so he knows more ropes than a salty old hemp-chewing seadog. What qualities does he look for in an effective and successful games journalist?

"Creativity is the obvious quality but with the element of lateral thinking, in that you know how to avoid churning out the same news stories from the same angles every month. I'd say ambition is important, especially at Future, not to mention a sense of humour... Oh, and be prepared to devote a large chunk of your time to learning the magazine craft. Make an effort to learn from all magazines and styles of journalism, not just gaming titles, and adapt what you see to your field. Above all, don't be afraid to experiment." And with that, his 'nurses' wheeled him back to the poolside.

I'M INTERESTED! WHAT DO I DO? Most magazines carry a list of editorial, advertising and production credits near the inside front or back cover. If you want to submit articles or propose a feature idea, contact the editor. If it's full-time vacancies that interest you then go straight for the publisher or mark your letter for the attention of the personnel department. A sample of your writing style might help your case but keep it short and snappy or you'll simply bore your potential employer.

WAGES: 'Varied' doesn't even begin to sum it up. Expect to start on a pittance and work your way up. A staff writer might cycle into work but a group publisher goes home in a Lotus.

PROSPECTS: computer and video game titles have often been regarded as the shallow end of professional journalism, but the skills you'll develop by creating them will stand you in good stead whenever you decide to swim to the deep end. The contacts you establish can also provide a stepping stone into other areas of the industry. Many ex-reviewers now exploit their experience by working in PR, sales and marketing for software houses; some are development directors or acquisition managers, commissioning and financing new games; others still have moved into the design field to actually create the games.

GAMESMASTER'S TOP FIVE TIPS

(1) Sell your extraordinary talents. Remember that a passion for games is the one thing you'll share with every other candidate and competitor, so it's not your best selling point.

(2) Nobody else is going to find a job for you. If you don't have contact addresses, settle down with Edge, a telephone and a web browser and do the research. Inquire but don't hassle.

(3) Show initiative. Even a quick phone call or a written letter is an opportunity to demonstrate good communication skills, for instance.

(4) Don't imagine for a second that a career in the games industry means an easy life, or that gamesplaying expertise is the only skill you'll ever need. It's more interesting than selling dog food, of course, but only because (and, um, if?) you prefer videogames to dog food.

(5) Be resilient and don't give up in the face of rejection (or worse – no response at all). Whether you're applying for a job or pushing a game design, you can't expect to get anywhere first time.

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A full-spec piece of kit including CD-ROM! 0839 404037 Closes 31.8.96

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Wipeout Aliens to win a galaxy of prizes! The more you zap, the bigger you win! See the choice below!

0543

- Wins 2 Casio Magic Beam Diaries, or CD player or pocket TV!*
- Wins luxury quartz watch or Zippo lighter!*
- Wins a 35mm Hanimex flash camera or a databank!*
- Wins credit card calculator or stopwatch or pocketknife!*

*Or choose from many other prizes offered on this line!

SHOOT-OUT!

General Questions 0839 404036

Soccer Questions 0839 404030

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0839 404039 INSTANT WIN!

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General questions: 0839 404035

Soccer questions: 0839 404034

Calls cost up to £3.Please ask permission from the person paying the phone bill! (Call charges are 39p per min (cheap) 49p (other times.) Unless otherwise indicated, competitions close on 31.5.96, after which they may be replaced by a similar service on the same telephone number. Competitions involve multiple choice questions with tiebreaker except where 'Instant Win' is shown.The £1000 competition has 10 questions worth 1-10 points each and winners must beat a target score. Instant Win competitions have multiple choice questions plus a game to decide if you are an instant winner. For rules or winners' names, please send an SAE to InfoMedia PO Box 28 Northampton NN1 5DS. Technical Helpline: 01604 732028.

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To sell games

If you are selling games, simply send them to us with your name, address and phone number and a list of all the cartridges with the buy back prices you are selling at. If you are unsure of the value then call.

To buy or trade games

If you are buying or trading against games, please call for availability before sending cheques.
List the games you are trading along with their trade-in prices as well as the games you are purchasing with their prices. Do not forget to add carriage (see below)

Megadrive

	i	ii	iii
aladdin	15	7	10
animaniacs	18	9	13
australian rugby	20	10	14
batman returns	10	5	7
batman forever	27	15	20
body count	13	6	9
boogerman	17	8	12
brian lara 96	28	17	21
brutal paws of fury	17	8	12
bubsy 2	15	7	10
cannon fodder	22	10	15
castle of illusion	10	5	7
castlevania	10	5	7
clayfighter	23	12	17
cliffhanger	12	6	8
cool spot	15	7	10
comix zone	25	12	17
desert strike	14	7	10
dragon	15	7	10
dragons revenge	15	7	10
dune 2	24	13	18
earthworm jim 2	25	13	18
ecco the dolphin	10	5	7
eternal champions	10	5	7
f1 racing	20	10	13
f117 night storm	15	7	10
fatal fury	12	6	8
fever pitch	15	7	10
fifa 96	20	10	14
flink	20	10	13
flintstones	14	7	10
gauntlet 4	15	7	10
general chaos	15	7	10
global gladiators	10	5	7
gunstar heroes	17	8	12
incredible hulk	12	6	8
james pond 3	13	6	9
jimmy white	20	10	14
john madden 96	27	15	21
judge dredd	27	15	20
jungle book	26	14	19
jungle strike	15	7	10
jurassic park	10	4	6
kawasaki superbikes	24	12	18
kick off 3	17	8	12
lemmings	15	7	10
lemmings 2	17	8	12
lion king	23	12	17
lotus 2 recs	13	6	9
max carnage	17	8	12
mega bomberman	20	10	14
mega games 3	13	6	9
mega turrican	15	7	11
mickey mania	17	8	12
micro machines 2	18	8	12
micro machines 96	28	16	22
mortal kombat	10	5	7
mortal kombat 2	20	10	14
mortal kombat 3	30	20	23
nba live 96	28	18	22
nba showdown	15	7	10
nba tournament	25	15	18
nhl 95	16	8	10
nhl 96	27	15	20
pete sampras 96	25	13	18
pga european tour	18	9	13
pga 3	23	13	17
pga 96	30	18	23
pitfall	20	10	14
power drive	24	13	18
power rangers movie	28	15	22
premier manager	28	15	20
primal rage	20	10	14
psycho pinball	22	11	15
road rash	12	6	8
road rash 2	15	7	10
road rash 3	22	12	17
sensible soccer	20	10	14
shining force 2	27	15	21
sonic 3	23	12	15
sparkster	16	8	12
spot hollywood	30	18	21
stargate	15	7	10
streets of rage 3	23	12	16
striker	23	12	17
subterrania	15	7	10
sunset riders	18	9	13
super monaco 2	12	6	8
super sf2	25	14	18
syndicate	20	10	15
theme park	22	11	15
tiny toons	15	7	11
tiny toons-allstars	18	9	13
toy story	28	17	22
turtles tourn fighters	17	8	12
urban strike	17	8	12
vector man	20	10	14
virtua racing	25	13	18
vr troopers	27	15	21
world of illusion	12	6	8
zero tolerance	15	7	10
zombies	15	7	10

PlayStation

	i	ii	iii
actua soccer	28	17	21
adidas power soccer	30	20	24
agile warrior	28	17	21
air combat	25	13	18
alien trilogy	30	20	24
alone in the dark	28	17	21
assault rigs	25	13	18
criticom	30	20	24
cyber speedway	20	10	13
cybersled	12	5	8
d	30	20	24
defcom 5	25	13	18
descent	30	20	24
destruction derby	24	13	18
discworld	28	17	20
doom	26	15	19
extreme games	28	17	21
extreme pinball	28	17	21
fade to black	30	20	24
fifa	15	7	10
firestorm	25	13	18
galaxy fight	28	17	21
goal storm	25	13	18
high octane	28	17	21
johnny bazookatone	26	15	18
jumping flash	20	10	13
jupiter strike	28	17	20
kileak	15	7	10
krazy ivan	25	13	18
lemmings	23	10	15
loaded	25	13	18
lone soldier	20	10	15
magic carpet	30	20	24
mickey's adventure	28	17	21
mkiii	17	8	12
nba in the zone	30	20	24
nba jam	26	15	18
nba live 96	30	20	24
need for speed	30	20	24
nfl gameday	30	20	24
nhl faceoff	30	20	24
novastorm	25	15	18
off world interceptor	28	17	21
parodius	28	17	21
pga	25	13	18
philosoma	30	20	24
power serve	28	17	21
primal rage	30	20	24
psychic detective	30	20	22
raiden	26	15	20
rapid reload	26	15	20
rayman	27	15	20
resurrection	28	17	21
revolution x	30	20	24
ridge racer	20	10	13
ridge racer revolution	30	20	24
road rash	30	20	24
shell shocked	30	20	24
shockwave assault	25	13	18
starblade alpha	28	17	21
street fighter	20	10	13
street fighter alpha	30	20	24
striker	15	7	10
tekken	27	15	20
theme park	25	13	18
toshinden	18	8	12
total eclipse	25	13	18
total nba	30	20	24
true pinball	30	20	24
twisted metal	28	18	22
viewpoint	28	17	21
war hawk	23	11	16
wing commander	30	20	24
wipe out	25	15	18
world cup golf	28	17	21
worms	28	17	22
wwf	28	17	21
x com	28	17	21
zero divide	28	17	21
zork	30	20	24

Snes

	i	ii	iii
aladdin	20	10	14
animaniacs	20	10	14
batman forever	23	13	17
biker mice	20	10	14
bomberman 2	18	9	13
bomberman 3	30	18	22
desert fighter	16	7	11
desert strike	16	7	11
donkey kong	22	10	15
donkey kong 2	30	20	22
doom	27	15	21
dragon	20	10	14
earthworm jim	20	10	14
earthworm jim 2	28	15	20
empire strikes back	23	12	17
fifa 96	25	14	18
ghoul patrol	15	7	10
give n go	30	18	22
international s s deluxe	27	15	21
judge dredd	25	15	18
jungle book	25	15	18
jungle strike	27	15	21
killer instinct	25	15	18
lemmings 2	20	10	14
lion king	25	15	18
mario kart	20	10	13
mario paint	23	13	18
max carnage	20	10	14
mega man x	17	8	12
mickey mania	15	7	10
micro machines	20	10	14
mortal kombat 2	15	7	10
mortal kombat 3	28	16	21
nba jam tournament	25	15	18
pga golf	20	10	14
pitfall	16	8	11
powerdrive	22	12	15
power rangers	22	12	15
primal rage	20	10	14
putty squad	22	10	15
return of the jedi	20	10	14
rise of the robots	10	5	7
rock n roll racing	20	10	14
secret of mana	23	12	17
shadowrun	22	12	15
smash tennis	13	5	8
street racer	13	5	8
striker	12	6	8
sunset riders	18	9	14
syndicate	15	6	10
t2 arcade	18	9	13
theme park	28	16	22
turtles tournament fighters	17	8	12
unirally	17	8	12
urban strike	20	10	14
wolfenstein	20	10	14
yoshi's island	30	17	22
zombies	18	9	13

Saturn

	i	ii	iii
alone in the dark	28	17	21
baku baku	26	14	18
bug	22	10	14
clockwork knight	10	5	7
clockwork knight 2	28	17	21
cyber speedway	23	10	15
d	30	20	24
daytona usa	20	10	13
defcom 5	28	17	21
digital pinball	20	10	13
euro 96	30	20	24
f1	30	20	24
fifa	23	10	15
firestorm	25	13	18
galaxy fight	28	17	21
golden axe	28	17	21
guardian heroes	28	17	21
hang on	28	17	21
hi octane	25	13	18
horde	28	17	21
international victory goal	10	5	7
johnny bazookatone	28	17	21
magic carpet	30	20	24
mansion of hidden souls	25	13	18
mortal kombat 2	30	20	24
myst	25	15	18
mysteria	30	20	24
nba jam	25	15	18
need for speed	30	20	24
nhl hockey	25	13	18
off world interceptor	27	15	21
panzer dragoon	17	8	12
panzer dragoon 2	30	20	24
parodius	30	20	23
pebble beach golf	25	15	18
rayman	28	17	21
real pinball	27	15	21
revolution x	28	17	21
rise 2	28	17	21
robotica	27	15	21
sega rally	30	20	24
shell shocked	30	20	24
shinobi x	28	17	21
sim city 2000	30	20	24
street fighter anim	17	8	12
striker	28	17	21
theme park	25	13	18
toshinden	28	17	21
v. boxing	30	20	24
valores golf	28	17	21
virtua cop	30	20	24
virtua cop + gun	40	25	30
virtua fighter	10	5	7
virtua fighter 2	30	20	23
virtua hydlide	26	15	18
virtua racing	20	10	13
virtual fighter remix	15	7	10
virtual tennis	28	17	21
wing arms	30	20	24
wipeout	28	17	21
world cup golf	28	17	21
world series baseball	30	20	24
worms	28	17	22
xmen	32	20	25

Column i If you wish to buy a used game from us, this is the price you will pay

Column ii If you are selling a game for cash this is the amount you will receive from us.

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TIPS

QUAKE 68
FADE TO BLACK 74
DUKE NUKEM 3D 78

CONSOLETATION ZONE
DKCs 1 and 2 (SNES), Sonics 1, 2 and 3 (MD Budget), Rayman (PSX/SAT/JAG), NBA JAM TE (PSX/SAT), Descent (PSX), Lone Soldier (PSX), Tosh 2 (PSX), Hang On GP (SAT), Guardian Heroes (SAT) 83

WARNING!

The following tips will completely destroy your enjoyment of the one-player game (especially the Level 7 walkthrough which we didn't want you to have).

Cheats

The command line holds many codes to help you on your way.
WARNING – Cheating is for wimps only.

GOD – Become invincible (toggle)
FLY – Fly (predictably)
NOCLIP – Walk through walls
NOTARGET – Monsters attack only if provoked
GIVE S n – Give n amount of Shells
GIVE N n – Give n amount of Nails
GIVE R n – Give n amount of Rockets
GIVE C n – Give n amount of Cells
GIVE H n – Give n amount of Health
GIVE n – Give weapon (eg GIVE 8 would give the lightning gun)
IMPULSE 9 – Give all weapons and keys
IMPULSE 255 – Quad damage
MAP ExMy – Level select where x = episode no. and y = map no.

Nightmare Mode

The nightmare mode can be found by going to the episode select level, walking towards the fourth episode pool and swimming to the very front of it (closest to the door). You will land on a beam which you can follow into a door which leads to the nightmare mode slipgate.

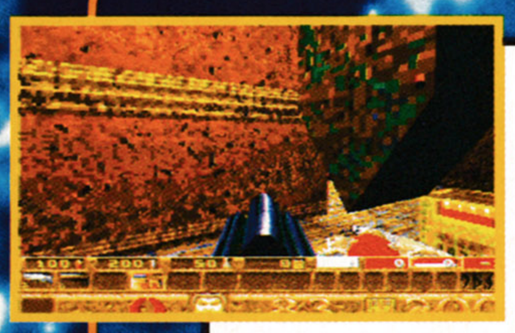
Quake has been one of the most eagerly awaited titles for a little while now but some of you may be having trouble finding all the shareware version has to offer – fret no more...

quake

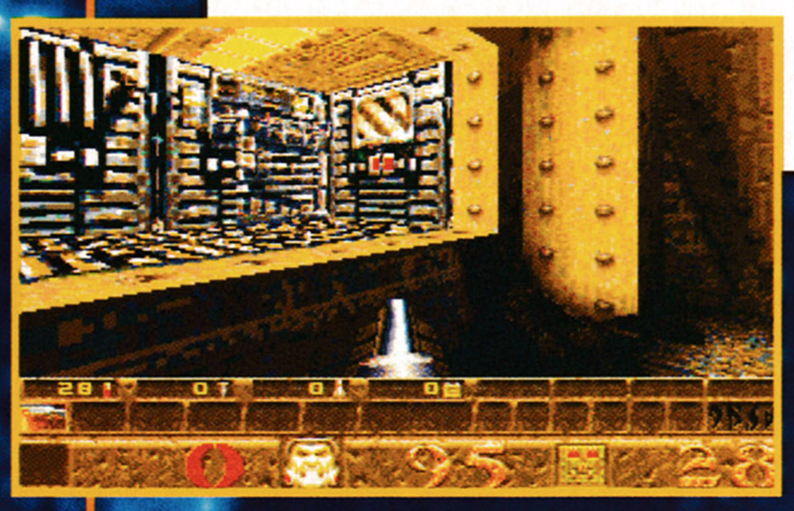
LEVEL 1 - The Slipgate Complex

Go forward, through the door and down in the lift. Cross the bridge, go through the door and turn left, walking around until you find a lift on your left. Take it, walk along the platform and collect the nailgun. Walk back and continue in the direction you were going. Push the button on your right to activate the bridge and cross it through to the small corridor. Take out the enemies on the downward walkway, pushing all three buttons on your way down in order to open the door at the end. Now simply follow the walkway along to the final slipgate.

LEVEL 1 - Secrets



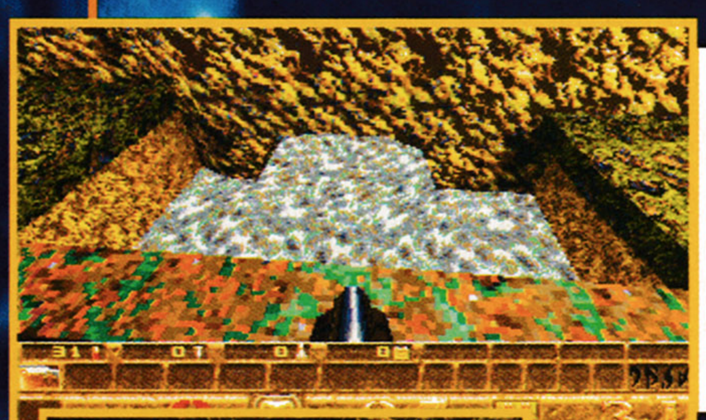
Jump to this ledge, shoot the end wall and a small room will be revealed containing some shotgun shells.



Shoot the picture of the earth on the column and a lift will rise. when on the ledge, shoot the OTHER picture of the earth to reveal a quad damage.

Collect the biosuit, swim underneath the door and follow the tunnel to where it opens into a larger area. Keep going and you will find a bonus room containing armour and health.

Jump from the bridge into the cavern and swim along to a secret corridor, containing 100% health, a door to the end of the level and a lift that rises to a room containing armour.



Shoot the target and a small room on your left will open containing a double shotgun.

Climb these steps to find 100% health in this sniper room.

More Quake secrets over the page

Quake OVERVIEW

LEVEL 2 - Castle Of The Damned

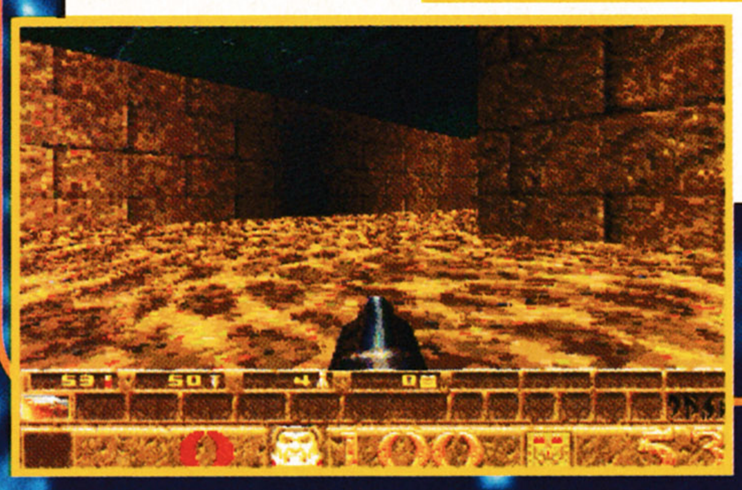
Take the stairs down, cross the bridge and go up the other side. Turn left in the room at the top, cross over the bridge and turn left. Follow the path, collect the double shotgun and continue following the metal walkway. Mind the nail emplacements – they are VERY nasty. When you come to the armour, shoot the red switch and steps to access the armour will be revealed.

Run up the stairs and a wall will drop, revealing some knights. These should be disposed of quickly and the switch inside their den should be pushed. This reveals a bridge to cross and get the silver key. When you collect this, a door behind you is opened. Enter, follow the stairs down and go through the silver key door. Push the touchplate and a grate behind you should open as well as the door in front of you. Enter this, follow the path and exit the level.

LEVEL 2 - Secrets

Jump into the pool on the right, shoot the green wall you see and a bonus room will be revealed.

From the previous bonus room jump into the water here and swim under the path, all the way. a wall will open which leads to a slip-gate, with some armour past that.



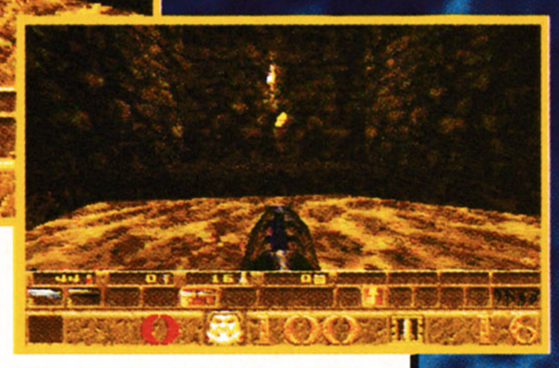
Push the button on this column to reveal a small room containing quad damage. Lovely.

LEVEL 3- The Necropolis

From the start, turn left, left again, collect the grenade launcher and walk right, down the steps. Follow the path, collect the double shotgun and walk accross the bridge. Drop down to the following cavern, run through the water and collect the gold key. Do an about-turn and retrace your steps until you see the big doors near to the start. Go through the doors, collect the nailgun, shoot the switch and go down the steps. Follow the corridor, run across the bridges and go through the gold key door. Be careful to keep to the edges of the room after going down the following steps as a nasty trap is concealed in the next room... Drop into the river, go left, left again, take the first right and go up the ramp. Follow the steps up, go through the door and along the corridor. After going through the door, push the switch and wait. The floor will rise and you will be left facing the exit.

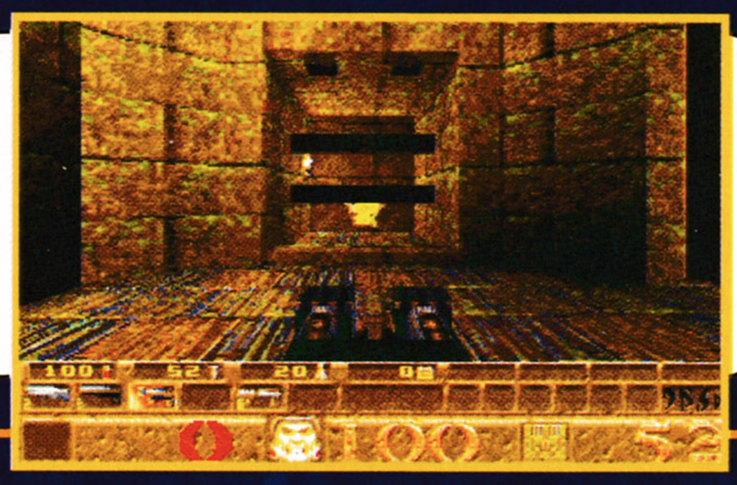
LEVEL 3 - Secrets

Jump from this bridge, shoot the end of the alcove and a secret room will open.



From the gold key position, face the darker wall. Get very close to it and you will find yourself sinking in to a hidden chamber. Swim up to find a ring of shadows.

Kill the ogres above you here and the bars stopping you from getting this armour will open. Collect the armour, shoot the end wall and go through the slipgate. This will take you to the platforms that the ogres were on.



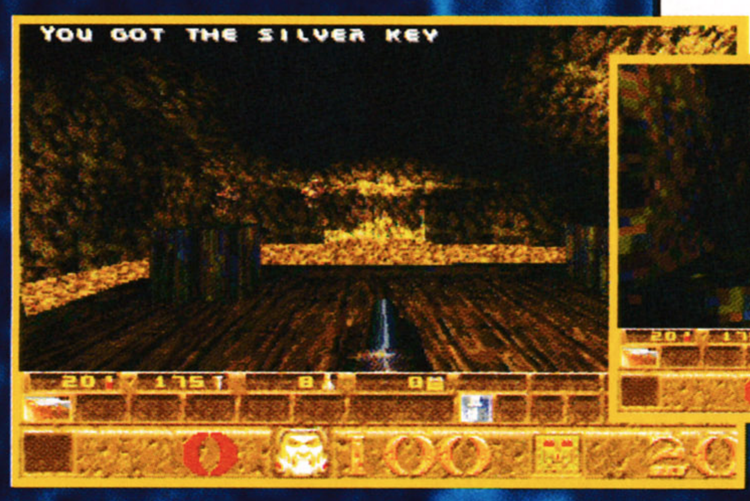
LEVEL 4 - The Grisly Grotto

Walk through the doors, down the spiral staircase and along the following corridor. Collect the Biosuit and swim up into one of the lit doors. Exit along the pathway, take the lift, turn around and follow the walkway to the left. Push the switch and go through the now opened door. Follow the corridoor, go through the door, collect the silver key and jump off of the end of the pier. Swim through the cavern on the end, and walk through the silver key door. Turn left, go down the stairs and follow the pathway onto the lift. Turn left in the room at the top, take the steps up and go through the door. Walk across the bridge, turn right and exit.

LEVEL 4 - Secrets

Shoot these two red symbols and a platform will drop from the ceiling containing some armour.

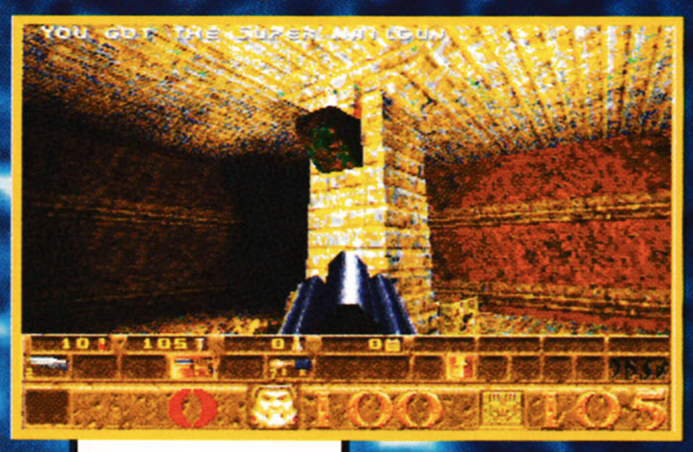
From the silver key position, jump off and into this small cave, containing some rockets.



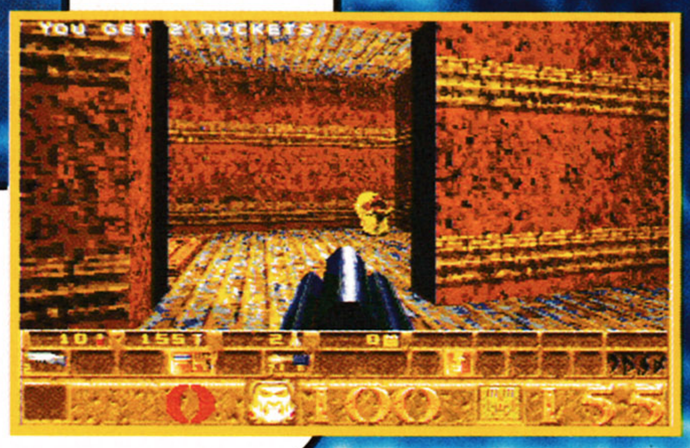
Push all of the floor pads and drop into both of the side rooms, pushing the switches. The message 'A secret cave has opened' will appear on screen. Go back the way you came until you are in the silver key pool and you will see this large opening in the wall. Go into it and you'll find the grenade launcher, some shells and a slip-gate to the low-gravity secret level, Ziggurat Vertigo. Good luck.

LEVEL 5 - Secrets

At the start jump right off of the bridge to find an opening to nails and health.



Go through the main gate at the start and walk through, taking the right hand fork. When you get to the large room jump up and hit the lantern on the column in the square area to open a door behind it, revealing armour.



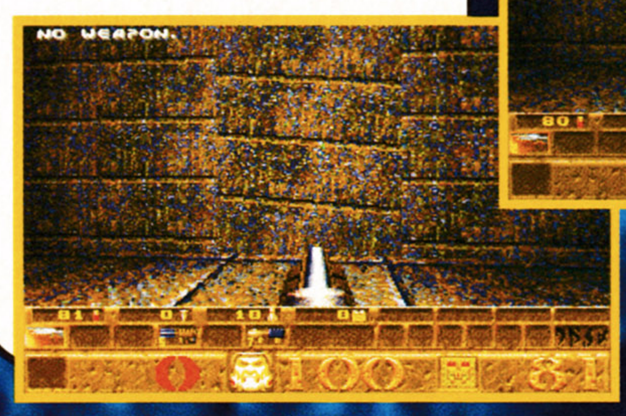
LEVEL 5 - Gloom Keep

Walk across the bridge, through the door, turn left (mind the nailguns in the ceiling) and follow the corridor to the forked walkway. Take the right hand path, follow it and enter the slipgate. BE CAREFUL: There is a Shambler behind the surrounding walls intent on destroying you. When you collect the Gold Key, run straight out of the room, left up the stairs and through the door. Go back to the start of the level, go left and take the left hand fork. Walk along the walkway, step on the floor pad and drop off of the walkway to the left. Turn right and you will see a gap in the wall. Walk through it, take the lift at the end and walk through the arch in front of you. Take the steps up and take the floor pad in order to open the door, allowing you to retrieve the silver key. Fall down the hole, Follow the walkway around and take the right hand fork. Walk into the slipgate, run away from the Shambler, take the stairs down and the corridor to the far left. Walk through the silver key door, push the switch and take the lift up. Walk through the gold key door, drop down the hole and take the slipgate.

LEVEL 5 - Secrets contd.

Take the right hand route, go through the door and jump on the banister to the right and across to a ledge that sticks out of the wall. Run along the ledge to the ogre platform. Leap across to get rockets and armour.

Turn around by the exit slipgate and hit the wall to reveal another slipgate.



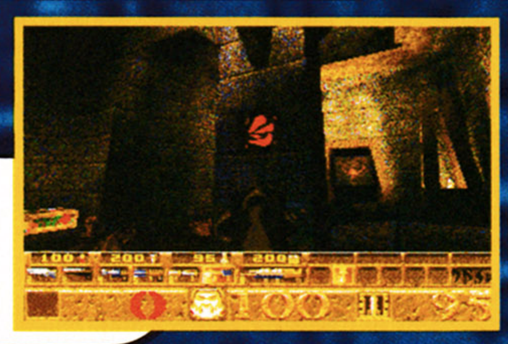
Go behind the slipgate to the gold key and walk through. You'll find yourself high on a ledge, overlooking the start point. Grab the quad damage.

LEVEL 6 - Secrets

At the start go left, then right. Stand by the next right hand opening, turn round and look up. Shoot the Q and enter the hidden chamber. A lift will take you above the room. Jump on to the roof to grab a quad damage.

When you evade the spike wall beneath the lava-moated silver key room, ride the lift back down and walk behind the wall after it's passed. Enter the slipgate to collect the super nailgun and some ammo for it. Look to the right and you'll see a tricky jump for some health.

Hit the switch in the zombie room and shoot the symbol on the column that's facing away from the lava. The stairs to your right will drop, revealing rockets.



Wait where you got the rockets until the stairs go back up and enter the slipgate you see. You should see a jump to a 100 health.

LEVEL 6- The Door To Chthon

Walk forwards, off of the platform you are on, and turn left. Stand on the pressure pad, go through the now opened door and folow the corridor, pushing the switch on your way. Run through the now opened door, collect the armour and push the switch. Turn around, fall down the hole and walk forward a couple of yards. Turn around, go down the new set of stairs, kill the ogre(s) at the bottom (while avoiding the crushing wall) and walk through the newly opened grille in the right hand wall. Take the lift up, turn right and take the silver key. Follow the path around, walk through the slipgate and jump over to the other side of the gap immediately in front of you (Don't worry if you don't make it – there is a slipgate at the bottom which will take you back up). Turn left, walk through, turn right and push the switch. This will reveal a bridge behind you leading to a door which can be opened with the silver key. Step onto the touchplate and you will see a bridge extended, leading to the gold key. Go back to the starting room and jump onto the bridge. Collect the gold key, turn around and go through the gold key door. Hit the switch on your left, turn around and run through the door that has just opened. Stand on the touch plate and the door will open, leading to the exit. (BEWARE – there is a shambler inside.)

LEVEL 7- The House Of Chthon

Okay, this is it. The huge great demon Chthon, who, incedentally, lives in a pit of lava, is hell-bent on destroying you with fireballs. From the start, collect the rune to trigger Chthon's rise from the lava. Run around the edge of the lava pit to the other side, take the lift up and turn around. Now QUICKLY run around the top level pressing both pressure pads and then go back to the lift position and stand on the central pressure pad. This will cause Chthon to be electroucuted by the two diodes next to him. When the diodes raise, repeat the process (you will need to do it a few times) until Chthon collapses into the lava. Now cross over the new bridge (opposite you), fall down the hole and enter the slipgate.

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FADE TO

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Level 1

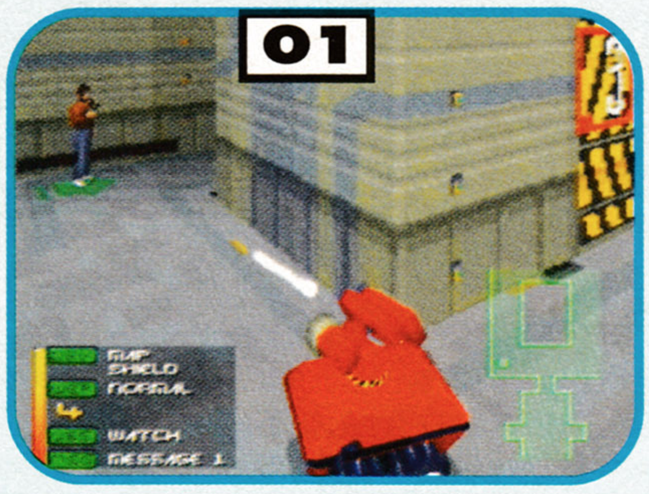
Your first task is to grab the gear from your locker and leave your cell. Outside, shoot the security drone and step on the floor panel which opens the door at the far end of the corridor. Run like the clappers through it. Next, step on the green mat to let the robot through the forcefield. When it steps on the red mat and the forcefield in front of you disappears, run through **(01)**. Through the next door you must quickly shoot out the camera on the right and the Morph which will appear, then go to the lift and use it. Recharge here then go through the door marked with a fork and spoon, follow the corridor along, pasting a couple of Morphs and grabbing a health recharger from a locker on the way. Don't kill the startled looking cook (much as you'd like to), instead go through the door to your left and use the console and kill the two Morphs **(02)** Now return to the recharger (which is now guarded by a Morph) and go through the door marked with the red cross. Waste the spider there **(03)** and use the console at the end of the corridor.

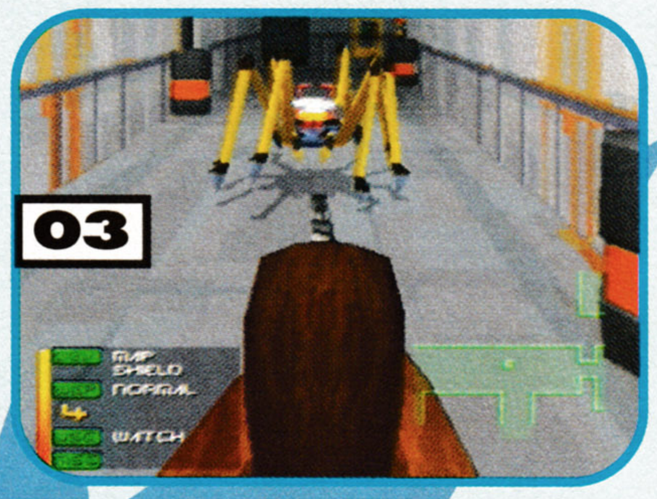
Go through the door to your left. There are two Morphs here who can't be killed so don't waste your time trying. Use the console there instead which opens a door which you should nip through. Next, go left where you'll find a curious console which operates a lift **(04)**. Shoot the barrel it carries when it's in front of the forcefield to disable it. Go through the now unprotected door and take out the Morph hiding in the corner and the bloke on the bed - he's a bad 'un. Search the lockers for some goodies **(05)** before leaving via the door at the other end of the room.

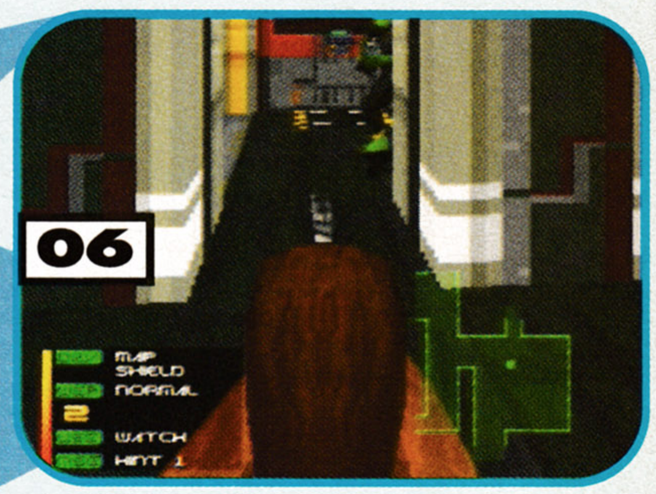
You'll find yourself back in the spider corridor, where a couple of drones have taken its place. Turn right and return to the recharger. Go through the door on the same wall as the recharger and kill the Morph waiting for you there. Go left into the computer room and left again to find a console and a Morph **(06)**. Use this console then cross the computer room and go through the door. Kill the Morph to your right and carefully approach the electric mats to your left. Leap across them, through the open door **(07)**. There you'll find two Morphs. Plug them then take the lift on the right.

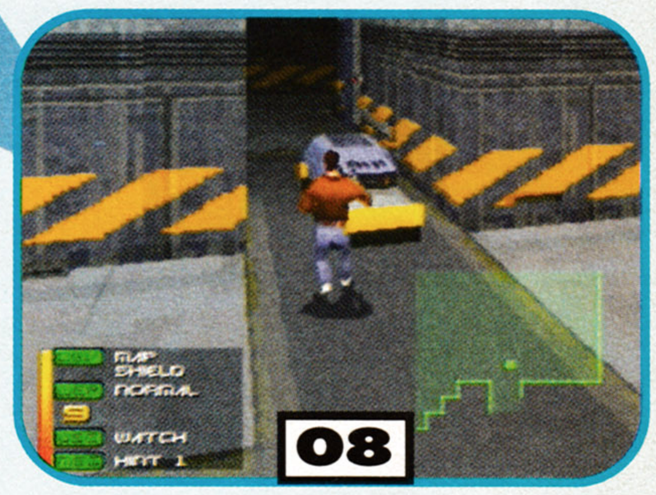
Hit the button on the wall then shoot the Morphs at the other end of the corridor. Once the coast is clear go down this corridor and into the room at the end. Get the key from the locker and return to the lifts. Use the one on the left to return to the room below. Head right out of the lift and go through the large door behind the pillar. Use the console there and leave via the other door. You'll find yourself back in the recharge corridor and the second lift (the one to the right) is now active. Use it.

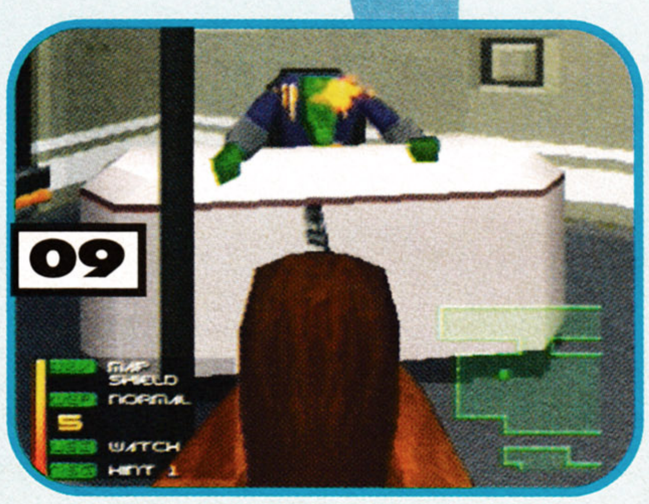
Use the console ahead to activate the trolley. Follow it through the door **(08)** and hit the button there, then use the lift. Next you'll find a room with two sets of floor panels which are linked to guns. If you can avoid stepping on these panels do so. Across the other side of the room there's a door into another console room. Don't bother with this console for now and go through the next door. You'll find yourself in a long corridor with a missile flinging droid to your left. Shoot it quickly and go along the corridor to find a door to your left at the end. Go through into the Warden's office and kill him **(09)**. A guard will appear. Waste him too and take his key to the locker. In the locker you'll find the hangar key. Now backtrack through the room with the gun turrets (you have to stand on the floor panel to open the door and then run, leap-ing the gun activation panels - very tricky) and use the lift. Now use the lift round the corner which takes you to the shuttle bay. Kill the drones and approach the ship **(10)**.











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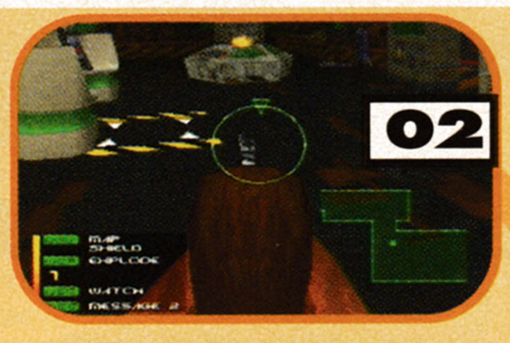
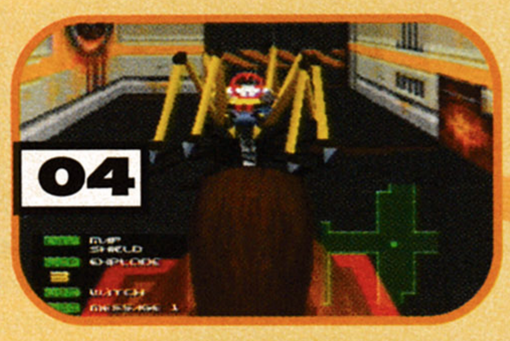
GUIDE

Level 2





Go through the door to your right into the hallway and through the door opposite. Take the goodies from the two lockers **(01)** there and go through the door at the end. Keep going until you find a room with a recharger and a console in it **(02)**. Use both then return to the hallway and go through the next door along. Follow this corridor, avoiding the mines if possible and use the second console you find **(03)** (the first won't do anything yet). Now return to the room you started in and go through the door in the opposite corner of the room. There are two spiders here. Shoot them quickly **(04)** then take the door on the left into a small corridor. Stand on the mats. Step back onto the first set and jump the second to disable both the forcefields **(05)**. Take the stuff from the locker then return to the start room, the hallway and that first corridor you entered.

Remember the console and the recharger? Go through the door on the opposite side of this room and waste the two Morphs in the corners and the droid scooting about in the middle **(06)**. Go through the next door and round the corner to find the professor. Use the console to release the poor chap **(07)**. Now you must walk *very slowly* so that the old prof can keep up. Go through the door by the one you came in and kill the Morphs you find there. Lead the prof through the door to the left and keep going until you reach the teleporter room **(08)**. When he reaches the square on the floor he will give you a data cube then disappear. You must now return to the second corridor you went in, the one with the bouncing mines and the two consoles at the end, remember?

Use the data cube at the first and formerly useless console to begin the self destruct sequence, then run as fast as you can back to the teleporter to escape **(09)**.

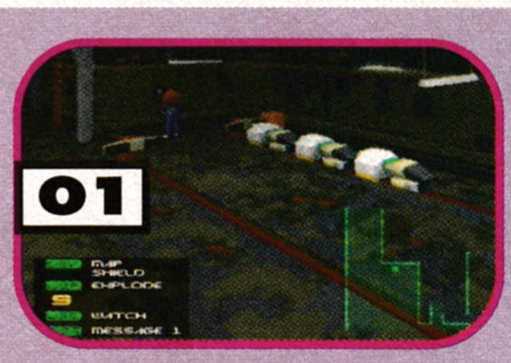
Level 3

There's a recharger in the room opposite the one you start in. Use it, then go around the corner to find a large room with a line of strange cart things in it **(01)**. Press the button there to start one of the carts moving and follow it. This cart will enter three different rooms. You must follow it into each of them, taking various keys and devices from the lockers in there **(02)**. If you lose the cart you can always return to the 'station' and hit the buttons to set another going.

Behind one of the doors you'll find a console **(03)**. Operate it and go through the door opposite into the radioactive area. Use the radioactive shield you found to protect you. Watch out for the space-suited Morph who will run down the corridor towards you. Take a left here into a room which contains a strange creature hanging from the ceiling. Avoid his clutches and take a fifth key from the locker there. Now return to the main hallway and set about visiting all the rooms leading from them with the help of your new keys **(04)**. In four of these there are lockers which contain risidium. Once you have four chunks of risidium (it doesn't matter which order you collect them in) return to the radioactive corridor **(05)** and head right this time and into the control room at the end.

Kill the Morph in the corner **(06)** and read the message on the computer console. Now use a piece of risidium at the mining machine **(07)**. It will come to life and set off down the corridor. When it stops use another piece to start it up again. Eventually it'll reach the room at the other end where the creature lives and will kill it for you **(08)**.

Now you're free to search the locker it was guarding and get the co-ordinates you require. Read message 2 and then message 3 which should magically appear afterwards and you'll be beamed away to safety.

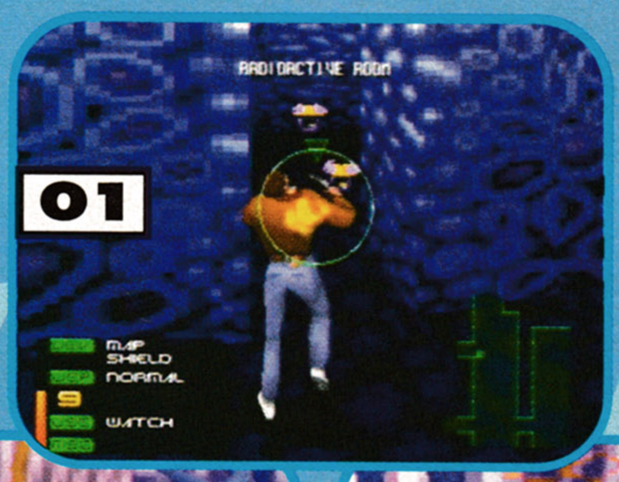


Level 4

Ignore the first Morph and run through the door to your left. Go right and through the door opposite the computer into a radioactive room. Quickly kill the two drones **(01)** then go through the large door on your right to find a recharger. Down at one end of this corridor there's a Morph at a console. Kill him and use the console **(02).** Empty the lockers then go to the opposite end of the corridor and through a door. Ignore the opening to your left and continue forwards and left to find a teleporter **(03)**. Use it.

Cross the room and go through the door on the right. Avoid the mine here and go through the door in the corner to find two Morphs charging towards you. Quickly step on the two mats there to activate forcefields which they stupidly run into **(04)** then go down this corridor and through the door on the right. Carefully make your way down the mine infested corridor and search the locker at the end. Kill the two Morphs that appear **(05)** then return to the teleporter and use it. Now head right and kill the two Morphs you come across **(06)** before arriving in a large room. Right next to the door into this room there's a small opening. Go through and step on a switch then return and go through the opening nearby where a forcefield used to be. Check out the two lockers to find a couple of keys **(07)** then head back to that opening near the teleporter **(08)**.

Use the field scanner to show you the positions of the invisible pressure mats then cross the bridge, leaping the mats. On the other side you'll find a floating head in a cage. Very strange. Shoot the console nearby to release it **(09)** then follow it through the next room, past a couple of drones, through a door on the right to your escape shuttle **(10)**.



Level

Go through the door on your right and past the blue beams **(01)**. These recharge your energy so if you require a top up step into one. Go past the statue and into the next room where you'll find two lockers which you should ransack **(02)**. Don't bother trying to kill the statues which come to life, you can't. Now return to the start room and use the lift on the right. Search the lockers there (don't touch the wall switch) and go through into the next room. Keep going until you arrive in a corridor which twists and turns to the left. Kill any Morphs you come across then go through the door by the pond into the blue room. Search the two lockers there **(03)** then return to the pond room and hit the switch on the wall.

Make your way back to the entrance of this corridor, avoiding stepping on the switches, and find the two statues by the door. Activate the one on the same side of the corridor as the door first **(04)**, then do the same to the other. This will release a Golem which will set off after you. Now step on one of the floor switches and wait there for the Golem who will walk into the red beams and be destroyed, leaving an orb behind **(05)**. Take this orb and return to the pond. Stand on the far side by the wall switch and a hand will appear. Give it the orb and it will give you the pyramid code in return. Look at it in your inventory, it'll make sense later. Now go back to where the Golem was hiding and walk through the secret door opposite **(06)** where you'll find another gem-containing locker and a host of pesky bouncing mines. Avoid the forcefields and use the teleporter at the end.

Back in the start room use the other tele-

porter (the one to the left) and follow the corridor along until you reach a large room. To your right there are four birds flying from one side of the room to the other **(07)**. Step on the floor panels to fire the guns which stun the birds. When one has been successfully stunned pick it up then leave via the other door in this room. Avoid the Morph and the Golem and go into the large room at the end of the corridor. Paste the three Morphs to your left then approach the strange wall panel to your right. It is similar to the one in the bird room but the symbols are in a different order. Use the symbols until they are the largest, the third largest, the second largest then the smallest, from left to right **(08)**. This will allow you to open a door next to the original one. Take another gem from the locker there and waste the spider **(09)**. Follow the corridor until you arrive back at the start room **(10)** then return to the room you first visited with the two lockers and the rampaging Golems.

Go through the door to the left and use the teleporter **(11)**. Cross the next room avoiding the electric floor panels and enter the oracle room on the other side. Here you must stand on the left hand cross-like symbol then move forward, left, left, left, forward, forward, right, forward and forward. When you arrive on the glowing square release the bird to earn the crystal code **(12)**. Now return to the Golem room and approach the panel on the left hand side of this room. You must set the positions of the four switches so the first and last buttons are depressed **(13)**. You can now enter the door to the right of the panel and use the teleporter you find there. Follow the corridor, avoiding the Golems until you arrive in the crystal room. Here you must place the crystals in the following order, grey, orange, blue, red, green, yellow, from the furthest pedestal to the one nearest the door **(14)**. Now go through the door at the end of this room and head left to find a recharger and a locker. When you're done follow the long corridor, avoiding the indestructible red boss **(15)**, until you find a teleporter to use. Finally step onto the large teleporter tile to make your escape.

Level 6

This level is shorter than shortcake. All you have to do is wipe out the Morphs and the droids which attack you **(01)** and then step on the tile beside one of the bubble-headed shuttle craft and use it **(02)**. Easy.

We'll be back next month to take you right the way through to the game's Morph-bashing conclusion. Bye.

TIPS

Duke Nukem 3D

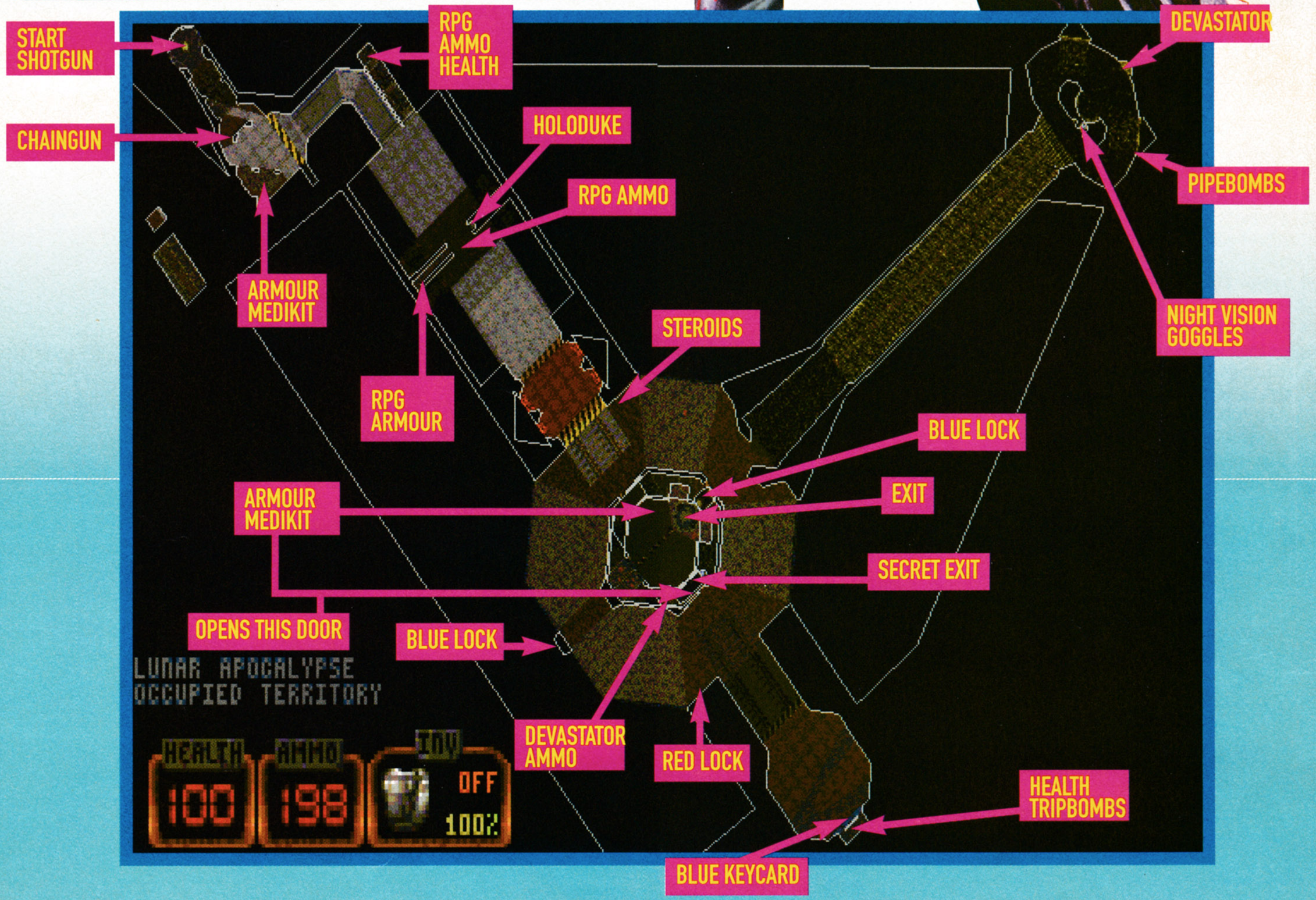
PART TWO

EPISODE TWO

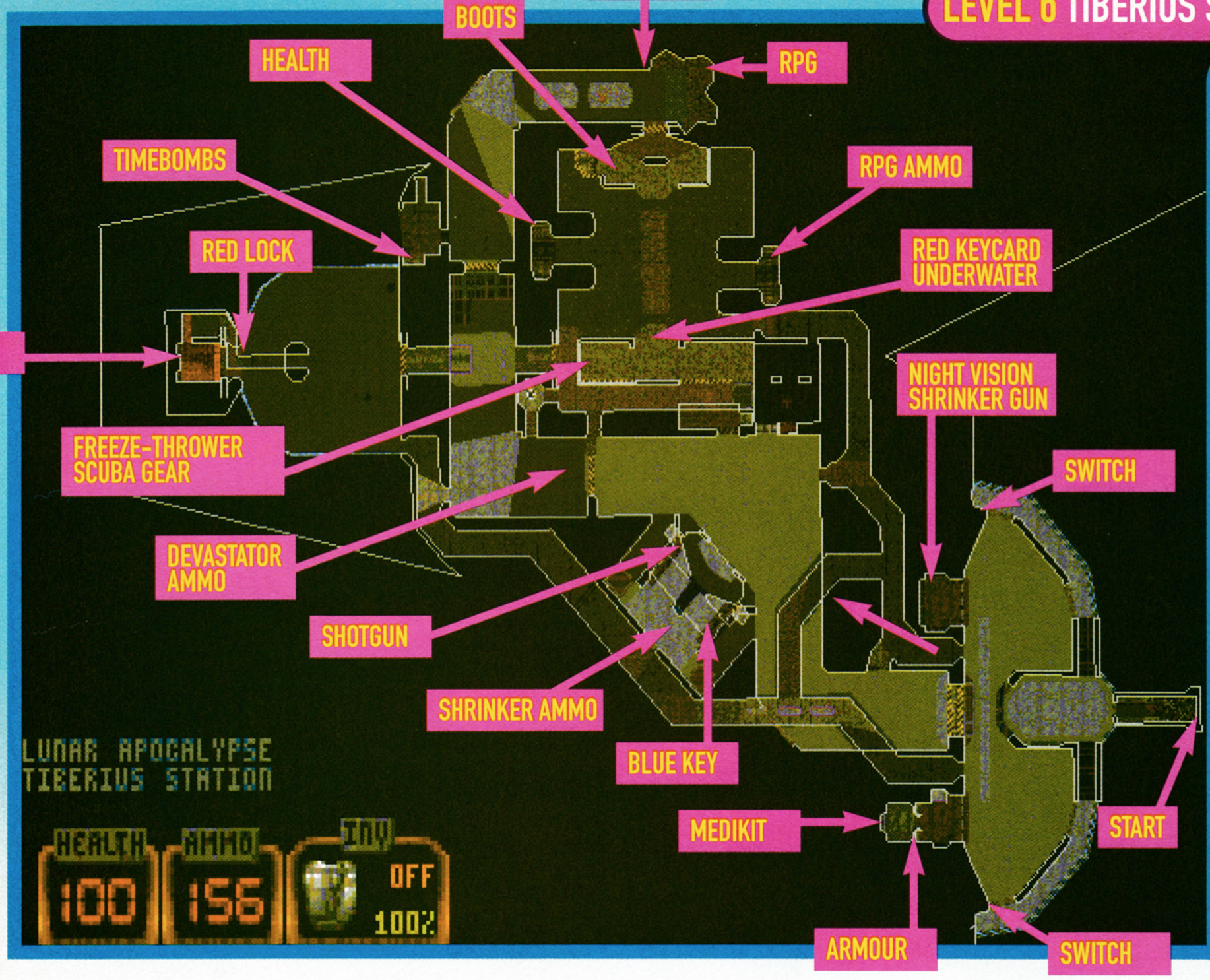
Part two of our Duke Nukem 3D *exposé sees us take you by the hand into even more dangerous pastures. We've listed all the secrets for you and everything.*

LEVEL 5 OCCUPIED TERRITORY

There are five secrets to find here. First, after opening the large gate near the emblem, crouch down and walk into the wall on the right-hand side of the gate. For the second, listen out for the sound of a door opening as you head down the moonlit corridor, then head back to the entrance to find it. Third, there are two vents opposite the holoduke in the same corridor – check them out. Next, in the room behind the red door check the monitor on the lower right. Finally, to get to a secret level, shoot the switch high on the wall opposite the auto-destruct, then jump into the second exit below you on the left.



LEVEL 6 TIBERIUS STATION



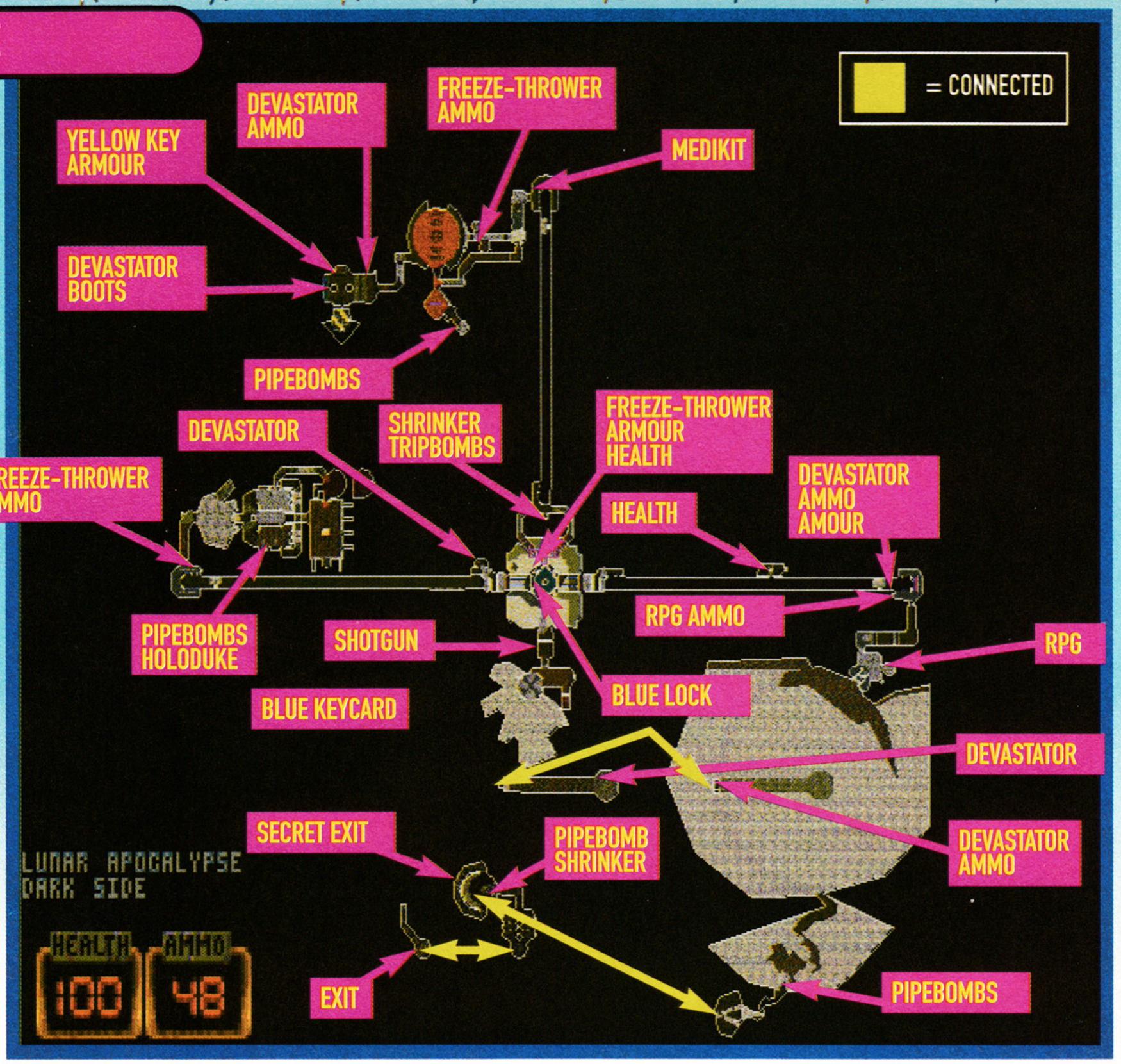
Eight secrets here, so we'll have to be quick. The first is behind a small door opposite you in the armoury. Second – bomb the crack in the wall behind the Tiberius Station door. Third is in the corridor with two elevators, opposite the drinking fountain. Fourth is by the door marked Danger: Radioactive Material. Number five is hidden behind a wall on the left of the toxin pool, and number six is on the right. Seven – bomb out the cracked wall after the nearby elevator. Eight – kill the monster in the red key room, turn left into the vent, then run down to the far end of the vent and fly through the opened door.

LEVEL 7 LUNAR REACTOR

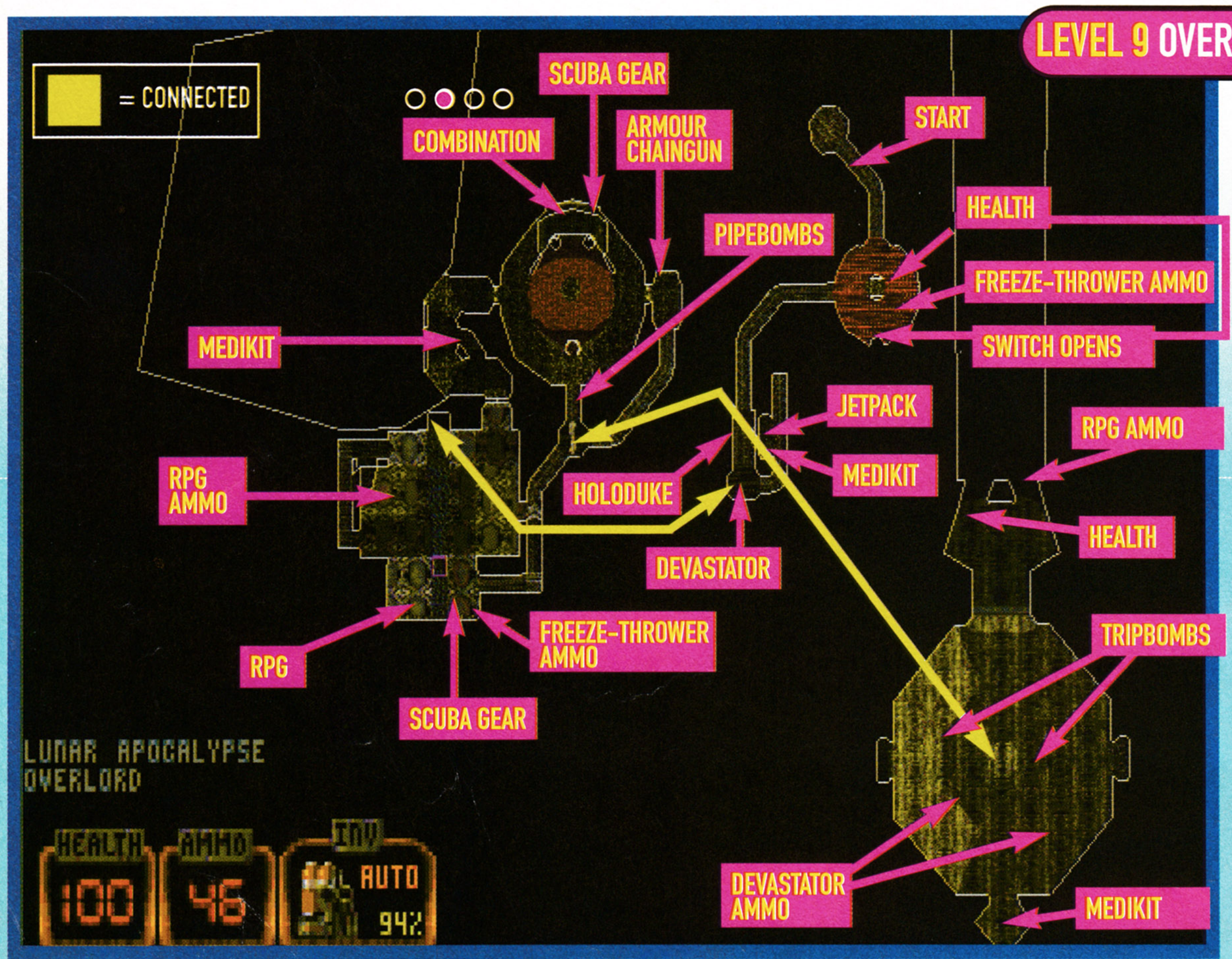
First, drop through the vent into the crew quarters, activate the switch and run to the alcove on the right, then find the secret room in a corner of the toxin pool. Second, in the area where you're being shot at by a turret, search the panel on the left (making sure to take out the turret first). Third, drop down into the cave below that same turret. The fourth is to the right of the hanging vent – shoot the vent and jump on top to get to it. The fifth is to the right of the red keycard, and secret places numbers six and seven are to the left and right of the reactor – just jump straight into them.

LEVEL 8 DARKSIDE

Seven secrets, not much space. Best to read these really quickly. First is in the room overlooking the Alpha and Beta signs – search the map. Second is behind a crack in the Alpha train waiting area. Third is through the door after the collapsing cave – search the wall on the right of the tubes. Fourth is behind the map on the train platform beyond the blue elevator. Fifth – enter the vent after the lift in Gamma, then follow the tunnel and blow out the crack high up in the room on the left. Sixth requires you to fly through the high vent on the Beta train platform. Finally, bomb the crack on your left after coming out of the monolith to get to the secret exit.



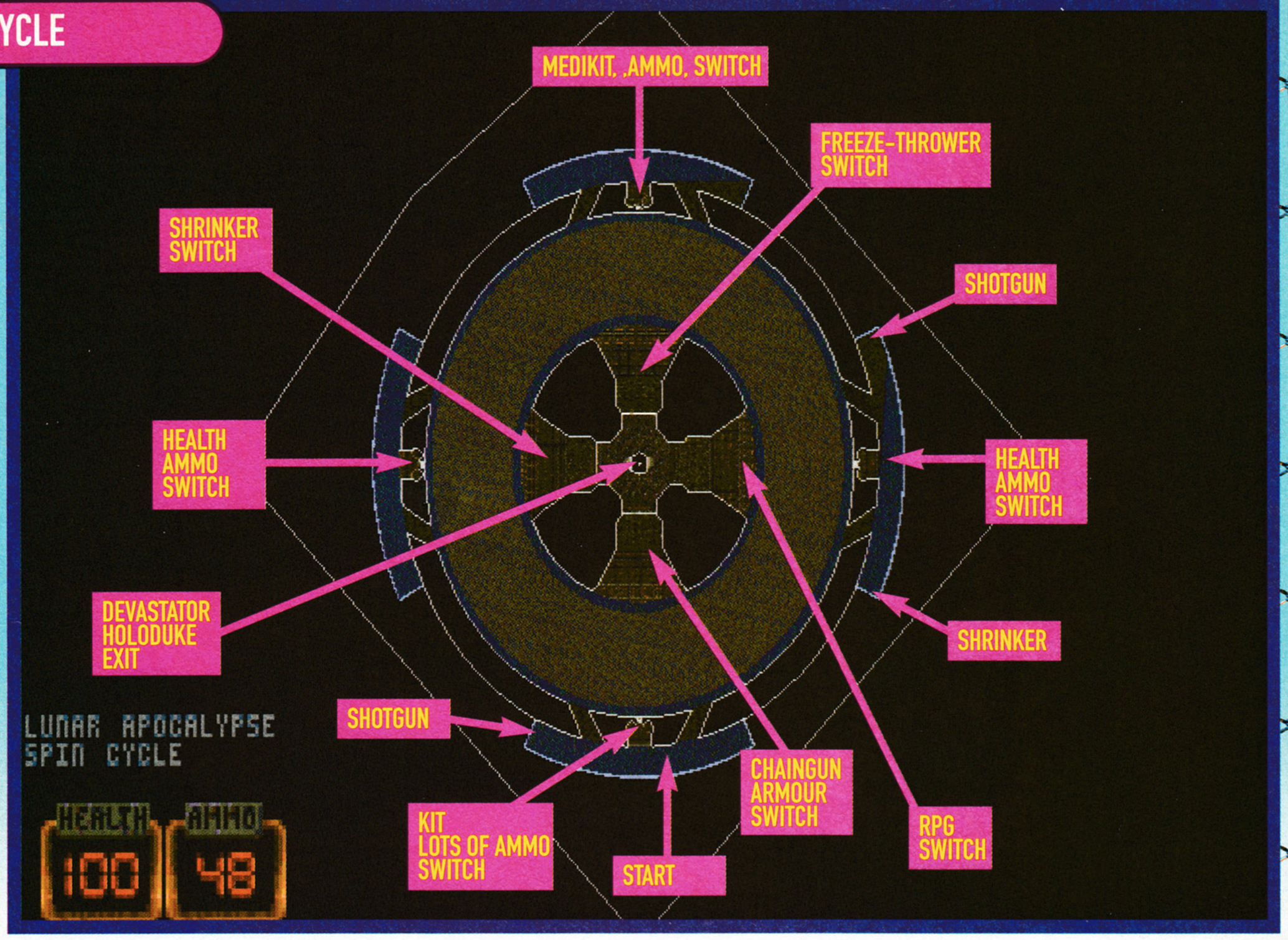
LEVEL 9 OVERLORD



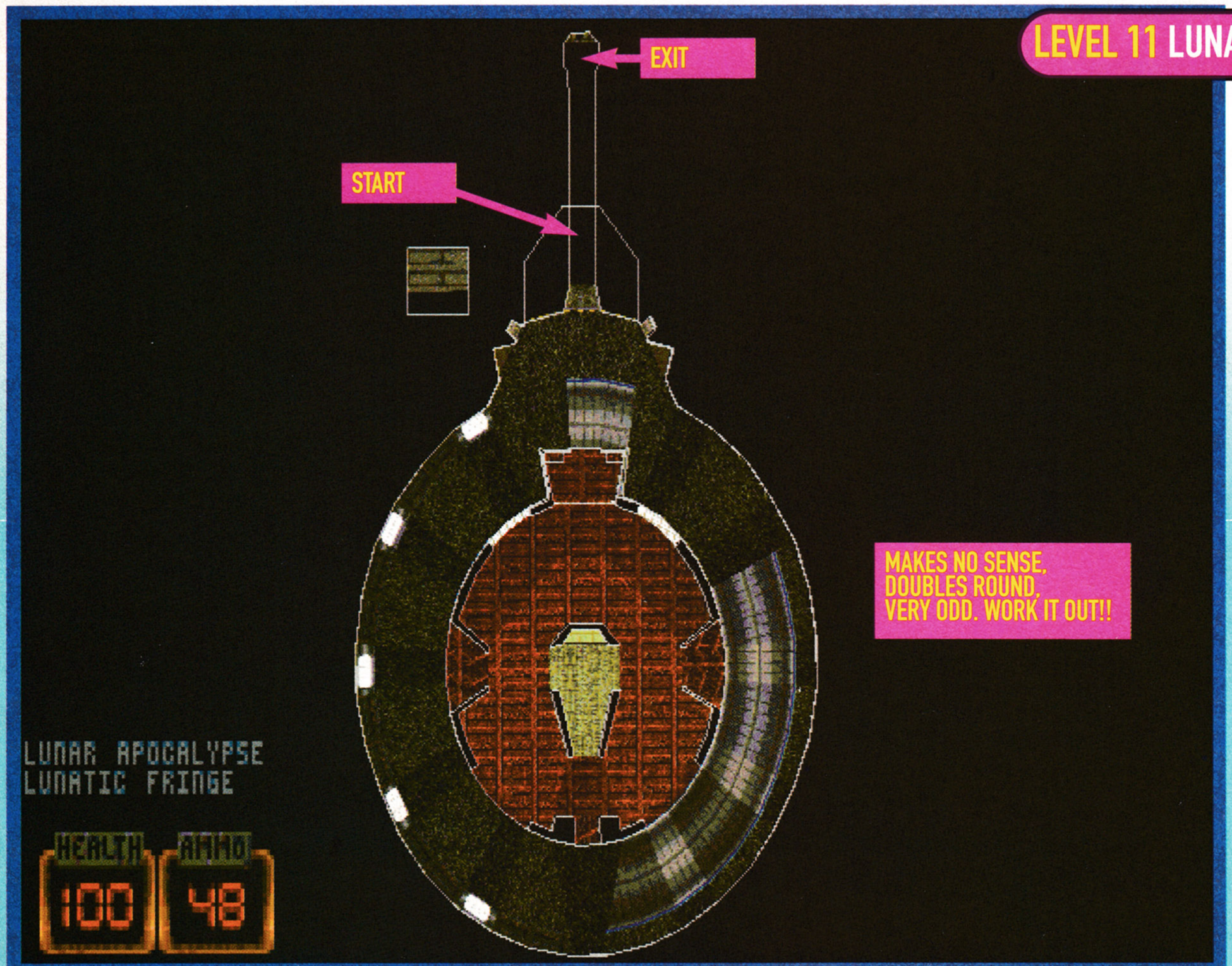
Only four secrets on this final level, but hey, you need to concentrate more on destroying that rotten boss beast. First, swim out of the entrance passage and up to the water surface – there's a secret room beyond a hidden door. Second, once the central lighting column comes down, jump onto it then run like the wind to the nearby column which has opened up. The third secret lies beyond a crack on one of the paths leading up the waterfall section, while the fourth and final secret involves dodging that nasty boss and dashing into his control room, which causes a section of wall to open up. Easy or what?

LEVEL 10 SPIN CYCLE

How secret do you want it? This is a secret level, and thus it is proven that there are no secret areas. QED, as Professor Heinz Wolf would say. Just follow the level round, opening up each area as it comes, and battle your way through. And while you're there, have a good old chuckle at the hapless monsters as they're carried helplessly round on what can only be described as Satan's record player. Well, why on Earth not?



LEVEL 11 LUNATIC FRINGE

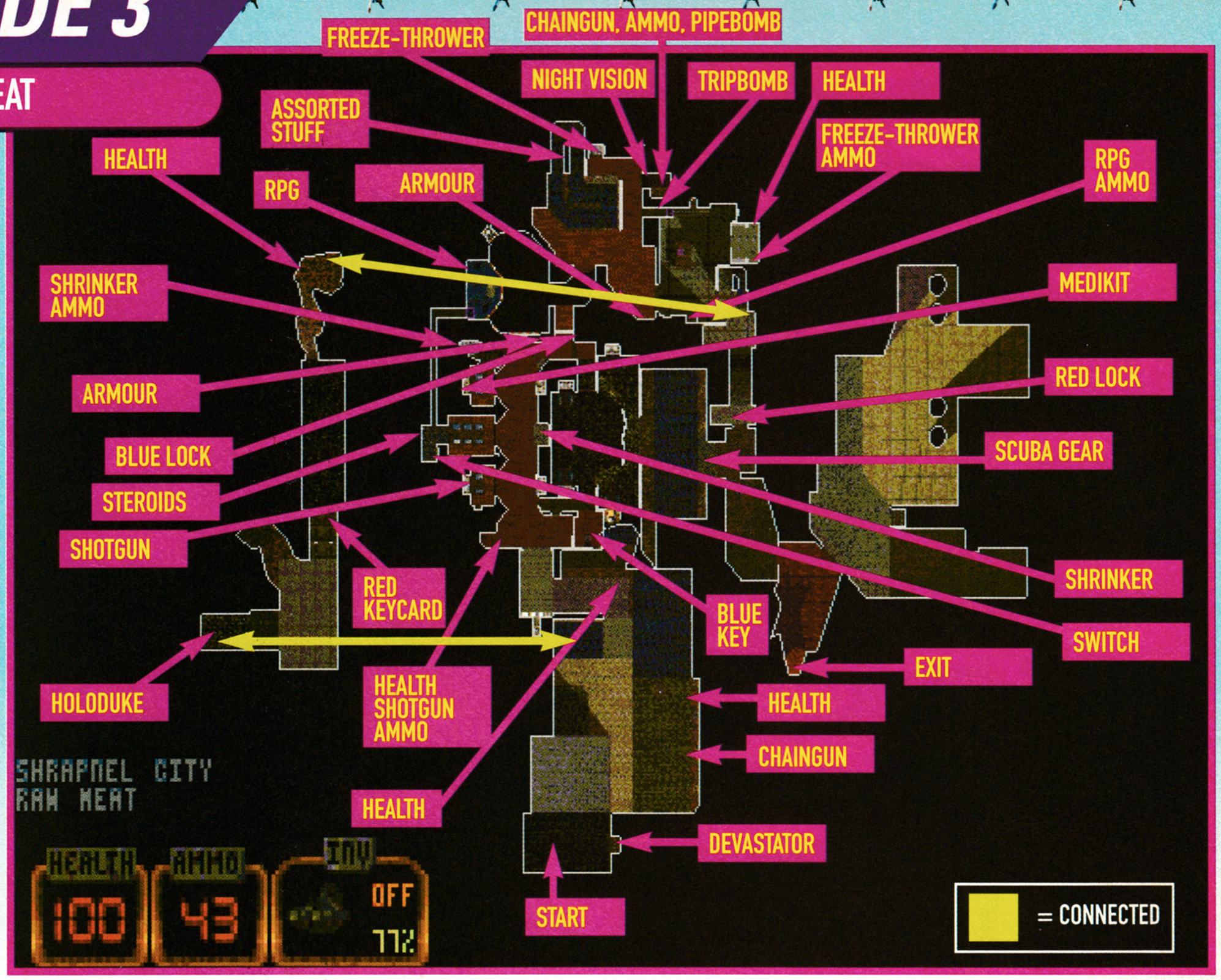


Er. What? Oh, the map looks sensible enough. But it bears very little resemblance to the actual level. We're very confused. You go round the circle once and you end up somewhere else. Go round it again and you're back where you've started. It's like an enormous Mobius strip, except you can't see the twist. What on earth are those 3D Realms chaps on? Oh, by the way, no secrets here. It's frightening enough as it is.

EPISODE 3

LEVEL 1 RAW MEAT

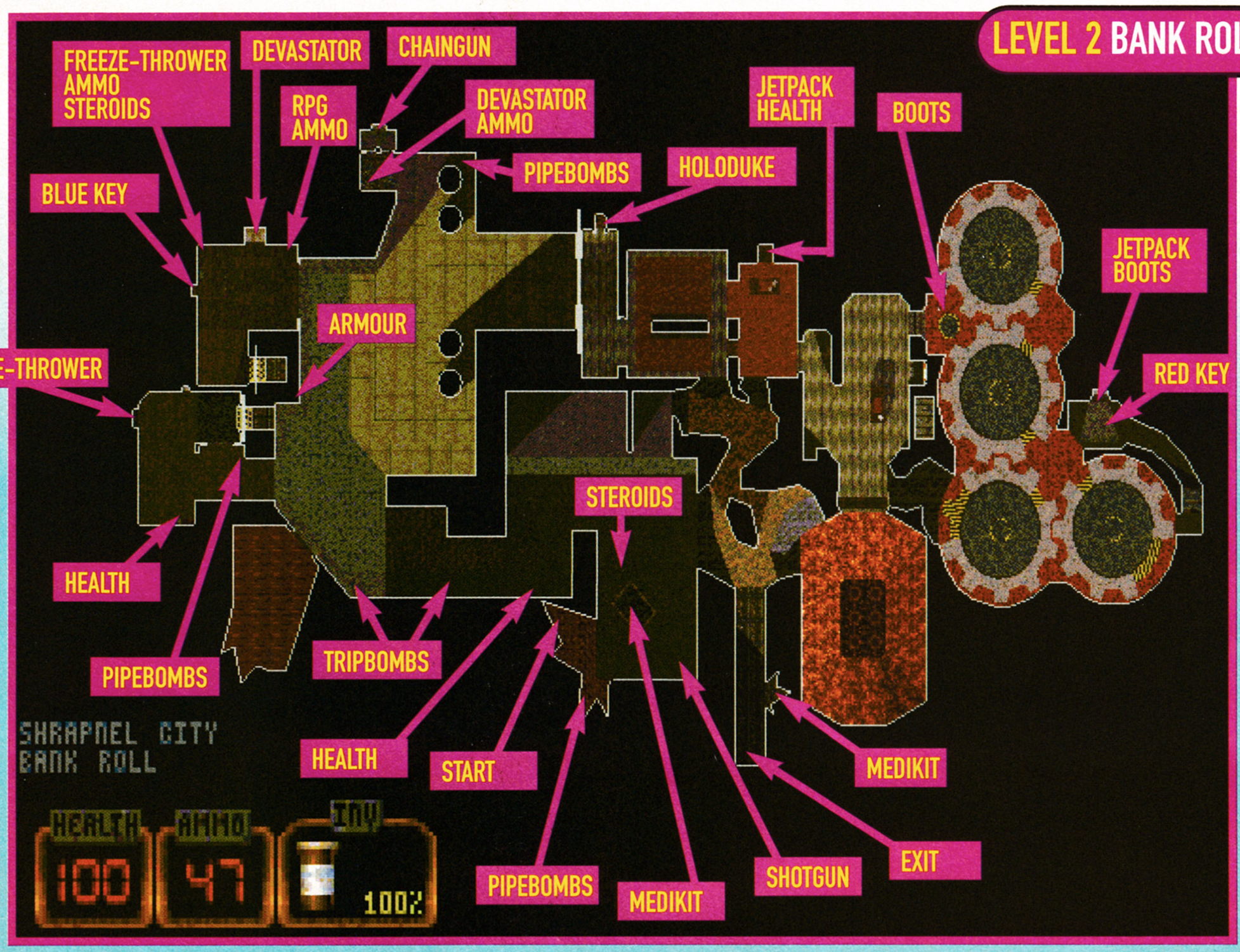
"It's time to kick ass or chew bubblegum... and I'm all outta gum." Chew on these secrets instead. The first can be found behind the secret wall by the first statue in the sushi restaurant. The second is opened by pressing the belly button of the girl in the poster. The third lurks behind a cracked wall in the last room down the corridor, and the fourth is opened by searching the price list to the left of the neon BAR sign. The fifth is revealed by pressing the bloody handprint in the sushi bar, and the sixth is in the nearby ground cupboard. Finally, the seventh is found by searching the cupboard by the kitchen door.



LEVEL 2 BANK ROLL

Only five secrets in this level, then you're back on your own until next month. The first is opened by searching the cash dispenser in front of the bank. Secondly click the button behind the desk in the blue key room, and a painting in the room opens up for your benefit. The third is activated by shooting a button high-up on the right just as you enter the bank – look behind you for your secret place. Fourth – search the painting behind the desk outside the secured area. And fifth, blow up the red crack in the Gamma turbine. Now be gone until we choose to divulge the rest of *Duke*'s secrets. Go! Now!

END



DON'T MISS PART THREE NEXT MONTH

CONSOLETATION ZONE

TELL US YOUR PROBLEMS AND DESIRES AND WE'LL DO OUR BEST TO SORT THEM OUT FOR YOU, WITHIN REASON. FILL OUT THE FORM ON PAGE 85 AND WE'LL SEE WHAT WE CAN DO...

SONIC SPECIAL

MOST WANTED

With the budget appearance of Sonic driving the Mega Drive market again, we thought we'd better answer your new pleas for cheats for our spiky blue pal. Oh, and Taz as well, because you'r scooping him up by the bucket load, apparently.

Sonic 3

Level Select – Switch on, and as Sonic spins towards you press Up, Up, Up, Down, Down, Down, Up, Up, Up, Up. You have to do this very quickly and it's extremely tricky but you'll know you've done it when you hear a chime. Now press Down twice at the title screen to reveal the new options, including that level select.

De-bug – Enable level select, choose a stage, hold A and press Start.

Sonic 2

Level Select – In the sound test, run sounds 19, 65, 9, 17.
Golden Sonic – Go to the level select, run the sound test and play sounds 4, 1, 2, and 6. Now go into any level, collect 50 rings and jump. You should turn golden, meaning that you're invincible. Bear in mind that you lose a ring every two seconds and that once they've run out you'll revert to normal.

De-bug – Go to the level select and play sounds 1, 9, 9, 2, 1, 1, 2, and 4. Now choose your level but instead of pressing Start, hold down A and then press Start.

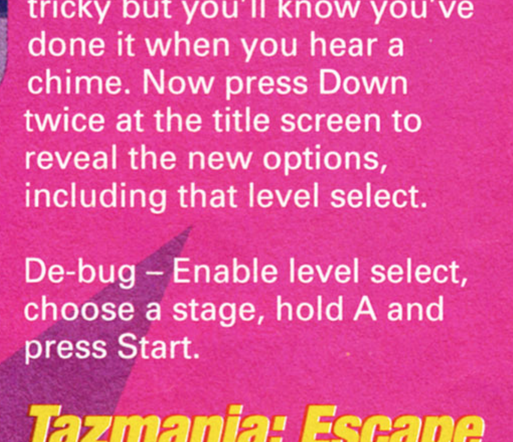
Sonic

Level Select – As soon as the music starts press Up, Down, Left, Right. You should hear a sound. Now keep your finger on A and press Start

De-bug – Activate the level select and go to the title screen. Hit Up C, Down C, Left C, Right C and start. Now start and hold B to turn into an item and A to position it.

Tazmania: Escape From Mars

Level Select And More – Plug in controller two, switch on and wait for the Sega logo. When it appears hold down A and B on controller one and B and C on controller two, you should hear a dog bark. Pause the game and you'll get some handy new options, including a level select.



Run, Sonic. Run like a game character in a 3D bonus level!

Never right him off. He'll be back.

PLAYSTATION

DESCENT

Dear GamesMaster,
Any cheats for PlayStation *Descent* yet? There must be some surely.
Paul Indros, Jarrow

Yes, like its PC cousins this version is crammed with codes. These are the first to emerge but expect plenty more on these pages in the next few months. During the game hit the following buttons (don't pause):
Turbo mode – T, C, S, C, X, S, X, C, T, S, X
Shield repair – T, T, X, S, T, C, T, X, S, X, T, X
Bright display – S, T, C, S, S, X, C, T, S, X, T

CONSOLETATION ZONE

MOST WANTED

DONKEY KONG SPECIAL

We didn't want you SNES owners feeling left out so we thought we'd recap on some cheats for the still strong-selling *DKCs*.

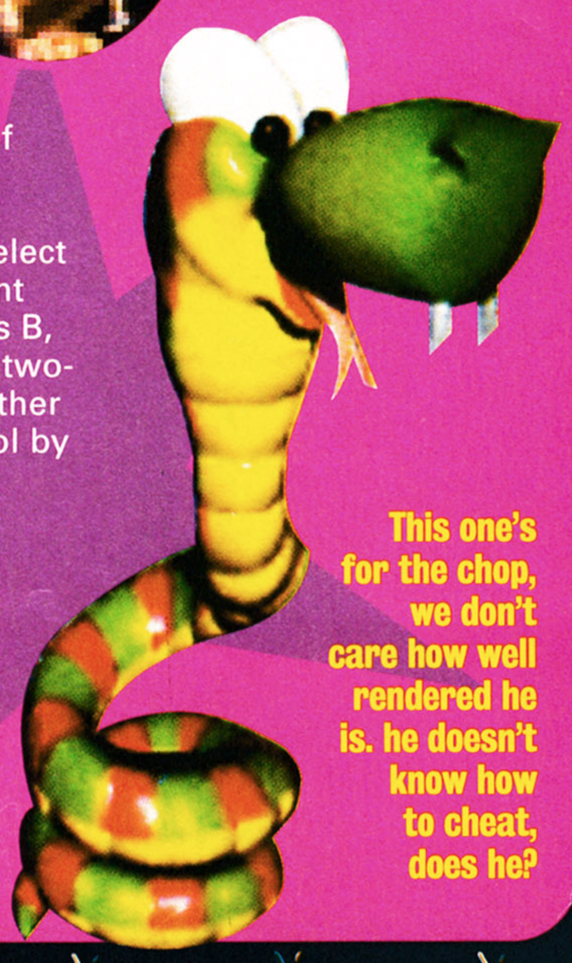
Donkey Kong Country

50 Lives – At the Select Game screen, highlight Erase Game and press B, A, R, R, A, L and then begin with one of your saved games.

Bad Buddy – At the Select Game screen, highlight Erase Game and press B, A, Down, Down, Y. In two-player team games either player can gain control by pressing Select.

Sound Test – At the Select Game screen, highlight "Erase Game" and press Down, A, R, B, Y, Down, A, Y. Press Select to skip through the game sounds and music.

It used to be pretty tough, this game.



This one's for the chop, we don't care how well rendered he is. he doesn't know how to cheat, does he?

Donkey Kong Country 2

And for the sequel...

Cheat Mode – Enable the Music Test by pressing Down repeatedly on the game choice screen. Coninue to press Down repeatedly until the Cheat Mode appears.

50 lives – Y, A, Select, A, Down, Left, A, Down.

Eliminate DK barrels – B, A, Right, Right, A, Left, A, X.

LONE SOLDIER

Dear GamesMaster,
I'm struggling with *Lone Soldier*. I can get a fair way into the game but then it all gets too much for me. What I need is some free lives. Is there a cheat?
Dan Forester, Ipswich

There's no cheat as such (unless someone knows better, of course) but you could try this sneaky strategy developed by P. Marsh 'out of' Hull. Deliberately get a low percentage kill ratio on a level where there's an extra life bonus. Anything below 70% and you'll have to go back, giving you the opportunity to pick up all the power-ups, which are in exactly the same locations as before.

If you have any proper cheats for *Lone Soldier* – or any other game – we want to hear from you.

BATTLE ARENA TOSHINDEN

Dear GamesMaster,
I've found these secret moves in *Tosh 2:*
Eiji's Double Fireball – F, D, FD, F, D, FD, T
Kayin's Rainbow Splash – F, FD, D, B, DB, B, F, B, C
Sofia's Salamander – F, FD, D, B, DB, B, F, B, T
Rungo's Seven Kicks – U, UB, B, DB, D, FD, F, C
Fo's Super Air Fireball – D, FD, F, B, DB, D, FD, B, C and S
Small Fart – B, UB, U, FU, F, C and S
Big Fart – C, S, X, T, F
Mondo's Flame Spear – F, FU, U, UB, B, F, FD, D, C
Duke's Angel Tears – F, FD, D, DB, B, F, D, FD, T
Ellis's Stardust Night – FD, D, DB, D, FD, B, F, T
Gaia's Flame Sword – U, UB, B, DB, D, FD, F, T
Flame Kick – U, UB, B, DB, D, FD, F, C
Tracy's Blood Cheek – F, FD, D, B, DB, B, F, B, C
I.M.C. – B, F, F, X and S
Chaos's Fire Wall – F, FD, D, DB, B, F, B, F, C and S
Flame Burst – F, FD, D, DB, B, D, FD, F, C and S
Flame Circle – F, FD, D, DB, B, D, DB, C and S
Ground Fireball – F, FD, D, DB, B, DB, D, FD, C and S
Flame Uppercut – F, FD, D, DB, B, F, D, FD, C and S
I was quite pleased with myself.
Ian Handel, London

And so you should be.

SATURN

HANG ON GP

Dear GamesMaster,
Any cheats for *Hang On GP* on the Saturn? It's not the best racer, but it's the only one I've got.
Will Burchill, Sheffield

Since it's your only racer you probably won't need this cheat but others might. Sorry about that. To access all of the courses without placing in first three, highlight any icon in Options, press B to return to the main menu and press RS (Right Shoulder), RS, LS, RS, RS. Done.

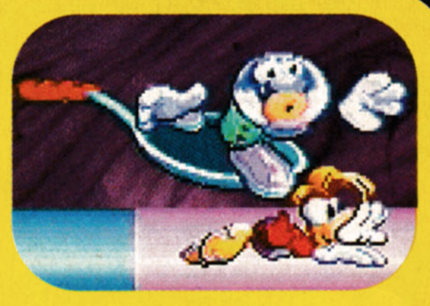
GUARDIAN HEROES

Dear GamesMaster,
I saw the *Guardian Heroes* cheats last issue but did you know that there's an even better one? To get 98 continues in Hard, start Story Mode on Easy, die once and exit. Now set the difficulty to Hard and continue from the point at which you just died. You now have a massive 98 continues.
Mike Glass, Kent

Very handy, cheers. Those others againl: De-bug mode (level select and more) – Go to Options, press A, Y and C at the same time. Go to Set-up for new options.

RAYMAN

MOST WANTED



While we wait for the new mascots, *Rayman*'s been vexing quite a few of you, judging from the number of questions we get about him. No more...

PLAYSTATION

Enter the foillowing as passwords:
99 Lives – XNB9FM!Z2?
Finished Music – J5VLFP58VB
Finished Mountains – J5K!ZZC8MD
Finished Caves – SM!KV7WSXD
Access to Space Mama – T64H5M!?BB
Access to Shops – ?2MC-9J!GTB
Finished Image – SX2!-ZP58MD
All But Final – SD3BKFOOMN
Extra Continues – once you've only got two or fewer continues, press Start to continue your game then press Up, Down, Right, Left to get 10 continues.

SATURN

20 extra lives – pause then press A. Release both buttons and press Right and B. Release again and press Down-Left and R. Release and press Y, C and Z.
Extra Continues – If you're down to your last continue, press Up, Down, Right, Left at the Continue screen.

JAGUAR

50 lives – press 5, 1, 5, 2, 5, 3 during the assembly introduction.
All Powers and Maps – press 1, 3, 5, 7, 9 during the assembly introduction.
Rasberry – hold Option while playing the game.
Sound Toggle – Press 8 while playing to turn the sound effects off and on.
Breakout – press 1, 3, 6, 4 during the assembly introduction. Win the game for unlimited continues.

NBA JAM: TOURNAMENT EDITION

MOST WANTED

First off, once and for all, all of those secret players, then some choice cheats for the Saturn and PlayStation versions.

Bonus Players
To enter any of these players, hold LS and RS (L1 and R2 for PlayStation) while entering the initials and birthdays.

Player	*Initials*
Sequoia	SAW Apr 10
Hill ZIG	Apr 7
Kirby	CHR Dec 18
Snake	SNK Jun 15
Larry Bird	LAR Jan 15
J Moon	JAY Aug 24
Charlotte Hornet	HOR Jun 12
Brutah	GOW Jul 17
Phoenix Gorilla	APE Apr 2
Weasel	DAN Jan 2
Adrock	ADR Apr 6
Fumungus	GUN Jan 11
MC Adam Yauch	MCA Apr 9
Kabuki	KUB Apr 14
Mike D	M_D Jul 1
Max	LIZ Aug 7
Bill Clinton	BIL Jun 3
Boo-Boo	THI Nov 1
Prince Charles	CHA May 4
Pistol	WAN Jun 10
Frank Thomas	FNK Jan 8
Carlton	CAL Mar 25
Magic Hair	STH Dec 8
Divita	DIV Jul 3
Chow Chow	CHD May 5
Goskie	GOS Jan 6
Air Dog	AIR Jan 21
Liptak	LIP Jan 14
Hodgeson	HOG Dec 31
Turmell	TUR Jan 31
Jax	JAX Mar 1
Fresh Prince	FRS Feb 2
Rivett	REV Jul 6
Jazzy Jeff	JAZ Oct 9
Catling	CAT Jan 2
Heavy D	HEA Jan 9
Hutchinson	BAR Apr 9
Hillary Clinton	HIL Nov 6
D Falcus	DAZ Aug 6
Benny	BEN Sep 20
Tunnicliff	SAT May 7
Blaze	BLZ Jan 14
J Falcus	JAS Nov 16
Crunch	WOL Mar 7
Mad Mike	MUS Dec 24
Gordon	GOR Jul 3
McHugh	BAA Jul 12
Renaldo	REN Feb 4
Gray	ROB Feb 23
Shelley	SHY Jun 8
Higgins	TOM Feb 19
Moore	MOE Jun 8

SATURN

Enter these at Tonight's Match-Up:
Mammoth Head – B, A, Y, C – Repeat five times
Baby Mode – B, Y – Repeat five times
Big Ol' Heads – B, C, Y, A – Repeat five times
On Fire – B, B, Down, Down, A, A, Up, Left
Defence – Right, Up, Down, Right, Down, Up
Quick Hands – Left, Left, Left, Left, Y, Right
Shot Percentage – Up, Up, Down, Down, A

PLAYSTATION

Enter these at Tonight's Match-Up:
On Fire – D, R, R, C, T, L
Monster Dunk – L, R, X, C, C, X
Defence – R, U, D, R, D, U
3-point powerup – U, D, L, R, L, D,
Quick Hands – L, L, L, L, C, R
Maximum Power – R, R, L, R, X, X, R
Big Ol' Heads – S, X, C, T – Repeat five times
Bigger Heads – Square, T, C, X – Repeat five times
Baby Mode – S, C
Huge Mode – T, X

You know very well that we've got nothing better to do than answer your gaming queries. In fact we get quite sulky if we can't so send the form to:

Help!

GamesMaster Magazine,

30 Monmouth Street,

Bath,

Avon BA1 2BW.

MOST WANTED

CONSOLETATION ZONE

Most Wanted – Which games do you want exposed? The title with most requests will be ripped limb from limb and its body parts will be displayed in the Consoletation Zone. So, what's it to be?

Stuck? – On what, where?

Give us your tips. Please.
We might even give you a prize.

Who are you? Where do you live?

What machine(s) do you own/play?

THE MAKING OF..

SKYNET

***In the first Terminator movie Schwarzenegger uttered less than 100 words. You'll shout more than that in a multi-player game of Termie* SkyNET.**

Terminator: Future Shock has gone down in history as a classic PC game and one of the best *Doom* clones there has ever been.

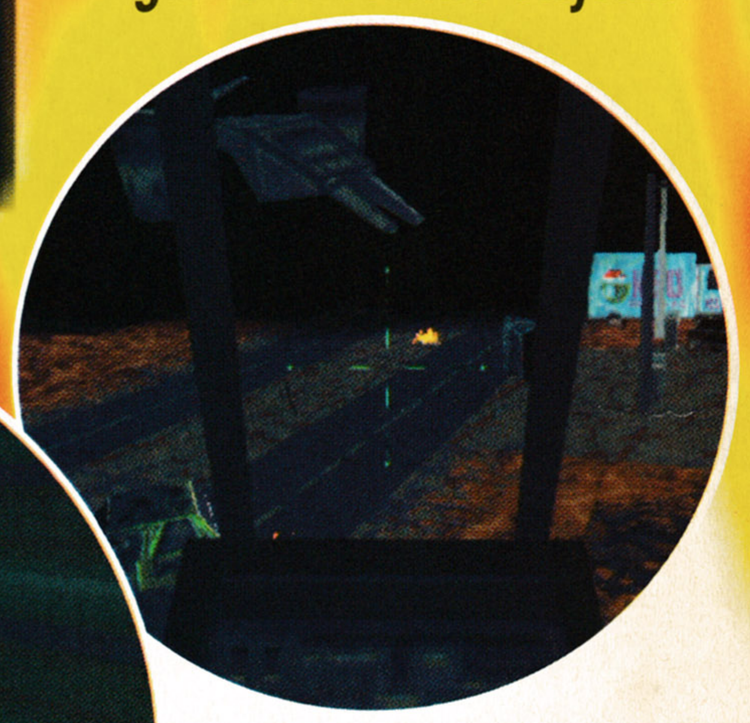
It *was* flawed though. Where was that multi-player mode? Where was that SVGA? Well Bethesda Softworks, programmers of the original *Future Shock*, are set to put all of that to rights with the release of the follow-up, *SkyNET*.

Notice the emphasis on NET. Bethesda admit to under estimating the demand for multi-player support which is a pity because the *Terminator* game environment is perfect for it. But, with all the other *Doom* games around right now, what does *SkyNET* have that all the others don't? Here's what Bethesda told GM: "*SkyNET* is the only true first person 3D game we have ever played that doesn't feel like *Doom* (and even *Quake* feels like *Doom*). *TFS* has the same feel as *SkyNET*, obviously. What we're going for is a more real-world experience.

"Deathmatching in *SkyNET* makes you feel like you're chasing people through a city. You can get on all the buildings, run through the streets, hide behind hills, get into cars, steal HKs, the whole works. When doing this multi-player... well, it kicks ass. One guy is in a car and the other is in

I am big and metal and dead tough, even if I was beaten up by a burger bar waitress in the first movie when I had loads of guns and she had nothing. She cheated okay, I deserved to win that one.

Not only can you see all the different characters but you can also tell which weapons they are holding.



Snipers don't usually use rocket launchers but when you're sat on a rooftop there's no better weapon to do the deed.

an HK, and you're on foot, with your rocket launcher, waiting. It's fun and it's not the same old *Doom* thing where you can kick ass in a deathmatch because you know the level and how all the hallways connect. It's more open. We don't take a level approach with the multiplayer areas. We treat them more like battlefields, and the whole experience is better.

"Over *TFS*, *SkyNET* has, obviously, multiplayer, that's the thrust of the whole thing. You can also pick who you look like (we have eight different 3D characters, you can even be the T-800), so it's not just colour-coded. You can see which weapon someone has (and not above their head, but in their hands). It also handles hi-resolution and there are day and night missions. We have some new weapons also, like landmines and other cool multiplayer stuff.

"The part that works best and came out just how we wanted was the motion-tracker. When we first started putting the game together, we had these really cool, very complex, outdoor environments to kill each other in and they looked great and were wide open, but no one could find each other, something too many games suffer from. So we put in this motion-tracker device so that you could detect each other's movements. It really works well and creates some very intense moments."

SkyNET is due for release in October as a standalone package, but if you own the original *TFS* (which is almost certainly heading for PlayStation and Saturn) it will upgrade your game to bring you the new hi-resolution graphics as well as extra one-player missions and the multiplayer game. It's going to be great.

Now here's a problem. You've got an Uzi which is useful for those strafing situations but this guy has got a grenade launcher and unless you kill him first time he's gonna frag you.

Oi, look down here. You can almost see the surprised look on their faces when you jump out with all your weapons blazing.

So you're big and metal. Bet you a fiver this grenade launcher still hurts. If only Sarah Connor had one of these.

Guess you won't be running me over in that jeep anymore then, sonny. Rocket meets petrol tank. Boom.

TOP TROUSER-FILLING DEATHMATCH HIGHLIGHTS

● Standing on top of a hill with a great view of the surrounding area, picking off other players with laser rifles and telescopic sights only to look up and find one player has found an HK and is flying towards you with all guns blazing.

● Hiding out in the remains of one of the many ruined buildings and watching as players run by chasing each other. Then you sneak out, preparing to shoot them from behind when someone comes from the rear in a jeep and runs you over before you even get a chance to fire at anyone.

● Standing on a rooftop, blowing people away at your leisure when you hear a metallic bouncing sound. You turn around and see a deluge of grenades bouncing along the roof towards you.

● Being a Terminator and seeing the whole game, including your enemies and environment, just as a real Terminator would – with computer-enhanced vision complete with handy built-in sights. By the way, we do know that Terminators aren't real.

CREDITS

Morten Moerup - Project Leader, Lead Programmer
Todd Howard - Producer, Lead Designer
John Pearson, Mark Jones, Richard Fox, Juan Sanchez, Michael Kirkbride, and Chris Ondrus - Art and Design

In a one-player game you can use different angles to view your character. Some, like this one, are just to be used occasionally when you want to see what's going on around you. Others are more useful.

This level is wild in a deathmatch. Plenty of guns and loads of little hiding places to carry out ambushes. Shotguns and motion-trackers at the ready.

We've received a couple of letters this month damning the quality of communications we've printed recently – the seemingly unquenchable question 'Which. Is. Best. Console?" getting right up the skirts of several frantic scribblers. So... that there wordy ball's in your court. You send us your opinions and we print 'em. Simple. Just make them as short and interesting. as possible Go on... annoy someone else out there.

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Beauford Court
30 Monmouth Street
Bath
Avon BA1 2BW

Transglobalgamefreakspeak:
gmaster@futurenet.co.uk
Fancy a chat?
mhawkins@futurenet.co.uk

letters

The odd couple

Dear GM
Me and my friend own a Saturn and a PlayStation and we have a few questions we would please like you to answer.
1. Will the PlayStation or Saturn ever be upgraded to 64-bit?
2. Will *Resident Evil* ever come out on the Saturn?
3. Will the Nintendo 64 have any big titles like *Daytona* or *Tekken* coming out for it?
4. Does *Daytona Remix* exist? If it does, when is it coming out?
5. What is the M2?
Robert Cardey & Richil Caiña, Woodsmoor, Stockport

Two consoles – own them both. And why not?

1. Blimey, not fer ages.
And Sega and Sony are certain to release new consoles rather than upgrades. But, blimey, not fer ages.
2. It's a distinct possibility, but a PC conversion is up first, Robert. It all depends on how well received the original is. Pretty well by our reckoning...
3. Yes. How do *Ridge Racer Revolution, Cruis'n USA, Mario Kart R* and *Killer Instinct 64* grab you?
4. Yes, although it's not exactly a 'Remix' in the vein of *Virtua Fighter Remix*. As we told you in issue 44, *Daytona USA: Championship Circuit Edition* will keep the four camera viewpoints of the original, but will include a new two-player split-screen option. Sources indicate that it should also feature a track editor, allowing you to design and race on your own circuits.
5. M2 is the 3DO Mark 2. It's taking two forms: as a 64-bit upgrade for the existing 3DO system and as a stand-alone console. Recent rumours indicate that the upgrade may not appear at all...

Confused Kuwait

Dear GM
I only have two issues of your mag, 22 and 43, and I think the improvements between those two issues are great.

However, I think that you should add two more subjects in the judgement area: Animation and Effects, because I get confused by the animation and the graphics and the same goes for music and the effects.

The first time I read about an N64 game was in issue 44 of your mag and was *Super Mario 64* (and why do you call him Super Mazza?).

I thought that it was the 64th edition of *Super Mario* for the N64! Honest!
Ahmed El-Khuffash, Jabriyah, Kuwait

If you've only got issues 22 and 43, how'd you read about SM64 in issue 44 Ahmed? No matter. Animation and Effects, eh? Weeelll, we take those very elements into account when formulating a score for graphics and sound, so there's no need to be confused. And Super Mazza? It's just a recognised familiarity for the little plumber.

He thinks it's all over...

Dear Top GM Blokes
I am writing to complain about the standard of footy games available for the PlayStation. I have just wasted £135 (yes it is a lot!) on *FIFA '96*, *Actua* and *adidas Power Soccer*, all of which are crap when compared with Sensible Soccer on my old Amiga (which, incidentally I sold to get a PlayStation).

Yes, *Sensible* cannot compare graphically with these so-called 'next gen' games. It may not have motion-captures sprites, virtual stadia or commentary, but it has gameplay by the bucketload. Why oh why can't EA, Gremlin and Psygnosis see this fact and give us a game that marries *Sensible*'s intuitive control system with graphics to match the gameplay? Instead we have 22 players running around a virtual stadium with the ball glued to their feet. I mean did these people not take notice of the fact that this 'ball glued to foot syndrome' should have went out when *Kick Off* arrived all those years ago.

It is a sad state of affairs that the football genre is the worst represented on the PlayStation. It is even sadder that a 16 bit museum piece has the greatest football game of all time which cannot be matched and will probably never be bettered by Sony's wonderbox.
Owen Daly, Clondalkin, Dublin, Eire.

Will, our resident footy expert, says: "Oh, stop moaning. *Sensi*'s arguably the best footy game ever, we won't argue with you there. But if you like it so much then just play it. The rest of us are happy with stunning sound, multiple cameras, polygonal players and explosive action and if that's not good enough for you then bad luck. If you tried to play *Sensible Soccer* style football in 3D, well, you wouldn't be able to. What's so life-like about *Sensi* anyway? Nothing".

Firestarter

Dear Far Too Patient Posse
Why oh why entertain those adolescent no-hopers who write in every well-crafted issue and ask "What's better, PSX or Saturn?".

In issue 44 you even had some wattless amoeba ask "Will the N64 be better than the PSX?". I'm surprised some of your readers can tell the difference between GamesMaster and People's Bloody Friend!

I own a PSX and I bought it because, and call me old fashioned (*Oi, Old Fashioned!* – Team), *I* thought it was good. Don't get me wrong, GM is the dog's brickwork, but some people can't even change their underwear without asking you which way to pull!

My name is Simon Dalton and I'm running for President!
Simon Dalton (obviously), Anonymousville

What you have to appreciate, we guess, is that there are still a few odd bods out there who have been saving like Seaman to buy a new console, and before they splash out want us to scoop them up, plonk them on our lap and tell them everything's going to be alright. We are here to offer advice, after all. But it can become oh so tedious to hear the same question over and over again. It's good to see that you just bought the machine that was right for you. Top fella.

Letters

Bevy from Heaven

Dear GamesMaster
I hope that you can help me. In your July issue, which is very good, there is a photo of two angels that were in the TV program of Games-Master on page 89. Well, what I am desperately hoping for is a photo (maybe even signed) of the young lady with dark hair (this is because I think that she is absolutely GORGEOUS).

Please could you see what you can do for me as I am in love! (With her, not you lot).
Graham Mansell, Norton, Stockton-On-Tees

Well Graham, we can't really be going and giving you a signed pic of Marcus' girlfriend can we? Yes that's right, Marcus and Sophia have been seeing each other for just over three months and have just bought a cat, such is their love for each other, and... no, sorry. If the truth be known, no-one's sure those very two angels will return (they wouldn't fit in with the underwater theme of the next series). However, here are some handy cut-out and keep pictures for your computer, wallet or car window...

Why not send in a pic of your sister or girlfriend in a toga?

Zutalors!

Dear GamesMaster cronies
Bonjour! C'est Monsieur Maggahews, once again. Right, enough poncey French for one decade. A question: I am looking for a difficult but amazing game on the PlayStation.

You reviewed three contestants last issue: *Fade To Black*, *Space Hulk* and *Resident Evil*. However, you omitted to mention whether *Evil* was a tough game to beat. Please enlighten me. Also, recommend the best game, considering gameplay as the largest factor, from the above games.

Congratulations on keeping a great magazine going when most fold after one. Until the next intergalactic transmission.
Mr Maggahews, Boschurch, Shropshire

VS

VS

Fade To Black, Sp'Hulk and Evil. Each one a top class bloody game.

Ohe-ho-he-ho, eet eez our leetle chom! Ze *Resident Evil* is indeed a puzzley one, no? We are havink some reports already aboot peeple finishing eet wizin sree hours, burt we reckon yooll be playing it fer aboot a week befur completing eet wizin sree hours.

***Space Hulk*'s rather more zee 'turf cookie'. Gameplay, huh? Weeeell, after much consideration we'd af to ploomp fur ze *Resident Evil*.**

I'll scratch your eyes out

Dear GamesMaster
You asked Jaguar owners to write in with their opinions of the Atari/Jaguar fiasco, so here goes.

No, I'm not fed up yet but I'm getting that way – the lack of magazine coverage is a total wind up. I only recently became a Jaguar owner (through no fault of my own). It was free so I thought I would stick with it and now I'm rather attached.

I agree that Atari are wind-up merchants, they are not doing anyone any favours by saying that they still support the machine but then do nothing to back this claim up. As far as I'm concerned it still has years of life in it, there are 50+ titles available and I only have five (*AVP*, *Tempest 2000*, *Iron Soldier*, *Doom* and *Val D'Isere*). The strange thing is my flatmate who owns a PlayStation won't stop playing games on my Jaguar (strange but true).

So that's my view. It's a cool machine and when I've finished saving for the CD unit it will be even cooler. We Jaguar owners might be a little bit happier if everyone would stop calling it dead.
John Benge, Southend

The reason the magazine coverage of the Jaguar has dropped drastically is down to Atari themselves. Where has the system support been? Yes, it may have years of life in it if you're prepared to buy every game going for it, but that is unlikely – like every console it does have one or two humdingers, and clearly software houses are keen to develop new games for the systems that are selling by the bucketload (PSX, Saturn etc). You neglect to say which games your mate plays on – we're still very partial to *Tempest 2000* as it happens. But the number of letters we get each month slating the Jaguar and Atari's treatment of it certainly outweigh the ones in support of the system...

Don't worry – Team 17 will shortly release Worms for the Jaguar.

REVOLUTIONARIES

We're constantly looking to improve GamesMaster even more and your views are essential. Every last one of them. So, please name your three favourite bits of this issue in order of preference – they can be specific pages or sections in general. Whatever takes your fancy!

1.

2.

3.

And feel free to let us know which bit you didn't like this month (and why)...

Also, tell us your favourite type of game...

Please cut out or photocopy this completed form and send it to: Revolutionaries, Letters, GamesMaster Magazine, 30 Monmouth Street, Bath, Avon BA1 2BW. It'll help us to help you.

GM46

GAMESMASTER SAYS:

"Oi! Stop playing with yourself..."

Even the Saturn is getting in on the network gaming scene with the Saturn Internet package.

The ultimate network game? Judging by the amount of time that is spent death-matching in the office it is.

In the near future you will be able to talk to people as well as play against them. Imagine yelling out insults across the Internet as you frag someone in a death-match. That would be wild.

So *Quake* then, was it worth the wait? By now you'll probably have heard a lot of opinions on the game. Some will say it's the best game ever, some will hate it. The fact remains that *Quake* is a milestone in gaming. For a start no game has managed to be hyped constantly for over a year and still come out to deliver the goods. By now most games would either be cancelled or brushed under the carpet in a fit of embarrassment by the programmers.

Not *Quake*. It's out at last and it's truly great. What *Quake* does highlight, more than any other release to date, is the future of gaming. Networking. Anyone who says that *Quake* is rubbish has obviously only played it in the one-player mode. Because multi-player is where *Quake*'s real magic lies.

There is nothing better than getting involved in an eight-player deathmatch with everyone going all-out to kill the opposition. Traps, ambushes and rocket launchers fired off in the face of some poor unsuspecting opponent all contribute to make *Quake* the best multi-player game ever.

It also goes to prove that there is no better time than now to get your PC all networked up. If you have two machines in your house then you have to be insane not to be networked already. It's so easy and cheap to do. If your neighbour has a PC then network to his machine for the ultimate gaming experience. With modems coming down in price and BT offering discounts on regularly used numbers (like an Internet provider perhaps, or your PC owning friend in town) there is no better time than now to bring your machine bang up to date.

One-player games are for loners. From now on the more players you go up against in one game the better. And from now on almost every game will have network options. Want to prove you're the best? Forget the one-player mode and test your skills against human opponents. *Quake* is great and it will start to make more and more people link up their machines. Just make sure you do it soon.

The first major UK attempt at a games-playing network is BT Wireplay, but it ain't cheap.

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Y59

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