

# GAP

GAMES - AMUSEMENT - PLEASURE

## PLAY STATION

CAN THE PLAY STATION DO  
WHAT THE WALKMAN DID  
FOR SONY?

## NEO GEO CD

AN OLD MACHINE WITH A  
CD-ROM BOLTED ON.. CAN IT  
COMPETE WITH THE BEST?

## SATURN

SEGA'S BACK, BUT WILL IT  
RUN RINGS ROUND THE  
OPPOSITION?



### MEGA GAMES

CLAY FIGHTERS 2

DEMOLITION MAN

NBA JAM TOUR.ED.

POWER ELEVEN

RAIDEN PROJECT

RIDGE RACER

STAR WARS ARCADE

SUPER STREET FIGHTER II X

TOSHINDEN

VIRTUA FIGHTER.....

PLUS

DAYTONA USA

ON THE SATURN

# GAP

Issue 4 - 1995

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## Voice from the Depths

Well... bugger me it this issue isn't a little bit late... issue 3 was released in Sept. '94.... okay, it's bloody late, but who cares - did you miss it? It's quite amazing how technology has advanced - some time ago, we were dreaming of the 32-bit consoles, and now there's more choice than brands and types of cola. In them days you simply had one type of Coke and Pepsi... now you have Virgin, Sainsbury, Cherry, Strawberry (why don't they sell Strawberry Pepsi in normal 330ml cans?!), Diet, Caffeine free, and more. Just when you thought one machine has the hottest hardware to blow your socks off, up pops another company with another machine that blows your toes off too. It seems hardware will continue to become more powerful (especially with rumours of PlayStation 2 and Saturn 2, Jaguar 2, etc..) - but what of the software? It's alright having spectacular/realistic graphics and ear-deafening sound, but there are very few games that have the playability - hopefully the next few months will prove us wrong.

I have to say, things ARE looking good on the software front on the 'advanced' systems. The past year - the 16-bit machines have been bogged down with hundreds of platform games and beat'em ups (I'm sick of 'em! - Donkey Kong Country - game of the year? Get real!!)- and nothing much else. So it's good to see the shoot'em ups coming back, and more Doom-style games coupled with Strategy and RPGs.... not to mention polygon titles.

Onn (ed.)

### Notice - Notice - Notice - Notice - Notice - Notice - Notice - Notice

One of the reasons why this issue wasn't released until now was my PC caught a rather deadly virus that reported errors, missing files and Windows just didn't want to boot up. After making a back-up to tape, and formatting my hard drive, I found out that the back-up tape was knackered!! - so I lost everything (well - most!). I not only lost all files typed in for this issue, but also the database which contained all subscriber's information etc. SO... if you have subscribed, then please write to me regarding how many issues you have left on subscription, plus name, address, etc. PLEASE, do not lie stating you have a years sub., when you haven't... as I have a rough idea who has a sub, and who hasn't as I have an older back-up file list!! If possible, include cheque information, but not necessary. I must apologise for all this. If anyone out there knows how to retrieve corrupt data from a 2120 tape - please let me know!

I must also apologise for some fairly old reviews in this issue, and lack of reviews on certain machines. As you can see I have done the bulk of the 'zine by myself, so if you can help - please do. Please don't phone saying you can help, but in the end send nothing. I have had around ten calls from different people stating they will write reviews of Saturn, PlayStation, Megadrive, Neo geo, etc... stuff - but not a dicky bird from them! **Thanks. Onn**

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## Mario Strikes

Nintendo seems to be trying to take over the world, as they have gone into Ten Pin Bowling... not video games - but the real thing... called Mario Bowl. Well, I suppose that not exactly true, as the scoring system computer has Mario and friends (and foe) dancing all over the screen. When you enter each player in the computer, you are represented by one of the Mario characters, and you get all sorts of animation when you miss, get a spare, strike, and so on. Maybe Mario and gang will appear at your local Ten-pin bowling centre.

## SNK goes 32-64

SNK are planning a couple of major hardware releases in the coming months. Firstly, it's been announced that they are to release an 32-bit upgrade for the Neo Geo CD... and will cost as little as 5,000 yen. (£32!!!). However, you'll have to send the machine to SNK HQ to get the system upgraded!! The other piece of hardware is a brand new 64-bit machine which should be available at the end of the year. Unfortunately, not much news on what the machine will be like, but you can bet it will feature polygon technology and other special effects to compete with other 32/64-bit home systems currently on the market.

## PlayStation in control from Ascii

Ascii are soon to release two controllers for the Play Station - called the Play Station AsciiPad and AsciiStick. The pad will basically look like the one that come with the system, but slightly larger and feature rapid and auto fire buttons (for all eight buttons) and a slow-motion. The joystick is similar to Capcom's SFII stick but with two row of four buttons. Ascii should have both controllers out in February with the pad costing 2980 yen (£20), and stick at 5980 yen (£40).



## Victor's V-Saturn Video

Victor/JVC have released their MPEG card for their V-Saturn video game system... which we suspect will work with Sega's machine too.

The unit is a small metal box like a 2" hard drive and slots into the back of the Saturn's expansion port on the right (if looking from behind). As it's so small, it can be slotted in and the lid replaced, so no untidy bits sticking out.

The RG-VC1 cost 19,800 yen (around £128)... which is a tad expensive. However, over in Japan, there is a bigger range of available Video CD-ROM titles ranging from films, Anime (including Record of Lodoss War, etc.) , pop videos, and education/information titles like The Diving in Okinawa (Extremely handy!!?) Cost of Video CD-ROMs in Japan range from 2,800 yen (£18) to 4,500 yen (£30). Sega haven't announce if they are releasing one themselves.

## Hitachi's planet launcher

As predicted, Hitachi will be the second Japanese company to launch an alternative Saturn machine after Victor's V-Saturn. Hitachi are of course one of the companies responsible for designing and manufacturing two of the most important chips in the Saturn - the CPUs. In fact, it's expected that they will go on sale on 1st April and likely to be priced the same as the current two Saturns on sale in Japan. So, like the 3DO, you can have a choice of three different makes of Saturns... watch out soon for the Yamaha Saturn!?

## Apple pips in Power

As the console business booms, Apple are to challenge the best with their machine called 'Pippin' or Power Player when it is launched, which will also be licensed to Bandai. The machine will be CD-ROM (quad-speed!) based and will run most of it's MAC software with little modification. The machine uses a 64bit PowerPC 603 RISC chip clocked at 66Mhz, 6Mb RAM, 16million colours at 640x400, 16bit dual stereo CDDA, etc.. and likely, hit streets before Xmas.

# Atari Hardware Mania

Atari will launch their long awaited CD-ROM drive for the Jaguar this April to all owners who have still kept their machines (talk about loyal owners.. are there any Jaguar owners who bought the machine when it was launched and still has it?!).

The toilet-like unit will come complete with Jeff Minter's upgrade Light synthesiser... Tripatron... Colourspace... Psychedelia... or whatever you want to call it.

Apparently, a lot of programmers have been crying out for the CD unit because the Jaguar lacks actual main memory... which makes you wonder if the games would have

Atari's Jag+CD system.. possibly called the PUMA



been any better had the CD-ROM been available... my guess is NO! There would probably be more FMV!

As with all add-on CD-Drives, Atari will also be launching a combined Jag with CD, rumoured to be called PUMA. Where the Jaguar looks like a toy space craft, the Puma looks more like an Etch-a-sketch... certainly more flatter and elegant than the separate units. With the competition from left, right, and centre - Atari are to reduce the price of the stand alone Jaguar to an low £149, with the machine and CD-ROM at £300. Well... that's what I call a bargain!! Now if they bundled in Tempest 2000, Rayman and Iron Soldier with the stand alone Jag - then I'll be getting one for sure, but as it stands...

Then, we have the first Virtual Reality Helmet for the Jaguar. However, no one I know have actually seen even a prototype of this, and if the

CD-ROM is anything to go by, it probably won't be released until some time!

Atari haven't finished yet either, as the company is also developing a totally new Jaguar 2... for release in '96. Does this mean Atari don't think the current Jaguar much competition against machines from Nintendo, Sony, Sega, etc.?

From ICD Inc., there's a nifty add-on for the Jaguar called the Cat box. Once plugged into the back of the Jaguar, the unit will enable you to connect the Jag to Super VHS and RGB monitors. But the best thing is, it has a 9-pin din, that lets you plug in any Hayes compatible modem... so you'll soon be able to play multiplayer games on individual screens... assuming you know someone with a Jag, the same game, and a Cat box. And up to eight systems can be networked together! The only game that is currently available that uses the Cat box is Doom, where two players can blast each other like on the PC. Another will be Midnite Entertainment's Aircars... where up to eight players can fly their crafts and battle against one another while using the system. Midnite will also be releasing a RPG called Dungeon Depths soon that will be compatible with the Cat box.

## More Planets from Sega

As Sega Japan took some time to decide the colour of the Saturn.... the European and US versions has been slated in as an all black machine... probably to continue the Sega line up from the Master System, Megadrive, Game Gear, 32X... and the Neptune.



4 Sega's Neptune - Megadrive and 32X combined

Yes, the combined Megadrive and 32X machine will soon be available and hoped to be as little as £200. The machine looks like a Saturn that has been sat on by Bernard Manning! It's also expected that, Virtua Fighter will be converted for the system. Back to the UK Saturn, the machine will NOT be compatible with US or JAP versions... which really doesn't matter, as most people will either buy the Japanese version, or the American one when it's released if you're reading this. No one in their right mind should buy an official PAL console!!! Sega will also release a portable Megadrive to replace the Game Gear soon... Venus.



Virtua Fighter could be the game on the Neptune as a pack-in!

# Nintendo '95 line-up

All of us are of course waiting for Nintendo to release the Ultra 64... although the price of the machine is getting steeper each time.

Firstly, it was expected to sell for an amazing \$250... but current news are, the SGI chips are costing more than they had thought, and the estimated price of the Ultra is likely to increase to £300+. Whatever, the price... you can believe Nintendo can't fail with the machine if it can live up to Killer Instinct and Crusin' USA standards, although a bit more playability in their games could be improved on.

As for the Virtual Boy... Nintendo's 3D portable (less portable than a Lynx mind you) game system, it looks like the

Japanese will queue up in their droves to buy the machine when it is launched... although most westerner haven't been very impressed with it... and I'm incline to agree with the latter, especially when you look at the three games demo'd on it (Telero Boxer - a 3D boxing game, Mario



Nintendo's Satellaview add-on for the SF - the Satellaview, plus BS-X cart.

Right: Virtual Boy headset. Strap it on your head for 3D action. Below: The strange controller - two controller pads and four buttons. More games definitely required however!



Bros. VB - Basically Mario Bros. with 3D graphics, and Space Pinball - a pinball game). However, if there were link-up games, it might be interesting... but then again... it's rather crap all in red! It's more like the Vectrex for the nineties.

What looked at first to be a CD-ROM for the 16-bit Super Famicom, Nintendo's new SF add-on is in fact a Satellite link-up unit. The Satellaview is a base unit that slots into the bottom connector of the SF enabling the user to download software including demos,

tips, information and whatever. However, aswell as the unit, it does require a satellite tuner and a parabolic dish to receive the info. (although most Japanese households have these anyway). Aswell as the base unit, it also comes with a 'BS-X' cartridge (looking the same as a Super Game Boy) which plugs into the normal SF cartridge slot. This has 1Mb of ROM which holds the operating system and interface software, and 512k of RAM. Additional memory flash rom cartridges are available for the system to store data. These are Gameboy cartridges in size, and plug into the BS-X cart. as if you're using a Super Game Boy. The Satellaview will cost around £100... but you also have to subscribe to the channel... although with buisness sponsorship and advertising.. downloads should be free. Looks interesting... but will it ever appear over here?

## ECTS ROUND-UP

On 26th March, Olympia was the venue to the European Computer Trade Show... and although the past few shows have been dire... the highlight of the show was the presence of Sony with a massive stand showing off the Play Station and a number of games including the brilliant Tekken from Namco... and Boxer's Road

looked great on video. Challenge competitions to win Sony Discmans were held by Sony too (I could have easily won on Toh Shin Den but I couldn't stay around for three hours!!). Sega showed off the Saturn, but to see more of it, you had to hitch a ride on the Sega bus to a secret location. Virtua Racing on Saturn looked okay - but could have been on the 32X. 3DO did well especially with the launch of the

Goldstar machine and Panasonic's cheaper top loader, not to mention playable GEX, and Jaguar showed off a host of new titles - unfortunately, none too exciting. The best was the brilliant colourful platformer - Rayman - which of course was at the last show! Primal Rage for the various systems looked cool too. All in all... a better show than the past, and what's to come looks extremely interesting.

# OOo:..SOFTWARE NEWS..:oOO

As there are so many systems on the market, this section is devoted to companies producing games for a number of systems... saves us printing them in each machine specific section.

## BloodStorm

One of the most bloodiest beat'em ups - IT's Bloodstorm will be on it's way to a number of machines including the 32X, Sega CD and the PlayStation.

## Capcom

One of the most eagerly awaited games Street Fighter III is likely to be available later rather than soon - in fact, probably as late as December. The game will appear on just about all 32-bit+ systems including the 3DO, Saturn, PlayStation, and the Ultra 64, although you can expect to play the coin-op version before hand. As with Mortal Kombat, the game will use digitised fighters instead of hand drawn ones, but don't expect MK's dodgy lack of frames, as Capcom will employ some nifty compression technique to have it running as smoothly as the SFII.

## Core Design

Coming from Core for the 32X, Saturn, 3DO and PlayStation is Shellshock... which has nothing to do with Turtles. The game is a helicopter flight simulator with a lot of blasting we assume. Judging by Core's 3D games on the Mega-CD, this should be great on machines that can actually handle 3D polygons, etc. Out in late '95.

## Primal Rage

One of the hottest beat'em ups last year was Atari's dinosaur/monster - Primal Rage... and it could soon be on the way to a home system near you. Ocean is expected to pick up the tab for the 32/64-bit systems conversion (Saturn, PlayStation and Ultra 64) and Time Warner could be the people to tackle it on the Megadrive and Super Famicom.

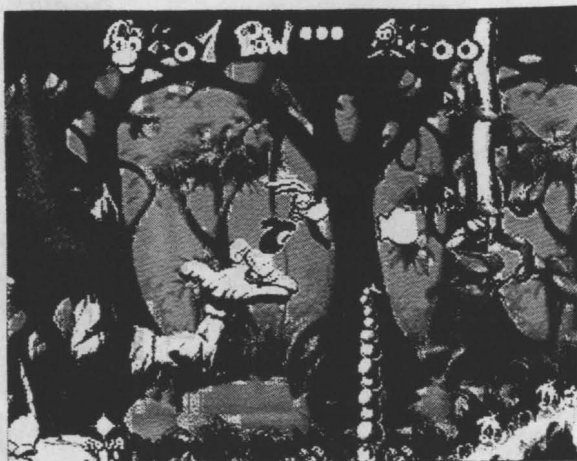
## Readysoft

Although Dragon's Lair is out on just about every system, they are to release BrainDead 13 for the Sega CD, 3DO and Jaguar CD. The game

looks like another D.L. style adventure game as you control Lance the computer repairman who goes up against Dr. Neuro Neurosis, and must save the world computer network from the doctor's evil plot.

## UBI Soft

Ray man is coming to the Jaguar and 32X around June, and looking to be the platform game of the year. Cute colourful animated graphics with neat gameplay. As well as the game coming out for the two said systems, Ubi have also announced that, it will be coming out for the Saturn, PlayStation and the 3DO too - around September!!



The brilliant Rayman from Ubisoft - best platformer on 32bit?!

## Ultra 64

Word is, the Ultra 64 design is complete, and the machine will ship in late '95. The main question was would Nintendo switch from cartridge to CD-ROM... and the current info. is, it's still all go for cartridges. The final machine will be more powerful than the arcade machine running things like Killer Instinct, so the coin-op game can be ported across to the home system exactly!! The coin-op Killer Instinct actually used a hard disk drive to store some of it's data, so with the game on cartridge on the home system, it should be faster! The machine will feature a Customise 32-bit RISC R4200 running at 105.58mhz with a 64bit Bus, 64-bit Reality Immersion Graphics Processor running at 80Mhz supported by a 24-bit DSP clocked at 50MHz that can display 100.000 real time, texture mapped polygons per second and include hardware polygon scaling and texture mapping... plus real time anti aliasing, real time ray tracing, and so on. It features 2Mb of RAM (Rambus DRAM sub-system clocked at 500mhz. 500Mb/sec bandwidth). Another feature the Ultra 64 has is something called Tri-linear Mid-Map Interpolation which basically means it can move into objects and they don't break up into individual pixels.. so no blocky graphics when you move close to a texture mapped surface as in Doom, etc. However this method requires access to data fast, and can only be used with ROM cartridges... hence one reason why CD-ROM isn't used. It has 16bit Stereo Sound 32 PCM sound channels at 44.1Khz. The resolution is 320x224 but can go all the way up to 1200x768!!

## --Acclaim--

Apart from the expected conversion of Killer Instinct and Crusin' USA... one of the first titles for the Ultra 64 will be Turok:The Dinosaur Hunter, which is being designed by one of the best software teams around - Iguana Entertainment (the people responsible for the conversion of NBA JAM and others besides). Iguana are not short of cash either, as Acclaim have bought the development company for a cool \$23 million!! Turok, based on the

comic books, is around a quarter way complete, and will be a scrolling action game featuring big sprites which you can bet will feature a lot of pre-render graphics and will be on a 64meg cart! Should the Ultra 64 not make it's deadline for late '95, you'll see the game at your local arcades.

#### --Capcom--

What can you expect from Capcom? Well... the first title is likely to be a new Ghouls 'n' Ghosts game.. yipee! And you can almost guarantee that a version of Street Fighter will be converted, possibly the new arcade game - Street Fighter Zero or possibly the sequel to Vampire/Dark Stalker (see Arcade page!).

#### --Konami--

Expect to see a new Castlevania for the machine from the Kobe based company.

#### --Nintendo--

With a few titles under their belt, what else can you expect from Nintendo's 64-bit machine? What about the Japanese titles? Well, Mario 5 will be one title that will be available for the machine on release... very likely to be bundled with it, and Zelda IV is currently in the works. And then there's Pilot Wings 2, which will be one mega game and another likely to be the game packed in with the system. As well as these, expect Mario Vs Wario, Tetris 3 and even Mario Kart 2.

#### --Rare Design--

With Donkey Kong Country and Killer Instinct behind them, what is Rare up to next? They have a total of SIX titles for the Ultra! Apart from Killer Instinct, one will possibly be a version of Donkey Kong Country - may be we will get the graphics as seen in the adverts

within the game! As Nintendo have clinched the license to the new James Bond films... and Rare are likely to be the one that will produce the game based on the film Goldeneye featuring Pierce Brosnan. Although it's possible that they will produce a SF game, an Ultra 64 one is very likely!!

#### --Seta--

One of the top arcade games in Japan is Twin Eagle II, and Seta will be converting the coin-op to the U64.

#### --Spectrum Holobyte--

I bet you can guess what these guys have up their sleeves for the Ultra?! Yes, a flight simulator. Spectrum are well known for their aircraft games, especially Falcon, and their first title for the U64 will be Top Gun based on the hit movie that starred Tom Cruise.

#### --Sierra-On-Line--

The first game from Sierra will be a World War I flight simulator based on the PC game - Red Baron. You'll be able to fly a number of WWI planes including those on the other side and dog-fight to your hearts content in what will be the most realistic flight sim around... if they can pull it off.

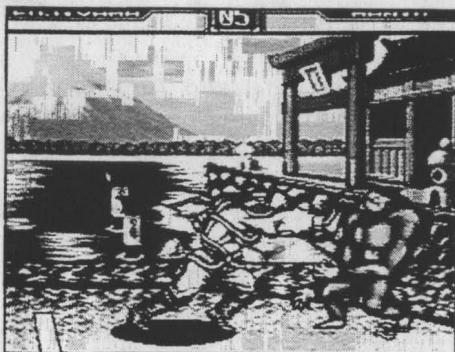
#### --Williams--

Williams will be releasing Doom for the Ultra 64 around October (if the machine is out!) and will be programmed by the original Doom makers - iD software... so you can expect great things from this title! At last, there will be no blocky graphics when you are up close to a baddie!! Following the success of Mortal Kombat series, Williams will release a 3D fighting game for the Ultra... well, it seems if you have a 32/64-bit machine, you have to have a Virtua Fighters clone for it!

## PE-Engine

Well, like the Lynx, games for the PC Engine are now very scarce... in fact, to put it plainly, games that are worth buying are nearly non-existence. It seems that every game released for the system the past 6 months have been an adventure, a RPG, a puzzle or quiz game, digital comic, mah jong, or strategy game. That is of course from the few Arcade Card games released... namely Strider - which isn't a patch on the Megadrive version with lack of parallax backgrounds graphics; and Fatal Fury Special - which is actually very good, but bit old hat now considering it's been out on the MD and SF for some time.

However NEC HE should have release J-League Tremendous Soccer '94 for the PC-E by now on Super



Hudson's Tengai Makyo Kabuki Lore !!

CD... as soccer games goes, it looks okay, but you never know until you play 'em.

However, Hudson have announced a new Arcade Card CD-ROM game called

Tengai Makyo Kabuki Lore, which is a Street Fighter II-style beat'em up featuring characters from their great RPG - Far East of Eden. If Hudson can produce a game as good as SFII, then this should give a bit more life from the Engine... assuming you have an arcade card!

## PC-FX

### NEC HE

Apart from the three games released with the launch of the machine (Neo Generation II FX, Battle Heat and Team Innocent) there are 13 games planned for the system for '95.. all to be released by NEC Home Electronics... with one from Hudson Soft. Most of them have Japanese titles so I can't list 'em here... although most aren't final anyhow.

One that is final - NEC HE will release a ladies wrestling game for the PC-FX called Ladies Wrestling: Queen of Queens, some time in '95. Following the announcement that the PC-FX's games will mainly feature FMV, the game itself is another one of those where you select moves from a list of options, and the relevant footage is streamed off the CD. Not exactly the most playable type of game - then again, not many arcade wrestling games are very good either. It doesn't look good for the PC-FX - hopefully, more companies with program for it!!

# OOo:..3DO SOFT..:oOO

## --The 3DO Company--

The 3DO Company have a Doom-like game in the works called Killing Time... in fact, it looks just like Doom. What else can I say?!

## --Activision--

One of the best and oldest puzzle games - Shanghai, will be available for the 3DO as you read this. The game, subtitled Triple-Threat features the original game mode, plus two new ones - Falling Tiles mode and Sliding Tiles mode. Falling tiles is based on the Tetris

## --Any Channel--

After the success of Doom on the PC... nearly every new game on the PC are Doom clones... so it's no surprise that Doom clones are appearing on the 3DO too...



PO'ed - a Doom-style 3D blaster..

not to mention official Doom games coming out soon. From a strange named company, is a strange title called PO'ED. Basically, this is a Doom-style game as you wander round a space colony blowing up all alien scum that

gets in your way... while picking up those essential heavy weapons, energy units, etc. Looks pretty cool.

## --Crystal Dynamics--

Crystal have signed up with Van Earl Wright (some American sports commentator) and are to release a number of sport titles for the 3DO... plus the Saturn and PlayStation too. First on the line will be a Basketball game which will sports large animated players, and amazing slow-motion replay dunk shots. Next will be a baseball game which will use SGI workstations to produce amazing polygon rendered graphics.

## --Electronic Arts--

After Shockwave, a data disc will be available for the game called Operation Jumpgate. This disc will require the original game, and will add more missions to the shooter, not to mention more FMV. As the extra missions goes, they look more or less like the original. EA also have a Virtual Reality game called Immercenary, a 3D adventure game with some rather cool graphics. More on this next issue.



Immercenary - a strange 3D VFM adventure game

Back to sport with EA, with Soccer, Football, and Golf on the way (where's PGA?), you won't be surprised that EA are to release a 3DO version

of NHL Hockey.... and no doubt, NBA '95 is on the drawing boards too.

## --Elite--

Elite's next game - Powerslide is looking pretty impressive... although it will have a lot of competition with EA's Need for Speed.. which graphically looks better... although doesn't have that arcade feel to it. If Elite can make controlling the car from the outside more responsive, then they'll have a winner.

## --Future Pirates--

After Wacky Racers, F.P. are to release a game based on another popular cartoon in Montana Jones. The game included standard side-on platform action, plus 3D maze sections like Virtuoso... looks cool. Watch out for this one!

## --Gametek--

Gametek's first title for the 3DO will be Quarantine - which is very much like Doom but in a Taxi. You have to pick up fares, take passengers to their destinations within the time limit, blow up rivals and crazy drivers... and with the money you make, you can upgrade your beast with better shields, weapons and that important furry dice. Having played the game on the PC, I have to admit, it's not that hot.

## --Human--

Out around now will be Human's first game for the 3DO called Belzerion. The game is a graphic adventure game come RPG and action - looking very much like Tetsujin, with 3D shoot'em up sections. More on this when we get more info., although graphics look ace.

## --Interplay--

As all of us wait for Interplay's Star Trek game. they are planning to convert their 16-bit games Boogerman and Clayfighter 2: Judgement Clay for the 3DO.

## --Mecc--

If you're waiting for Theme Park, Mecc will soon have an alternative called Dino Park Tycoon.

## --Media Entertainment--

First title from M.E. will be Strahl, a Dragon's Lair-style anime action game which has appeared on the Pioneer Laser Active system. Unlike Dragon's Lair however, this game is much bigger, and there's more to do in it.



## --Origin--

After the release of Wing Commander 3 on the PC, the game will soon be released for the 3DO. Considering the PC version came on 4 CDs... how much will the 3DO version cost we wonder?

## --Paramount--

Paramount have something called Rock Rap 'N' Roll 2. Hopefully this is the sequel to Interplay's truck racing game!

## --Panasonic--

After the great license of Super Street Fighter II-X, Panasonic are expected to pick up Mortal Kombat II



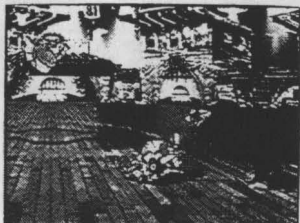
and NBA Jam Tournament Edition from Acclaim. If Acclaim can do a good a job as Capcom with the conversions, then they should be worth seeing. MKII should hopefully be available in late Feb., and NBA around April.

**--Riverhill Soft--**

For shooting fans, Riverhill are to release Insector War - a cute Operation Wolf shooter with rendered graphics.

**--Tomy--**

Although the 3DO already have athree beat'em ups, Tomy will add to them with Yu Yu Hakusho. Graphically, the game looks great, and with 15 characters to choose from... it only remains to see how it plays. Hopefully it will be more like SSFII-X than Way of the Warrior!



Virgin's crazy Dynoblaze game

**--Virgin--**

After Demolition Man, Virgin's next title will again start with the letter 'D' with Dynoblaze... a crazy multi-sports title featuring crazy dinosaurs. The games includes hockey where

points are score more by hitting the opponent than scoring goals, and a car race where taking out your opponents' vehicles is more impressive than winning. The graphics are very cartoon-like, with all manner of special effects. One to look out for.

**--Warp--**

If you seen the demo CD on issue 2 of the Japanese 3DO magazine, then you would have seen Warp's next game - D's Diner. The demo CD showed a great atmospheric intro sequence set around a ghostly castle.



The game is expected around now, and is a great looking Dr.Hauser-style adventure game with brilliant texture mapped graphics. Latest screen shots of the game look even more better than the demo.. the graphics are certainly the best rendered stuff I've seen on a computer game!

Warp also have a two player 3D 'shoot the other player' game called Megadasu, which I have to admit doesn't look too hot.

## oo..SUPER FAMICOM SOFT..oo

**--Asmik--**

Asmik haven't produced many games for the SF.. or for any other machine that's worth mentioning, although they are probably more famous for their air-plane simulation - Air Diver, which will appear on the SF soon in Air Diver 2. Like the original SF game, it will have a DSP chip in the cartridge, and will feature a two player split screen game.

**--Bullet Proof Software--**

After many Tetris titles, BPS are to release Super Bombliss in March... why? Anyone who watched Top Gear special, where Jeremy Clackson visited Japan, you'll know that, the Japs have made 'car drifting' a sport. Well, it's so popular that BPS are to release a game based on it called Drift King Highway Battle 2. The game has a split screen so you can challenge a friend to see who can finish first by putting more rubber on the tarmac as you get to the corners. Out in Feb.

**--Capcom--**

From the SFII crew.... look out for more Mega Man, as the seventh game will be coming to your system... and this looks just like the other games... how long can Mega Man continue? We got this game just as we were completing the 'zine, so check out the review next issue.

**--Elite Systems--**

Elite long awaited Dirt Racer will be out in the next few months and the FX game is looking even better than

Nintendo's Stunt Racer FX as it features a range of different vehicles, a host of different tracks, and even some puzzle and stunts thrown in... plus two player option, and lots more!! Looks great!

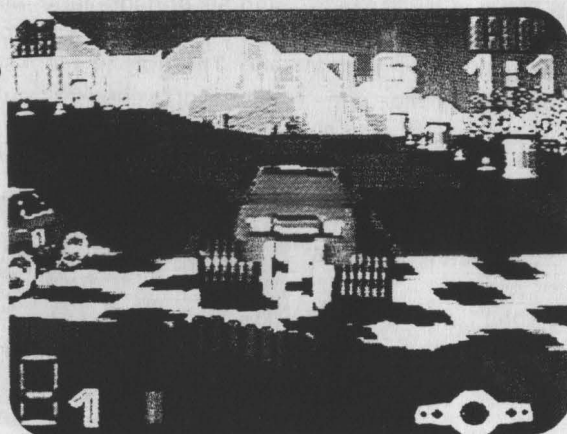
**--Gremlin--**

Think of Gremlin on the SF, and one game stand out - Top Gear. But instead of thinking up an original game, Gremlin are converting the highly playable and rather tough EA helicopter game - Jungle Strike to the SF. At long last, the sequel will let all SF owners see what they are missing if they didn't own a Megadrive. If you love Desert Strike, this is a must.

**--Hudson--**

After many versions of Bomberman, the third installment will be hitting the SF in April. This version will now feature a five player Battle mode (why was it not featured in the first two games?). The game also feature those ride'able kangaroos as featured in the last game on the Engine and Megadrive, and the Story mode will enable two player to fight it out with the baddies! So sharpen up your bombing skills for more bomber mayhem.

Hudson soft are also to release a Tetris-variant (well, more like columns) featuring bomberman character heads called Super Bomberman - Panic Bomber World. But the main attraction will be the four player option.... major fun! And for Baseball fans, there's The Sporting News... as baseball games on the SF, I can't say

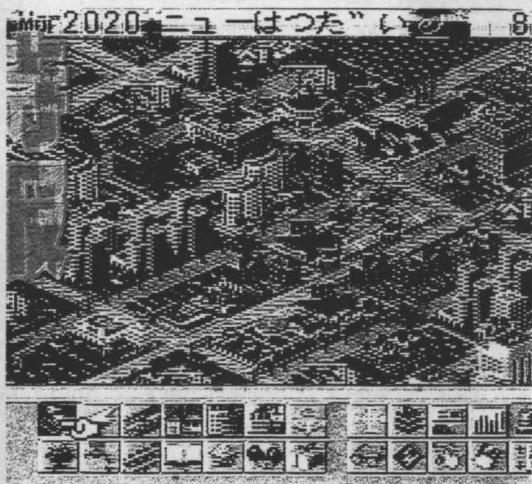


Elite's Dirt Racer - Will we get the playability of Buggy Boy?

it'll be any better or worst than previous Baseball games.

### --Imagineer--

After the big success of Simcity 2000 on the PC, Imagineer will be converting the game to the SF for a June release. Unfortunately, because of the machine's lower resolution, it doesn't look anywhere as good as the high resolution PC original... although everything is



Left: Imagineer is to release Sim city 2000... which is taking Japan by storm like Populous did when that hit Japan a few years ago.

there. Imagineer will also be release an old classic to the SF in Mr. Do. Yep!.. that clown with the magic ball tunnelling underground collecting fruit while chased by monsters! I can't wait!!

### --Konami--

Konami are to release Live Power Pro Baseball 2 in February '95. In terms of looks, it very similar to the first game... then again, all baseball sequels are more or less the same as their formers! Will be on a 20meg cart. But the game we're looking forward to is Metal Warriors, a sort of Cybernator 2!!

### --Namco--

Although Namco are 100% behind Sony's machine, they are still producing games for the Nintendo, and they are soon to spring Super Family Stadium 4 for the SF. Being baseball crazy in Japan, it will be a big hit, but as far we're concerned, nothing has yet matched the Neo Geo baseball games.

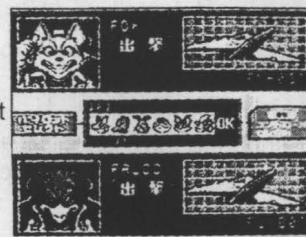
### --Nintendo--

It looks like everyone is jumping on the Virtua Fighter band-wagon, and the SF won't escape, as the Argonaut team are working on a VF game called Polygon Fighter (preliminary title). The game will use the now famous FX chip, and more than likely, Argonaut's BRender system, to produce fast, smooth 3D animated polygons. The game features a wide variety of fighters including a number of beasts including a cat-like humanoid and a prying mantis... although the game is rather blocky... which I suppose can't be helped due to the SF's low resolution. The game will be on a 16meg cart., and should be out in March. It should go down a storm in Japan!

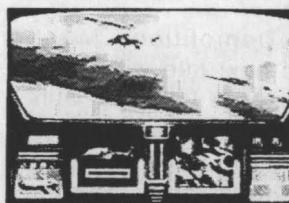
With the big success of Donkey Kong Country, it's rumoured that Diddy Kong will be back on the SF in another SGI rendered game later on in the year... time to save up!

Nintendo's top games producer - Sigeru Miyamoto

(of Mario, Zelda, Pilot Wings fame) is to work together with Paradime Simulation which used to be a US company that produce flight simulator for the military. The game in question will be Pilot Wing 2... which is long over due. So, you can expect some specatular 3D, and likely some dog fight action - will it better Sega's Wing of War? And Star Fox 2 will be out in the next few months. It's very much more of the same, but you can almost go where you want, choose different pilots, turn your craft into a walker-craft, and there's a two player split screen option like in Virtua Racing.



Star Foz 2 - two players too.



Comanche - helicopter action

More 3D flight sim from Nintendo will be Comanche.. the helicopter action game which appeared on the PC a couple of years ago, features the new FX2 chip to handle those 3D Voxel graphics. The game features 30 missions, and can even be played with another player.

### --Ocean--

The first original 3DO game to be converted to the SF will be Crystal Dynamics' The Horde... the 3D isometric strategy arcade game featuring those pesky monsters. Ocean will be releasing the game in the next few months on an 8meg cart. Talking of Strategy games, watch out for Theme Park on the SF from Ocean too. Like Syndicate, the game is much more cuter than the computer versions, and the control method will be like on the 3DO/Jag. which is fairly easy to use. Ocean also have Green lantern in the works. As with most license games, it's a side-scrolling platform action game... well, it can't be any worst than True Lies.

### --Square soft--

Square will be releasing a great looking Strategy war/RPG called Front Mission, which has similarities to Ogre Battle but with Mechs.

One of the most surprising titles from Square soft is that, their USA division are working on a game called Secret of Evermore. As the title suggests, it looks very much like Mana in gameplay, as you play a young boy and his dog in a land full of ghouls, monsters, and very nasty things that want to make cream cheese out of you. The graphics looks extremely impressive and looks to be worth checking out when it hit's the streets. Atlease it will occupy you until Square get round to converting Chrono Trigger when it is released!



Square's Secret of Evermore

And looking forward, Square are working on Final Fantasy VII for the SF which is likely to appear on a whopping 64meg cart!! The game will use SGI graphics so should look totally amazing. Secret of Mana 2 is also in the works.

# OOo:..JAGUAR SOFT..:oOO

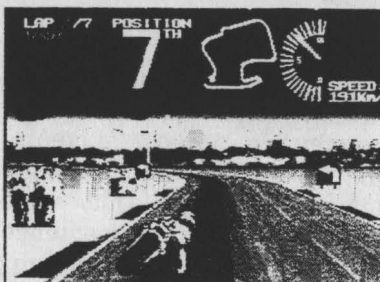
## --Atari--

Looking very similar to the EA's 3DO game Shockwave, Atari's Hover Strike, puts you in the cockpit of a space aged hover craft armed with rapid fire cannons and powerful missiles as you do battle against the Space Pirates. As with Shockwave, the scenery is filled with detailed texture maps. As well as Hover Strike, Atari have a number 3D games including Battlemorph - the CD-ROM sequel to Cybermorph which feature more worlds, puzzles and weapons; Space War 2000 - a one or two player first person perspective 3D jousting adventure; Blue Lighting - a conversion of the cool Lynx game but better everything including different aircrafts like jet fighters and the A10 Tank Buster; and the game we've all been waiting for - Star Raiders, which should be available in the first quarter of '95.

Talking of classic titles, Atari also have something called Dactyl Joust for release in the second quarter of '95 - is this an updated version of Joust?

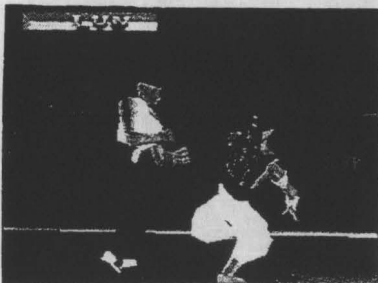
Atari's answer to Super Hang On will be Burn Out, which look just like Sega's classic racer. A nice touch is that, it'll feature a two-player split screen mode for addition fun.

To challenge Sega's Virtua Fighter is Fight for life, a 3D fighting game which is being developed by a VF Sega defector... so should be pretty impressive when it hits the shops. The latter should go down well in Japan where the Jaguar has recently been released, although with Saturn selling like hot cakes, VF fans probably won't need a Jag. Unfortunately, having seen the game running at the ECTS, the game doesn't look a patch on Virtua Fighter... as the characters are rather poorly defined, and they don't animated very realistically - extremely wooden!! Atari have also announced a suprising beat'em up called The Realm Fighters for



Burn out - Super Hang on clone from Atari

release late in the year. The interesting thing about the game is that, Atari have signed up four of the actors/martial Artists who appeared in Mortal Kombat II - Hosung Pak (Liu Kang), Phillip Ahn (Shang Tsung),



Fight for Life - not a patch on Sega's VF

Katalin Zamiar (Kitana, Mileena and Jade) and Daniel Pesina (Johnny Cage). Not only that, but Atari have also another 20 actors who will be digitised for the game!! Hopefully the game will play better than MKII! Atari has a bit of competition with Mortal Kombat III coming out later on in the year too!

If you like Pinball, you can also get soon - Pinball Fantasies... a conversion of the old Amiga pinball which has seen light on just about every system. The tables have been given a face lift in the palette department and look more or less the same as the Amiga 1200 version. Unfortunately, the game is converted by Spidersoft, which I have to say done a pretty poor job of the gameboy and Super Famicom versions with unrealistic ball control and gravity. Worth a look if you're a pinball fan, although only two of the tables are any good.

Looking real cool, and more 32-bit than any other Jag game is Atari's Conan. This is a scrolling beat'em up like Golden Axe with graphics as good as Capcom's Advance Dungeons and Dragons coin-op. With lots of ghouls, trolls, goblins, ogres, etc... to slash, treasure, weapons, potions, etc. to pick up... and so on, Conan would be a title worth considering getting a Jaguar for, especially with the reduced price of the machine. Atari have also got the license to produce a game based on the movie - Batman Forever. AND probably the best game proposed is Jeff Minter's Defender 2000. Apparently, like Tempest 2000, it will feature an exact copy of the coin-op, plus an enhanced version with full colour backdrops, full CD sound track, and as you might expect, tons of additional awesome weapons.

## --MidNite Entertainment--

Although this company have annouced a list of games for the Jag., there has been nmthing shown of them. The list includes Air Cars, Dungeon Depths and Assault.

## --Ocean--

Ocean will be converting Soccer Kid for the Jaguar... what's the betting it'll be like the 3DO version?

## --Readysoft--

With a CD-Rom add-on, what can you expect from Readysoft but Dragon's Lair. Hopefully, it will include all the stages, the random order they appear in, and the same control as the coin-op, unlike the disappointing 3DO version.

## --Telegames--

Telegames are to continue converting Amiga titles to the Jag., and their next batch of titles will be Sensible Soccer, Graham Gooch Cricket, and James Pond 3.

## --Time Warner Interactive--

The first title for the Jaguar from TWI is Power Drive Rally, a conversion of the computer/16-bit rally driving game. As the game goes, it doesn't look any different from the other versions with average graphics. If the game play the same, then I would have to say give this a miss - it's fun for a while but can get real boring after a few tracks!

## --Williams--

If you are suffering from the lack of American Football for your Jaguar, then Williams will be releasing Troy Aikman's NFL Football for the machine. Graphics looks pretty good, but the game wasn't as playable as John Madden's on 16-bit.

# OOo:..PLAYSTATION SOFT...:o00

## --BMG Victor--

Coming up with new original games is tough, so why not convert from other systems? Well BMG Victor have collaborated with Crystal Dynamics and are to convert Total Eclipse, Off World Interceptor and The Horde for the PS.

## --Bullfrog--

Likely to appear under the EA label, Bullfrog will have three of their PC games converted to the PlayStation - Theme Park, Syndicate, and the awesome Magic Carpet - will it run in high resolution with full reflections etc.. not possible on the PC unless you had something better than a Pentium? Syndicate will be rename Syndicate Wars and will be slightly different.

## --Irem--

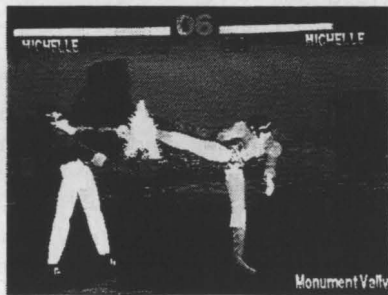
Although Irem went bust, they are back on the PlayStation with the first PS conversion of Sub Hunt (also know as War at the bottom of the sea.) It's not as good as Irem's R-Type series, but still plays a mean game. Well, it's better than most PS games recently, and we could sure do with more shoot'em ups.

## --Konami--

After a number of titles for the Playstation, it looks like Konami are trying to keep up with Namco by releasing a game a month, as they are planning to release PS versions of their most popular systems including Contra, Castlevania, Mystical Ninja and Teenage Mutant Ninja Turtles! We hope they hurry up! At the Game Expo '95 to be held at the end of March, Konami have announced the showing (or even possible release) of two PS games. One will be a RPG and the other is a strategy game. Boo!

## --Namco--

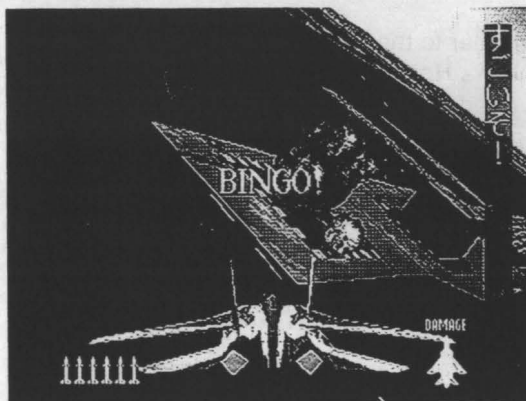
The game everyone is waiting for - Tekken - Namco's answer to Sega's Virtua Fighter 2, should be available at the end of March. As you know, the coin-op is the first to use the modified PlayStation board...



Tekken - arcade perfect conversion for PS

so the conversion to the home PS IS identical. The game was complete and on show at the ECTS and I can tell you it plays brilliant - same brilliant texture-mapped animated 3D graphics, some great sound, same speed and same remarkable playability. The only difference is fruit at the bottom of the screen instead of numbers of matches in letters... plus ofcourse, having to play on a joypad! FULL review next issue when we have the game and figured out all the moves (especially if there are any specials/supers not mentioned on the coin-op sticker strip).

Namco also have a flight simulator/arcade game in the works for the PlayStation. The game looks superb with detailed texture-mapped scenery including suspension bridges, roads, dams, and so on. You can play the



Namco's next game - a rather cool flight action simulator

friends!!!

## --Psygnosis--

After Sony bought Psygnosis, one would have expected at least one game released by the company by now - but it seems their first title will be out when the machine is launched in the US. They have five games in production: Wipeout - a great looking flying race game with link-up options, Ideal - a mech/robot 3D simulator, Assault Rigs - a futuristic sport title, G-Police.. unknown but features great rendered graphics, and Demolition Derby - a cool driving game a la Daytona.

## --Ving--

Ving have licensed Taito's Night Striker arcade game, and will be releasing it for the PS in the coming months. The game is said to be arcade perfect.

## --Virgin--

Virgin has around ten titles in production for the PlayStation, and these include Hoopz - a basketball game, Indycar Racing and Nascar Racing from Papyrus, Tilt - a pinball game, and Cool Spot - which will be a isometric platformer.

## --Williams/Bally Midway--

Planned for release when the PlayStation hits the US or UK officially later on in the year, Williams will have Mortal Kombat III exclusively for the PS. The deal with Sony will be that, the game will be out only for the PS



Mortal Kombat III - new characters, bigger than ever, and more blood!!

for a few weeks before any other system. This will encourage Mortal Kombat freaks to get a PlayStation instead of the competition. Sneaky!

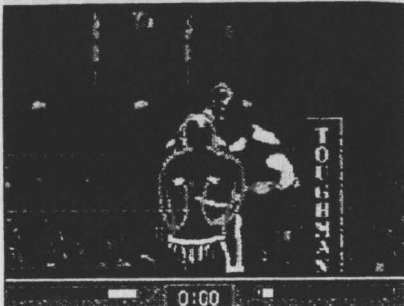
# OOo:..MEGADRIVE SOFT..:oOO

**--Binary Asylum--**

Binary Asylum have only produce one game, and that is Zeewolf on the Amiga... and they have nearly completed a Megadrive version. The game is a Virus-like 3D shoot'em up with a bit of strategy thrown in. It plays very much like EA's Desert Strike, but everything is made from polygons. Watch out for it.

**--Electronic Arts--**

E.A. are sports crazy... and are to release another basketball game for the Megadrive called Coach K College Basketball. The game resembles their NBA isometric view game, but of course different because of the college teams... and probably a few minor additions. However, more interesting is Toughman Boxing Contest from EA coming out around the same time. The game is similar to Nintendo's Super Punch Out game with you fighting it out against the opponent viewed from behind your guy who is transparent.



EA's Toughman Boxing - will it better S.P.O.

The game features 24 contestants from around the world, and you can customise your fighter! Look cool.

**--Namco--**

What do you get if you take a couple of defects from Capcom who were partly responsible for the last few Street Fighter II arcade games, to join up with Namco? Weaponlord that's what. Weaponlord will be a 24meg



Left: Namco's great looking Weapon Lord. Slated to be the best beat'em up since the Street Fighter II games!?

barbarian-style beat'em up or should that be slash'em up, as all the characters use weapons. The game features only seven characters, with one of them being the boss... but all of them feature a whole sackful of moves. Like SFII, there's normal attacks, special moves, plus super moves. But there's more. The game features three types of blocking moves.. which can be countered with certain attacks. For example, player 1 can block with his shield, but player 2 can pat away the shield with a certain move, and attack opponent with a devastating blow. There's also weapon to weapon attacks, and more. Weaponlord is looking great, and should be out around May.

**--Ocean--**

Mr. Nuts will be back in Mr. Nuts 2 - more squirrel platform action which looks better than the original.

**--Sega--**

After the rather average X-Men game from Sega, they are to release a sequel in X-Men 2:Clone Wars, and to be quite honest looks very much like the first game. It will however feature more characters to choose from including Magneto, and the baddies will include the Brood, Apocalypse and the Acolytes.

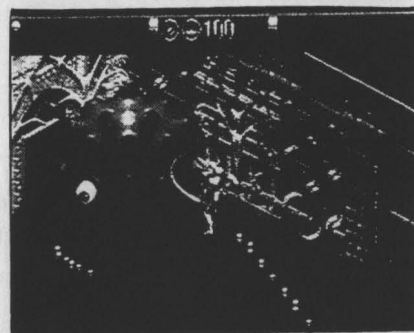
More license, as Sega dishes out Desert Demolition, featuring Road Runner and Wile E. Coyote in a fast action platform game. Well, it can't be any worst than the awful SF version!

Sega have also a different final fight -style beat'em up game called Comix Zone. The game is presented in a comic book style, not only in the graphics and layout, but with speech bubble when the characters speak. Comix Zone looks great, lets just hope the gameplay is as good as Streets of Rage!



Sega's Comix Zone.. featuring comic look

Treasure have two 16meg games lined up for the Megadrive. First will be the great looking Alien Soldier... a sort of Contra-style arcade action game with superb looking graphics... mega weapons, multi-limb massive bosses, special effects... brilliant. We can't wait... out in April! Then



Treasure's superb looking Light Crusader 3D game

there's Light Crusader (previously known as Relayer) which is a gorgeous 3D isometric arcade adventure game/RPG. As with other

Treasure games, the graphics are brilliant with lovely scenes and superb looking sprites. We can't wait for Treasure's first Saturn game - you can be sure that I'll be getting a Saturn if that happens!

**--Ubisoft--**

After the big success of the SF version, Street Racer will appear on the Megadrive around April. The game will be just like the SF version, including the four player split screen action. Personally, the GAP team didn't think much of the SF version, but everyone else seem to?

**--US Gold--**

With so many footie games on the Megadrive now, it's

hard to see who anyone can release one that betters them all. Well, US Gold are to try with Fever Pitch, which should be available in June. The game is played in 3D isometric 'FIFA' view... and features a host of crazy players with special abilities. In this game, as well as the usual options, you can become a manager and buy and sell players too. The players include Jergen 'Cheat' Gdiverman whose special ability is diving to fool refs (especially in the box), and Ernie 'Le Striker' Container whose rather cool at the Banana shots. The game supposedly plays better with a six-button pad, as all buttons are used for the many moves available! Fever Pitch looks, and sounds great... we'll just have to wait and see.

**Strangely enough, the Mega-CD is making a revival. Here's a list of what's coming:**

\***Absolute:** Rapid Deployment Force (Rather cool Gunship-style helicopter shoot'em up sim.); BattleTech:Gray Death Legion (Control a massive Battletech robot from inside and blast all other 'bots!)

\***Activision:** Pitfall (Basically the same as the cart., but with better music)

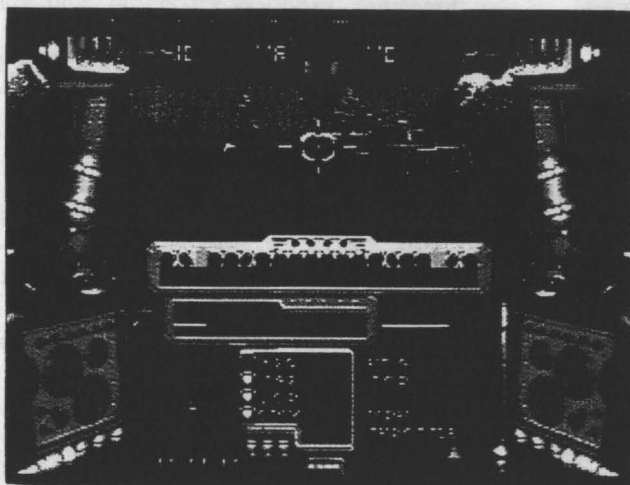
\***Core:** Battle Frenzy (Doom-style walk around 3D complex blowing everything that moves sort of game, and includes a split-screen option for 2-player action!)

\***JVC:** Have conversions of Samurai Showdown

(Earthquake is still missing and there's no scaling in this version), and Fatal Fury Special.

\***Parker Brothers:** Clue and Trivial Pursuit, both based on their board games.

\***Playmates:** Earthworm Jim:Special Edition (Even



Absolute's new CD game Rapid Deployment Force.. more 'copter action

more of Jim, in this bigger game with more new touches and levels and awesome sound!)

\***Rocket Science Games:** Cadillacs & Dinosaurs.. a FMV shoot'em up

\***Sega:** Mighty Morphin Power Rangers (FMV beat'em up game... ooo!) ■

## OOo:..32X-SATURN SOFT..:oOO

### 32X

#### --Activision--

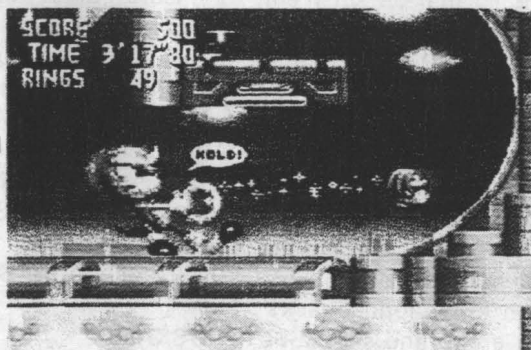
Pitfall on the 16-bit systems was a big success, but it's a bit of a surprise that they have decided to release a 32X version. It's said to have bigger sprites, better animation and more levels... but would you buy another version of the game if you already have it on your Megadrive?

#### --Core Design--

After BC Racers on Megadrive, Core are converting a 32X version of the game, and this looks really cool with lots more colour on screen, giving the game an almost arcade look to it. The MD version wasn't bad to play, so this one should be great. Core also have The Scottish Open-Virtual Golf for the 32X, which looks great too.

#### --Electronic Arts--

Amazingly, one of EA's best releases for the 3DO - Return Fire, will be converted to the 32X. The 32X should be able to handle the game rather well, and should boost the 32X software line. With arcade action and strategy elements, not to mention two player option... Return Fire 32X should on most 32X owner's shopping list. EA are also to release a 32X version of



Sega's Knuckles Chaotix - will it sell the 32X?

their Megadrive Toughman Contest Boxing. Expect better graphics with 256 colours, and better Q-Sound sound.

#### --Interplay--

Amazingly, Interplay are going to convert the very popular PC title - Alone in the Dark 2 for the 32X. The game look very much like the PC original, and should do well when it hits the shelves in the next few months. Interplay will also release a 32X version of Blackthorne. What advantages it will use of the 32X hardware is anyone's guess as it could easily be converted to the basic Megadrive!

#### --Sega--

Sega are to put Knuckles the Echidna back on the map this summer when Knuckles Chaotix hits the 32X. Like Nintendo's Donkey Kong Country, the game will be produced using Silicon Graphic machines to produce 3D-style rendered images...

although the graphics will still have the original Sonic look. As well as the standard side-on platform levels, the game will also have a 3D fly/run-into-the-screen stages... just to show off the 32X's 3D abilities. Knuckles Chaotix will feature Knuckles himself plus six other characters which you can control instead - Bomb, Charmy Bee, Espio, Mighty, Heaby and Vector... and

considering all the Sonic games have been much more playable than DKC (especially in the lastability department), you can bet the game will be a smash hit.

After After Burner and Space Harrier, Sega are to convert Outrun for the 32X.. yawn!!

Sega will also be coding the sequel to Tomcat Alley for the 32X-CD. The game will use the power of the machine to display thousands of polygons on screen instead of using FMV pulled off the CD.

But the game that will show what the 32X can do (or can't) must be Sega's conversion of Wing War. The 3D arcade polygon flight simulator/shooter, which features a host of aircraft for you to fly will be a test of how the 32X can handle hundreds of polygons on screen.

How about a shoot'em up on the 32X? Well Sega have one in the works called Mother Base. The game looks very much like the arcade game Zaxxon... a 3D isometric scrolling shoot'em up, but using polygon graphics instead. From the small single-fire fighter, you can pick up more devastating weapons to fight the



Sega's Polygon Zaxxon-like game Mother Base

overwhelming enemies that are out to stop you. Mother Base looks brilliant, and shows off those Hitachi chips in action.

Word on the horizon is, Virtua Fighters and Daytona are currently in the

works for the 32X too. This will show how powerful the 32X is compared to the Saturn.

## SATURN

### --Capcom--

If you're expecting some sort of Street Fighter II for the Saturn from Capcom, then you'll be right, as they have announced Street Fighter: The Movie for the 32-bitter.. although the title may change. They also announced that they will convert their coin-op SFII-style fighter - X-MEN. Megaman may make an appearance on the Saturn fairly soon too!

### --Data East--

Data East has recently released a Street Fighter II style beat'em up called Suikoden in the arcades... and it will be converted to the Saturn real soon. The coin-op uses Sega ST-V Titan board. Judging how good a beat'em up Fighters History Dynamite was on the Neo Geo, this one is bound to be a hit. However, their first release for the Sat will be Side Pocket 2, for release at the end of March. It's basically the same as previous version on other systems but feature lots FMV in the story mode. Pool fans will love it, put considering the power of the Saturn, instead of the straight forward top-down table, you'd expect a fully 3D table like Jimmy White's on the Amiga/PC.

### --Konami--

Konami have announced 4 titles for the Saturn... unfor-

tunately, exactly what they are is a mystery. One will be a Deluxe Pack, which means a conversion of a couple or so coin-op conversions on one disc, so possibly Parodius as on the PlayStation. It's very likely another title will be Power Pro Baseball.

### --Namco--

Not only doing games for the PS, one of Namco's first for the Saturn will be a conversion of their arcade shoot'em up Ray Force. The game should be available in the spring, and feature lots of weapons, fast pace action, and so on. It looks like I have to invest in a Saturn! Incidentally, Namco will also be converting the hit PS game Ridge Racer for the Saturn - which will surely compare the power of the Saturn and the PlayStation!!

### --Novalogic--

After showing off Camanche on the SF, they are to release a similar 3D flight sim/shooter for the Saturn called Blackhawk. With the Saturn's impressive hardware, you can expect something amazing.

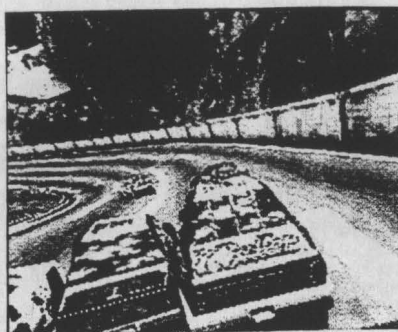
### --Sega--

T&E Soft will have Virtual Hydellide, a 3D role play game, which is a bit like Elite's Virtuoso on the 3DO but you get to wander around all over the place instead of just inside a building, and hopefully it plays better than Elite's awful title. If you want Doom on the Saturn, then look no further than Sega's Deadalus. Walk around a fully texture-mapped compound, armed to the teeth with some hi-tech weapons, and blast the pants off all the baddies in this 3D shooter!!

Around March, Sega will release the long awaited Panzer Dragoon, which looks really stunning. The 3D texture world looks brilliant as you fly a sort of dragon in a 3D shoot'em up. Word is, the game is very much like Space Harrier, as you can't actually go where you want, as you only control the bloke astride your beast. So will it become just a Glorified Space Harrier?

Sega are to release a brand new Star Wars game for the Saturn called Rebel Strike. The game will be similar in style to the PC game Rebel Assault, but a lot more playable and likely to have touches of Star Wars Arcade with fast moving polygons... and the speeder bikes will be present.

If you're waiting for Daytona USA, it's scheduled for 1st April. Hopefully this isn't an April fool!! Current screen shots of the game look good with good texture mapped cars and scenery, and it's been said that the game runs as fast as the coin-op, even it the graphics themselves are bit chunky as they run at the Saturn's lowest resolution of 320x224... where the coin-op ran at



Daytona - the game that will sell Saturns?!

496x384. However, if the game runs at the same speed, and controls as well using a joy-pad... Daytona should be still great! Sega's other racing game - Gran Chaser will be released on 26th

Continue on pg.17

# 3DO Joystick Adapters

3DO by JPF Import

**I**t's amazing that after a year, the 3DO still haven't got any joysticks for the machine, either from Panasonic or any other third party producer.

This wouldn't have been much of a problem if the pads that came with the system were any good (like the Super Famicom ones), but they are bulky, and the diagonals never worked properly. Anyone who has played Super Street Fighter II-X will know how difficult it is to pull off SUPER moves like Chun Li's or Dee Jay's, not to mention the more difficult Super Screw-piledriver and Storm Hammer of Zangief and T.Hawk.

So, a company in France called JPF Import have come up with adapters for the 3DO that will enable you to use any Super Famicom (SNES) pad/stick instead. At around £35 a time (slightly cheaper than buying spare 3DO pads), it's certainly worth considering.

So, are they worth it. Well, yes... in a way. Firstly, if you own a SF, then it's a must, as it's cheaper than buying an extra pad. If you are a SSFII-X player, then I must recommend it, as performing moves on a joystick (or even the SF pad) is a lot easier. For example, trying to do Chun Li's Super on the 3DO pad - I can only get it out around once every 30 or so attempts, while on a joystick (Capcom Power Stick, Apollo or Cityboy II) - chances of getting it out is close to 95%. Even Zangief's Super move is possible with a joystick... a lot easier in speed setting 1 of course.

Unfortunately, there is a hiccup in the adapters. As you know, while

the 3DO has five buttons plus Start and Select, the SF has Six buttons plus Start and Select. So, one of the buttons isn't used on the SF joystick - and that button is button 'Y' - which just happens to be the most used button in our opinion. So, if you configure SSFII-X on the Capcom Power Stick in 'standard' button settings, weak kick is not on the Y button, but on the Select button... which is awkward to reach! I suppose we can't blame the company for this problem as the adapters were designed before SSFII-X became available, although it would have been nice to have the Select (P) button on one of the six buttons instead, especially as games like Super Wing Commander use it in conjunction with other buttons, or even replace the use of the X button for the Y button.

However, if you do own a joystick for the SF, then I suppose you can always, open it up, and wire the select button to button 'Y' and put a switch on it so that you can toggle it when using the 3DO or SF. This is a simple job - just open up your joystick, and locate the contacts that connected to the Select button and button Y. There will be two contacts for each button, and one of each join up with each of the buttons... which is the Earth contact... and NOT the one you want. So solder some wires to the other contacts on Select and Y button, connect a toggle switch to it, and you're ready to go. I've done it to my Capcom Stick, Apollo and City Boy II and they all work perfectly. Unfortunately, wiring up joypads are fiddly, as connecting solder onto the boards are extremely tricky!!

Back to the adapters - as well as

being able to connect a SF controller to the 3DO, it also has an extension socket to daisy-chain 3DO controllers... or of course, other adapters. In terms of looks, they are dead boring, just a black box with connectors and a lead that plugs into the 3DO. Inside, there's a simple board with a number of chips on which are painted in different colours (for easy assembly and so you can't tell what the chips are so can't rip off their product?!).

Overall, a neat gadget, and a must if you have some SF controllers.. even if button 'Y' isn't connected, but you can't have everything.

**3DO adapters are manufactured by JPF Import**

**62 bis av Charles de Gaulle  
92200 Neuilly sur Seine  
France**

**Tel: 33 1 46.24.33.19**

**Fax: 33 1 47.45.23.54**

**Bought from World International Trading Inc. (2 adapters inc. P+P = \$117)**

**4601 Pounce De leon Blvd.**

**Suite 230**

**Coral Gables**

**FL 33146**

**USA**

**Tel: 0101 305-668.01.41**

**Fax: 0101 305-668.01.42**

\*\* Unfortunately, although I mentioned it cost me \$117 for the adapters, a few weeks later after I got them, I got a bill from Federal Express UK for V.A.T. as well... so they came out a bit more expensive... isn't the UK a right rip off place to live!!! Maybe I should start a business up and import them from France instead!!!??

## HOME SYSTEM FROM CAPCOM

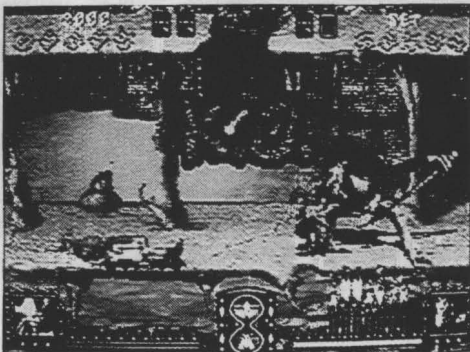
Capcom Japan have recently released a home system of their own called the CPS Changer. The system is based on the various home arcade systems you can buy in Japan (like the Super Gun), but this box of trick lets you play modified Capcom arcade PCBs only. The CPS uses normal Super Famicom controllers, so you can either buy the standard kit which includes the CPS and SF2 (around £250), or Triple set which also includes the Capcom Fighter Power Stick (around £300). Games available includes Dynasty Wars, Muscle Bomber and SF2 Turbo, with more to come.



May. However, news on the horizon is that, Sega are planning to convert the awesome Sega Rally to the Saturn to be released early next year!

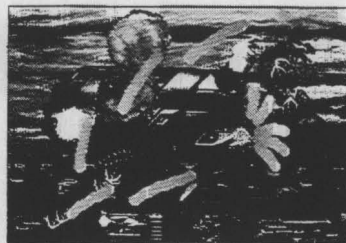
What about Shinobi EX? Well, it's a long way off... currently scheduled for release for late June. Also watch out for a real cool side-scrolling platform game called Astal.. which should be available around July.

Japan are Simcity 2000 crazy recently, so it's no surprise that Sega have licensed the game and it'll be converted to the Saturn too... although no release dates. And as for Sonic... he'll be coming to the



Sega's Van Battle - Medieval Mortal Kombat action

Saturn.. not a 3D version, but a standard 2D one... but most likely with rendered graphics as in Donkey Kong Country. Sony should be out at the end of the year. And for fighting freaks, there's Van Battle... a MK-style fighting game with digitised graphics. The fighters include all manner of strange monsters, creatures and ghoulies... and you can expect a lot of blood everywhere. Van Battle looks great - hopefully the gameplay will match it's looks.



Darius Gaiden - coming to the Saturn?

The first Sega ST-V (Titan) title - Golden Axe: The Duel should be available soon as the coin-op was shown at Japan's AOU.

--Taito--

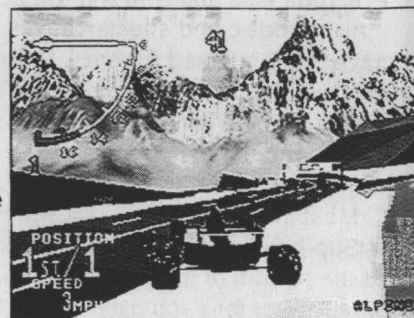
The first Taito game for the Saturn will likely be the conversion of their coin-op Darius Gaiden. If they do, I definitely have to get a Saturn!

--Time Warner--

With Daytona on the Saturn, Sega didn't bother with Virtua Racing, but Time Warner have licensed the game, and it is Saturn bound.

Early screen shots of the game look very impressive, and we suspect it will feature a whole lot more tracks (around 10 tracks), cars (word is, five will be available), and so on. If only

Time Warner can include a link-up mode... it will sure sell as well as Daytona!!



Time Warner's Virtua Racing on Saturn

## OOo:..HANDHELD SOFT..:oOO

### Gameboy

--Gametek--

After Pinball Dreams, Pinball Fantasies will be out for the GB as you read this. Hopefully it's better than the original.

--Nintendo--

For some unknown reason Kirby is BIG in Japan - so much so, that the first Kirby game on the gameboy was a big success, even though we thought it was pretty average. Anyway, Kirby 2 will be out for the GB in late March, and it looks more or less the same as the first.

But the game that will revive the GB will be Donkey Kong Land.. a conversion of the SF game - Donkey Kong Country. The GB version will have most of the levels of the original and look pretty cool considering it's only in 4 shades of grey. It will be out on a yellow cartridge and will be 4meg in size. Definitely one to get hold of.

--Playmates--

Yes, you've guessed it, Earthworm Jim will be appearing on the Gameboy, and pretty neat it looks too.

Although it won't feature all the levels on it's 16-bit cousin, most of the best levels will be included and that includes the crazy gameplay. You can bet this will be a smash hit for the mono machine!

--T\*HQ--

What? a T\*HQ game for the Gameboy.. NO?! But this

looks pretty cool as it's Desert Strike for the GB... and it should play as good as the MD version even if the graphics are a bit sparse!

### Game Gear

--Bandai--

The popular Sailor Moon will appear on the Game Gear called Sailor Moon S. It's a side scrolling platformer as usual.

--Sega--

Soon to hit the Megadrive is Ristar, a Sonic the Hedgehog style platformer, and it will be available for the Game gear too. Looks impressive if you like Sonic. Talking of Sonic... he will be back in his kart in Sonic Drift 2. The sequel will have more drivers (seven in all) and 18 tracks to race around including outer space! The game should be out as you read this. More platform games from Sega is Tempo Jr., a conversion of the rather cool looking 32X platformer coming out from Sega/Red. If you want a great platformer, look out for this one, as it's real cool.

--Time Warner--

After the naff versions of Rise of the Robots for the PC, Amiga and 16-bit consoles, a Game Gear version on the game is now available. Considering the main appeal of the original were the graphics... the Game Gear version doesn't stand a chance!

# Super Street Fighter II X

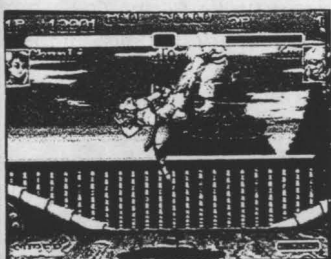
3DO by  
Capcom/Panasonic

First there was *Street Fighter*, often copied but never equalled, this is the first Capcom game for 3DO and it's one that no other system has (yet).

Everyone knows the basics. Pick a fighter from the motley crew (all the original characters, plus the 'Super' characters such as T.Hawk and Cammy) then travel around the world kicking seven bells out of everyone else until you win. Easy.

All the basic and special moves have been retained for each character, and tidied up in some cases (Ryu's fireball has never looked as good!) and the old combos still work, so what's new?

Most important is the inclusion of a 'Super move' for each character. At the bottom of the screen is a small meter for each player that fills with every successful hit you make, when it flashes you can release a devastating 'super move' that, if timed correctly can take up to half the opponent's energy and is accompanied by an over the top explosion in the background if it vanquishes them. This way, you



Chun Li's shows a leg or two to Ken.

can turn a hopeless looking victory against your opponent.

Another plus point for *Street Fighter* junkies is the inclusion of the arcade cheat to play the hidden character 'Akuma' (see last month's GAP for details (you must select the Speed using Strong punch)). This fireball laden shadowy figure (literally!) is a nice change for those who tire of the regular characters, and in the right hands he can be deadly (the three hit air-attacks are great... i.e. two hit cyclone kick followed by a dragon... Ed).

Other than that, this is *Street Fighter* we all know. The graphics have been given an overhaul and are more colourful and have larger

sprites (T.Hawk is massive!) and the sound and music are now in 'Q Sound' and sound superb, I especially like the samba music on Dee Jay's level. Loading is kept to a minimum with none of the twenty seconds wait you



Akuma shows off his deadly triple hit fireball against Blanka!!

**=G=** This is it.. the ultimate beat'em up ever released. Forget *Mortal Kombat* with it's dodgy controls, collision detection, and poor animation. Forget *Samurai Showdown* with it's useless special moves. Forget *Virtua Fighter* with it's silly controls, and death in a few moves. Yes.. *Super Street Fighter II X* is here.. and on the 3DO. This an amazing conversion... everything is there... the animated sprites are exactly the same, the controls are the same, the sound effects are identical, the combos are all possible, but most importantly, the game plays exactly the same as the coin-op. Okay, there's no parallax scrolling, but who cares? And the music is different... but it still sounds great as it's ripped from the CD in glorious Q sound. Although the various versions of SFII were good, *Super X (Turbo)* is definitely the best version of the game as the characters are more evenly matched... although T.Hawk is crap. The SUPER moves adds a lot of variety to the game, especially as you struggle to get it out. The question in some cases is if you pull it off, you'll kill the opponent, but muck it up and you could die!! The extra moves added to normal 'Super' improves the game too. Ken's various kicks are great at annoying opponents.. so is Ryu's triple hit medium air punch. Honda's "grab, slam and squash" move is a right laugh.

As well as having great playability, it's one game you can play for months and months... and will take you a long while to master each of the various characters. In fact, I only recently found out that Blanka's Super move is better than I had thought. When you do it, hold down the punch button. Blanka will roll up once, drop, and spin on the spot until you let go - where he's roll forward. Therefore, should someone jump into you, you can do the move, hit them once knocking them to the ground, and when they are about to rise off the floor, release the button and you'll roll into them for another four hits (assuming they don't block!). I'm not sure about it, but pounding the buttons seems to hit more times... instead of bouncing off opponents too.

All in all, SSFII X is THEE game to get if you have a 3DO. Unfortunately the game cost more than your average 3DO game, and the 3DO pads are naff at doing Super moves.

Video	- 96%
Audio	- 96%
Playability	- 98%
Lastability	- 98%
Overall	- 97%

*Om*

→ get on the Neo-CD.

The only fly in the ointment is the 3DO joystick. It just doesn't like diagonal moves, making some moves awkward and the odd layout of the buttons doesn't help, as almost all of them are used. Luckily you can configure them to suit you, and there are three speed levels

and eight difficulty levels to suit all types (and the highest speed is darn fast!).

If you love Street Fighter - rejoice, the ultimate version is here. Now pray someone will bring out a cheap six button joystick for the system.

**Video** - 90%

**Audio** - 90%

**Playability** - 95%

**Lastability** - 93%

**Overall** - 90%

David

## Samurai Showdown

3DO by Crystal Dynamics

**Wow, two classic beat'em ups in one go.** Must be Christmas...

Along with Street Fighter, this is the fighting game that everyone wants on their system, and it's easy to see why. You pick from twelve warriors (including 2 token females) and fight the computer or a human until one of you loses. There is however one big difference between the tons of Street Fighter clones and this - Weapons. Almost all of the characters has a weapon of some kind. Some, like Galford have a dog they can use to attack with as well! However, if you take enough damage, you can lose it. then it's back to hand to hand fighting (or your hands against their

ed in the manual. Some only have two moves, while others can have nine! Some of them, like Earthquake's fart attack are at least original.

The graphics are very good. They're no particularly detailed, but keep with the overall oriental style of painting. The backgrounds are colourful (some are animated) and some of the characters are huge, Earthquake is finally the size he should be - big!

The animation is alright. It's not as fluid as Street Fighter, but the special move effects are more over the top and cartoony. The blood option that seems to be the chief selling point is not as gross as you might expect (or hope for). It's certainly no worse than Mortal Kombat, although some death moves are cool. The 'Rage Gauge' from the original is still in, so when it fills, you do more damage (but if you're hit, you take more - so it's swings either way).

The sound is excellent with sword clangs and dog barking. Interestingly, the speech is still Japanese (even on the intro) but it's terribly scratchy and muffled. Music is various Japanese style tunes, although there's a cool



Pick your characters from this suspect bunch.

guitar solo on Earthquake's stage.

There's four difficulty levels and the blood and weapons can be turned off. Sadly there's no button set-up, but it's simple enough (Shift with buttons for kicks, buttons alone for punches), and scores and continued games are saved. It's a tough call between this and Street Fighter - so try both first (or buy them both!)

**Video** - 85%

**Audio** - 80%

**Playability** - 95%

**Lastability** - 90%

**Overall** - 88%

David



Earthquake is as big as the original Neo Geo version

weapons!). Players also have a variety of special moves as well, although I don't think they're all list-

## Capcom 3DO 6-button Soldier Pad (rrp. £29.99)

As Super Street Fighter II X really require another controller to play the game than the standard Panasonic pad, one pad that's available officially is Capcom's strange Soldier Pad. This has an unusual design, so that you can grip the pad with your left hand while letting you have full freedom of your right hand for those 6 buttons. In theory, this might be a good idea, but in practice it's quite fiddly, and people with big hands will feel uncomfortable. Another bad design is that there is a lip around the directional pad which digs into your thumb... painful!! It's probably slightly better than the normal pad, but it's still near impossible to perform most of the Super moves. A joystick is still a must! Come on Panasonic/Ascii etc.!! See else where for 3DO adapters review.

# OOo:..NEO GEO SOFT..:o00

**A**mazingly, the Neo Geo is getting mega big in Japan now. So big in fact, that, with the release of The King of Fighters '94 on both CD-ROM and Cartridge, the CD version hit the number one spot, with the cartridge version coming in at second place. This is a major achievement beating off games for the Megadrive and Super Famicom.

With the arrival of the CD machine, a number of companies have signed up to release games for the Neo Geo... firstly testing them out on the arcade system, then releasing it on cartridge and CD-ROM. Strangely enough, most of the companies are following the SNK tradition by producing beat'em ups

## --Data East--

Data East's next title for the Neo is Dunk Dream, a NBA Jam basketball game although it features special moves for some spectacular slam dunks. Neo geo owners who love NBA JAM will love this title.

## --Hudson Soft--

After announcing Panic Bomber for the Super Famicom, they are to convert the game for the Neo Geo which will be on a 52meg cart. More or less, it's Columns with Bomberman characters, plus lots of bombs everywhere.

## --Sunsoft--

Sunsoft's first venture into the coin-op scene is with Galaxy Fight.. another one-on-one beat'em up. As

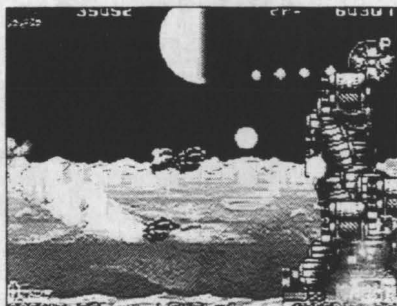


Sunsoft crazy beat'em up Galaxy Fight.

these games goes this looks pretty average. The game features eight fighters including a Ninja, a female boxer with long ears, battlemechs, and big robots. Lots of moves, special moves... you know, the usual stuff.

## --SNK--

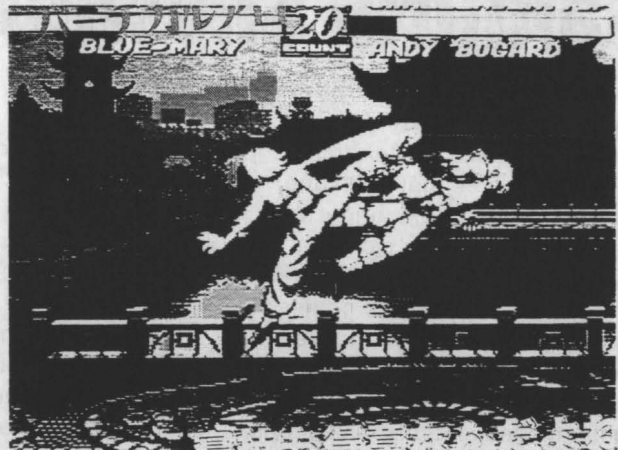
After so many beat'em ups, it's rare and nice to see SNK release a shoot'em for the Neo Geo, in Operation Ragnarok (called Zed Blade in the US). It's a horizon-



SNK's shoot'em up - amazing eh?

tal scrolling blaster for one or two players featuring three types of ships with different weapons and lots of weird aliens and special effects. 110megs.

Coming real soon is also Fatal Fury 3 (end of April on Cart (266meg) and CD) which is sub-titled Road to the Final Victory. The game is current out in japanese arcades and feature a number of the original fighters plus a few new ones.... and I thought Capcom over did



SNK's Fatal Fury 3 - can you stand any more beat'em ups on the Geo?

it with Street Fighter II !! The Bogard brothers are back, together with Joe Higashi, Mai Shiranui and Geese Howard. And the new five characters are Franco Bash.. a big construction-worker-like kick boxer with some powerful attacks, Blue Mary - an 18 year old tough Street babe with deadly kicks, Hon Fu.. a Korean martial artist who uses the two rods connected by a chain (however you spell that!), Mochizuki Sonaku... a ninja warrior, like the new little old guy in Shin Samurai Showdown who has a lot of deadly magic attacks, and a rasta guy who spins on his head and so forth. As the game goes, it doesn't look as good as previous games, it seems to lack colour... probably because SNK are trying to get the game onto CD-ROM without too much loading time?! Fans of beat 'em ups will love it, I'm sure! More beat'em up action is Fight Fever - on 98megs. This looks real neat, and based on Taekwondo fighting instead.. but generally another SFII-style game. SNK has also announced a fighting game called Savage Reign.... more SFII-style action we wonder?! And for puzzle fans, there is Gururin on 42megs. This has a square block with colour gems in them, and you rotate the block to match the colours. For one or two players.

## --Tecmo--

Tecmo will have two one-on-one beat'em ups for the Neo Geo - one based on the Double Dragon characters. As with SFII, the game features a selection of characters with different moves, and special attacks, and like most Neo beat'em ups, scaling. Looks pretty good although it's based on the cartoon series and not the original coin-op game.

The second beat'em up is Go-Kaiser, which is similar but with super hero-style characters instead.

# SEGA 32X

*First off, huge thanks to Neil for the loan after only having it for two days! Nice one mate.*

This is the American 32X add on for the Megadrive, but by the time you read this, the official one should be available, so the two should be about identical.

Anyone hoping to just plug it in and go will be disappointed. You first have to connect the mains lead, then a lead from the 32X into the scart plug socket on the Megadrive and finally, a new scart lead from the 32X into your TV (phew!). Unfortunately unless you



POP THIS ONTO YOUR MD FOR TURBO POWER!

have a TV that has audio/video in sockets (a set is supplied), you'll get no sound, a problem the Sega CD had also. The only way around this

is to use the headphone socket on an old Megadrive and run it through mini speakers, or get a lead made to run it into a stereo. This is a major bummer, and I hope the problem is solved for the English release. (The UK PAL version use the RF aerial instead... Ed.)

The unit itself is surprisingly small and sits onto inconspicuously. It seems to have been designed with the Megadrive 2 in mind, as it looks rather lost on the original. Then it's a case of plugging a game in (interestingly you

## SEGA 32X by Sega

**CPU:** Two Hitachi 32-bit RISC processors running at 23MHz/40MIPS. **Co-processors:** 68000 (MD) and a new VDP. **Graphics:** High-speed RISC processor and dual frame buffer allow rendering of 50,000 polygons per second; texture-mapping hardware scaling and rotation. **Colours:** 32,768 simultaneous colours. **Memory:** 4 Mbit RAM in addition to the Mega Drive and Mega CD. **Video:** Possible to overlay a plane of graphics over Mega Drive video. **Audio:** Stereo, digital audio with programmable sample rates; audio mixing with Mega Drive sound.

can plug old Megadrive games straight through - so you don't need to remove it once it's on - good move) and turning your Megadrive on.

I'll leave others to bore you with the technical details - I'm just here for the games! There are two released with the machine (details below) together with Doom.... along with CD title, Corpse Killer from Digital Pictures. Prices are roughly £55-£60 for import games.

*David*

# Star Wars Arcade

## 32X By Sega

**Ok, confession. if there's a reason for me to buy a 32X, this is it. I love this in the Arcade, so I'll try to be unbiased in the review (oh yeah? ..Ed.).**

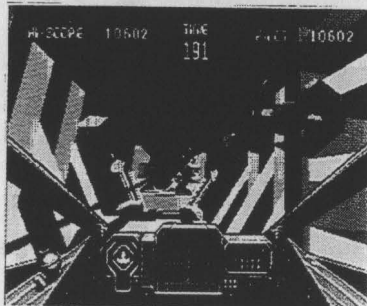
It's brilliant - oh bugger!

For those not fortunate enough to play the arcade game, it's a polygon shooter using Sega's Model one arcade board (as in Virtua Racing). Based on the first film (no - really?) it has you alone or with a gunner attacking the Death Star and the Imperial Fleet. It's split into sections, and you must destroy a set amount of Tie Fighters within the time limit to continue. In the arcade it's a fast shooter with good (but blocky - model 1 board remember) graphics and excellent sampled music and sound, but what's it like on 32X.

Well thankfully, it's almost as good as the original. From the opening titles, complete with Star Destroyer fly-by and the Star Wars theme (all sampled and sounding

superb) to the final explosion it really is as close to owning the arcade game as you'll get. In fact, you get two versions - the original arcade, and an enhanced 32X version, which only enhancement seems to be battles in an asteroid field as well as the normal levels.

Almost all the speech is here,



*Flying down the trench... use the force Luke!*

from Admiral Akbar's orders to Artoo's beeps, and the Tie Fighter engines and lasers are all sampled. It's alright, but no real improvement over a normal Megadrive soundtrack.



*Mr. Fishy gives the orders to attack the D.Star*

The graphics are excellent though. Still slight blocky, but very fast moving (just wait until the Death Star Trench level - motion sickness guaranteed!). Oddly enough, while you have complete control where you move on the Death Star levels, the Star Destroys levels, where you fight amongst them, only allows left and right and a slight up and down movement which seems odd, especially as you're in open space.

As in the arcade, you can play in pilot and gunner mode for two player simultaneous

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Cont. From pg. 22

fun, but it is very easy to finish in this way, and there's pilot or training skill levels to get used to the simple controls (a button for firing lasers, one for torpedoes - unlimited and homing, and speed up, slowdown and view select, but there's only cockpit or behind your ship views). Sadly, there's no high

score save, and apparently no ram in the 32X to save it too.

Anyway, this is a superb conversion of a great Arcade game and a good start for 32X. Can they keep it up? - Read on.

**Video** - 90%  
**Audio** - 95%  
**Playability** - 95%

**Lastability** - 70%

**Overall** - 90%

*David*

# Virtua Racing Deluxe

**32X**  
**By Sega**

The second 32X game available on release is a souped up version of the SVP chip game released a few months back. So, is it worth selling the original for?

The first thing you'll notice is how fast it now is. Everything moves at a good rate (and the original wasn't exactly slow), but there's even more trackside detail, the ferris wheel never looked so good.

There are now three cars, the original Formula one, an indycar and an experimental model that is a mix of the other two. They all run pretty much the same, except the experimental one is harder to steer on corners (it's a lot faster!).

the two cars racing each other, surely they could have had computer cars now with the extra power. Even most of the trackside detail is removed in this mode, so it just seems lazy on Sega's part.

The graphics are almost up to Arcade standard now, but the cars still seem blocky, they do steer well though and you can have manual or automatic gears as well as pick the number of laps from five to twenty. Unfortunately on very detailed levels such as the desert, the mountains are drawn as you move towards them, so they start appearing in chunks ahead of you. This spoils the illusion, but you're

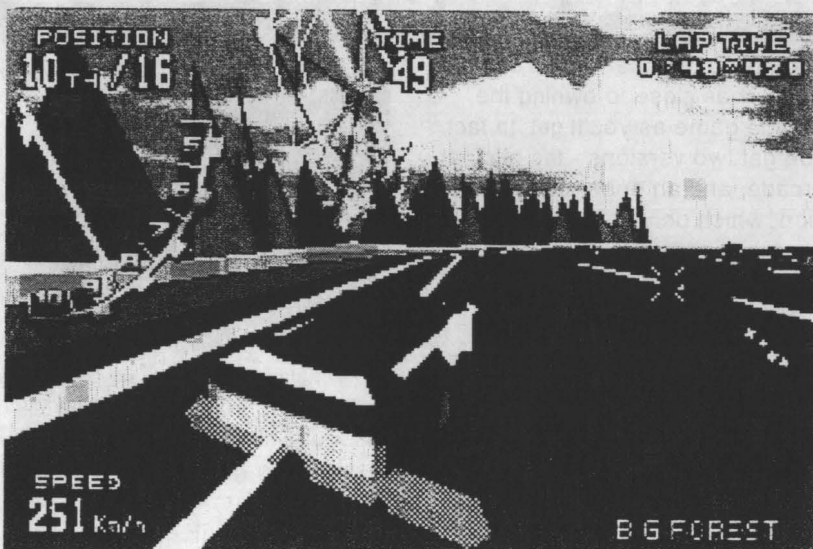
but as with the original, they all appear in little bursts during play. The speech is clearer, but still far too quiet. The over excited 'Virtua Racing!' at the start is good for a laugh though. The engine still sound like bees trapped in a jar, can't someone sample a real engine, just once?

If I sound harsh, I have been spoilt after playing Star Wars. As a driving game or a conversion of the original, fans will love it. I just don't, nothing personal.

**Video** - 87%  
**Audio** - 70%  
**Playability** - 88%  
**Lastability** - 80%

**Overall** - 86%

*David*



The tracks have increased to five and the new ones include a difficult desert level with canyons and tight tunnels. Apart from the usual Virtua Racing (race 16 cars to win), there's a time trial for showing off your speed skills (no save again though. So it's fairly pointless) and the two player split screen mode is still here. Sadly, they still only have

usually too busy watching the road to notice.

The four views are also here, from the helicopter to inside the cockpit and they all change instantly now so you don't get disorientated as you did with the original.

Sadly, the music and effects really let this down, compared to Star Wars. There are a few new tunes,

## Other games for the 32X now available:

\*Doom: A great game based on the PC game of last year.. unfortunately has fewer levels and a smaller window, but okay.

\*Super Afterburner: Pretty good conversion of the arcade; faster, smoother, but you might as well buy the original MD one... especially at the price!!

\*Super Space Harrier: Again, great conversion, but the game's a bit old hat, and the original MD version is no slouch. £60? You must be joking. I expect a hydraulic chair for that!

# Neo Geo CD

At long last, SNK UK has had sense to release the Neo Geo officially in this country, and with CD instead of the expensive cartridges, the Neo Geo CD is a real competitor in the video games market.

The newer top-loading machine is certainly more stylish in design, and the compact design makes it look more robust... although it still



Neo Geo CD.. worth getting now that the games are more affordable

has a single speed CD-ROM due to costs. As with the front loader, it has 56megabits of DRAM, 512k or VRAM and 64K or SRAM built into the unit. The pads are better than most as they are micro-switched, so unlikely to knacker up by rubbery thingy bits splitting apart. The rear of the machine has RGB SCART, S-Video, composite video and audio stereo jacks - so you can

hook it up to most TV/monitors for the best picture. At an official recommended retail price of £399 (the machine, a pad and a game), the system is in direct competition with the 3DO, so is a matter of choice of software when you decide if it's the system you want. SNK also have a more expensive pack that comprises of two pads and three games for £499. The company responsible for the official UK release of the machine is New Generations... and the great thing about the company is that, as well as selling PAL machines, they also sell NTSC ones. So, you can have a full-screen clearer picture if you hook it up to the scart socket of most TV or monitors... if only

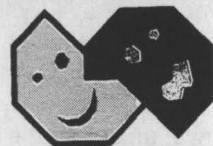
other companies did this!

The Neo Geo CD has been extremely successful in Japan where sales of the original front loader were sold out at launch... and surprisingly, King of Fighters '94 and Samurai Showdown II hit the no.1 spot of overall video game charts when they were released beating off games on the SF and MD.



SNK's Neo Geo CD advert shows that the machine is more into beat'em ups!!

The Future Is Now  
**SNK**®



**NEO-GEO**CD

times when selections are made. However, people who are used to playing games on computer using floppy disks won't matter that much - especially Team 17 games on the Amiga! Also, if you have a game like Samurai Showdown II going, who gives a dam that you have to wait a few seconds inbetween fights, etc.... even games on the



Samurai Showdown 2 - furious fighting action

3DO takes a while to load!

Another down side I suppose is software.. namely games that aren't beat'em ups. It's all very well that the machine has some brilliant fighting games, but there aren't many non-fighting games on the system. Best of the bunch are probably Baseball Stars 2 (still the best baseball game on any system), Last Resort - one of the best shoot'em ups around, NAM '75 - one of the best action shooters, and Magician Lord - a great platformer.

## Hardware Specs.

Apart from the extra VRAM, SRAM and DRAM.. in the heart of the Neo Geo CD sits a 16bit 68000 running at 12Mhz, with a 4MHz Z80. 4,096 colours on screen from 16bit colour palette. It can display 380 hardware sprites, with hardware scaling and three playfields. Sound is pumped out by a Yamaha 2610 chip giving it 13-channel sound. Top loading Single speed 150K/sec CD-ROM drive.

The only down side of the machine is the slow access speed of the CD-ROM drive with some games taking around 30 seconds to load, with subsequent loading

The past few years - only two companies have made a real impact on the video games market - Nintendo and Sega. A few other companies have try to edge into the market but failed abysmally (ie. Amstard with the GX4000, the dreaded Konix System to name but two, and even the handhelds have been attacked by the Gamemate and Atari's Lynx). Now Atari and the 3DO group have got their machine out and battling with the big boys for 32-bit technology - but the main challenger will be from Mr. Walkman himself - SONY. Think of Sony, and you automatically think of a quality product, and the PlayStation is one cool machine.

When you first see pictures of the system, it

# Sony Playstation

have been nicer if it had a transparent CD lid so you can see the CD spinning, a LED light to show the CD is running, plus some badly translated english nonsense around the rim or some where in gold... if you know what I mean.... ie. Hyper

Advanced 32-bit Digital CD-ROM Multimedia Games System.

However, the design of the overall machine is great... well... I do have two little niggles.

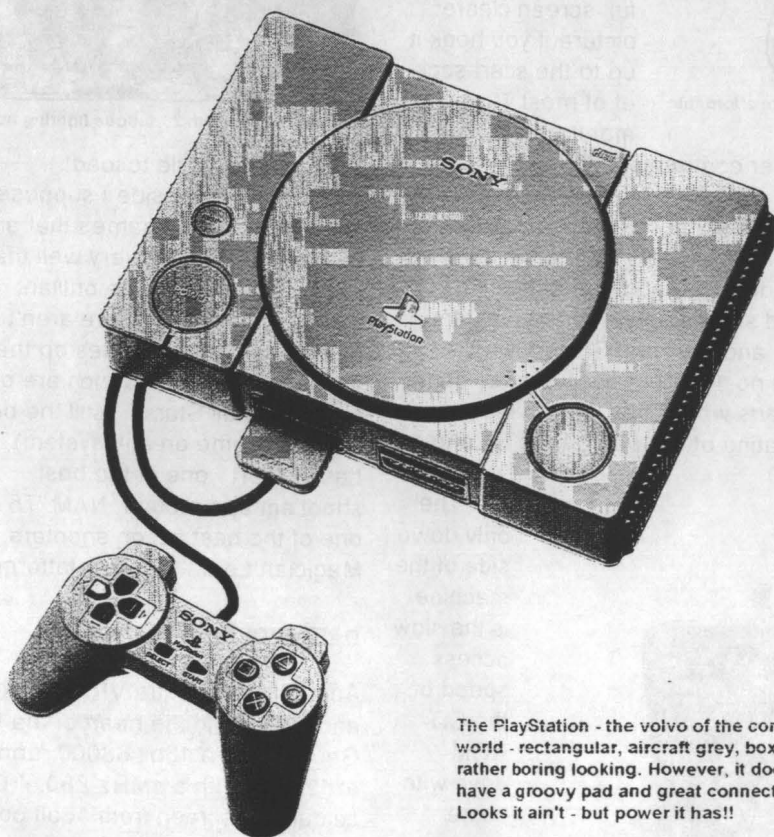
One is the CD-ROM. Most CD-Rom units (or even Audio CD units), when the lid is open (or tray is out), to put the CD in, you just place the CD in

likely, when the US version appears, the lead with be extra long!

Talking of the pad.. it's extremely easy to use, and not as awkward as it looks. The directional pad buttons are not independant as I had thought, but are actually joined together like any normal joystick, so diagonals are no problem... although a conventional pad would have been better. The arrangements of the buttons are well placed and easily accessed... unless you found accessing the L and R buttons on the SF pads (or 3DO pads) difficult in the first place! Overall, a fine piece of hardware.



PS' Black CD-ROM



The PlayStation - the volvo of the console world - rectangular, aircraft grey, boxy... rather boring looking. However, it does have a groovy pad and great connections! Looks it ain't - but power it has!!

looks quite large and oblong, but once it's staring in your face, it's actually quite small and compact with well laid out ports and sockets... even though it still looks very plasticky, mainly because of the air-fix-type grey colour all over. It would

and close it up... simple. On the PlayStation, you have to firmly push the CD into the centre spindle as it's a tight fit... thus making it more difficult to remove too. Another thing is the accompany joystick's lead, which, like on the Super Famicom, is really short. More than

## Technical Specification

### CPU

R3000A 32-bit RISC chip @33MHz  
Clearing Capacity: 30 MIPS  
Bus bandwidth: 132 Mb/sec

### 3D Geometry Engine

Clearing capacity: 66 MIPS  
1.5 million flat-shaded polygons/sec  
500,000 texture-mapped and light-sourced polygons/sec

### Data Engine

Clearing capacity: 80 MIPS  
CPU, direct bus connection  
Compatible with JPEG, MEG1, H.261 files

### Sound

ADPCM, 24 channels  
Sampling frequency: 44.1Hz

### Graphics

16.7 million colours  
Resolution: 256x224-640x480  
Sprite/Background drawing  
Adjustable frame buffer  
No line restriction  
Unlimited CLUTs  
4,000 8x8 pixel sprites with individual scaling and rotation  
Simultaneous backgrounds  
360,000 polygons/sec

### Memory

Main RAM: 16 Mbits  
VRAM: 8 Mbits  
3Sound RAM: 4Mbits  
CD-ROM Buffer: 256K  
Operating System ROM: 4 Mbits  
RAM cards for data save.



# sega saturn

**S**ega has two new machines available - the 32X (to upgrade your Megadrive) and the Saturn...

... and it's the latter machine that's the power house and real competition against the PlayStation and other 32/64-bit systems. In terms of looks, the Saturn is a bit like a cross between a PC Engine and the Engine's CD-ROM.. but a bit larger. In a matt-grey and nice touches of black, with blue buttons, and the little pin holes at the back of the machine - it certainly looks a darn sight more attractive than Sony's machine... and at least it has a CD-ROM access light, something I miss on the PlayStation. Although externally, the Saturn looks great, internally it's a mass of chips, most are off the shelf components, and comprises of two boards.

The front has two controller ports and the back reveals very little in the way of sockets... made worst by the fact that Sega has a non-standard AV port. So, unless you have a NTSC TV, connecting it up to your TV/monitor is quite a problem. The pad that comes with the Saturn are basically the same as the six button ones available for the Megadrive, although there are also two 'top' buttons as used on the Famicom/3DO. The six main buttons are arranged in two rows of

**The Sega Saturn... a technically great machine with looks to match.**

three, this will suit SFII-style beat-'em up freaks (whenever these games appear for the system), and the 7 foot cable is great, and breaks the japanese tradition of short leads as seen by the Super Famicom and PlayStation's. Although all Saturn

settings and game saves are stored in the machine's own SRAM, the machine does have a cartridge port at the back which could accept SRAM carts in the future.

The intro/audio CD program for the saturn is also miles better than the PlayStation's with a cool Sega Saturn logo made up from polygons and options for different languages.... does this mean all Saturns will be the same in each country... we hope so! The audio option is superb with lovely menu/icon system and a polygon space ship animation available when music is playing.

The Saturn is a real neat piece of hardware... and with Sega's arcade experience behind it, games for the machine should be spectacular especially with Sega's ST-V arcade board (codenamed Titan) which is more or

less a Saturn but takes plug-in ROM cartridges instead. The first of these includes Golden Axe:The Duei - a Street Fighter II style game with Golden Axe graphics, and Title Fight 2 - a polygon boxing game. The machine has sold extremely well in Japan, mainly because of Sega's Virtua Fighter which is one of the top games in Japan.



## The Tech Specs

### **CPU**

2 x SH-2 32bit CPU at 28mhz

### **Memory**

VRAM: 12Mbits

Main RAM: 16Mbits

Sound RAM: 512K

Buffer RAM: 512K

Boot ROM: 512K

Battery RAM: 32K

### **Graphics**

Resolution: 352x224 / 640x224

Colours: 24bit palette, 32,000 on screen

Sprites/polygons: VDP1 chip, dual frame buffer

Backgrounds: VDP2 chip: 5 planes, 2 rotation planes

### **Sound**

16bit 68EC000 processor at 11.3mhz

Yamaha FH1 processor

FM, PCM, 44.1khz sampling frequency, 32 voices

DSP 128 steps/44KHz

### **Data Storage**

Double-speed CD-ROM drive

Cartridge slot

Victor's (JVC) V-Saturn.. same machine - difference name.

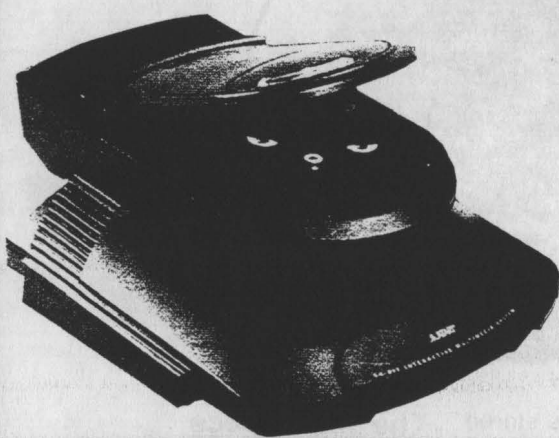


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# WORTH GETTING A 32-BIT+

**N**ow that the 32-bit systems are available... the question is which one should you go for? Or should you stick with the good old 16-bit until later in the year?

**Atari Jaguar:** Released a year ago, the Jaguar looked to be the machine to get especially with its impressive hardware at a low price. But like the Lynx, it's not the hardware that's at fault, but the soft-



ware... or lack of it. The machine didn't start off well. Cybermorph was a pretty neat pack-in game, but with dodos like Dino Dudes, and McFur, things weren't too hot. Tempest 2000 however lifted the machine to great heights, and it was nearly worth getting a Jag to play it. Unfortunately, after its release, software dried up for months as everyone waited for Aliens Vs Predator... which was a real disappointment in the end... Doom was a lot better. And now, we still have duff titles releases like Kasumi Ninja, Dragon, Club Drive and rather average titles like Bubsy and Zool 2. If the Jaguar want to impress future buyers, they should get their act together with some decent games. Even with the arrival of the CD-ROM... the Jaguar isn't much of a contender. It does however make a real challenge to the 32X.

**Panasonic 3DO:** Like the Jaguar, the 3DO didn't start off well... mainly because of its price... you could

get 2 jaguars with extras for the price of one 3DO. The available software for the machine was pretty grim too... Crash and Burn was very good, but you had to wait a couple of months before Total Eclipse, Madden, etc. made an appearance. Releases were mixed... some awful, some good, and some weird. But it was the launch of the machine in Japan that saved the day, although software from the Japanese weren't exactly great - Ultraman, Real Pinball, Wacky Races, Dr. Hauser... Hmm. However, the 3DO has outshone itself the past months with the best fighting game around - Super Street Fighter II X, a good conversion of Samurai Showdown, a great racing game in The Need for Speed, Great multi-play action with FIFA soccer, and then there's Return Fire, and even Startblade etc.. are good. The 3DO is currently

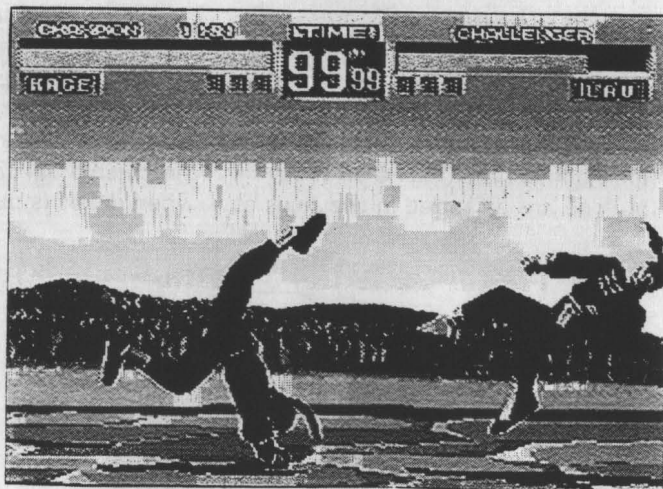
the machine to get as the price is average (compared to the Saturn/Playstation), and software is varied, average priced and available.

**Sega 32X:** The 32X is an ingenious piece of kit, and a dream for all Megadrive owners. Every MD owner would be mad not to buy the device... well... they would if it wasn't for the high price. The unit was suppose to sell for \$150 with a game thrown in.. a bargain! But at £170 without a game.. and games costing £60 a time, it's expensive. Considering the Saturn can be bought in Japan for the equivalent of £250, we're getting a rough deal.

Software for the 32X hasn't been that impressive either. Virtua Racing Deluxe is a great conversion but considering most MD owners have played it on the normal system, £60 is a bit much for the same game. Star Wars Arcade isn't bad, but After Burner and Space Harrier isn't anything terrific. The 32X definitely require some major titles... especially Virtua Fighter.

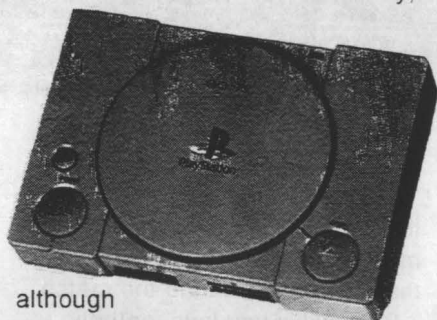
**Sega Saturn:** Sega's 32-bit is one awesome system. Unfortunately, the price is a bit steep over here, and there is a lack of software for it. If you love Virtua Fighter then you should get this machine as the game is a great conversion... infact many have said it's better than the coin-op. However, if you didn't, then there's not much else for the system apart from Clockwork Knight, which is more or less a standard platformer with brilliant graphics and sound... like Donkey Kong Country in fact. The other games for the machine are rather poor - Tama, Mah Jong, Gale Racer, etc. So, the verdict is,

wait. The machine should drop in price, and let's see what Panzer Dragoon (we just missed out



on this game for review - so check out next issue), Shinobi EX and Daytona USA turn up like.

**Sony PlayStation:** Like the Saturn, the machine is well expensive, and there is a lack of decent games for the machine. Ridge Racer however is brilliant, and it's nearly worth it just for Namco's racer. The other titles have been mixed with a few good, average and poor. However, it does have one up on the Saturn in that, there's more games and more variety,



although not all of them are great ofcourse. If you have the money, the PlayStation probably just has the edge over the Saturn mainly because there's more developers writing for it, so the odds are there will be more better games, but it's worth seeing what else turns up, and how much in price it can drop! Apart from Ridge Racer, Raiden project is excellent, and if you want a fighting game, Toh Shin Den and Tekken are excellent.

**SNK Neo Geo CD:** Although the original cartridge Neo was on and off the official UK list, the CD



machine IS available officially, which means the machine is priced fairly average, and the games are average priced too.... so you don't have to put up the £80-odd for an import CD-ROM title. Although the majority of the games available for the Neo CD are old now, some of



The Winner - 3DO. Decent price machine that's available now with different brands, with good available software at a reasonable price. Also has the best game around - the very playable and value for money Super Street Fighter II X.

them are certainly still worth the purchase, especially NAM '75, Baseball Stars 2, Magician Lord, and Last Resort. Of course, there's the newer ones, like the awesome Samurai Showdown 2 and King of Fighters '94... not to mention more great looking titles coming soon. The Neo Geo CD is certainly work considering, especially if you love the arcade versions of the games. Definitely one of the best of the bunch.

### ==== The Verdict ====

Well, out of the above systems, the 3DO marginally wins as an all rounder. The price of the system is average at £350 or cheaper (and should drop even more once Goldstar releases their machine, not to mention Sanyo's, Samsung, etc.). There's an abundance of varied software and as the titles are now compatible no matter what country your machine is from... with official titles are averaging at £40... which are certainly cheaper than other games including the 16-bit titles.

The Neo Geo CD comes in a close second, again because of the price of the system, and the games availability and price. It is however let down by it's variety of software... as most of the titles are dominated by beat'em ups... either SFII-style one-one-one or scrolling. With a few more 'other' types of games... the Neo Geo CD would be brilliant.

However, the PlayStation IS the machine of the future (when I say 'future' - I mean late this year, and next year) as software for the machine is picking up.. and once players like Konami have got to grips with the machine, and the

likes of Capcom, Taito, Acclaim (especially with MKIII), etc.. get on the act, the competition will be hard to match. The nearest current rival is of course Sega's Saturn. Although it will have some terrific games, I can't see there being enough good games for it than the PS.

### \*\*\*\*\* The Machines to come \*\*\*\*\*

There's no doubt about it, that Nintendo's Ultra 64 will be a must buy when it hit the streets.. if they promise everything about the system. Although there's still isn't a prototype of the final machine, if they can reproduce Crusin' USA (great advanced Outrun game but nothing special), and Killer Instinct (Superb graphics and sound with average beat'em up playability - unfortunately doesn't play as good as SFII) in their entirety for it, they'll have a winner... not to mention the likes of killer titles Mario 5, Zelda and so on. There's no disputing the hardware of the Ultra 64 - it's another problem of available software for the machine.

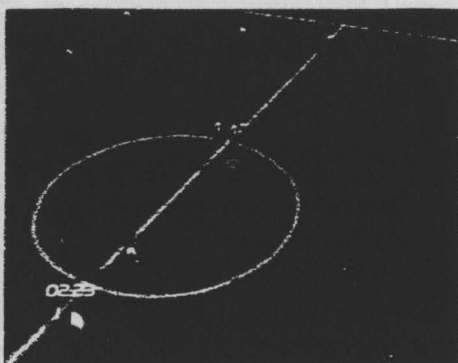


# FIFA International Soccer

3DO by E.A.  
CD-ROM

**H**ere we go, Here we go.... The most anticipated 3DO game since the last one arrives (in Britain first).

The basics remain the same as the Megadrive version, you choose from a ton of options before the game (weather conditions, ref on or off, length of game) then pick your sides (up to six players in the tournament mode!) and type of game. When you get to the pitch - there's more options!



Probably the best camera angle in the game!

It's here that the real difference shows. You can choose from various camera views, from the TV view (the best) to a rather pointless 'ball cam' that is so close to your player, you don't know where you're passing to. You can also

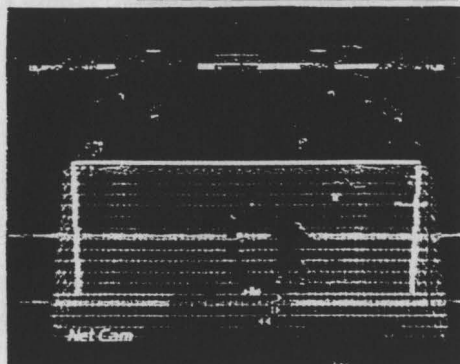
change players and formation (even during a game) and save or load a game in progress.

But it all looks great. The players run and jump smoothly and the 'camera' movement is smooth and doesn't hinder play. The computer players are intelligent and mark your men and the goalkeepers are annoyingly good (so they obviously haven't been taking backhanders). Even the crowd is animated and the only 'americanisation' of the game is the rather silly scoreboard with animated bits for goals.

The players have a wide range of moves from sliding tackles to lobs and aftertouch on the ball and it all flows like a real game, but it's definitely a passing game, if you try to run with the ball, you'll be cut down in seconds, and at least you'll see the brilliant injury animation as you roll around clutching your leg.

During half time, you're shown a run down of stats on the game and are treated to a 'great soccer highlight', such as the 1966 World Cup. It's a nice piece of video that breaks the game up nicely.

The sound is of course is brilliant, from the various chants during



Net Cam... watch the ball hit the back of the net.

games (there no - 'we're going to kick your head in' though!), to the 'oohs' as your ball is saved or hits the crossbar. There's also loads of music on the option screens, but thankfully none during the match.

Basically if you love football - heavens here on 3DO, and if you don't try it out and you may be converted.

Video	- 90%
Audio	- 83%
Playability	- 88%
Lastability	- 95%
Overall	- 88%

David

# NBA JAM Tournament Ed.

Megadrive/ Super  
Famicom by Acclaim

**A**nother sequel... this is definitely another sequel issue.

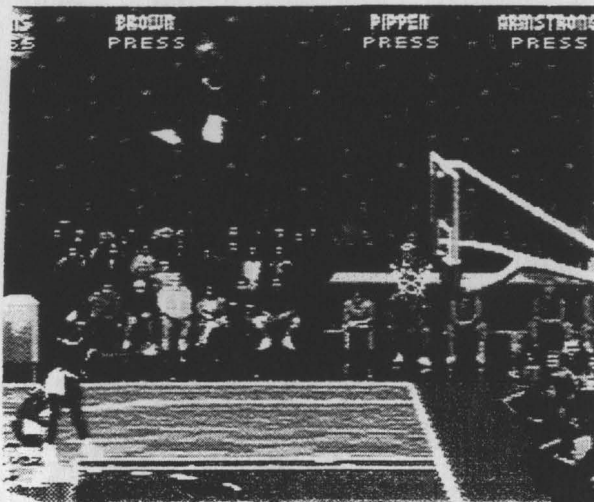
But what of this game? NBA 2 takes the first game, and adds a lot

more to it... it's basically - if you love the first one, you'll be drooling over this, but if you didn't like the original, it won't change your mind the second time around.

In terms of looks and sound, it's just about the same as the original game. So what's new? The first and most important is that, up to four people can now play the game, making it a lot more fun. Each team can choose up to 5 players, which can be substituted during the interval. The game runs a lot faster, and there are more plays,

more spectacular slam dunks, including power-ups and hot spots that appear ever so often on the floor. Hot spots have numbers on them, and if you stand on them, then score, you get that number added to your score! Power-ups can turn the ball you're holding into fire, preventing the opponent from getting it; send the opponents dropping to the floor; or increase your power rating - where you can barge into opponents knocking them all down. This makes the game a lot more interesting, and a bit like Speedball. Also, there's an amazing 33 (Megadrive)/36 (Super Famicom) hidden characters in the game.

As conversions go, this is superb... just like Acclaim's MKII. In



\* More Jamming in T.E. version... and 4-player actions too!

fact, the only real difference between this and the coin-op is the missing half time show which included a few Full motion video sequences - but who needs FMV? And there's no scaling on the characters when they move up and down the court. All in all, NBA JAM:TE is a great basketball game, and to be quite honest, the only real basketball game worth

31		1ST HALF STATS:		30	
FG PCTG	50.0	FG PCTG	50.0	FG PCTG	50.0
3PT PCTG	0.0	3PT PCTG	0.0	3PT PCTG	0.0
REBPTS	10	REBPTS	10	REBPTS	10
ASTS	5	ASTS	5	ASTS	5
STLS	2	STLS	2	STLS	2
BLKTS	1	BLKTS	1	BLKTS	1
PTS	15	PTS	15	PTS	15
REBND	5	REBND	5	REBND	5
IN WRD	1	IN WRD	1	IN WRD	1

getting. A must for fans of the game.

Video	- 90%
Audio	- 85%
Playability	- 90%
Lastability	- 85%
Overall	- 88%

## Perfect Eleven

**T**here are very few good football games on the consoles - in fact, the best is probably FIFA International Soccer.

But Konami's Perfect Eleven is certainly the best soccer game around... well, probably a par with Sensible Soccer. (Sensible Soccer just plays better on the Amiga for some reason!) Like most coin-op footie games, Perfect 11 is played side-on, but where most have pretty terrible control and gameplay... Konami's is near 'perfect'. Before you start, you have a mass of options. These range from a single game for one or two players, to cup matches, league, and a practice

his pony tail. It's a shame most of the complicated options are in Japanese however.

But when you get onto the field, you can almost do everything... pass, dribble, head the ball, sliding tackles, roll the ball back, hit a 'long pass', shoot, run faster, and lots more besides. With all these controls, it gives the game more playability, instead of the usual Arsenal approach. If there is one fault, then that's the difficulty in scoring, as the keepers are too good... thus what usually happens is, you tend to only score from a rebound, or from certain angles.

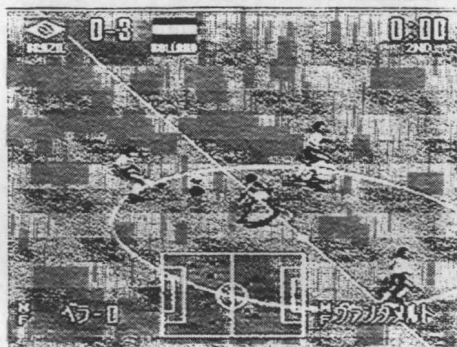
However, this is not a bad thing at times, as it can be quite exciting when you try to scramble the ball in the net, after the keeper has made a number of saves. Not to mention, it's something to cheer about should you actually score 'properly'. The game follows all the rules of football including the offside rule... so it's not a good idea to head the ball forward after the keeper boots it out when you have men in the opponent's box. A small 'radar' at the bottom of the screen is very handy too, and one that actually works instead of the useless ones as seen in Jaleco's or even Taito's soccer games.

BUT, one of the best features of the game is the continuous commentary as you play. Okay, it's all in Japanese, but it's brilliant and quite hilarious. If it was translated into English, I don't think it will be as good. Although the commentary IS in Japanese, you also get snippets of bad English thrown in, like 'He goes for a Long Pass', 'interception', and 'Oooooo' when you

miss the goal by inches. Apart from the sampled commentary, the sound effects of the ball and the crowd are very good. And the graphics are great too... almost digitised in look, with convincing animation.

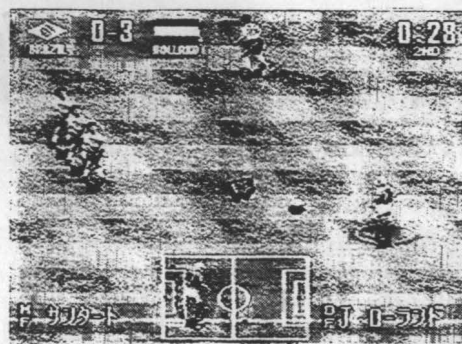
All in all, Perfect Eleven is the best football game on the Super Famicom, (Apart from FIFA with four players), and I would recommend all footie fans to get this game, even in its Japanese format. Great!

Note that the US/UK version of the game is now available, but on a 8meg cartridge, thus missing the commentary... so not as atmospheric as the Japanese version. Although the game plays the same, the Japanese commentary adds a lot to the game, and I would rather buy the Japanese version than the US/UK one!!



*'Brazil goes for a pass at the half way line 'points game', where you have to pass the ball around, shoot from corners, tackle the computer players etc.. all in a set time.*

In the main games, you can choose from a host of international teams or if you're into the Japanese league, the Japanese teams. Then you can alter the formation, the players, the tactics and much more! Although the game is in Japanese, you can tell some of the players.. ie. Ruud Gullet is there for Holland with his dreds, although he starts on the bench, and Baggio is there for Italy with



*'Holland has a free kick... note the three man wall.'*

Video	- 90%
Audio	- 90%
Playability	- 90%
Lastability	- 90%
Overall	- 90%

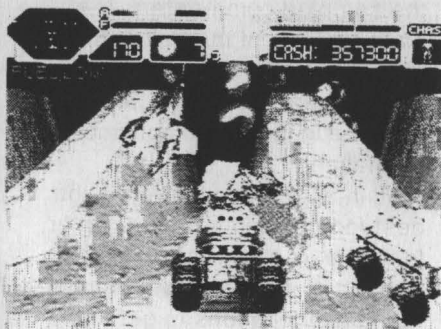
Own

# Off World Interceptor

(3DO from Video Game Centre)

**H**mm.. 'it's Total Eclipse on the ground' I thought at first as the familiar texture mapped landscape slid into view. Actually, it's 'Crash + Burn' off the road.

After the usual options you can choose your game - cinema/story, Arcade or Duel (the split screen mode everyone was getting exited about). The story mode has you as a bounty hunter blowing away crimi-



Your buggy is surrounded by enemies.. & low fuel!

nals, earning money for everyone killed which can be used to upgrade your car (similar to crash + burn). The FMV intro is fun with a pair of Beavis and Butthead airheads silhouetted at the bottom making comments on the acting. It's a nice idea and proof that even Crystal Dynamics know those intros are largely window dressing.

The arcade mode is similar, but has you working your way across various planets trying to reach the checkpoints to continue. The Duel mode is a two player split screen mode of the arcade game (see inset box).

All the modes have certain similarities, they all use the upgrade screens for example where you can buy nitro boosts, missiles or even a new car or another life (or clone). The screen layout is standard between games and includes a short range radar as well as fuel and shield bars.

The graphics are very good. The landscape, complete with hills you can jump over is very detailed and moves around at a fair rate. There are also various obstacles such as mines and gunposts to avoid or blow away, but there's little 'background' detail, the cactus on the first would look as if they've been glued onto the finished level as an after thought. The explosions are solid and meaty (too meaty in places as you can't see where you're heading) and the music is the standard american rock piece. Dull and instantly forgettable.

The car controls well, you can move left or right as far as you want, but can't reverse. Sadly, as the checkpoint is straight ahead, it's

**3DO by Crystal Dynamics - CD-ROM**

only useful for finding the bonus icons for fuel, missiles, shields etc. as later on they become essential. Of course it's fun flying over the top of hills and landing on the enemy, but more often than you'll land in front of a gun emplacement and get blown away (they're little buggers!). Unfortunately, there's no save or password so you have to play the whole thing in one go, this is ridiculous as it would take most of the day to finish the worlds on the arcade game. Bad move Crystal.

Still, if you want the arcade action of Crash and Burn with the graphics of Total Eclipse, this is a solid shooter - shame about the saves though.

**Video** - 80%  
**Audio** - 70%  
**Playability** - 85%  
**Lastability** - 78%

**Overall** - 77%

*David*

## 2-PLAYER MODE

=====  
 Ermm... Two player game is great for a while, but after an hour or so can get rather boring...not bad though!!

*Onn*

# Daytona USA

The following review was done by **2TUFF** - hope you don't mind me using it, mate. I thought all of you wanted to read what it was like before next issue or from other commercial mags.

**Supplier: MD CONSOLES (0384 480047)**

Upon loading your greeted with the usual SEGA/AM2 logo's with their beautiful little tune haha. Then a stunning/long intro starts with the Daytona cars racing around a track from some stunning angles.

All this looks like when you clock Ridge Racer etc. The whole look of the opening and game has an

amazing feel to it (Sega, what else can you expect from these classical games greats?!). Everything from the options have a polish look and feel good haha, I know it might seem sad getting excited over the options screens etc. It's just the sheer feel to the game that makes it even cooler than the North Pole.

The game is one of the most addictive driving sims I have ever had the great pleasure to experience/play. Ridge Racer was fairly additive even with it's 1 track, haha. But Daytona USA is miles ahead of the competition here. I got the game early in the morning via post and never came off it for 4 hours nearly

**Saturn by Sega CD-ROM**

in one shot. You just seem to want to grab that pad again and again and see if you can improve more and more. The way the actual game is as you play exhilarates the buzz.

The actual control of the car etc is smooth like its counter-part Ridge Racer and it feels great too.

Well, the graphics are stunning. I must say that Ridge Racer has a higher resolution look to it, therefore giving it that lesser grainy look. The updating is pretty good but alot more bigger on screen at one time than Ridge Racer. Thus meaning it don't build up scenery as rapidly as people would like.

Continue on page 47

# The Need For Speed

3DO by Electronic Arts - CD-ROM

**F**irstly, the US and UK version of the game is called 'The Need for Speed', while the Jap version is called "Power Drivin"... so don't get confused. Also the Jap version doesn't have the annoying bloke in the game, so missing megabytes of FMV... so getting a raw deal.

Back to the game, "Need" is more like Test Drive than any other driving game... not surprising as it's produced by the same company, and is fairly obvious when you start to play the game as it's easier to control the cars from the inside,



The Ferrari is a bloody fast beast.. so you should stay in lane!

than the two exterior views. The game consist of three separate courses, each split into three tracks. They range from the fairly easy coastal course, the traffic

packed city, to the hilly and slippery Alpines.

You can either race against the clock or choose a computer opponent car. The car available to you and computer includes some high performance vehicles including a Porsche 911, a Ferrari T512, and the best - the Lamborghini Diablo. Each car has different attributes, and this is where Need excels as it emulates them exactly. The Lamborghini is mega fast, but handles like a brick - clip a car at high speed and you'll end up in a pile of metal. The Porsche is a little slower, handles well, but spins out a lot, while the Corvette is a good all rounder although you won't get best time with it.

The graphics are the best I've seen on the 3DO... more detailed than Road Rash.. (in fact, nearly as good as Daytona), although the game runs slightly slower, but still fast.

Not only are the scenery brilliant, but

the cars are highly detailed too, and things like hot air balloons passing overhead, and boats out in the sea makes this game a real picture. Sound is not forgotten

either... although music is limited to the title track and a few data screens, the sound effects are superb... with good use of Stereo/surround effects. Not only that, but there's even different engine noises for each car - drive the Ferrari and it sounds like you have a vacuum cleaner on the passenger seat!

I have to say, at first, I found the game fun to play, but nothing outstanding... but after a week of it, and playing in the car rather than out, it grew on me, and now I love it. Even though it doesn't have many tracks, and there's only one opponent, it's still a challenge. Anyone who can get through the Alpines at break-neck speed without an incident must be a maniac driver, ...and a liar! Need is not really an arcade race game, and you can't compare it to say Ridge Racer or Daytona as it's more of a simulator, and the best one on any machine. Brilliant.

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

Own

## True Lies

**W**ell... what a surprise! True Lies is one of the best films last year, and the conversion from big screen to small screen is... crap.

Basically, what we have here is an Alien Syndrome-style arcade adventure shooter. Each of the stages are pretty much the same as you control Arnie, armed with his pistol, going round different locations shooting the baddies while trying to get to the end of the stage. The baddies hide out all over the place armed with machine guns, grenades, helicopters, and so on, and shoot on sight - so it's a good job you can take a large num-

ber of hits and have three lives. Luckily, you can also pick up ammo, different weapons (3 way shotgun, grenades, etc.), first aid, and other useful stuff just lying around.

The only level that's different is the Harrier stage where you fly the harrier up screen along a bridge trying to blow up the enemy trucks and jeeps.. which again isn't all that exciting either. Strange how this wasn't in the film! All Arnie did in the film was blow the bridge up!

The graphics are poor to average with a small playing screen, and sound is minimal. The only good thing are the stills taken from the

## Super Famicom/Mega Drive by Acclaim

film... like Virgin's Dragon - they are very nicely digitised - but generally doesn't add anything to the gameplay!

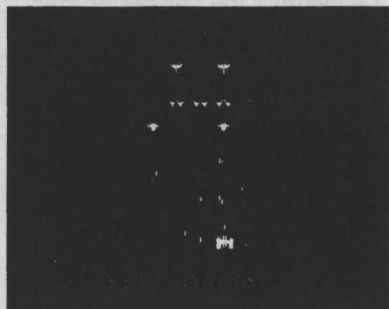
Worth getting! That's a true lie! If the finished game is anything like this.. here's my scores!

Video	- 55%
Audio	- 50%
Playability	- 45%
Lastability	- 40%
Overall	- 45%

Own

# Ridge Racer

Well, what can you say about this game. Most people have seen this game going, or at least seen it going on the box... and I have to say it's one of the best conversions of an arcade game to console - especially when you consider the coin-op uses pure polygons...it's no wonder the PlayStation sold so well. Although Ridge Racer has being overshadowed by Sega's Daytona USA, the game is still a great racer, but sure



Galaxians on loading... shoot them all for cars!

beat's Sega's other racing game Virtua Racing, with superb texture-mapped graphics. Although the game runs at a lower resolution than the coin-op and a few details missing... PS Ridge Racer burns at over 30 frames a second - it's fast and silky smooth. The 3D is incredible, and look gorgeous, and even the helicopter that follows the race is there swooping around to get the best view.

The handling is perfect too, and like the coin-op the car controls more or less like a real car does, so turn to hard at a corner and you'll skid around... Outrun it isn't! Because of it's life like handling, you can't go round the track at full speed... a bit of slowing down, gear change, and/or braking is required... so will take you a rather lot of attempts to come first in each or the four tracks... plus reverse ones, and using any of the four available cars (or more cars if you can clear the brilliant Galaxian loading game!). The addition of the external view is an added bonus, but like EA's Need for Speed, controlling it in this view is less responsive - so staying inside is essential. On the sound front, the game features the exact sound effects and over the top speech from the coin-op, and this is the same for the music which is played from the CD-ROM. Incidentally, the whole game loads in a few seconds, and it's possible to pop the CD out once loaded, so you can pop in your own favourite audio CD! The only complaint I



Speed down the tunnel - overtake the competition. 3rd person view

have is that, I wish the 'in the car' mode showed the bonnet of the vehicle.

Well, what more can I say, but an utterly brilliant game - not to mention a great piece of programming for Namco's first title... what can they do after a year once they know the machine better? If you're thinking of getting a PlayStation, then this has to be your one game you must buy! Awesome.

**Video** - 95%  
**Audio** - 95%  
**Playability** - 93%  
**Lastability** - 90%

**Overall** - 93%

*Own*

# Raiden Project

I'm a big Raiden II fan (I prefer the DX version), so when I heard the game was to be released for the PlayStation... it was the main reason I saved up for the machine instead of upgrading the old PC (all donations welcome!). I have to admit at being rather disappointed to see that the final game wasn't a combined new version of the game as in DX, but a straight port of the original and the sequel. This however isn't bad, as both are great games, even the first is a challenge, and there hasn't really been an identical conversion version of it on a home system... the closest probably being

on the Jaguar, but it still had a few things wrong with it.

Before you start, you can choose from three different screen views. 1. Normal long vertical screen with borders on either side (like most vertical PC Engine shooters), 2. Full-screen stretched mode, or Arcade perfect - 'turn your TV/monitor on it's side mode'. The latter is definately the best, but most people aren't reluctant to tip their TV on it's side especially if you have a big one! The second option looks absolutely awful with everything twice as wide as it's high (or four times in relation to original!!)... so

most will play the first option, which is good but everything is smaller. You can also set difficulty, arcade music or arranged, and more. Then select your game..

Both games are arcade perfect apart from the music which could have been better, but not bad. But it's the gameplay that matters, and both Raidens have exact graphics and movement patterns. And what's more, it's as tough as the coin-op... infact probably even tougher... rolling tanks, hundreds of bullets, mega explosions, lasers, more bullets, giant animated boss-

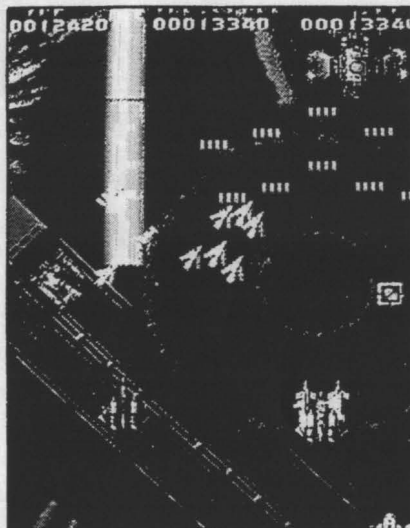




es, hidden bonuses, asteroid field, even more bullets...

What else can I say?... it's a great tough shoot'em up. Some people may say, that the infinite continues makes the game too easy to complete, but only big girl's blouse pantsies use continues! The only downside is that, playing the game with the PS-pad makes it a little tougher - but thank god there's a rapid fire button!

Incidentally, on Raiden II the best bombs are the yellow ones as they are faster to release. So when you play the game, press the top R buttons for a menu so you can change



from red to yellow.

Overall, a great conversion, even if it wasn't a souped up version or the DX one... Excellent, and a must for all shoot'em up fans. Who needs 3D texture mapped polygons?!

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

Own

## Virtua Fighter

There are not many new types of games the past few years... shoot'em ups were shoot'em ups, platform games had no new features, and fighting games followed the same trends... either Shinobi-like, Final Fight scrolly, or Street Fighter side-on one-on-one, until that is, Sega launched Virtua Fighter in the arcades. Everyone who saw the game running was gobsmacked at the graphics. You had to stop and see this game going.. it was really something. The 3D animation was truly amazing and so realistic... and the way the

awesome... if it wasn't for the slight lower resolution, you can hardly tell it from the original coin-op. The graphics are brilliant... each character move fluidly.. and like the arcade, they all have 'weight'. The way the characters grab an opponent and slam them to the ground is so realistic.. the way the fighters thud the ground and flop their limbs is great. This is all made more impressive by the camera view which makes the overall 3D effect even more impressive. However, the game

does occasionally break up with disappearing polygons especially in replay. The game, as you expect has all the moves of the coin-op... which range between 10 to 20 moves per character, all performed using three buttons.. punch, kick, and guard.

Which leads me to gameplay. I have to admit, I'm not a fan of Virtua Fighter in the

arcades. The use of the guard button to block is very irritating (as in Mortal Kombat), and the moves are awkward to perform. And it was so easy to get killed... just a number of hits and throws and you're dead. I suppose it's one of the those games, that you have to really get into to like... meaning if you didn't

Saturn by Sega  
CD-ROM



Akira shows never estimate the ways of the foot ?!!

like it in the arcades (most people I know didn't in fact!!), once you have a Saturn and the game in your home, you WILL love it!!!! It does have options to changing difficulty setting etc.. however. And sound is brilliant... with CD music and exceptionally clear samples and effects.

Virtua Fighter is an amazing Saturn game - as close to the coin-op as you'll get. However, I do prefer Toh Shin Den in terms of gameplay, and still SSF!! X as the ultimate fighting game. If you love the coin-op - then you must get a Saturn and VF!!!

Video	- 95%
Audio	- 95%
Playability	- 85%
Lastability	- 88%
Overall	- 89%

Own



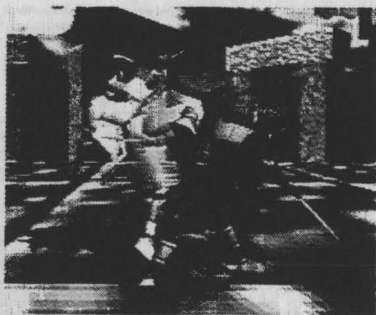
Wolf gives Jeffrey a lift... Wolf will have a few bruises after this!!

camera swoops around and zooms in and out was incredible. There was no doubt Sega had a winner on their hands. So it's no surprise that VF was the first game for the Saturn... especially as the game still features in the top 5 Japanese all time favorite games.

The conversion to the Saturn is

# Toh Shin Den

One reason why the Sega Saturn sold so well was because of Virtua Fighters, so if a similar game was on the PlayStation, then it would certainly do well... and Takara, who has done a fair amount of beat'em ups brings you Toh Shin Den for the PS. Toh Shin Den is a cross between Virtua Fighter and Street Fighter II with a touch of Samurai Showdown. Graphically, it looks like VF - a 3D polygon fighters with a rotating play-



Ellis has a wicked double hit kick...

field camera. However, instead of fairly chunky single colour polygons, these fighters are a lot more detailed and fully textured mapped, plus the use of gourand shading and transparency... making this one of the best looking fighters around. Unfortunately, it doesn't animated as smoothly as VF, but it's still looks great.. but at least the polygons doesn't flicker.

Although it looks like VF, a slight difference in gameplay is achieved as each character has their own weapon. There are eight characters you can select from - a Ryu and Ken like characters called Eiji and Kayin both carrying swords, Sofia - a sexy lady with a whip, Mondo - a deadly guy with a very long spear, Run-Go - a muscle American with a giant mace, Fo Fai - an old git with a claw (retired Vega?), Ellis - a cute girl with knives, and Duke - the knight with a broad sword. Like SFII, each character have different standard moves, plus a few special moves which are performed like SFII, so learning the moves are fairly easy - if difficult with the PS-pad. For example, Eiji can throw a fireball by pressing down, down-right, right and either punch, or perform a dragon punch move for a spinning

Upslash. Another addition move is the ability to somersault out of the way left or right to avoid attacks making the game more 3D.

BUT how does it play? Well... Brilliant, and a lot better than Virtua Fighter. Because it uses the SFII controls, playing is dead easy (if you can get to grips with the PlayStation pad... and I though the 3DO pad was bad!!), so blocking, special moves, and even combos are fairly easy to put off. I mean, with Eiji, you can perform a standard Ryu combo like jump in with a flying kick, weak punch or kick, and then fireball. The collision detection

## TIP: PLAY AS BOSSES

**Gaia:** On title screen, when option screen is forming, press down, down-right, right and weak punch, and you should hear "FIGHT", and option text will be red. Start a 1 player game and move to Eiji, and press and hold UP and choose character!

**Sho:** Do the above to get Gaia, lose the game and don't continue. On the title screen when screen's forming, on pad 2, press right, down, down-right and weak punch.. you should hear "FIGHT". Start 1 player and select Kayin by holding DOWN.

is spot on too unlike VF, and throws are a more difficult to do ( you have to get real close and pull back and press punch button), so no boring tactics!! Each character also feature two SUPER special moves which are rather tricky to perform - very Fatal Fury like. For example, Eiji's - when his energy is down to red, perform a backward yoga flame move followed by a normal yoga flame move and strong punch for a devastating multi-hit move that can take nearly half the opponent's move if all hits hit!!!

Like VF, each stage is played on a platform which if you fall off, lose the round. Luckily, ring-outs are not as common as in VF as the rings look slight larger, you can't get thrown that far, and with the ability

## PlayStation by Takara CD-ROM



Fo has claws.. but his magic sphere is deadlier to move to the left or right, should you get near the edge, you can easily make it back to a safe spot. In fact, you can lure opponents to the edge, jump off to the side, and around, and then punch, or kick them off.

All the characters are well designed and defined. Some of the best moves in the game include Sofia's grab, where she drops her whip and slaps the opponent's face four times then kick 'em, or when Ellis jumps over the opponent and kicks the opponent in the back. Then there's the strong kicks that when connected sends the opponent spinning to the ground like puppets.

Well, I could go on and on about this game... but I'll have to close. The music is cool, and the sound effects are brilliant too with metal clanging, echo effects, swirling wind, and good sample speech/shouts. For example, when the knight runs around, you hear his armour clanking. Although it's fairly easy in normal mode.. (the last person before the boss usually hard and so is the boss!!) it's still a challenge in hard and better against human competition! A few people have said VR is better, but for fans of SFII, this is the biz! All in all... apart from Ridge Racer, this is a MUST buy... until Tekken!

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

**Overall** - 94%

*Own*

# Crime Crackers

PlayStation by S.C.I.  
CD-ROM

SOFTWARE REVIEWS

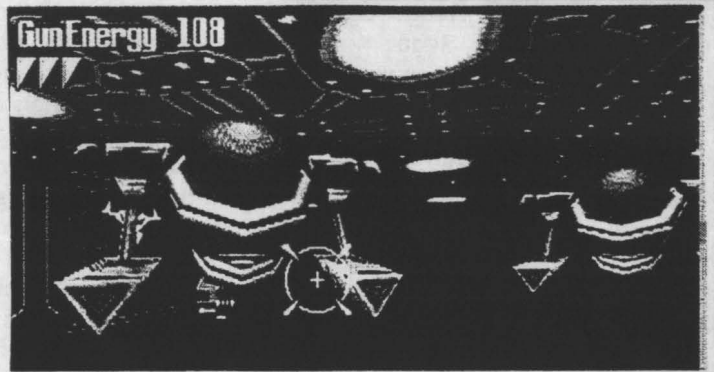
**C**rime Crackers could be called the first Doom-like game for the PlayStation, although it's more of a 3D RPG. Basically, you take control of three characters who are lightly armed and must wander around maze-like complexes to perform certain missions.

Your object in mission one is called 'Rescue' - thus I assume you must locate someone, and rescue them!? Although you control three characters, you only control one... with the other two either side. As you walk around, enemy robots and creatures will attack you, so you have to take them out with your gun (which has limited energy) or sword. Extra energy for your gun can be found at certain locations, plus health pills, and access card to open locked doors.

Okay, it sounds pretty good... apart from a big problem - control. It seems SCI thought they should justify why the pad had so many buttons by using all of them in this game and totally complicating matters. The directional pad moves you around as in Doom, but when you want to fire at an enemy, you press a button to bring up a cross-hair target... which switches the direc-

tional pad to control the target - So, you can not move while firing!! You can however side-step using one set of the top buttons... Or you can press BOTH second set of top buttons to go into defensive mode where shots taken only take a pixel of energy. Another button brings up the inventory/ option screen, another activates the bomb, and Select switches characters. If Crime Cracker removed the target, and stuck with the Doom setting, the game would be pretty good. The graphics are okay... no better than any other 3D dungeon game, and although the enemies are suppose to be created in true 3D, most look 2D. Sound is much the same... average, and nothing special.

Overall Crime Crackers is an



The three at the bottom are your heroes... - now attacked by two robots!!

average Doom-style game let down by awful controls, and doesn't really show off the PlayStation. Not really worth getting.

<b>Video</b>	- 70%
<b>Audio</b>	- 65%
<b>Playability</b>	- 50%
<b>Lastability</b>	- 40%
<b>Overall</b>	- 45%

*Own*

# Nova Storm

Supplied by Video Game Centre

**A**dd a dash of Silpheed to a sprinkling of Microcosm and you have Psygnosis' new shooter for 3DO. Original called Scavenger 4 on the FM Towns Marty, the story is the usual lone pilot takes on deranged computer staff, but with the usual silicon graphics (more like 3D Studio... Ed.) excess and freaky music we expect from Psygnosis. Can I go now? No - oh well.

Your ship flies into the screen like Afterburner, dipping over gorgeous pre-rendered landscape (nice volcanic planet on level one). You can hit the floor and walls in the canyons thugh - so don't get too confident. The enemy fly at you from all angles, but unfortunately

the rendered explosions are too big, covering ships behind them, so it's a case of keep firing blindly most of the time. Various pods fly by - shoot them for weapons and shield power ups. Unlike Microcosm, the weapons here are useful, especially the three way fire, and /you have some smart bombs that explode so violently the game slows to a crawl while it's active - fice effect though...

The obligitory bosses are not as ridiculously hard as in Microcosm, but they have annoying habits of killing you while you still have half your energy left. Whether you save a time limit to kill them, or it's a bug, I don't know. Some of them are very impressive though - the Pheonix that rises out of a volcano is stunning.

3DO by Psygnosis  
CD-ROM

The music is very odd - what are their musicians on at Psygnosis? Sometimes it sounds like random bleeps - as do the unimpressive sound effects.

As with Silpheed, you get numerous cut away scenes and a challenging game - but I think Total Eclipse 'feels' better than this - and it was a lot prettier. Still, try before you buy as they say, you might like it.

<b>Video</b>	- 80%
<b>Audio</b>	- 73%
<b>Playability</b>	- 77%
<b>Lastability</b>	- 70%
<b>Overall</b>	- 75%

*Own*

# Ristar

Forget Sonic the Hedgehog, Ristar is the biz. Sega's new game is another scrolling platformer, as you play the part of a totally cool shooting star with incredibly long stretchy arms! To cut a long story short, each of the planets in the solar system have been taken over by some nasty monsters and it's up to Ristar to get rid of them. As with Sonic, the game features bright and colourful graphics - in fact, the graphics are very similar



\* Ristar goes skiing down the slopes...

to Sonic's, very detailed cartoon-style with ultra smooth parallax scrolling. Cute? Yep, even the baddies a cute... including fluffy long-eared rabbits, bright pink lizards,

fat chickens, and even dancing guitars. Where Sonic can jump onto the baddies or roll into them, Ristar must stretch out his arms, snatch them up, and bounce them against his chest where they whizz off into the distance. Because of his arms, he can cling and climb onto/along hand rails, grab and bounce into objects, hang onto creatures... useful for flying creatures (not to mention fish) so giving you a ride, and jump normally. Grab onto a rail and he can rocket into the air too.

The game plays very much like Sonic, in that, you have to make it to the end of each stage taking out any baddies along the way. The game starts off in the forest, and you have to climb up and swing on trees, bounce into tree trucks to knock them down so you can cross, and on the third stage of each level, meet the boss which must be bounced several times to finish the bugger off. All the bosses in the game are brilliantly created, with the touch of Konami/Treasure magic... ie. most are multi-limb with every-thing move and dish out lots of fire-

**Megadrive by Sega - 16meg**

power or minor baddies. The second level is set underwater, and is as good.. in fact, better than the underwater stages in Donkey Kong Country... plus there's a snow level where Ristar does a spot of skiing!

Scattered around the stages are also lots of hidden bonus screens. Find one, and you can fling your way to the big chest that's between obstacles for a big bonus!

With great all round graphics, great sound, and super playability... Ristar is a must if you love the Sonic games. The only bad thing is probably the difficulty level. Although I've only played it a couple of times, I lasted quite long on both occasions, and with a password... it won't take platform fans long to complete it.

**Video** - 95%  
**Audio** - 90%  
**Playability** - 90%  
**Lastability** - 75%

**Overall** - 85%

*Own*

# Psycho Pinball

It's unfortunate that there are very few good pinball games on video game systems. The best is probably the ageing Devil Crash from Naxat/Technosoft. So, it's great to see Codemasters come up with this amazing pinball game - Psycho Pinball.

Psycho features four tables, although one of them can access the other three, therefore is the one you play most. Unlike some video pintables, who base them on real pinball machines, Psycho mixes standard tables with video game elements and bonus games. For example, on the Wild West table, hit all the playing cards targets to light the Blackjack drop zone. Get the ball in it, and you can play a game of 21 on the dot-matrix screen. However, light up the train, shoot the green train chute, and the table disappears and you get full screen

platform action as you control your creature jumping train carriages, climb up and down ladders, and so on, as the train chugs along. The game also features multi-balls if you can figure out how to get them, while the screen locks onto the lowest ball. The Ball bounces around realistically and gravity can be adjusted.

The graphics are bright and colourful... which is a bit too over the top as it's hard to tell what's in the background and what's a target, foreground, etc. However, after playing it for a few days, you soon get to know what's what. The scrolling is not bad, but occasionally when the ball is travelling very fast, it's a bit jerky... and occasionally, the ball reappears somewhere else. However, overall, it's pretty good. Sound on the other hand is average Megadrive music and sound effects

**Megadrive by Code-Masters - 16meg**

are fairly feeble. I was hoping there would be lots of speech and samples, but the only sample is 'Multi-ball', when you get it. It would have been nice to have 'Jackpot', 'Extra ball', and samples telling you what's lit to hit or where to go, etc.

All four tables are planned fairly well, although there are a few annoying features like chutes that if you don't make it all the way, comes back straight between the flippers - so losing a ball... very annoying. Overall - brill.

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

**Overall** - 85%

*Own*

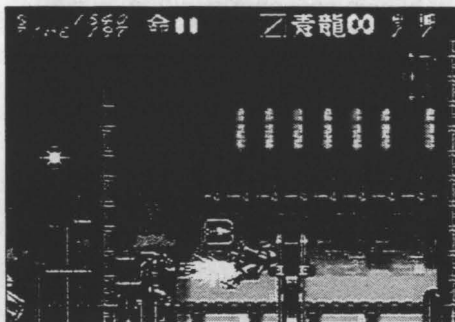
# Hagane

Super Famicom by  
Hudson - 16meg

One of the best games producers - RED, are back with Hudson with this Super Shinobi-style platform kill'em all game. You play the part of an ancient ninja that can perform a host of moves from simple jumping, and slashing with his blade, to charging forward, sliding, bouncing off walls, plus an assortment of Street Fighter II style special attacks. But not only that, but our hero is can be armed with an assortment of weapons including bombs, shurikans, ball and chain, and a number of different magic attacks.

As with Sega's Shinobi game, your objective is simple... head forward, jumping onto platforms, taking out all manner of baddies, ghouls, creatures, and monsters in whatever manner you like, collect the useful items, and then destroy the boss at the end of the level. Each level consist of several stages with a mini-boss at the end of most.. and this game is no breeze - it's one tough cookie! You start the game with three energy units per ninja, and with enemies

popping up all over the place, bullets flying around and annoying bats swirling... it's easy to lose a life... and to make matters worst, you have to complete each stage within a time limit or it's another life loss. After you reach the end of the level, you'll meet the real boss... which are not that hard to kill. After that, it's onto the next level, but you'll have to dispose of another boss first!



*\*This Ninja has more moves than a Pickford's van*

The graphics are superb... very dark and somber.. in fact, very R-Type like with that industrial look. Although the game is very much like Super Shinobi, it makes use of

the SF's mode 7 effects with levels which rotate the landscape as you travel on a moving platform (like the pizza level in Super Ghouls and Ghosts), battle giant bosses with multiple limbs, jump on and off moving platforms and cling onto the ceiling, and there's even a R-Type style mother ship on the first level to dispose of. Sound is great with good use of sample effects and music is pretty decent.

The control method is rather complicated, especially the extra moves he has as timing is required.

All in all Hagane is one of the best games on the SF for a long while, and very challenging too... just getting past the first level is difficult! A must.

**Video** - 90%  
**Audio** - 85%  
**Playability** - 85%  
**Lastability** - 80%

**Overall** - 85%

*Orin*

# World Cup Golf

3DO by U.S.Gold  
CD-ROM

Another golf game? Is 3DO going to be sad jumper paradise?

To be honest, there's little to separate it from the dozens of golf games on other systems. There's only one course for example ((a common complaint of 3DO golf)... why is it that, a Megadrive game like PGA can have around 10 courses and is only 8meg while only one on the 3DO with around 700meg available!?! ..Ed.), set at Puerto Rico, but there's a ton of options, and up to fifteen ways of playing, from Match and Skin play (for money) to team play or Stableford where you earn points for the number of shots.

The in game graphics are all digitised, but the golfer is very small compared to Pebble Beach's massive players. All the options for viewing the courses, adjusting shot power and stance etc. are dragged

from pop up menus, which rather shows it was aimed at the PC market rather than console. There's an option to use the 3DO mouse, but has anyone actually seen one? Still, the system is smooth and doesn't interfere with the game. Shots are taken with the usual double click power bar and on long shots, as small windows opens and follows the ball through the air. Very nice, but it's a pity you don't get it for every shot. Unfortunately, the way you check the greens level (a moving circle with an arrow that points 'downhill') is useless. You also never see the opponents during a game, so you plod around alone, never knowing if you've won a hole until the leaderboard comes up.

The sound consists of next to nothing during the game, but the menu music is fully calypso and is pretty good. There's a spoken

introduction to each hole, but the bloke sounds really bored!

If you want an accurate golf game, get this. If you want a fun game, try one of the 'T&E Golf' games instead. Easy eh?

**Video** - 80%  
**Audio** - 70%  
**Playability** - 78%  
**Lastability** - 90%

**Overall** - 78%

*David*

# FAQ

As we don't get many letters, here's some Frequently Asked Questions which I usually get. If you have anything on your mind, then jot it down to the usual address.

**Q. When is the next issue of GAP coming out?**

**A.** Whenever we feel like doing it. But generally now, once every two months. This issue was a big of a hiccup as the Editor's PC caught a virus, and the backup tape knackered up, so lost all files - ie, half of the 'zine that was already complete.

**Q. I've had a Super NES for the past year and I'm thinking of getting a 32-bit machine... which one should I go for... 3DO, Saturn, PlayStation,...**

**A.** Well, the obvious answer is all of them. However, if you are after just one of the systems... it's more of a matter of personal choice... mainly in terms of what games you want. Before Christmas, none of them would have been my answer, as the SNES/SF had more playable games than all of the systems put together, but now... each of the systems is worth considering. Whichever system you pick, there will always be a game or three on another system you wish you had!! My own opinion a month ago was the 3DO because of Super Street Fighter II X and Need for Speed not to mention a few other games.... but now that I have a PlayStation, Raiden, Ridge Racer, Toh Shin Den and the superior looking Tekken - Sony's system look to be a number one choice.

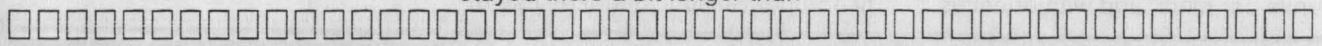
**Q. What happened to the SNES/SF PAL/NTSC conversion as mentioned in previous issues?**

**A.** Well, Lewis went to Greece and stayed there a bit longer than

planned, so could write the conversion out. However, it's actually quite complicated to do - requiring desoldering a whole chip, and so on... hence why it was decided it wasn't worth it. However, if you really want to do the conversion - then we'll print it in the next issue... but it's not our fault if you muck up your machine.. right!

**Q. Will the Japanese Saturn and PlayStation be compatible to the US/UK versions?**

**A.** As yet, unknown. However, it's very unlikely that there won't be much modifications to the machines - they surely don't want to recode games, so it's likely to be something like the header of the CD that's different so it recognises it's a specific CD running on a specific machine. Hopefully it'll be a simple matter of popping say, a jap CD into a Jap PlayStation, and once it recognises it, you can whip the CD out and pop in the US CD you want to load in. Or even better, there are jumpers in the circuit board like on the Megadrive.



## D.I.Y.: Sega Saturn 10-pin Output socket

If you got a Saturn without a RGB cable and playing the game in Black and white, then you might like to make your own RGB scart cable. Before you try this however, you might consider buying one ready made. although it can cost you up to £30. Unfortunately, the Saturn's A/V socket is a non-standard one, so, you will have to get it from some strange unknown source (ie. from the far east), make one yourself, or solder the wires directly to the pins/PCB in the Saturn.

Looking from the back of the Saturn you'll see the 10-pin socket as follows:

**Saturn (Back)**

- 1 2 3
- 4 5 6 7
- 8 9 10

PIN	FUNCTION
01	SUPER VHS-CHROMINANCE (Black)

- 02 SUPER VHS-LUMINANCE (Red)
- 03 COMPOSITE VIDEO
- 04 RGB BLUE OUT
- 05 RGB GREEN OUT
- 06 RGB RED OUT
- 07 GROUND
- 08 AUDIO (L)
- 09 AUDIO (R)
- 10 RGB SYNC

..And here is the pins for the Scart socket which you'll need.

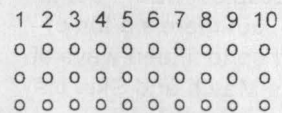
PIN	FUNCTION
02	AUDIO IN (R)
04	AUDIO EARTH
06	AUDIO IN (L)
07	BLUE IN
11	GREEN IN
15	RED IN
16	BLANKING
18	VIDEO IN EARTH
20	VIDEO IN

So, armed with this info, all you have to do is wire up a scart lead to the Saturn....

\* You should Join pin 16 and pin 20 together on the Scart socket and wire it to pin 10 (RGB Sync) on the Saturn for a stable, colour picture.

\* Remember to also Earth the Audio and Video by wiring them to the Socket Earth of the Scart plug.

Should you wish to wire the lead to the PCB in the Saturn, you should see the following pins. (This is looking at the Saturn with the A/V facing away from you and machine upside-down.) There will be 3 rows of 10 pins.



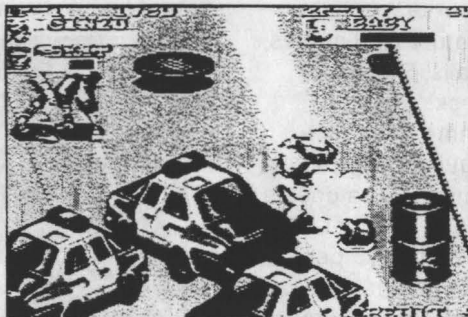
01	AUDIO (L)	[A/V PIN 8]
02	AUDIO (R)	[A/V PIN 9]
05	RGB BLUE OUT	[A/V PIN 4]
07	RGB GREEN OUT	[A/V PIN 5]
08	RGB RED OUT	[A/V PIN 6]
09	RGB SYNC	[A/V PIN 10]

# OOo:..Mini Reviews..:oOO

## Captain Commando by Capcom - S. Famicom

This is my favorite coin-op scrolly beat'em up, but unfortunately, it seems the Crapcom team have programmed it as the game is not a patch on the original. Bordered

screen, small sprites, missing moves, mission robot vehicles, only three enemies on screen at any one time, average sound... making this an average to below average



Baby smashes in a oil drum and gains some meat

conversion. Looks like I'll have to buy the original coin-board to play it proper!

**Overall - 70%**

## The Shadow by Ocean - Super Famicom

Oh no... the Shadow is another Final Fight beat'em up, and this is another boring game. It's like they have taken Capcom's Final Fight code and rearranged it a bit... as it, again only features three baddies on screen at any one time, average graphics, too many similar baddies, and average action. The only new item is the use of the gun. Another poor scrolly beat'em up.

**Overall - 65%**

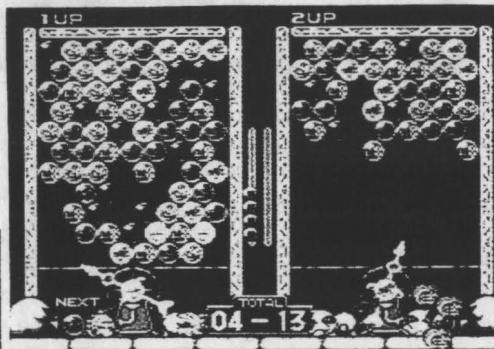
## Undercover Cops by Irem/Seta - S. Famicom

Another scrolly beat'em up, although this is probably the best of the three on this page... which isn't saying all that much. Select from 3 characters with a number of special attacks and beat the crap out of all the baddies. The game still doesn't really contain anything new, but it's quite playable, and the way you can lift giant columns of rock to bash opponents is neat. Above average beat'em up.

**Overall - 80%**

## Bubble Puzzle by Taito - Super Famicom

Firstly this is a Neo Geo coin-op game as well, but the home SF version has more options. Basically this is a variant of puzzle games Puyo Puyo and Quarth. Colour bubbles are 'stacked' in a column and you have to remove them all by shooting colour bubble at them. When three of the same colour are adjacent to each other, they disappear. Because of the simplicity of the game it's quite addictive and enjoyable. However, it's also too easy to complete the one player game, and in two player mode, it can get a bit boring after a few



Bubble Puzzle - This is the two player option

goes. Nice game.. but a bit short of lasting appeal.  
**Overall - 70%**

## Victory Goal by Sega - Saturn

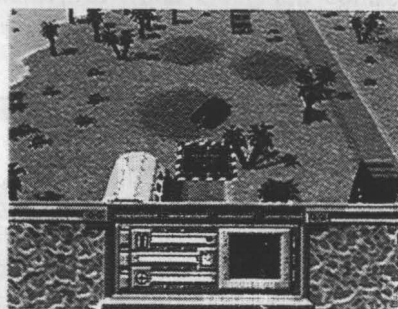
At first

Victory Goal looks very much like the 3DO FIFA Soccer with great camera angles and 3D action. Unfortunately, it's let down by the rather average gameplay. Each player has the usual set of kicks from shooting, passing, lobbing the ball, etc.. but it just doesn't play as good as FIFA or any better than some of the 16-bit soccer games. One thing that I found was that, you couldn't curl the ball... well, if you could, it's hard to do. If you're desperate for a footie game, and only have a Saturn, then it's worth a look, but when there's FIFA, Perfect Eleven and Sensible Soccer on other systems.. I'll give Victory Goal a miss, and save up for Panzer Dragoon or Daytona instead!

**Overall - 65%**

## Return Fire by E.A. - 3DO

Based on the old Amiga game Fire Power - Return Fire is a wonderful strategy action game, where you have to use either a helicopter, tank, armoured vehicle and Jeep to capture the opponent's flag! The 3D graphics are great and animated brilliantly with superb scaling.. although sometimes the vehicles get stuck in the landscape. And the Classical music and effects are brill. Of course, the game plays better in two player mode as you try to take out the opponent. Unfortunately, lasting appeal wains quickly after a few goes of the game. It



Return Fire: The Tank comes out to play

would have been nice if the game featured more vehicles and weapons, like being able to transport rocket launchers, gun enplacements, etc., and when bridges are blown up the game can get rather boring as you

can't use your tanks are armoured vehicles. A few patrol boats, aircraft carrier with landing boats would have improved matters - not to mention full control of the mysterious submarine!! It's also a shame the enemy can see the flag on the radar, so you can't hide it. Very good, but could have been a lot better.

**Overall - 85%**

# -=MOVIE DROME=- Street Fighter: The Movie

**S**treet Fighter II is THEE best beat'em up EVER... not to mention, probably the most successful game ever too.

So, it's not a surprise that it would make it to the big screen - well, Mario did it, so why not SF? Unfortunately, Mario was a dodo of a film, and I have to admit, Street Fighter follows Mario into the graveyard of dire movies.

The actual storyline is a load of bollocks. Civil war has broken out in a country called Shadaloo in Southeast Asia. General M. Bison (...the late Raul Julia) has taken 63 Allied Nations relief workers hostage and demanding a few billion dollars for their release... in 70 hours. So... Colonel William F. Guile (Jean-Claude Van Damme) and Cammy (Kylie Monogue), and the rest of the Allied Nation Forces are sent in to do the biz... although they have to find where Bison's base is first!

As for the rest of the characters, Reporter Chun Li (Ming-Na Wen) is there to cover the war, together with camera man Balrog (why isn't he a baddie??!) and driver - Honda. Carlos Blanka (yes! Carlos, not Jimmy!) is another Allied Forces member, but captured by Bison, and used as in an experiment to create the ultimate soldier, headed by the captured Indian bio-physicist - Dhalsim. With some added DNA changes, Blanka turns a bit green and beast-like!

Ryu (Damian Chapa) and Ken (Byron Mann) are a couple of street hustlers who try to sell some fake guns to crime boss Victor Sagat (Wes Studi) who controls the streets of Shadaloo Tong, together with Vega - the number one cage fighter. Zangief (Andrew Brysniarski) is Bison's right hand man, and Dee Jay is a not too cooperative Bison employer.

After Ryu and Ken are arrested, they are forced to help Guile locate Bison's secret compound... and this is where the fight bits start. Unfortunately of course, the film doesn't actually feature SFII moves, so there's no fireballs, Sonic Booms, Cyclone kicks, etc. Although Van Damme does do a couple of Somersault kicks to show off his athletic abilities, Vega does a few back somersaults together with some rolling claws, and Ryu performs a fireball 'hit' without a fireball actually coming out!! The only real special effect is at the end, when Bison flies around and throws electricity about after smashing into the computer banks (bit like Jackie Chan in City Hunter!).

As you can see, the story stinks... and doesn't follow the plot of the game. Even the characters of the film doesn't have the 'character' of the video game. Because of Van Damme, he's the main character in the film, and as you all know, he is one of the worst actors around... he may be a great 'fighter', but act-

ing isn't his forte! As for the other characters, acting there is just as bad... everything is just too corny. The film falls miles short of a 'seri-

ous' action film, and although there are some supposedly 'funny' sec-



Sagat - note his eye patch is on the other eye in the movie!?!

some really stupid bits like when Zangief fights Honda watched by two Japanese Allied Forces. The fight sequence is slowed down, and accompanied by Godzilla-film sound effects... absolutely awful!! Talking of sound... the sound tracks just doesn't fit with the action either... a lot of the time it's just inappropriate.

Considering the film was written and directed by Steven de Souza, the man that wrote The Flintstones, Die Hard I & II and Commando... and produced by Ed Pressman (The Crow, Wall Street), it amazing how awful this film is - it's unlikely that it will ever see the likes of a sequel, and I can whole heartily say, not worth watching... although it would do well in the cinemas only because of the attraction of the game's success. Certainly not a film you would go to watch a second time, that's for sure!! Awful.... let's see if Mortal Kombat is any better?! Hopeful the Animated version of SF will appear over here, as it should be ten times better than the movie!!



Kylie.. as good a actress as when she was in Neighbours!



Vega - probably the best character in the film.. with claw and all.

ous' action film, and although there are some supposedly 'funny' sec-



# RPG

## Breath of Fire 2

Super Famicom by  
Capcom - 16meg

Capcom are back with the sequel to one of the best RPGs for the SF - Breath of Fire 2. The story starts off as the hero from the original game as a kid, who wanders off with his 'doggy'-friend into a cave (this is presented in Black and white), and both of them are decked by a giant gruesome demon... who dishes out a load of crap about you being the chosen one, etc. The game starts ten years after, as our hero and doggy-friend sets off on an adventure to get this nasty beast and clear the world of evil.

Players of the original will instantly get to grips with the sequel even in it's Japanese form, as the game's layout and gameplay is just about identical. As always, you can wan-

der around towns and cities and talk to people, buy and sell good, and so forth. Exit the towns, and you will have to hike around the map, while randomly being attacked by monsters, where battles are acted out in isometric animated viewed. Some differences includes hunting animals. Instead of trying to 'arrow' a deer on the main map, if a rustle of grass appears, just move into it, and you'll enter an area where you can shoot the animals without monsters attacking you... unless the animal runs off screen.

As this version is in Japanese, I didn't get very far... but the first thing to do is to clear a path through the mountains, rescue an old geezer attacked by giant bugs, return a strange pig to your master (or whoever the old git is) and clear

your doggy-friend of a crime he didn't do - something I haven't figured out how to do yet. Apparently, during the night, a female thief enters the castle and steals something, and your friend seems to be sleep-walking, and is caught in the room where the item was stolen! Luckily, he legs it, and you help him to sneak out to safety hidden in a green dustbin.

As the game is twice as big as the original in memory size, it should be twice as large in the other sense. The graphics are as good as the first game if not slightly better, and so is the sound. Not a game you would get in Japanese as you'll be very stuck if you don't know the lingo, but lets hope Capcom convert it to English FAST.. or Square jump onto it. Brilliant!

## Phantasy Star IV

I'm not a fan of Phantasy Star II as it was a wee bit complicated... you had to read the manual several times to get anywhere. The third game was a bit better... you could throw away the manual and get on with the game, but it just didn't appeal to me like stuff done by Square or Falcom. However, the fourth in the series is certainly a lot better, not to mention a lot bigger.

You play the part of Chaz, a fully trained hunter, and partner - Alys... your trainer. As Hunters, you get paid for killing off monsters and escorting people from place to place. You start in your home town of Aiedo, and receive a letter from the principal of Motavia Academy, where you have to clear out the basement which is packed out with monsters. The game plays like it's previous titles in traditional RPG style. Viewed quarter-top-down, you can wander around the town, talk to people, buy and sell weapons and potions, and so on. Go out of the town, and you'll zoom out onto the main map, where you can randomly get attacked by monsters. Battles are fought in tradition-

al RPG style using turns by selecting options from the menus to either attack, macro attack, or run for it. Macro attack is a user definable option, where you can make up a list of what each character will do, by a press of a key.

What makes Phantasy Star IV one of the better RPGs around is the storyline. When you start the game, you don't get much information... but as you progress you learn why there are so many monsters around, meet a host of strange people and creatures, what the relationship are between characters, who is the evil Zio guy, and so on. The interaction between special characters are presented with multiple manga-style pictures which really inhanche the game. If this game was on CD-ROM, it would be really special... I can't wait for the game to be released on the Saturn!! Apart from the stills, the overall graphics are very good, even though the chacters themselves are drawn like stick men. Sound is also extremely impressive will some nice pieces of music to set the different moods, and effects

Megadrive by Sega -  
24meg

are sufficient.

Due to time, I haven't played a great deal of the game, but I certain will if I have a few free days! If you're a Megadrive owner starved of Role Play Games, and a bit pissed off with Square soft not writing games for the MD, then get Phantasy Star IV, as it's, well... not as good, but certainly highly enjoyable and will keep you occupied for sometime. A MUST for RPG fans.

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

**Overall** - 90%



# OOo:..COIN-OP NEWS..:oOO

Here's a round up of some coin-op games currently going around/in production... and likely to be converted to one or more of the consoles.

## Banpresto

Banpresto are known for two types of games - Super Deformers and Ultraman, and the later will be featured in the latest coin-op. The game is a vertical scrolling shoot'em up, and the best thing about it are the graphics which feature fully rendered computer graphics. The texture mapped backdrops are great, and the enemies are great. Although the game features Ultraman, you start controlling a jet fighter that can collect lots of weapons, but during the game, you can turn into Ultraman, where you walk up screen battling with the monsters. You can bet the game will be converted to the PlayStation or Saturn.

## Capcom

The Street Fighter legend continues. After SSFIIIX, the next SF game will be Street Fighter ZERO... which was demonstrated at Japan's AOU show. The new game won't be based on the feature film with Van Damme or the animated movie, but based on the TV show that is currently in the works. You might have read or heard



Street Fighter Zero - Cartoon fighters.. New Chun Li in sleeky outfit.

that only Ken, Ryu and Sagat will be featured in the new game, and you'll be right - in a way. The three-some will be present, but also Chun Li too... who now wears a sleek leotard. However, some of the old cast from the original game are here too including Birdie who's more smaller but beefier and the other Thai guy before you get to Sagat - I can't remember his name, but was rock hard!! There will be some new characters too including a Guile-like character called Rash. As it's based on the TV cartoon series, the graphics are very cartoon-like, so not as good... very Vampire like. The game plays just like SSFIIIX, but you now have a longer charge bar at the bottom of the screen. When the bar is a third, two-thirds or full - a different super move can be performed. The game should be finished in a

month or so. It's possible it will be converted to the PS or Sat.



Vampire Hunter - Donovan uses special

new charge system. Instead of the charge bar at the bottom, it's now at the top, and smaller, and lights up 'Special', '2' and 'flashing Special'. The two new characters include Donovan.. a super hero-like Vampire Hunter with a sword, and Lei-Lei, a female chinese priest (another Vampire Hunter) with stretchy arms with spiked balls and chain. New features for old characters include the Werewolf launching a massive flaming dragon and multiple kick attacks. Demetri can now turn flaming blue and electrify opponents and Anakaris can split into two, with his bottom half kicking the opponent while his top half flying at them from the air!

Capcom will have released X-Men (Children of the Atom) when you read this - another SFII-style beat'em up real. The game is very much like Vampire (Dark Stalker) with cartoon characters and crazy moves. With the likes of Wolverine, Storm, Psylock, Iceman, and co., this is going to be a major hit in the arcades. Strangely enough, Akuma will also be featured in the game as a hidden character which you can play. He has all his previous moves, but fireballing is the same as Ryu, with Super Fireball move as Ryu, and Super Dragon as Ken's. He also has a fast flame dragon punch (cyclone kick move with punch) plus dive kick from the air (fireball move in air with kick) Having



X-Men - Iceman shouldn't mess with a man of steel especially from Russia!

briefly played the game, it's totally crazy - with each character having a ton of moves, and a rather stupid screen-scoll when you jump into the air. As with Vampire - not quite as good as SFII. Expected to be converted to the Saturn in the near future... maybe it's time to save for a Saturn? Capcom also have a battle-mech/robot SFII-style beat'em up game!!

To get away from SFII games, Capcom also have Powered Gear, a battlemech scrolling action beat'em up/shoot'em up - a sort of very metallic version of Final Fight set in the future. Take control of one of four battlemechs (Three players can play simultaneously) which can stomp, punch, kick, fire lasers, plasma bombs, transform into battle-tanks, shoot rockets, and so on. Powered Gear looks incredible... and we hope this gets converted soon. Graphically, it has to be converted to be no less than a 32-bit system.

### Konami

Konami's current soccer game for the SF 'Perfect Eleven' is one heck of a game, and they have released a soccer game called Soccer Super Stars in the arcades. The game is played in isometric view rather like EA's FIFA Soccer... although when you get near goal, the action zooms in. As in their SF game, the gameplay is brilliant. Watch out for this in your arcades!

Possible conversion - PlayStation/Saturn/Ultra 64... or even 16-bit systems. Konami are also to release another Twin Bee game. As Twin Bee games goes, it looks just like the previous games but with better graphics... most look 3D... rendered light-sourced graphics.

### Namco

After Cybersled, Namco have produced a sequel called Cyber Commando using their System 22 board... so it's a little faster, more higher res., and now features full texture mapping. The game features more vehicles with different attributes, three different arenas to battle it out and more weapons and add-ons. The obvious conversion will of course be the PlayStation with link-up - some definitely missing in Cybersled.

### Sega

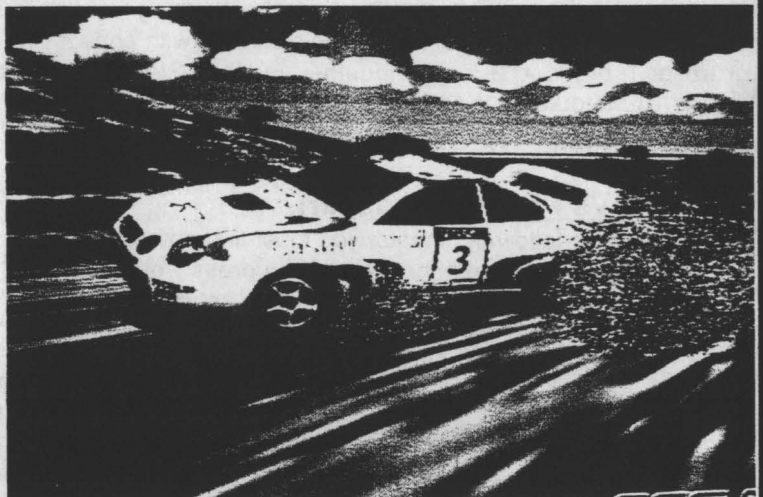
After the great Virtua Fighter.. Sega releases V.F.2, and this sequel is just amazing. Although the game plays very much like the original game, it's the quality of the graphics which are truly outstanding. The first time you see this game going, you'd think it was full motion video streamed off a CD as the 3D backdrops are totally realistic as the actions pans and rotates. Also the fighters are real smooth, and the detail is incredible. As I'm not a fan of the original coin-op, I didn't really enjoy playing it - but fans of the original



Virtua Fighter 2 - some of the best graphics around!!

should definitely look for it. Considering how impressive this version is compared to the original, it's going to be tough for Sega to convert this to the Saturn perfectly!! Incidentally, word is out that Sega is already working on Virtua Fighter 3 - which will feature a lot more characters, moves, texture mapping, effects, and so on.

With Namco's release of Ace Driving, Sega have the incredible Sega Rally Championship 1995. Form AM R&D Dept #3, the game is a rally version of Daytona



Sega Rally - Superb graphics - but can the Saturn cope with it.. surely not?!

USA... but the graphics in this game is miles better. The texture mapping of the rally cars are amazing and look real (apart from the wheel parts), but the scenery are absolutely brilliant.. when they finally release this in the arcades, no other racing simulator will be able to compete! Let's see what Sega can do with Daytona before speculating Sega Rally on the Saturn!!

### Taito

One of Taito's best games are the Bubble Bobble series, and their latest is called Bubble Symphony. Basically, this is an updated version of the original Bubble Bobble game... i.e. a single screen platform game where you have to clear all the little baddies. As Bub or Bob, you blow bubbles at the little critters, trap them, and pop them... although you can also create rainbows as in the sequel. With cute and colourful levels, baddies, bosses, pick-ups, bonuses, and more... Bubble Symphony is great! Hopefully Taito will convert it soon for one of the various systems... very likely the PlayStation.

Remember Elevator Action? Well, Taito are to release sequel called Elevator Action Returns. Basically, it's the same type of game - a multi-level platformer - and who know who or what lurk behind those doors?! Shoot all the baddies, while avoid the innocent. Better graphics, better sound, big bosses, extra weapons, different characters to choose from, and more. The game uses Taito's F3 board. Saturn?

# GAME DISSECTION

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

## Afterburner (32x)

Firstly, I can't verify this tip as I don't own the game... but when the SEGA logo appears, on controller 2, press A and C buttons and Start.. and something changes on the Title screen. On this screen, with controller 1, press A, B, and C together and then Start, and you should be in the Diagnostic screen. I believe this will also work with Space Harrier too.

## Aliens Vs Predator (Jaguar)

To enter the following cheats, you must first enter the DEBUG CODE. Pause the game, then press Option, 6, 1+3, B, A, 9, A, 9, A, \*, Option, 6, #, \*, \*, Option, 2, Option. And you'll hear the Predator laugh! Now you can enter the following cheats:

### Universal Cheats:

- Option + A - Lowers you a floor
- Option + B - Raises you a floor
- Option + 5 - God Mode

### Marine:

- Option + 1 - Gain/lose Shotgun
- Option + 2 - Gain/lose M14-A Pulse Rifle
- Option + 3 - Gain/lose Flame Thrower
- Option + 4 - Gain/lose Smart Gun
- Option + 1234 - Refill Ammo
- Option + 6 - Raise Security Level
- Option + 8 - Gain/lose Motion Tracker
- Option + 9 - Lower Security Level

### Alien

- Option + 1 - Gain/lose Tail
- Option + 2 - Gain/lose Claw
- Option + 3 - Gain/lose Extending Mouth

### Predator

- Option + 1 - Gain/lose Combi Stick
- Option + 2 - Gain/lose Shoulder Cannon
- Option + 3 - Gain/lose Smart Disc
- Option + 4 - Gain/lose Wrist Blade

## Battletech (Megadrive)

Here's some passwords for this robotic game:

- View Credits: MCHLCS
- Infinite Ammo: BRN521
- The Swamps: BMBRMN
- Planet Avon: BBYLND
- Planet Ridderkerk: GRBCHV
- Planet Rasalhague: STJNNN

## Brutal (Mega-CD)

Enter password code as D971COMQFABCL8DM to play as Tai Cheetah.

## Checkered Flag (Jaguar)

On the option screen, highlight Weather then press 8, 4, 7, 3 on the key pad for night time driving.

## ClayFighters 2:Judgement Clay (SF)

\*Turbo Play Speed Mode: Hold Y button and press L, L, R, Down, Left, R on the 'Start game' screen, and you'll hear a sound... and you will be able get to speed 10.

\* For the secret characters... perform the following on the 'Game Start' screen.

= Peelgood: Hold pad Down-Left, and press B, Y, Y, A, Y.

The moves: Backflip:Cyclone kick + Kick; Forward flip:Charge back, forward + kick; Banana Saw:Back, Back, Forward + Punch.

= Sarge: Hold X button and press L, L, Up, Down, Left, Down.

The moves: Shadow Kick:Charge back, forward+Kick; Juggle Kick: Down, Up+Kick; Flying Kick:Cyclone Kick+Kick.

= Jack: Hold pad Up and press X, A, R, R, Y, A.

The moves: Slide:Cyclone kick+kick; Back flip:Back, back+punch; Shark bite:Forward, forward, forward+punch.

= Thunder: Hold pad Up-Left, then press Y, B, X, B, B, X, A.

The moves: Dashing Uppercut:Back, Down-forward+kick; Dashing kick:backward yoga flame+kick; Avoid:Cyclone kick+kick.

## Contra:Hard Corps (Megadrive)

The US version of the game is rock hard, so here's some cheats for this excellent game:

\*For maximum weapon power.... Pause the game and press Up, Up, Down, Down, A, Up, Up, Down, Down, B, Up, Up, Down, Down, C.

\*For 70 lives... on the title screen, using pad 2 - press C, B, A, Right, Left, C, B, A, Right, Left, C, B, A, Right, Left.

\*For stage select... on the title, using pad 2 - press Left, Right, A, B, C, Left, Right, A, B, C, Left, Right, A, B, C.

\*Lastly, the game features a secret stage. Near the end of the Garbage Dump stage, just before the Virtual Zone boss, there will be two barriers. Don't blast 'em to go through - climb the wall to the top to meet a man who offers you a challenge... HARD!! Destroy the three bosses for another ending!

## Crime Crackers (PlayStation)

If like me you found this game a bit tough, then here's a way to get maximum money and items!! When the title screen appears with Crime Crackers logo and Press Start, press the following buttons: R1, R1, L1, L1, R2, R2, L2, L2, Left, Circle button, Right, Square button, Select, and Start, and DEBUG MODE will appear!! Now press Start and you'll get two options. Pick the first to play the current game, or the second to skip levels. When you start, you should have loads of

money and items... including map, which is essential!!

**Demolition Man (3DO)**

How about a bit of blood in this game eh? When the title picture appears, press the top R button and rotate the pad 360 degrees anti-clockwise and you'll see blobs of blood on the screen.... blood galore!

**Demon's Crest (SF)**

\*For no enemies apart from the bosses, enter as the password:

RBNL  
XHGB  
VGBB  
LYLD

\*OR to change as ultimate demon, eneter:

QFFF KNRR  
DDLX XGTQ

**Donkey Kong Country (SF)**

\*Bonus Round Practice: On the intro - press Down, Y, Down, Down, Y (DYDDY)

\*On the 'Select a Game' screen, highlight Erase Game and enter the following codes. If Erase is flashing after entering code, remember to turn it off before choosing a game, or it'll be erased!!

Press B, A, R, R, A, L... for 50 lives!

Press Down, A, R, B, Y, Down, A, Y... for Music Test Mode!

Press B, A, Down, B, Up, Down, Down, Y... and in two player team mode, the inactive player can take control by pressing A or Select button.

**DOOM (32X)**

You must have a 6-button controller to get this to work. Pause the game, then press X, Z, Mode and Up simultaneously... which will give you invincibility. Pause and press A, C, Mode and Up simultaneously for 500 ammo rounds!

**DOOM (Jaguar)**

As you'll expect from DOOM, cheats galore:

Degreelessness Mode: Pause game, hold \* and unpause

Very Happy Ammo Added: Pause, hold #, unpause.

Level select, stages 1-9: Pause, hold any number, unpause.

Level select, stages 10-19: Pause, hold A and any number, unpause.

Level select, stage 20-24: Pause, hold B and any number, unpause.

(DO NOT warp past level 24, as it'll crash!)

**Earthworm Jim (Megadrive)**

\*1 extra life: Pause game, press Up+B, B, A, C, A, A, A, A

\*Restore Ammo to 1000: Pause game, press A, B, B, B, C, A, C, C

\*9 Plasma shots: Pause game, press Down+C, A, B, C, A, B, A, C

**Earthworm Jim (Super Famicom)**

\*For the debug menu... Pause while playing, then hold Left and press A, then release both buttons. Then press B, X, A, A, B, X, A. The screen will flash and a picture of the programmers will appear. Press any button twice and you'll have a heap of options!

\* To skip the current level, Pause the game, then press A, B, X, A, A+X, B+X, B+X, A+X.

**FIFA Soccer (3DO)**

Here's some nifty codes for this multi-play soccer game on the 3DO. Just press the following buttons on the set-up screen.

Laser Ball Mode: LACRBALL

Big Ball Mode: BCBALLABALL

Beefcake Mode: RALBACLABA

Brute Mode: RABBACLLBACL

Crazy Bounce Mode: LABARRACCA

Hot Potato Mode: CRABBRLABABR

Giant Player Mode: BABARBABBAR

Invisible Walls Mode: ABBACABABBA

Metallic Men Mode: BARCLBABBA

Radical Curve Mode: CARCABRABBL

**Iron Soldier (Jaguar)**

\*For weapons and stage select, on the option screen, enter 37668242 on the keypad... the screen will flash if you entered it correctly.

\*Alternatively, you can take more hits, by doing the above, but entering 6824 instead.

**John Madden NFL '95 (Megadrive)**

At the setup screen press B,A,C,A,C. Madden will yell 'POW', and you can select the North Carolina Panthers and Jacksonville Jaguars who appear after the All-Madden Teams.

**Killer Instinct (Arcade)**

\*Speed Up!

Start a 2-player game, and during the FMV intro., both players should press Right and all punch buttons.. and you'll be in speed mode!

\*Play as Eyedol!

Start a 1-player game as Spinal, and have a credit in the machine. Reach Eyedol and absorb four of his special moves. Then perform the Morph move while doing a combo on Eyedol... who will morph into Eyedol for a few secs. When he's morphed, press second start button fast. Now you can use Eyedol!

**Lion King (Megadrive)**

On the option screen, press Right, A, A, B, Start.... and you'll enter a Dt: On the option screen, highlight EXIT and press L, L, R, R, R, L, L, L.

\*Super attack: When playing the game, press Y, Y, Down, Right (if facing right - left if facing left), Y.

**Lion King (Super Famicom)**

On the Option screen, press B, A, R, R, Y... where you will have access to invulnerability and level select.

**Off World Interceptor (3DO)**

For Loads-a-money, on the option screen, press A, B,

C, A, B, C, A, B, C, A, B, C, A, B, C, A, B, C, L. Now if you go to the shop, you'll have \$9,999,900!

### Out of this World (3DO)

There's a hidden game in this action adventure game. Enter Password option and stick in BRGR.. and you'll get STALACTITES... a strange arkanoid game.

### Samurai Srowdown II (Neo Geo Cart)

Ams the cart version has green blood on the US game, on the option screen, highlight EXIT, and press A, B, C, and D.

### Shaq-Fu (Megadrive)

\*To put the Blood back in the game, on the option screen, press A, B, C, C, B, A.

\*If you're bored with playing Shaq in Story mode, on the option screen, set the music to the character you wish to play. Then press Up, Down, B, Left, Right, B.

### Shock Wave (3DO)

Beef up your craft with the following codes. Firstly, when playing, PAUSE (press P), then press B, A, C, C, A, A, X..... and you'll enter Special Mode Access. This will gain you two extra controls to your craft: L button + Up will spin your ship 180 degrees, and L button + Down will flip you around. In this mode, you can then enter the follow:

- Power red Laser - C, A, A, B, A, C, A, X
- Smart Bomb - A, C, A, B, A, A, C, A, A, A, X
- Fast Reloading Nukes - C, A, A, B, A, X
- Invincibility - A, B, A, C, A, A, B, A, X
- Strange Cockpit messages - B, A, C, A, C, A, X OR B, A, B, X

### Super Street Fighter II X (3DO)

To play as Akuma/Gouki in the Normal game, use the same Arcade cheat, but select your speed using the Strong Punch button and waiting between 2-3 seconds on each of the characters (Ryu, T.Hawk, Guile, Cammy, and Ryu), then press all punches and Start. To control the Akuma/Gouki in the VS mode, just press all the punch and kick buttons and select while on Ryu. Once you've done it once, you can do the same on any other character. Once both players have selected their character, the character will turn to Akuma/Gouki.

### Super Wing Commander (3DO)

At the lounge screen, press and hold X, then press B, B, C, C, A, A. You will hear a sound. Release X and hold L and R buttons, then press P..... Debug Menu!!! Here you can change sound volume, music, view moviews, etc....

### The King of Fighters '94 (Neo Geo)

The home system of the game is missing the blood and Mai's bouncy boobs! To put 'em back in, wait for the high score table to appear, then press and hold A and D together on controller 1, and B and C on controller 2, then press Start on controller 1.

### Urban Strike (Megadrive)

Here are the password codes:

- Baja Oil Rigs: CNHLGBR4NBF
- Inside Main Oil Rig: ZLGBWD3PFZD
- Mexico: BWDR6MJYNM
- San Francisco: NDR63P7VZLT
- Alcatraz: H63PMJT4SYL
- New York: LPMJ7VSXFZR
- Las Vegas: GJ7VT4FKYNM
- Casino: BVT4SXYCZLT
- Vegas Underground: WR63PMT4SYL

### Virtua Racing Deluxe (32X)

\*For Reverse Tracks - first get first place on all five tracks on the normal level, Return to the first menu and press left on the pad while a the Virtua Racing box... and the tracks will have flipped.

### VR Stalker (3DO)

Here are some codes for this flight sim, which isn't quite a flight sim. Start whichever mission you want with all available crafts including the deadly X-2!: Enter the codes below, followed by LQG-77K.

- Utah - M79
- Arizona - 5KK
- Texas - MS7
- Gulf of Mexico - 1AD
- Coiorado - 15O
- Nevada - 5U1
- Tennessee - 1QO
- Arkansas - CCT
- Virginia - CC7
- Indiana - EW3
- California - ESO
- Pacific Ocean - EAT
- Washington D.C. - SAH
- Florida Keys - CUD

### Way of the Warrior (3DO)

\*Play as the hidden characters

- Black Dragon : Enter name/date as "Wyvern 3-9-27"
- Major Trouble : Enter name/date as "Bad Boy 2-4-08"
- Voodoo : Enter name/date as "Evil 6-6-66"
- Gulab Jamun : Enter name/date as "Gulab 2-29-00"

\*To fight the hidden characters:

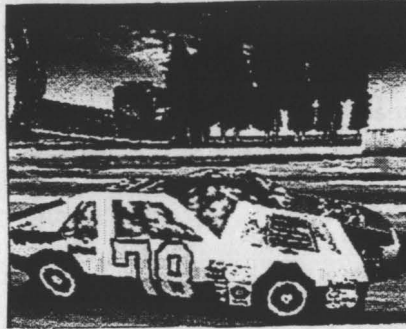
- Black Dragon: On graveyard stage, in the winning round, use only buttons L and R.
- Major Trouble: On the Lava Pit stage, use only buttons L and A in the winning round
- Voodoo: On the Rooftop stage, use only buttons R and C in the winning round
- Galub Jamun: On the Cave stage, you must have a flawless victory in the winning round.

((To reach any secret characters, you must have a Second Wind while going into the winning round. Also, to reach say Voodoo, you must first reach Black Dragon and Major Gaines ))

\*Play Space War: Select 2 player Vs. mode. The second player selects a character then hold Down-Right, A, B, C and P button. The first player holds Up-Left and both L and R buttons, then press Start. This apparently works with up to four players.

*Continued from page 30* An example is you want the scenery to build up in small sections or not at all to the eye. Whereas on Daytona you get a larger chunk of graphics built so you can witness it etc. Dont get me wrong its still extra stunning. All this is to help enhance and keep the arcades speed and flow on the race track. The speed is tremendous and gives you the feel of the sport. You notice the speed buzz even more on the ovaly track as you spin around in and out of the cars at an alarmingly buzzy pace. The car looks great and everything is fully texture mapped and look fairly nice. I did notice the game looked even more fantastic in Movie Expand of which most modern widescreen TV's have. This enlargens the picture, and on Daytona USA unlike some other games makes it look super kewl. I'm running it on a 33" WS Philips TV and it looks fantastic! There are lots of little things in this game and you can knock over signs and cones etc. and

they fly across the tracks infront of other cars etc. The game is full of crashes by opponents (I witnessed a beautiful double roll in the air smash by 2 cars KEWL!). When you crash your car (depending on impact) flies in the air and you can see the bottom of



it etc, all this is lightning fast and extra smooth. The Pit crew scene is excellent, you are treated to some 3D animation of the pits changing all wheels/tyres and adding some fuel etc. The animation of the Pits is sensational and really realistic to watch.

Oh man this is a must have game

just for the sound. I was sitting there razzing around these kewl tracks listening to the music with my mouth wide open. The music is really classy with thousands of speech etc. real nice tunes. Sega had great music with their Virtua Fighter so need we say more and this is even better. To have a nice racing game you need good music to add that extra I feel like a speed king feel to your driving, THIS DOES IT! Excellent speech throughout the whole game, options etc etc. I can't say much more on the subject its just real nice and blows Ridge Racer by miles.

- Video** - 90%
  - Audio** - 100%
  - Playability** - 90%
  - Mechanics** - 80%
  - Overall** - 90%
- (Superbly chilly cool)**

27077 11Apr/95

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**G**AP visits the Guru of the console world... Akira Watabulshita... to gain you the insights of what to expect in the coming years. Due to the heavy layer of dust on Mr. Watabulshita's Crystal Ball (unfortunately, he didn't foresee the Earthquake that hit Kobe while we sat trembling under the table), some of the following may be a bit unclear.

## 1995

**March:** Nintendo releases the first real affordable VR device, the Virtua Boy to the world. Sales of the device rocketted in Japan!!

**April:** Half the population of Japan fall to the deadly disease known as Virtual Red Eye. The disease has been related to long use of Nintendo's Virtua Boy console, rendering the victim seeing red, and mistaken people for have a moustache and wearing plumber clothes. Nintendo have denied the disease was the effect of their machine, and have change the screen colour to green.

**May:** 3DO burns rubber as Panasonic releases the Bulldog (M2) for the machine. The Government brings in a law that the add-on must be kept on a lead at all times, and wear a muzzle. Due to lack of decent software - the M2 was put back to a few months. Mortal Kombat 3 hits the streets.. and Mortal Monday was more like Mortal Friday.. or Thursday if you count the little shop down Wickham. Unfortunately, the cost of the advertising campaign was so huge, no money was made from the game in the end... roll on MK4.

**June:** Half the population of Japan fall victim to Green eye fever.

**July:** A new game is released on the Lynx! Ermm... we lied!

**August:** EA releases link-cable for the 3DO and releases 'add-on CD' that enable you to play Need for Speed and Road Rash against another opponent on another 3DO!

**September:** PlayStation and Saturn go head to head as they are both are released in the US. Nintendo puts out mega advertising campaign to inform prospective buyers to wait... forget 32-bit, and get an Ultra 64.. coming soon!

**October:** Sega reveal Virtua Fighters 2 on the Saturn, and shows what the machine can really do. Japan goes VF2 crazy! Queues for VF2 break all time Japanese queueing records. To overcome the higher polygon count, speed, etc.. the game comes with an addition cartridge called the ICYU8A64, that slots into the rear cartridge port.

**November:** Nintendo blows everyone's socks off with the release of the Ultra 64. Crusin' USA and Killer Instinct are major hits. All machines were sold out within minutes. Stocks were so low, it was two to a machine! Queues for the Ultra 64 breaks all time queueing records!

**December:** Apple/Bandai releases the Pippin to the unsuspected public. Sales of the machine was remarkably high, but returns were also high when they found out they couldn't run Quark Express on the system.

## 1996

**January:** Sega announces new 64-bit console.. the Uranus. The machine is based on their coin-op model 2 board... and Sega Rally will be the prize debut game.

Sega says the conversion will be identical to the coin-op! **February:** Panasonic releases the all in one 3DO+M2 console called the 'T-R-U-E'. Unfortunately sales of the machine barely reached doubled figures due to Sanyo simultaneously releasing their system which is half as slim and high, and features CD-PLUS, the new remote control for CD equipment.

**March:** Atari releases the Jaguar 2:PUMA. The machine is one heck of a console and is bundled with Terramorph game. No other games are released with the system... but Atari announces that there will be 100 titles by the middle of the year.

**April:** Sonic is back - and on the Saturn. The game uses Silicon Graphics workstations for 'better than Donkey Kong Country' graphics. The game features all the characters from previous Sonic games including new ones like 'Crap'-the Dung Beetle, 'Bugger me - I'm Slow' the Snail, 'Sunshine'-the clostrophobic Butterfly, and 'Whiffy' the Skunk.

**May:** Sega shows off new Uranus - an arse-kick shit hot 64-bit console, and announces the Mercury.. the portable Neptune, and the Watch Gear - the wrist watch console which is totally compatible with the Game Gear and Master System with suitable adapter.

**June:** Panasonic announces the Great Dane (code-named M25) add-on for the 3DO. With this, it does everything other consoles can do and more. No specific details released... although release date is scheduled for next year.

**July:** Atari announces second PUMA game... but no release date given.

**August:** Capcom joins with Williams and releases "Virtually Super Mortal Street Fighter II Turbo XXX Kombat 3D" on the M2-3DO. It's a Virtua Fighter-style game with fully digitised texture-mapped, light sourced-graphics. It also includes lots more characters, secret hidden characters, characters that are not there, special moves, Super moves, extra Super moves, Double whammy moves, fatalities, after death moves, and reincarnation super-duper death moves 2.

**September:** Amstrad re-releases the GX4000.

**October:** Amstrad shares hits rock bottom, and they pull out of the console race.

**November:** A man in Little Hamton releases the 'Ultimo'. The console is fully compatible with the Ultra 64, Saturn, 32X, Megadrive, Game Gear, Master System, all PC Engine systems, Play Station, 3DO+M2, Super Famicom, Famicom, Super/Gameboy, GX4000, Laser Active system, Neo Geo/CD, and more.. all for £100 including post and package.

**December:** It's Christmas!!!!!!!!!!!!