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Check out this gore fest fighter. p34

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Britain's Biggest selling games magazine

Issue 29 May 1995

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MK3

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MK3 - REVIEW

WORLD EXCLUSIVE

After six months feeding you titbits of information about *MK3* we've got the REVIEW!! You'll see this nowhere else.

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The PC is fast invading homes in the UK, we see its future as a games machine.

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There is a new breed of game – all the fun of a multi-player but without the hassle of smelly mates.

94

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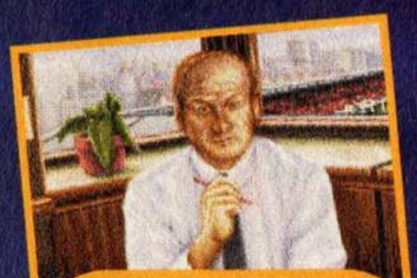

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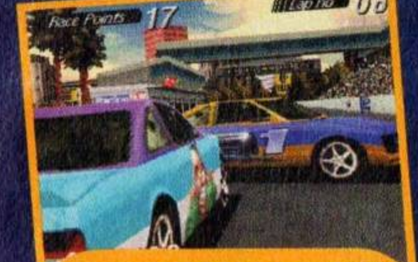

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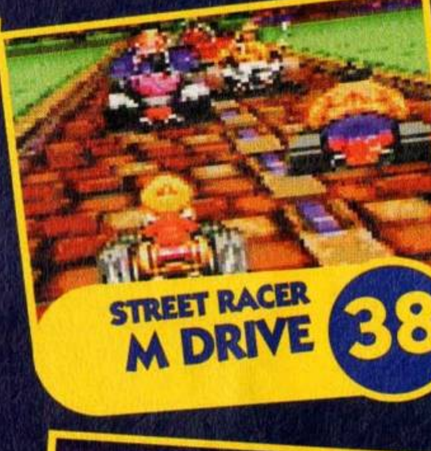

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FREE! 16 page mini-mag! THE GAMESMASTER HALL OF FAME

NETW

CART PRICES TUMBLE!!!!

Computer games firms face curbs for price fixing

By Edward Gorman

THE world's largest computer games manufacturers, Nintendo and Sega, face tough curbs after being severely criticised for operating against the public interest in pricing their goods and controlling the market.

A report by the Monopolies and Mergers Commission disclosed yesterday that the two [illegible] hold almost unassailable positions in the £700 million market, practised "discriminatory pricing" resulting in prices that are "excessive" in comparison with the cost of hardware.

Ministers have warned the computer giants that they may face direct price controls because consumers are being forced to pay well over the odds for games such as Sonic the Hedgehog. Individual games retail in high [illegible] £10 for

Game prices are excessive compared with software costs, the commission says

commission's main recommendations. He also disclosed that he was seeking undertakings from Nintendo and Sega about specific aspects of their marketing and would be briefed by the competition authorities in [illegible]

ed the report, had acted far too late to help the consumer. It was being pointed out that complaints from members of the public and from independent software producers about Sega and Nintendo prices had met with no response for several years.

[illegible] is far too late, it [illegible] Mark [illegible] Computer [illegible] said the [illegible] with a [illegible] by the 16-bit [illegible] of game [illegible] kept aside

by new CD-Rom technology which Nintendo and Sega [illegible] not be able to establish [illegible] large market share.

Nicola Marsden, of [illegible] tailers Dixons and [illegible] said: "The report is [illegible] historical. Video games [illegible] type were key [illegible] years ago."

David Ta[illegible] ters Durlacher [illegible] MMC had [illegible] late. As a result [illegible] only a margin[illegible] consumer. In th[illegible] predicted Seg[illegible] and their [illegible] would com[illegible] sector as h[illegible]

MMC sparks video battle

By Mathew Horsman

A price war is poised to break out between the two giants of the £500m UK videogames market following a Monopolies and Mergers Commission report yesterday that the pair had operated pricing policies against the public interest.

After a 14-month investigation, the commission found that game manufacturers Nintendo and Sega had operated discriminating pricing policies. It called for these to end and for other changes in the way the games are licensed and the prices at which they are sold.

According to the report, the two manufacturers, in effect, control the supply of video games in Britain through pricing practices and onerous restrictions on the independent software producers granted licences to manufacture their video games. Between them, Sega and Nintendo account for 65 per cent of all video games sold in Britain.

The report levied particularly at relative prices of the Nintendo and Sega games in other countries, adjusted for varying tax rates. The MMC found that for the 16-bit format games, representing about 60 per cent of the total hardware market, the products of Sega and Nintendo were "substantially" more in the UK than in other countries.

Both companies were shown to have set prices to carry higher margins on software than on hardware. This makes it harder for new entrants to the market to compete, since their hardware costs of entry are much harder to recoup.

Nintendo called the report "disappointing", but said it would work with the MMC during a planned review process.

Specifically, the MMC found that the two companies have acted to lower the price of their consoles and raise the prices of their own games, meanwhile applying restrictive conditions to the licences they issue to independent publishers. This enables them to "control the supply of video games", John Evans, corporate affairs minister, said in a statement.

A number of restrictions facing part of licensing agreements also cover under five. Limits on the number of games licensed per year, controls over packaging, and the need to seek prior approval from the companies before [illegible]

[illegible] from a price war after [illegible]

A DEADLY SERIOUS GAME FOR ELECTR[illegible]

Making a Mint-endo[illegible]

We lose out as giants call all the shots in £700m market

GRIFFIN'S EYE

MONOPOLIES COMMISSION

By Kevin Maguire Industrial Editor

Giants zapped

COMPUTER games [illegible] Sega and Nintendo an[illegible] ping the public with e[illegible] sive software prices bec[illegible] of their monopoly posi[illegible] it was claimed yesterda[illegible]

Corporate Affairs Mi[illegible] ter Jonathan Evans, foll[illegible] ing a report by the Mono[illegible] lies and Merge[illegible] Commission, has given t[illegible] firms three months to e[illegible] restrictive conditions [illegible] independent publishers.

The two supply mor[illegible] than a quarter of Higl[illegible] Street video consoles anc[illegible] games.

The MMC recommends that the limits on the numbers of games published be lifted along with their control on the manufacture of cartridges.

Nintendo is zapped for high prices

COMPUTER games giants Sega and Nintendo were blasted yesterday for high prices.

They were reported to Government watchdogs 14 months ago over unfair trading.

Yesterday the two firms were accused of charging too much for software in comparison to the price of hardware.

Now they face controls to stop them dominating the market after the probe by the Monopolies and Mergers Commission.

A Sega spokesman said: "We are disappointed."

Following a startling report by the Monopolies and Mergers Commision both Nintendo and Sega cartridges look set to plummet in price. The report was issued on 9 March and featured in all the major national newspapers the following day threatening to impose price controls on the two giants.

The commision report said that because the companies had such a stronghold over the videogame arena (being the two main contenders) they were able to control the prices at which games sold and make them unnecessarily high.

As a result of the ammoth 14 month investigation it looks very likely that prices will fall and the two companies have got three months to act before the MMC starts taking a hardline.

GamesMaster got a fax from Nintendo within hours of the reports release which said that although they will study the report they reject that their pricing has been excessive. Sega were also very quick to reply and said that the Comission failed to appreciate the nature of the technology.

This can only be GREAT news for gamesplayers. Lowering the price of carts could well affect the future pricing of next generation CDs as well as making the Mega Drive and the SNES two of the most enviable machines on the shelves.

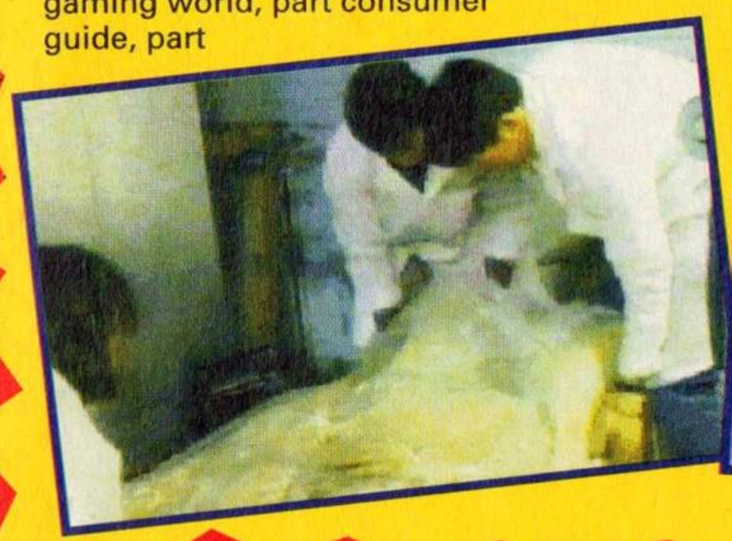
Hopefully the price drop will be somewhere around the 20% mark (a tenner off £50 games) but we won't be able to tell you for a couple of months yet.

VORK

GOREFEST!!

The infamous GamesMaster Gore special, which went out after the watershed in December has now slithered and slashed its way to your local video emporium. For £9.99 you get a tour of the shadier parts of the gaming world, part consumer guide, part unashamed freakshow, ifyou like. There's features on 'adult' games like *Voyeur* and *National Lampoon's Blind Date* and blood-spattered epics like *Doom* and, naturally, *Mortal Kombat 2*. Dom even finds time to get over to California for an on the spot report on the making of up and coming horror extravaganza *Phantasmagoria*.

Not surprisingly there's an 18 rating so some of you might not be able to see this (hee hee), but if you're over 18 buy next month's mag and you'll see that we're givingsome away, plus some nicer, less corrupting prizes for all you innocent little youngsters. Watch this space.

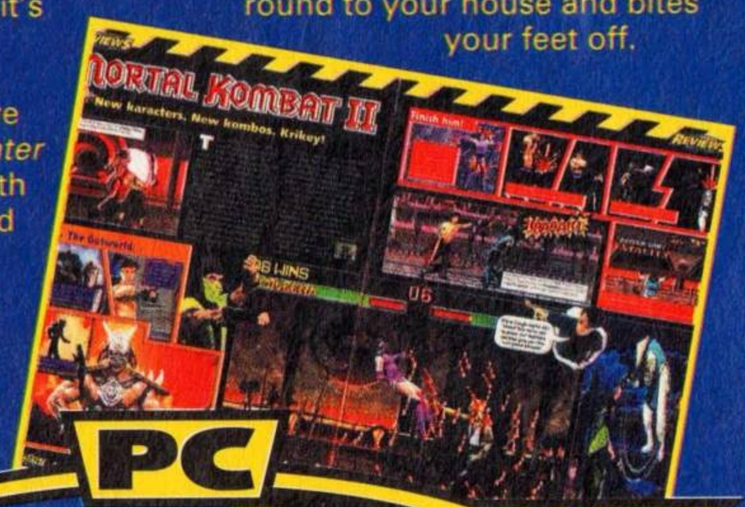


This is not for the faint-hearted amongst you.

PC ATTACK HITS THE STREETS

PC Attack is a brand new PC games mag. It's packed with the very latest PC gaming excitement, and it's IN YOUR FACE. What's more, it's produced by our mates.

Not only does the first issue have a world exclusive review of *Super Street Fighter II Turbo*, it's also stuffed with more reviews, previews and tips than you could ever wish for, plus two free CDs of PC gaming excellence (including seven levels of *Descent*). If you've got a PC, we suggest you get PC Attack quickly, before it comes round to your house and bites your feet off.



PC ATTACK

The unstoppable PC games magazine

Batman Forever Judge Dredd
Doctor Who Star Trek: Voyag
r The Avengers Terry Pratch
t Waterworld Babylon 5 Red
warf Aliens Blade Runner X-
les The Prisoner Blake's 7 St
r Wars Village of the Damned
Tank Girl Thunderbirds Deep
pace Nine Clive Barker The H
chhiker's Guide to the Galax
Johnny Mnemonic Godzilla Al
ra Spiderman Mission Impos
ble Stargate Space:1999 Pla
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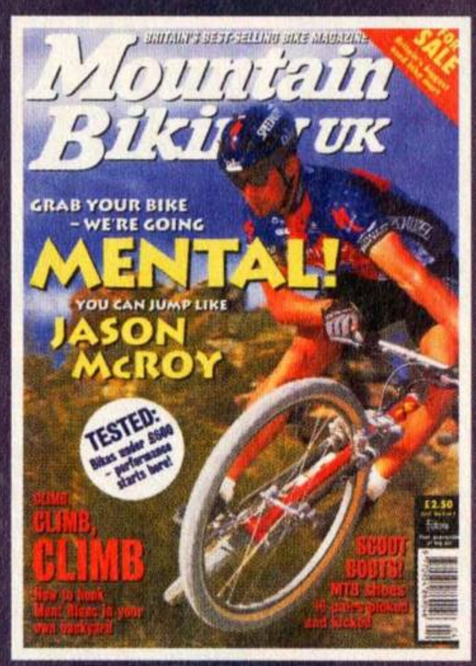
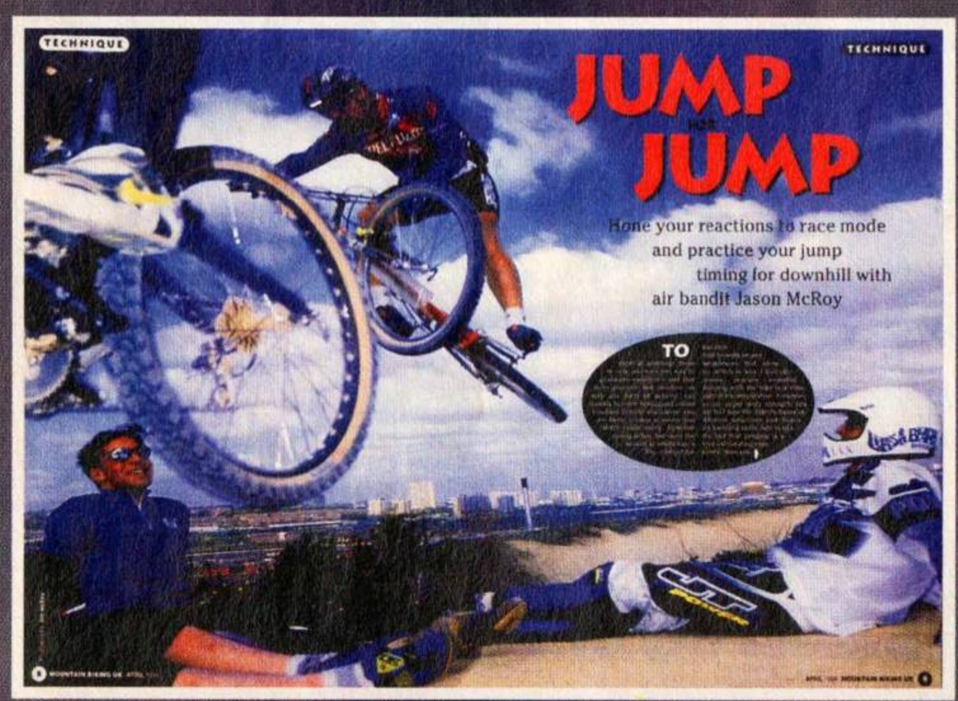
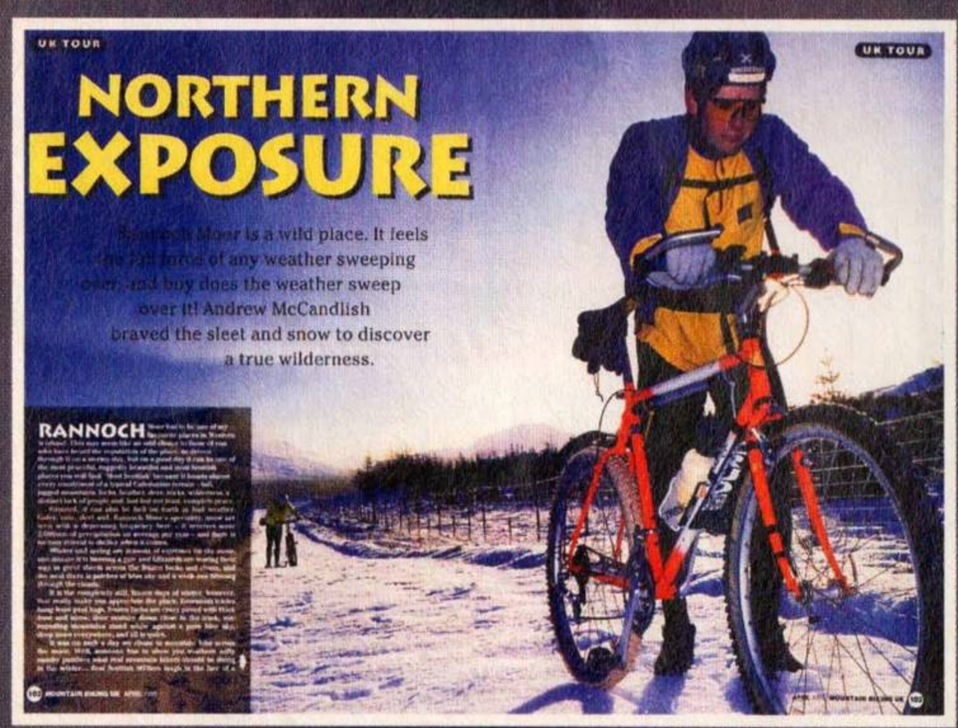




Jason McRoys ridiculously dangerous recipe for spot on downhil skills...



A snowy yomp across Scotland's Rannoch Moor - find our why real Scottish MTB fanatics laugh in the face of a warm day...

April issue on sale

NOW

ONE

Kombat Koup

Sony have pulled off a major coup by securing *Mortal Kombat 3* as an exclusive release for their PlayStation, before Christmas at least. This must come as something of a shock to Atari who thought they'd secured an exclusive themselves, even going so far as to brag about it in numerous press releases. Wow, we thought.

Unfortunately they got it completely wrong and it now looks as though easily the hottest property in the videogames world will provide a massive boost to Sony's pre Christmas (September) European Playstation launch as well as doing very little harm in the rest of the World's markets. Other Platforms should see versions some time in 1996.

Mmm, bet Atari wouldn't mind the chance of squaring up to Sony after they got *Mortal Kombat 3* from under their noses.

SONY MEAN BUSINESS

At this year's European Computer Trade Show Sony proved that they were backing their PlayStation to the hilt by erecting an unbelievably massive stand. Most company stands were small booths with bigger companies like Virgin putting their acts together in what would usually be considered large. Placed next to the Sony stand though everything was tiny. A whole fifth of the floor space at the hanger-like Olympia was taken up by loads of *Ridge Racer* and *Toh Shinden* coin-ops and an enormous video screen showing the on-going *Ridge Racer* challenge.

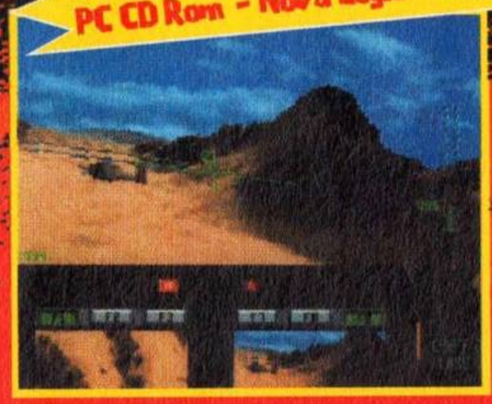
Behind the massive stage area Sony were holding meetings with journalists and businessmen and assuring us all that they mean to take the videogame industry by storm. Many cynics have worried that Sony are just dabbling in games and that they'll get cold feet if their machine doesn't make money immediately – leaving buyers high and dry with a machine and no games. The extent and expense of the stand seemed to be geared at proving that wasn't the case.

SONY COMPUTER ENTERTAINMENT

COMING SOON

A little look see into the open window that is the future, if you please.

Werewolf vs Comanche
PC CD Rom - Nova Logic - May 95

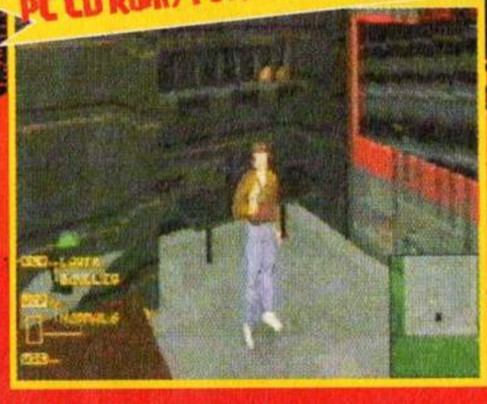


This isn't actually one game, it's two. A Werewolf simulator and a Comanche simulator. The clever bit is that they're linkable so you can take another pilot on or cooperate to solve missions via network or modem. This sounds like good value to us. Depending on the price.

Z
PC CD Rom - Warner - May

Z is the latest big buzz to hit the buzz frenzied PC world. It's a strategy action game with plenty of flash intros and cut-aways. It looks to us a bit like *Dune 2* on the Mega Drive but with multi-player modem and network link ups. Other platforms are planned, including next generation ones.

Project Morph
PC CD Rom/PSX - EA - June



Project Morphs is a sequel to the animated heaven that was *Flashback*, though at the moment only a PC CD Rom release is planned. It takes the fluid feel of previous incarnations and adds 3D rendered enemies and traps. Slightly like *Alone in the Dark*, you might think.

Daytona USA
PlayStation - SEGA - May (Import)

This is the one we've been waiting for. The racing game of the 90s so far, coming here to our office and your homes. Featuring stunning graphics (hopefully) and all thetracks from the arcade machine this is a make or break game for the Saturn. In fact this is going to go head to head with Sony's *Ridge Racer*.

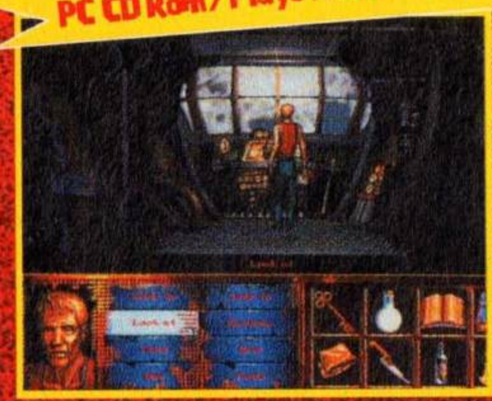
Zeewolf
Mega Drive - Binary Asylum - TBA

You may remember *Zeewolf*, an Amiga game that we reviewed a few moths ago. Offering a near perfect blend of difficulty and strategy it puts you in the pilot's seat of a little blue attack helicopter in a quest to save the world from an out of control super corporation. Well, now it's on its way to the Mega Drive.

Cyber Judas
PC CD Rom - Empire - May

Anything describing itself as a global strategy sim sounds pretty ambitious. All you've got to do is rule a world power in any way you want. Make or break treaties, dabble in international economics, kick off world consuming nuclear holocausts, that sort of thing. This promises to be one BIG game.

I Have No Mouth And I Must Scream
PC CD Rom/PlayStation - Cyberdreams - July



From the title onwards this is creepy stuff. What we're looking at is a graphical adventure that claims to throw up some pretty harsh ethical dilemmas dealing with things like 'rape, self-sacrifice and the dark rivers of human emotion that surge beneath the civilized surface of us all.'

Dark Seed II
PC CD Rom/PlayStation - Cyberdreams - Oct

Dark Seed II is another fairly depressing affair. based, like *Dark Seed*, on the artwork of H.R. Giger the game continues the nightmare of Mike Dawson as he struggles to retain his understandably vanishing sanity. In fact, his girlfriend's been murdered and the Ancients are taking over.

Quarantine
3DO - GameTek - Summer

'*Doom* in a taxi' says Les and we're not going to argue with him. He reviewed the PC version a while ago and strangely, given that it involved killing sprees, zombies and driving, he loved it. He can't drive you see. If the 3DO version comes close, well ... let's just wait and see, shall we?

TEKKEN THEM BY STORM

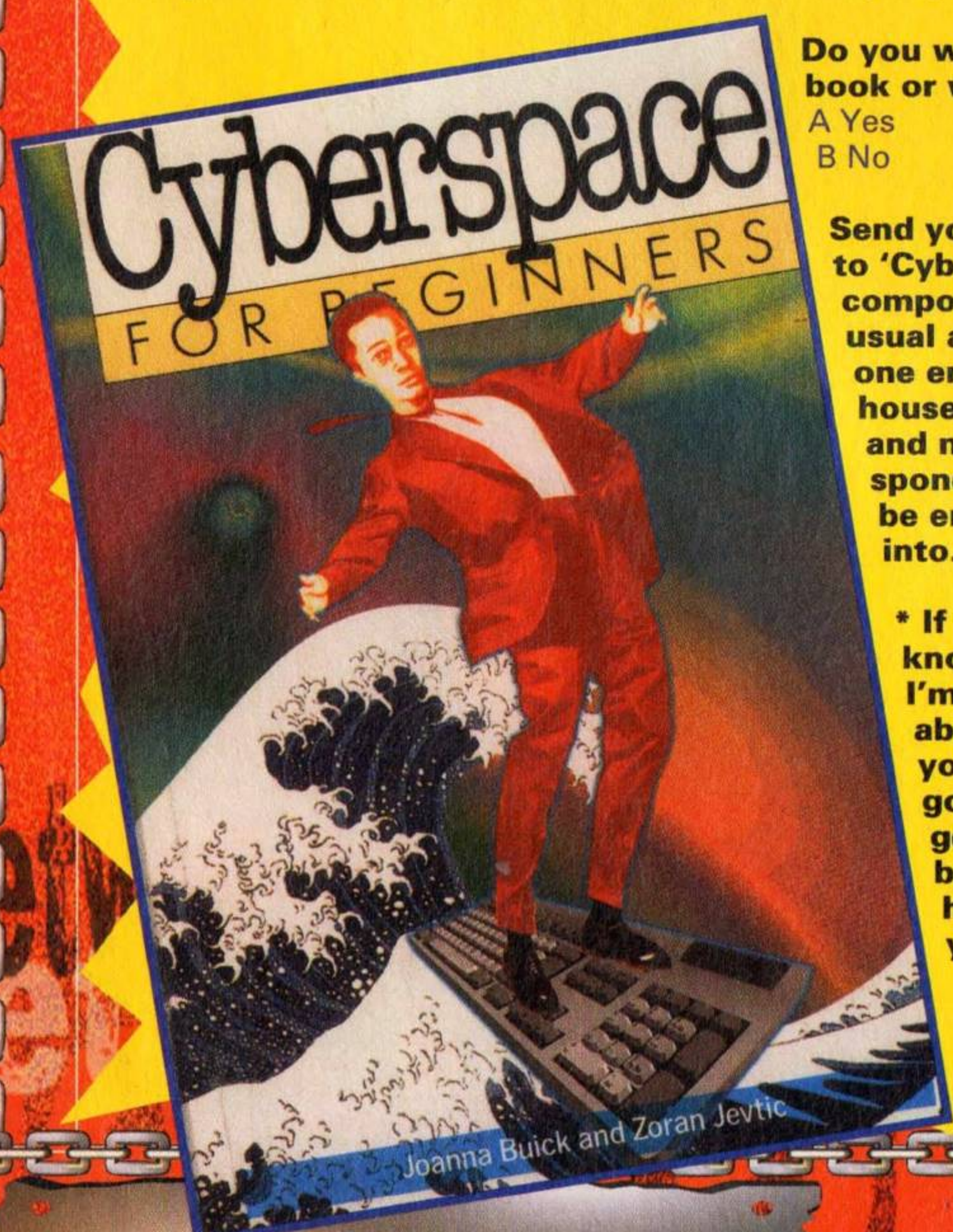
The PlayStation is getting to grips with yet another massive beat-em-up. *Tekken* is a port from the Namco coin-op of the same name and uses four buttons to allow you to manouvre whichever of your chosen characters limbs that you choose to. Apart from this unique aspect, the game resembles *Virtua Fighter* and has eight fighters (and yes, you can fight the same character as you play). This is all made available using system 2, which is the PlayStation's 3D geometry engine. This was also used on the coin-op as Namco have signed a deal to use Sony's chipsets on their arcade machines.

Tekken will be out this month in Japan – expect a review as soon as the Japanese office get round to sending a copy through. As usual, watch this space.

Just check out the lushness of these graphics. Cor, eh? Eh? Well, we're pretty bloody excited I can tell you.

WIN, WIN, WIN, WIN

Cyberspace For Beginners is the latest book in the 'For Beginners' series following on from books that covered Jesus, Buddha, Lenin, and even top wordmeister/tool box analogist* Wittgenstein. Cyberspace For Beginners incorporates facts and cartoons and tells you everything you need to know about the concept of cyberspace and believe you me, there's a lot to it. Covering all kinds of historical acheivement from the discovery of electricity to the printing press. It's a fun read and educational too but at £7.99 it may well be beyond your budget. Which is why we're giving away 10 copies to the first 10 readers to answer this simple question.



Do you want the book or what?
A Yes
B No

Send your entries to 'Cyberspace compo' at the usual address, one entry per household only and no correspondence will be entered into. Ever.

*** If you don't know what I'm talking about then you'd better go out and get the book, hadn't you, eh?**

3DO HITS THE ARCADES

Your 3D0 machine is all set to become the powerhouse behind a new series of arcade games.

American Laser Games, *the company behind Mad Dog McCree 1* and *2* and *Crime Patrol*, are using a 3D0 in the cabinet of their new coin-op, *Mazer*. The game will come in a normal size arcade cabinet but inside it will just have a 3D0, a small circuit board and the leads connecting it to the screen. This will reduce the cost of the arcade machine to arcades and mean that arcade quality games come to the 3D0 in superfast time as there is very little porting to do.

Mazer is as a second rate 3D *Smash TV* type game. Your character runs around blasting away at all manner of robots as they appear while grabbing bonuses and rescuing humans.

Mazer will appear in arcades in America over the next couple of months and if successful will launch in the UK later this year. The home version should appear sometime in the summer.

CHARTS

SNES

1. INTERNATIONAL SUPERSTAR SOCCER — Konami
2. NBA JAM TOURNAMENT EDITION — Acclaim
3. SUPER PUNCH OUT — Nintendo
4. CANNON FODDER — Virgin
5. DONKEY KONG COUNTRY — Nintendo
6. EARTHWORM JIM — Virgin
7. RETURN OF THE JEDI — JVC
8. FIFA SOCCER — Electronic Arts
9. STREET RACER — Ubisoft
10. STUNT RACE FX — Nintendo

MEGA DRIVE

1. STORY OF THOR — Sega
2. NBA JAM TOURNAMENT EDITION — Acclaim
3. FIFA SOCCER '95 — Electronic Arts
4. CANNON FODDER — Virgin
5. RUGBY WORLD CUP — Electronic Arts
6. PGA TOUR GOLF 3 — Electronic Arts
7. JIMMY WHITE'S SNOOKER — Virgin
8. EARTHWORM JIM — Virgin
9. MICRO MACHINES 2 — CodeMasters
10. PSYCHO PINBALL — CodeMasters

AMIGA

1. SENSIBLE WORLD OF SOCCER — Virgin
2. PINBALL ILLUSIONS — 21st Century
3. THEME PARK — Electronic Arts
4. FIFA SOCCER — Electronic Arts
5. ALL TERRAIN RACING — Team 17
6. CANNON FODDER 2 — Virgin
7. MORTAL KOMBAT 2 — Acclaim
8. PREMIER MANAGER 3 — Gremlin
9. ON THE BALL (LEAGUE EDITION) — Daze
10. BEAU JOLLY COMPILATION — Virgin

GAMEBOY

1. WARIO BLAST — Nintendo
2. TETRIS 2 — Nintendo
3. DONKEY KONG — Nintendo
4. SPACE INVADERS — Nintendo
5. WARIOLAND — Nintendo

3DO

1. STARBLADE — Panasonic
2. THEME PARK — Electronic Arts
3. REBEL ASSAULT — Electronic Arts
4. THE NEED FOR SPEED — Electronic Arts
5. FIFA SOCCER — Electronic Arts

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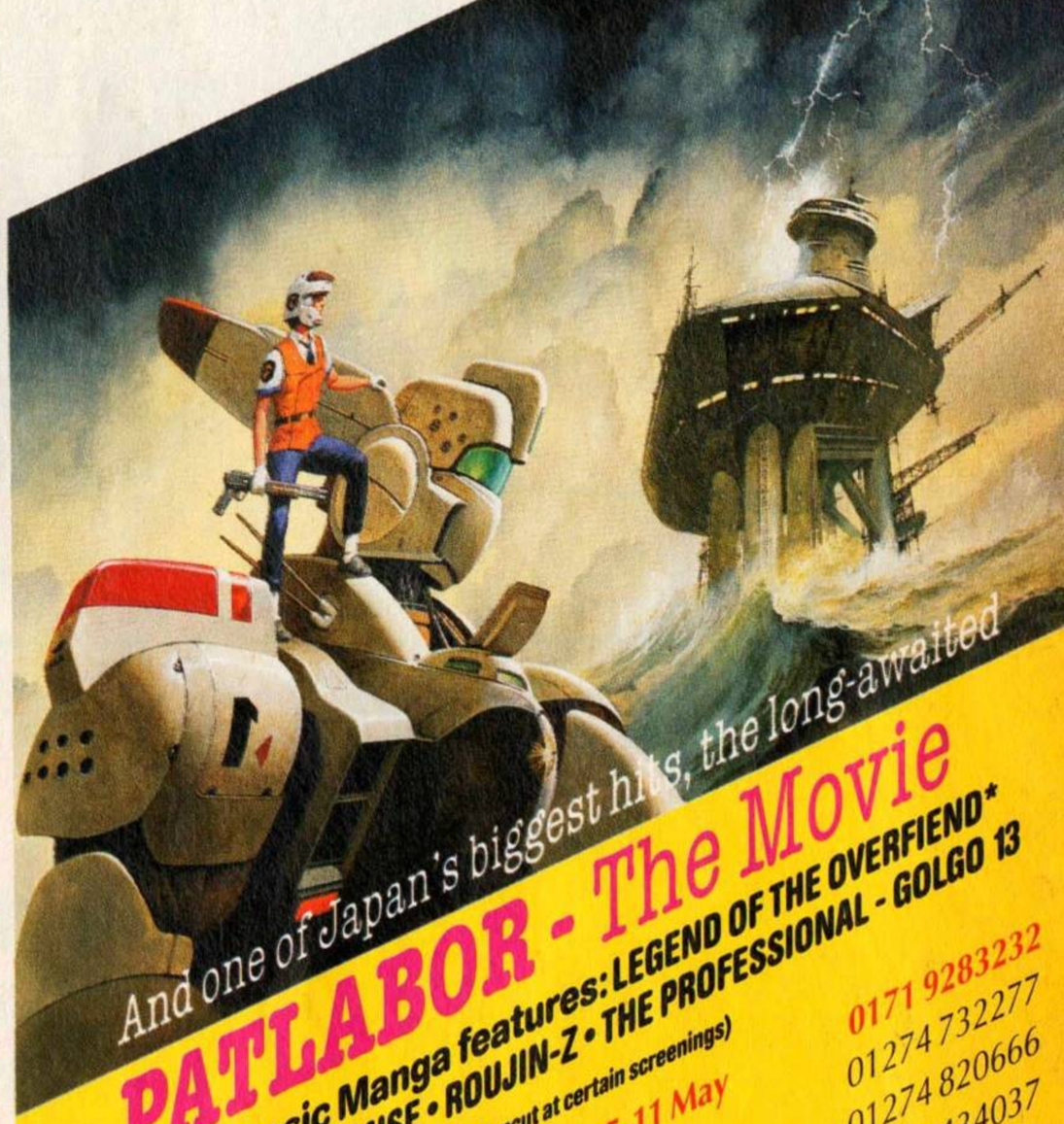

And one of Japan's biggest hits, the long-awaited

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Bradford, Pictureville	1-5 July	01274 732277
Bradford, Playhouse & Film Theatre	3-6 July	01274 820666
Dundee, Steps Theatre	17 May -7 June	01382 434037
Bristol, Watershed	June	01272 253845
Dartington, The Barn Theatre	29 June	01803 863073
Derby, Metro Cinema	9-14 May	0133 2340170
Edinburgh, Filmhouse	6-25 June	0131 2282688
Glasgow Film Theatre	13-14 May	0141 3328128
Hull Film Theatre	17-31 May	01482 883015
Ipswich Film Theatre	2-27 June	01473 215544
Leicester, Phoenix Arts	16 June-28 July	0116 2554854
Newcastle, The Tyneside Cinema	13-27 May	0191 2328289
Norwich, Cinema City	5-19 May	01603 622047
Sheffield, The Showroom	2-30 June	0114 2757727
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Further dates to be announced. Please call direct for programme details.

漫画 MANGA THEATRICAL

A MANGA ENTERTAINMENT PRESENTATION

COMPO

DON'T FORGET YOUR PARACHUTE

Terminal Velocity is the new Charlie Sheen film in which the wonderboy becomes embroiled with ex-spy Nastassia Kinski. A lot of the action in the movie takes place in mid-air and features never seen before stunts. To celebrate the imminent release of the film Buena Vista are giving away a big pile of stuff. Look!

3 first prize flight jackets that would usually set you back 65 quid.

5 second prize Soundtrack CDs (featuring the The Cowboy Song by Sting and Pato Banton) and **30** T-Shirts for the runners up.

Answer the following questions and you'll be in with a chance of winning, won't you?

Terminal Velocity refers to the maximum speed at which any body of mass can attain when in free fall. Will doesn't believe this, what else is he wrong about.

Will's beliefs:

A The Earth is Flat True/False
B Bristol City is an anagram of pure genius True/False
C He is actually a woman called Bertha True/False

Entries to; GamesMaster Magazine, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW

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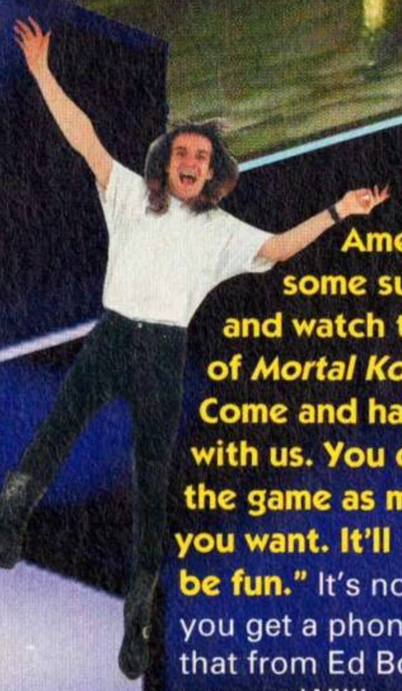
WORLD EXCLUSIVE

You could always try your Ready Brek, sets you up in the mornings move.

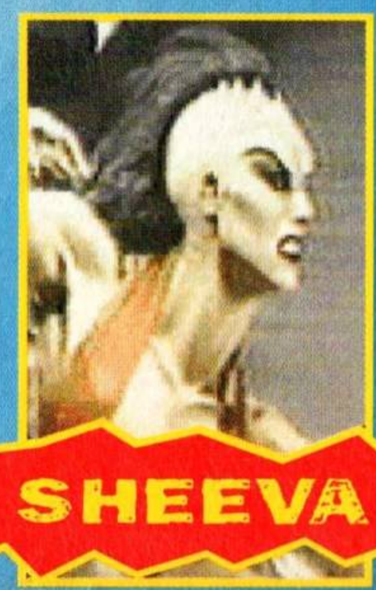
Sonya explains, simply and clearly, that she's not interested in a relationship with this guy. Crash and burn mate.



"Come over to America. Catch some sun. Come and watch the launch of *Mortal Kombat 3*. Come and hang out with us. You can play the game as much as you want. It'll be fun." It's not every day you get a phone call like that from Ed Boon and his team at Williams and much as I hated the idea I thought I had better go, just to be polite. And besides, why whet your appetite with sketches and a few screenshots when we've got the chance to bring you the first ever review of *Mortal Kombat 3*?

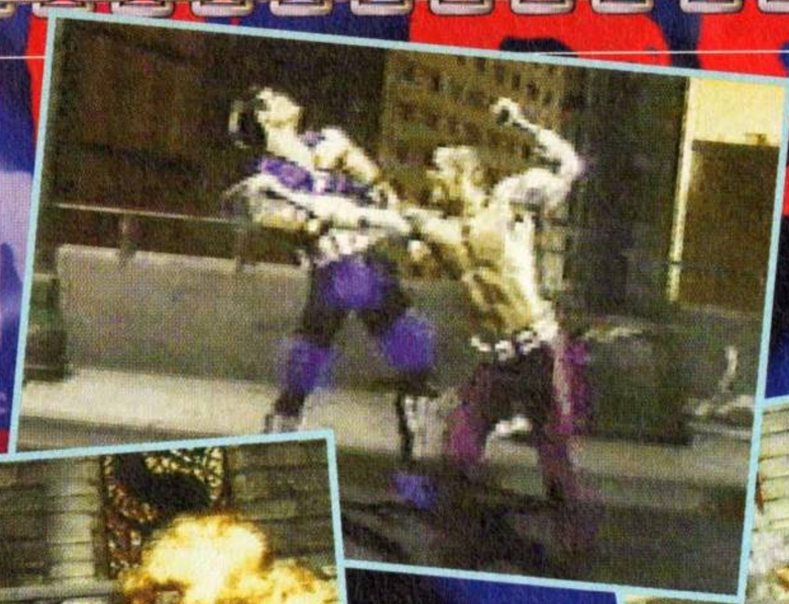
Still, I have just been invited to go to America by Ed Boon. Not just any old Ed Boon, but THE Ed Boon and his team. I'm going to see *Mortal Kombat 3*. I'm actually going to play it. Be one of the first people on this planet to do it. Ha ha. Not Simon, not Will, but me. Na na na na na (*just wait until you get back* - Simon). Six months ago I was talking to Ed, now I'm gonna hang out and play *MK3* with him.

NEW GUYS ON TH



SHEEVA

You'll just love Sheeva's teleport stomp. Just push down and up to pull this one off. She's also got a mean fireball achieved by pushing D, DF, F and low kick. If you get in close and hit low punch she performs an overhead body slam. A four hit combo for her is HP, HP, LP and HP. Another is LK, HK, HK, B and LK.



Sektor's target allows him to shoot guided missiles at you.

Jax employs his new metal arms to good (or bad) effect.

Mortal Kombat 2 (the arcade version) has sold over 25,000 units. *Killer Instinct* has sold a paltry 6000 in comparison.

KOMBAT FAKT

Anyway guys I can tell you for nothing (well obviously not nothing because you paid for this fine magazine) that *Mortal Kombat 3* is bloody ace. That's ace in a kicks the hell out of *Mortal Kombat 2* and kicks sand in the face of *Streetfighter: The Movie*. It sticks its tongue out at *Samurai Shodown* and stamps on the feet of *Eternal Champions*. If you thought that beat-em-ups had gone as far as they could, think again. If anyone even mentions to you that the characters are smaller, punch them, they're scum. *Mortal Kombat 3* has so much more to offer. More game-play, more hidden stuff, more characters, the works.

MK3 looks better than ever before. The characters look more realistic than previously, and the backgrounds? Wow, what can I say. More colours, more detail, these things just look incredible. No matter which stage you're playing on there's always something happening.

On the subway level you can even uppercut your opponent through the roof and onto the street above. Then you jump up to follow him. It looks incredible, believe me. The soul chamber is a stunner as well. Looks suspiciously like a portal stage to me. There are pits and bridges that are just begging for you to uppercut your opponent off the edge. One of the levels even has bits of debris flying about in the wind. Stunning.

MK3 also has a new button. A quick press and hold and you find yourself sprinting towards your opponent screaming your head off. This opens up a whole new world of moves and combos. These play a bigger part in this game than ever before. There was one occasion I was hit four or five times and my feet didn't touch the ground once. You also get rewarded for pulling off great combos. A four hit combo could take up to 40% of your opponents energy off. It's very different to the *Killer Instinct* stye of combos though, and much better I think.

If you knew *MK2*, then you'll get on with *MK3* straight away as there are some old characters there. You also find yourself getting used to the new guys real quick as they have been tweaked so that anyone who wants to experiment will find their moves pretty damn quick. I know I did. That's not to say that newcomers

Sub-Zero can now make a clone which freezes all who touch it.

Sonya and Sonya in girl on girl action caption sensation.

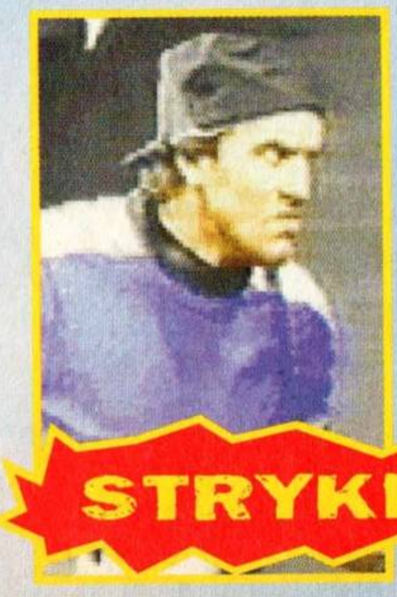
This is what happens if you start messing around with the She-Goro. She rips you apart and jumps on your corpse.

THE BLOCK

SINDEL

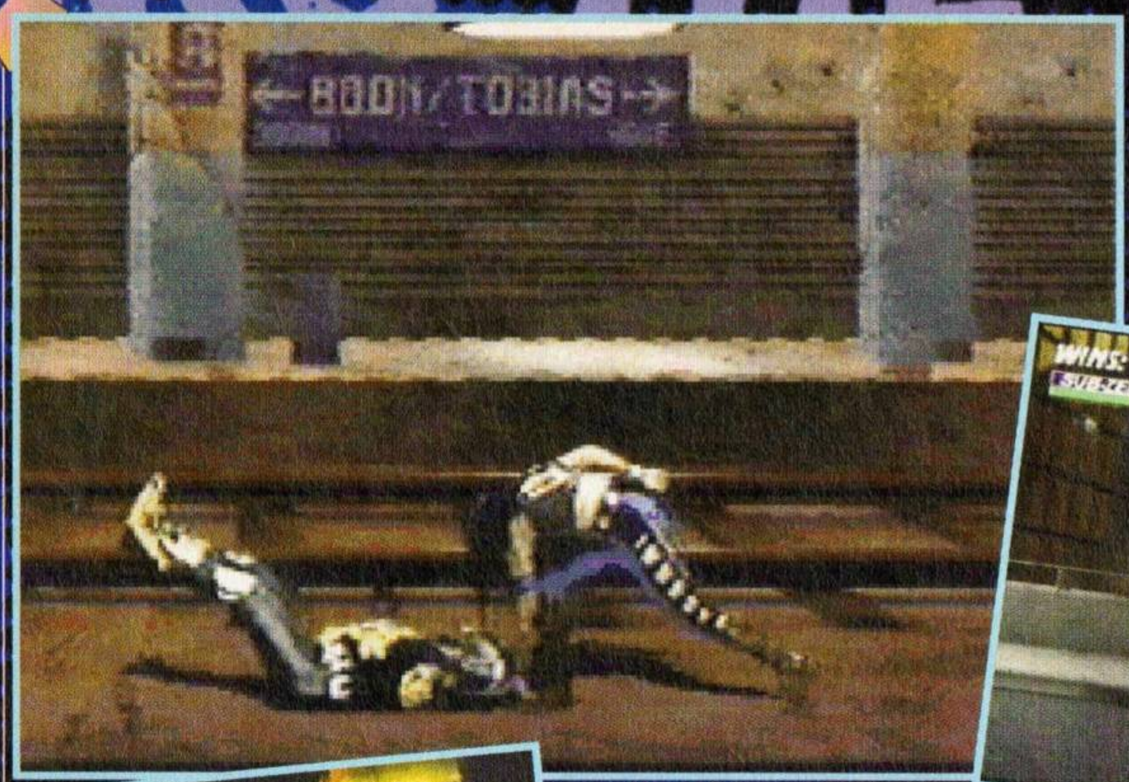
Sindel introduces one of the most interesting new elements to the shiny re-vamped *MK3* gameplay extravaganza. B, B, T and high kick sends her to the skies where she can move about with ease. While up there D, DF, F and low kick will get her to launch a devastating fireball at the ground. You can land by hitting block.

She can get hit by most moves while she's up there though. Sindel also has a nifty little yell move. Hit F, F, F and HP to get it going. Move in close and hit LP to see her wacky hair throw. Her four hit combo is HP, HP, LP and HK.



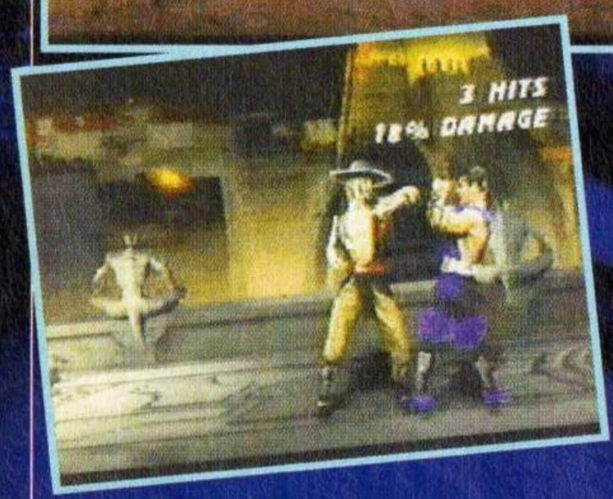
STRYKER

Stryker's human but bloody hard. Hit F, F and HK and watch him swoop towards his opponent and use his baton to throw them over his shoulder. This is on top of his LP throw as well. Stryker has also brought some grenades to the tournament. Hit F, DF, D, DB, B and HP to throw them at your opponent. He can use his baton to trip an opponent as well. F, B and LP will see to that. One of his fatalities sees him walk to his opponent, wire a bomb to him and step back as it detonates leaving, well, not a lot. When you're close hit D, F, D, F and block to do it. A three hit combo is HP, HP and LP.



(LEFT) Nightwolf, caring bloke that he is checks whether his opponent's alright. Before picking him up and killing him.

Stryker reverts to form, adopting an Olde Worlde attitude to courtship. Very nice.



Kung Lao indulges in some of his favourite combo fun.

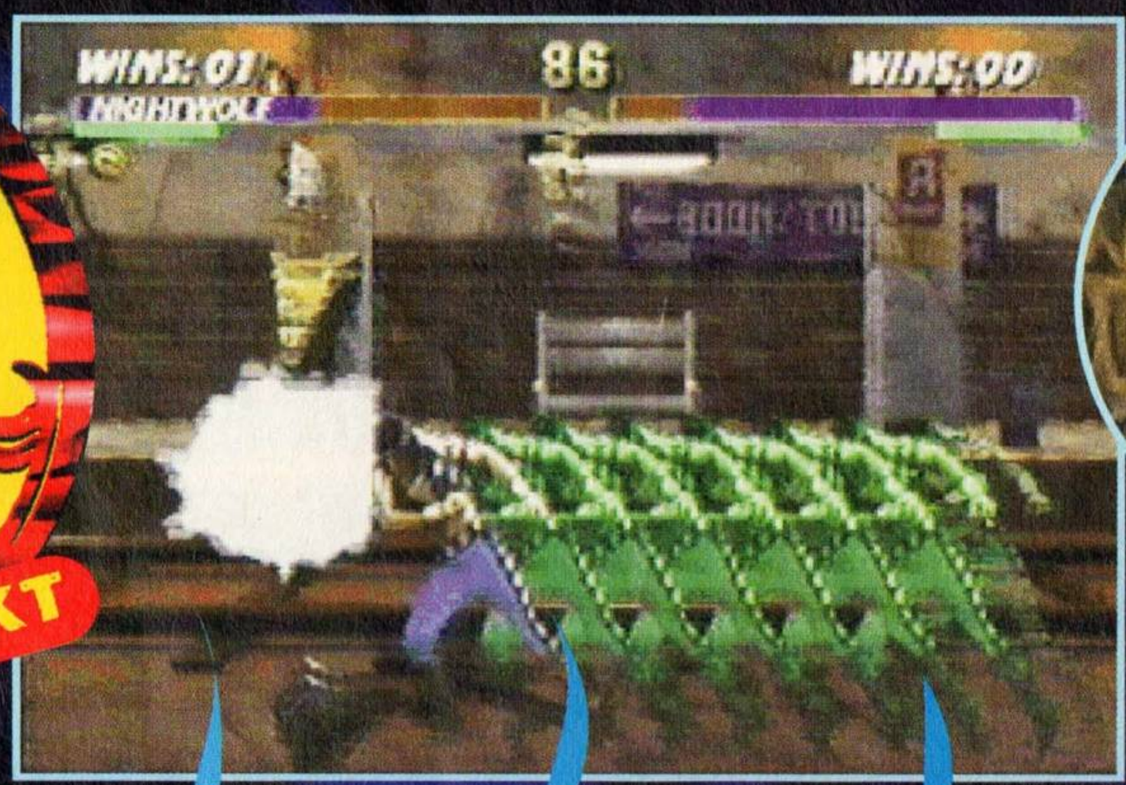
to the *MK* scene won't be able to play this. The special moves are very simple to find and pull off.

Right from the title screen *MK3* is packed with new features which you can read about in the box elsewhere in this review. For a start there are all those new characters and they are very cool. Immediate faves are Sektor and Sheeva although Sindel does add a new aspect to the game. She can fly. The moves are as outrageous as ever although the gore does seemed to be toned down slightly.

The action is faster and more frantic than *MK2*. It's now practically impossible to get away from your opponent to take a breather as there are loads of teleports and projectiles to take care of players who wimp out like that. The code on the versus screen opens up a whole new can of worms as well. Hit a few buttons and you could give your opponent a disadvantage. Hit a different combination and you could be fighting in the dark. Wild stuff.

Of course *Mortal Kombat* wouldn't be *Mortal Kombat* without fatalities. Ed and his team have made sure that these remain as gruesome as ever. On top of that babalities and friendships are back. Brand spanking new and waiting to completely blow your mind are the animalities. Get that? Animalities. When "Finish Him" appears pull off a combo and watch as you turn into an animal and maul your opponent to death. Seen that before? Didn't think so.

Mortal Kombat is sheer playability. Not only do you have a superb fighting game but you have a superb fighting game with tons of hidden stuff to discover.



(LEFT) It's Nightwolf again, this time with a fairly threatening shadow shoulder dash.

KOMBAT FAKT

Hit LP, block and LK on player one's controls until the first three characters on the code screen are Shao Kahn's head. This puts player one at a very real disadvantage.

KANO

Kano has a pretty sick fatality which was demonstrated frequently when Ed was at the controls. When the fight is at the finishing stage Kano will quite happily reach down his opponents throat and pull out his entire skeleton. Cool or what? In another he fires a laser beam from his eyes which blows the other guy to pieces. When 'Finish Him' appears hit F, F, F and HK or F, F, F and LP to see either of his fatalities. His flying roll is charge LK and the knife throw is D, DB, B and HP. A pretty vicious knife uppercut does a lot of damage, especially at the end of a combo. Hit D, DF, F and HP.

NIGHTWOLF

Sal Divita, who plays Nightwolf can stage the best fake fights ever. Going through solid walls and over furniture is nothing for this guy. Nightwolf is a little more serious in the game. He can activate a green shield by hitting B, B, B and HK. His shadow shoulder dash is a simple F, F, F and LK away. For close in fighting his hatchet uppercut will bring your opponent down fast. B, DB, D, DF, F and HP will do the deed. His four hit combo is HP, HP, LP, B, DB, D, DF, F and HP. When 'Finish Him' appears get up close and hit D, F, F and HK to see his shocking fatality.

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This is the new combo mode in action. Two good hits will get you a quarter of your opponent's life.

On the title screen there is a special selectable hidden character. Right in the middle of the other characters is a space and by pulling off a certain combo you can find this guy. There are other hidden characters as well. Ed and his team didn't want to confirm or deny exactly who is in here but there were rumours sweeping the city. A lumberjack? Extremely doubtful, but Erinmac? Possibly. Also the names Johnny Cage and an uncontrollable Reptile were mentioned. When the game is finally out we will get Ed and his team to tell us the whole truth about these rumours.

Some people complained that *MK2* was too easy, some that it was too hard. Williams have taken this into consideration and introduced a new difficulty select. Instead of being presented with one tower of opponents you get three. Only one features all the characters, but all the fighters are a lot more aggressive and nasty. Take these guys on on this level and you'll soon be reeling from a continuous rain of special moves and combos from computer controlled opponents.

Of course, if you do happen to finish the game Williams are ready for you too. In September they are releasing an upgrade kit that will feature new backgrounds, new characters and more new stuff. This isn't a sequel but it will bring you back to *MK3*.

It would have been very easy for Williams to chuck out another *Kombat* without that much having changed, it worked for the *Streetfighter* series. The good news is, they haven't taken this route. Instead they have produced a vastly improved game with every single aspect, every little bit cranked to the max. *MK2* was one of the best beat-em-ups ever and this surpasses it. Prepare to get serious, prepare to get bloody, prepare to get *Mortal Kombat 3*.

LES ELLIS

NEW FEATURES

ANIMALITIES – The ultimate finishing move, very tough to find but when the game launches in the UK GamesMaster readers will know how to do them.

NEW CHARACTERS – Sindel, Sheeva, Cyrax, Kabal, Sektor, Nightwolf et al.

HIDDEN SELECTABLE CHARACTER – Just who is that in the middle square of the character select screen?

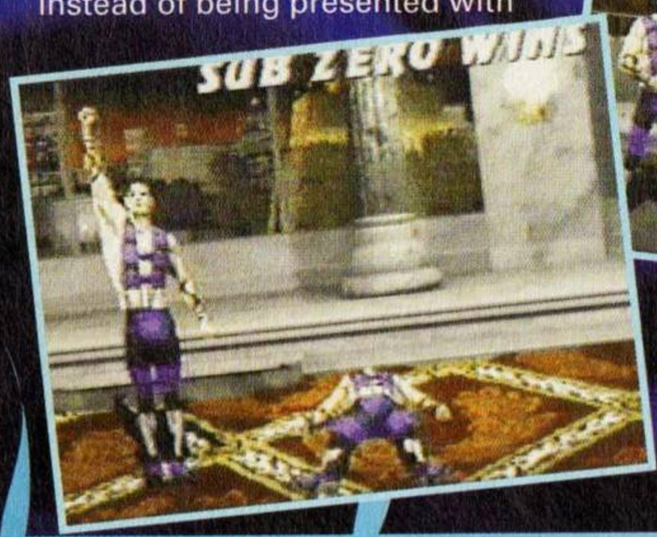
THOSE SNEAKY CODES – A million combinations and dozens of hidden tricks to find.

DIFFICULTY LEVELS – Three towers with your opponents, the middle being the toughest as everyone is more aggressive and there are more opponents.

NEW COMBO SYSTEM – The better the combo, the more energy it takes off of your opponent.

THE RUN BUTTON – Sprint in and unleash a fast combo on your opponent.

INTERACTIVE BACKGROUNDS – Uppercut your opponent through the roof of one stage and that portal stage contains something hidden.



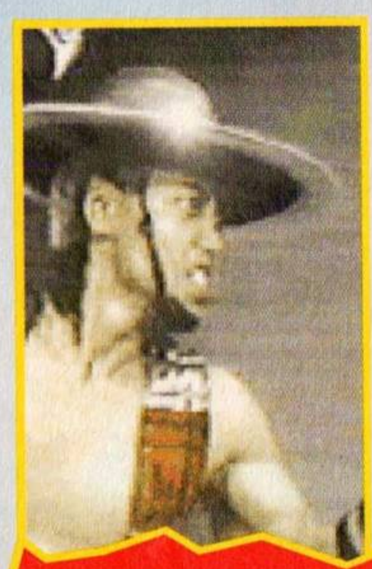
Sub-Zero employs his clone but Jax just stays out of the way and hits the floor. Very hard indeed.

tor can pull off a really cool lity. Hold down block and hit k four times and then HK. Watch metal arms come out of his chest, round his opponent and then sh him. In the fight hit F, F and LK get his teleport. This is an impor- t move in one of the most impres- e combos in the game. Alternate s with some uppercuts and you juggle your opponent in the air. en more useful is the seeker ssile. F, DF, D, DB, B and HP fires it. Sights will appear on your opponent and the missile will follow him all over the screen.

SONJA

The presence of the stunning real life Sonja was probably one of the main reasons everyone was hanging around the Williams stand so much. Well, it worked on me anyway. In the game you can fire her rings by hitting D, DF, F and LP.

Her mightily impressive bicycle kick is activated by tapping B, B, B and LK. Try D with LP and block for the leg grab and F, D, B and LP for the square wave jump. F, B and HP is an air punch. Her five hit combo is HP, HP, LP, B and HP. One of her fatalities is D, D, D, F and LK anywhere on the screen.



KUNG LAO

Kung Lao is a real veteran of *Mortal Kombat* series and you should, by now, all be familiar with his screeching and wacky millinery based antics.

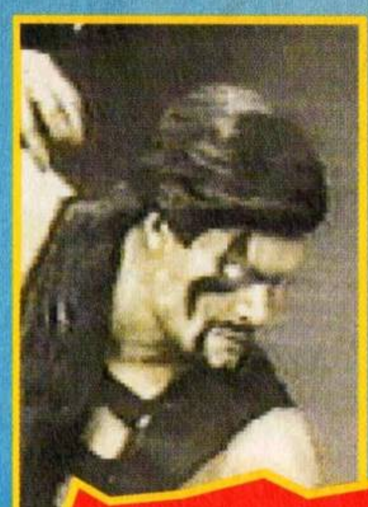
His crippling hat throw is B, F and LP. His Sektor style teleport is D and U. The infamous and deadly diagonal kick is a simple D and HK. Generally his moves are easy to access but nicely devastating once activated.

How about a nasty seven hit combo? Well, try hitting HP, LP, HP, LP, LK, LK and B with HK for a real killer move.

LIU KANG

Liu Kang's moves are pretty much the same as they were before. They're still bloody nasty though. F, F and HP fires off a high fireball. F, F and LP fires a low one.

Charging LK unleashes the hysterical bicycle kick, possibly the funniest move in *Mortal Kombat 3*. It may be dull compared to the bicycle kick but the flying F, F and HK kick is easily as painful for your opponent. Pulling off a tiger run is a cool way of passing the time of day. Try tapping F, F, B, DB, D, DF, F and low kick to see it in action. His five hit combo is HP, LK, LK, HP and LK.

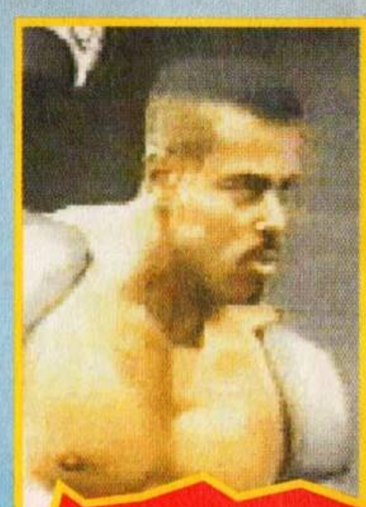


SHANG TSUNG

Shanggers can make things extremely uncomfortable for you by making fire erupt from the floor at will. You'll be safe if you can find a clear spot between the eruptions, but if is a pretty big word (*No it's not* – Will).

As if that wasn't enough you can throw skulls by hitting B, B, B and LP.

Of course Shang Tsung is a morphing kind of guy and to morph into good old Sub Zero hit F, B, F and HK. His rapid four hit combo is HP, HP, LP and B with HK.



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KABEL

Yet another spanking new character, Kabal has a couple of pretty neat moves to master.

His purple fireball is B, B and HP. His special tornado spin is B, F and LK. This sends your opponent into a whirlwind allowing you to attack at will. A four hit combo is HP, HP, D with LP, D and HP.

THERE'S MORE

The *Mortal Kombat* phenomena is not over yet by a long way. The game is released in America in April. It should hit the UK by May at the latest. By the time it hits the UK it won't be version one, it'll be even better. Then there is the live tour. This is a stage show that will make one of those Andrew Lloyd Webber things look like small time productions. The tour launches in the US soon but nothing has been decided about whether it hits the UK.

In July there is going to be an animated Mortal Kombat video. It uses state of the art computer generated graphics and cartoon animation to bring the MK story to life. The animated series will also reveal more hidden codes for the arcade game.

In August the incredible Mortal Kombat movie is released. Some people were shown a few sequences and scenes from the movie. I was there and it looked awesome. Goro is there and from what I have seen it'll just blow that Streetfighter movie away. The movie will also reveal more codes.

CHRISTMAS IS COMING EARLY

At the same time as the movie is released the update hits the arcades. Make sure that your local arcade realises that this is an essential piece of kit that they must get their hands on.

Christmas is coming early this year. In September the PlayStation version of *Mortal Kombat 3* is released. Forget any magazine that tells you the Atari Jaguar version will be the first one out in April '96. No way. The Sony version is out in September and will be arcade perfect.

In April '96 Atari are releasing their own version of the game, programmed by Williams. Expect most of the other home versions to hit around this time as well.

ED BOON – THE LAST WORD

We finally caught up with Ed to get his final thoughts on *MK3* and because he's a top mate, *MK4* as well.

So here we are then Ed, playing *Mortal Kombat 3*. Are you happy with the way it looks?

You know, to some degree we're never happy with it. Every time we finish a game we have to draw a line and say no more. We always want to add stuff. It was the same with *Mortal Kombat 2*. A lot of the stuff we wanted to put into part two we ended up putting into part three. You have to kind of bite the bullet and say, 'Okay, that'll be in the next one,' and we have this new version that will be out in September so there's a little bit of relief with that.

New version? Tell us more.

I guess you'll want to know what's in this new version. It's mainly going to be additional characters. We've got 14 selectable right now but we want to go up to 20. We're also putting in new backgrounds, essentially just adding a ton of stuff. We're not going to get rid of anything right now, it'll all be new additions.

A *Mortal Kombat 3* roll then?

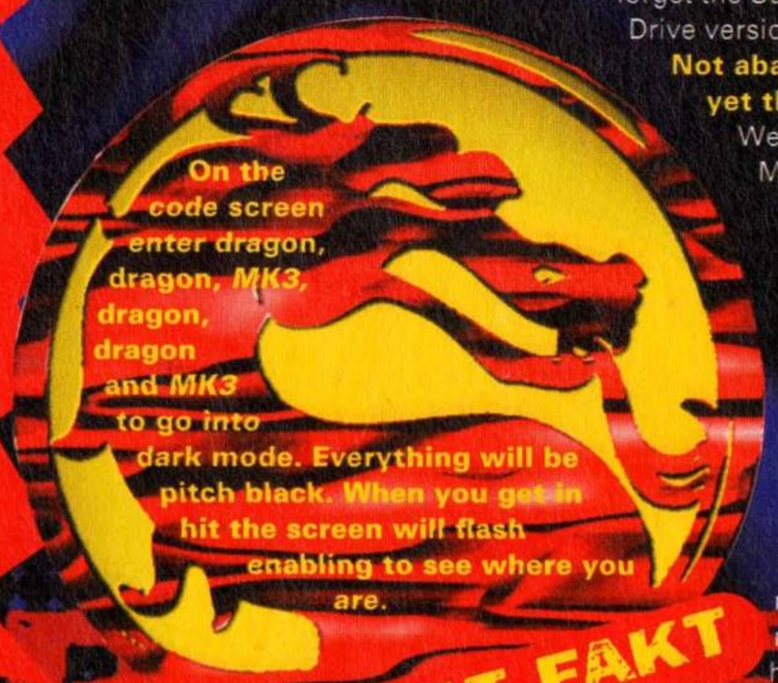
Yep. To keep the whole *Mortal Kombat* wagon rolling we've got those codes on the Vs screen. There's going to be a ton of stuff to do with them. Things that will send you back to the home version and they'll reveal something else which will send you back to the arcade. We're going to keep people bouncing back and forth. There'll be stuff in the live tour, the animated video, whatever we do it will all be tied in together.

So which is going to be the lucky home format to see *Mortal Kombat 3* first?

Mortal Kombat 3 will definitely be coming out on the Sony PlayStation first. They have the first rights for 32Bit and higher. There are plans for other versions. We've been talking to Atari for the Jaguar, we've talked about 3DO and we've been talking to Sega about the Saturn and to Nintendo about Ultra 64. There are a lot of versions of this game on the way. And of course, let's not forget the Super Nintendo and Mega Drive versions.

Not abandoning the 16Bits yet then?

We know that the SNES and Mega Drive don't have years left in them but we don't think they're gonna die as fast as everyone is predicting. You have to establish with the Sony PlayStation and others, all those are upwards of £250, some of them more. When you have something that expensive, that's beyond the magic line where you sell millions straight away. You have to wait for the price to



On the code screen enter dragon, dragon, *MK3*, dragon, dragon and *MK3* to go into dark mode. Everything will be pitch black. When you get in hit the screen will flash enabling to see where you are.

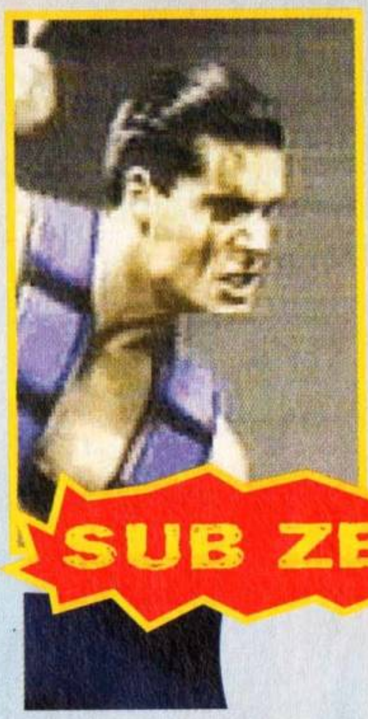
KOMBAT FAKT

now has shiny bionic arms to e him that little bit stronger, though he was no wimp in the place.

He also has some useful missile s. F, F, B, B and HP unleashes a ole missile.

The single version is B, F and HP. s running shoulder slam is F, F HK. By charging LK you can orm a good old fashioned nd slam. The grab punch is F, F and LP.

The grab throw is still there as well. For a five hit combo try hitting HP, HP, block, LP, B and HP.



SUB ZERO

Sub Zero seems to be going through a sticky patch. The icy one is no longer a ninja and the robots are after him for something. Just as well he has some cool moves then, really. D, DF, F and HP will make him perform an ice shower that will freeze your opponent, rendering them vulnerable. A new move is the ice clone. Hit D, DB, B and LP and a blue clone will appear on the screen. If your opponent touches it he will be frozen. His ice slide is B with LP, block and LK together. A five hit combo is HP, LP, LK, HK, B and HK.

CYRAX

Hit B B, B and LK to fire off a throw net, then uppercut your opponent when he is drawn in close. A bit like the yellow clad Scorpion really isn't it?

To throw bombs all over the place hit B, B, D and HK. This can make things extremely awkward for your opponent. He also has a teleport but it's unlike anything you have seen before. Hit F, F and LK and watch him explode and reassemble himself cleverly elsewhere on the screen. One of his fatalities has him standing close to you and all this machinery coming out of him to crush you to a pulp. A four hit combo is HP, HP, LK and LP.

come down and the the better games come out. I don't th k we're going to have millions and millions of games out for those systems for over a year. In the meantime, if there's a hot title like *Mortal Kombat, NBA Jam, Killer Instinct,* whatever, I think that stuff will be driving sales, just look at *Donkey Kong Country* for that matter. They sold several million *DKC*s and that's just a 16Bit game.

We will be continuing to support the 16Bits until we feel that it's not a profitable thing to do. I know we'll be supporting them with *MK3.* If there's a *Mortal Kombat 4* and if there's still a strong 16Bit market then we'll do it.

Oh yeah, *Mortal Kombat* 4 eh??

Oh, did I just mention *MK4*? Well, there's going to be this update in September and it's safe to say that if *Mortal Kombat 3* gets anywhere in the vicinity of the popularity of part two or one then yes there will be (*watch out for more Kombat Kolumns in the future then* – GM). At the moment we're not making any plans. We're not coming up with any characters or doing anything concrete like saying, 'Okay, now we're going to start *MK4*'. After we finally finish any changes to *MK3* then we'll start planning the September update. That will take up all our time up to then.

Just where and how do these fatalites come about?

It's not difficult for anyone to come up with them. We get millions of letters from tons of kids saying that we should do this or this is a cool idea. We get drawings and stuff so anybody can come up with one. The challenge for us is coming up with one that's feasible to do in the amount of memory that we're permitted so we can't have something that's different for every character. If we did we would use all of our image memory for that one fatality. We have got over 30 fatalities in the game, we have to be able to pad that down into the 18 Meg of image memory we have to work with. The challenge isn't to think of them, I could think of one off of the top of my head, it's to make them feasible.

So what about the animalities and why haven't we seen any yet?

They're very, very tough. Remember how the babalities and friendships were where you couldn't use a punch button in a round or you couldn't use the block button or something like that? We use restrictions in that respect. They're tied in like that. It's not something you can do just by winnin a normal fight. You have to restrict yourself in some way. That whole thing just qualifies you to get to the point where you can find out an animality. They're huge and very spectacular. We really wanted them to be very special. It's not like a plain friendship.

Which of the games have you found most satisfying?

I always feel a little disappointed. There's always a list of things that I would like to have changed or added. I have that feeling right now. I do think it's a good game and I do think it's gonna last a long time. It's got more hidden stuff and the gameplay is deeper with the combos and stuff. I've never felt content with saying, 'Okay it's finished.' I'm very hard on myself in that respect.

Just for old times sake, tell us a secret thing about *MK 3.*

Ahh, okay. There will be a round in the game (that you get to via the codes) where you will be fighting as your chosen character but the game will randomly change you to another character. So you could be Sonja and you're playing that game, fighting against Jax and all of a sudden, boom, you're Kano. You have to adjust to that then all of a sudden, boom, you're Cyrax, then boom, you're Jax. It's a hyper round and you won't know what's happening. There's another round where you'll be fighting and boom, you're on a different background all of a sudden. There's all these odd variations to the game. We have these crazy rounds where all these new features are just thrown at you and you have to adjust.

The secrets in MK2 didn't take very long to come out. Is the same going to happen with MK3?

If you remember with *MK2*, the secrets were all based on joystick combinations and the more difficult ones were based on restrictions like no punch. With this whole symbol thing there are literally one million variations. The chances of people finding one are slim. They're still there but they're pretty tough to find. A lot of the codes will be seen on the live tour or the animated series or I'll be giving you guys some at some point. We'll periodically let these things out. If something isn't found then I'll just give it to you. There's a chance that there may be stuff in there that no one will find if we don't say anything.

KOMBAT FAKT

Ed Boon and John Tobias make cameo appearances in the Mortal Kombat movie, keep an eye out for them.

GRAPHICS	SOUND	GAMEPLAY	LIFESPAN	OVERALL
99	94	97	96	We were expecting something very special and *MK3* has actually surpassed our expectations. The best beat-em-ep in history. LES
Better than ever! There's more detail in the backgrounds and the fighters look superb. Again.	*MK3* doesn't let itself down here either. The screaming quickly sends you into a *Kombat* frenzy.	What can we say? It's got everything. New characters and moves plus a truckload of secret bits and pieces.	Not only have you got to master it but you've got all those secrets to wheedle out.	

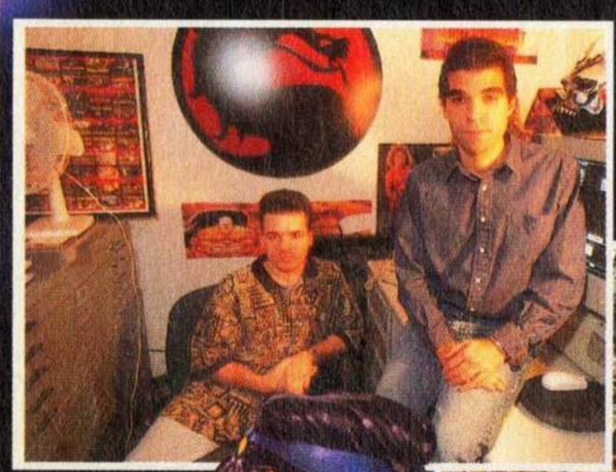
JUDGEMENT 96%

MK3 THE REVIEW

KOMBAT KOLUMN

Just tuned in and are wondering just where this game came from all of a sudden? Here's a recap of the Kombat Kolumns to date. You'd better have a note from your mother explaining why you're late as well.

UPDATE



November 94

With the nation still in the grip of *Mortal Kombat 2* mania a solitary phone call wings its way across the trans-Atlantic telecommunications system. The destination is Bath, England. An extension rings in the GamesMaster office. It's a guy from Williams in America just calling to say that they love the magazine and especially what we have done with *Mortal Kombat*.

We play it cool and say thanks. As the conversation carries on the names Ed Boon and *MK3* are casually dropped in. Good, it seems they didn't notice our subtle probing. Farewells are said along with promises to keep in touch.

Just a few days later another call occurs. This time going the other way. Would Ed Boon be interested in talking to us on a regular basis about anything he

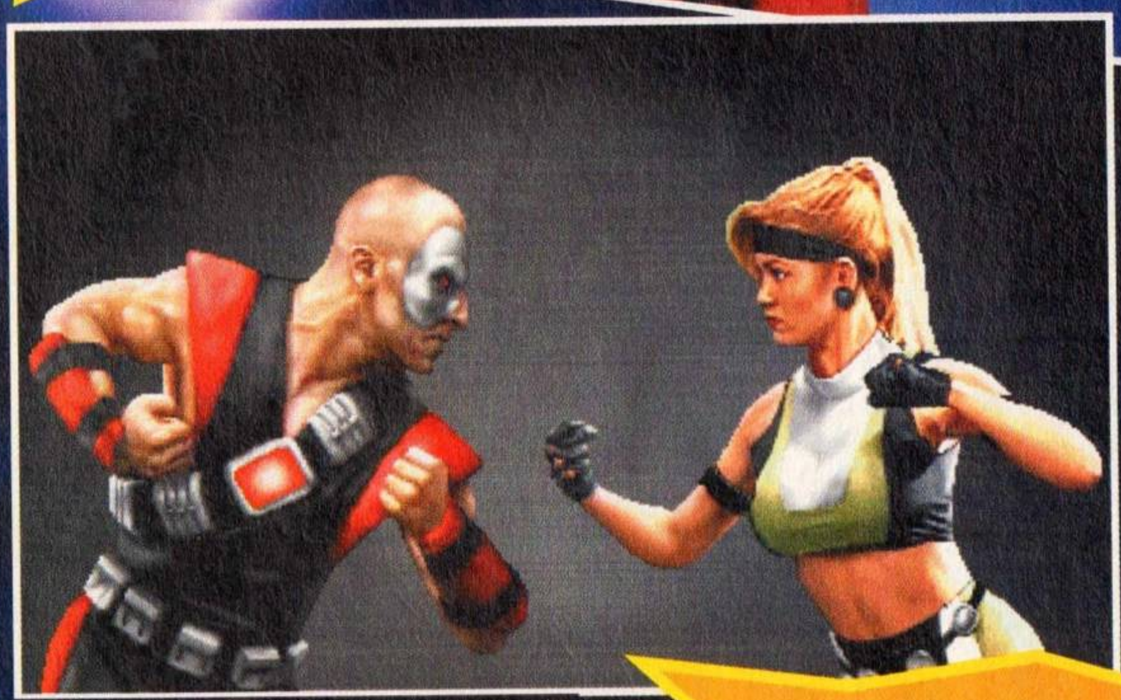
This is the early sketch of NightWolf, the Indian.

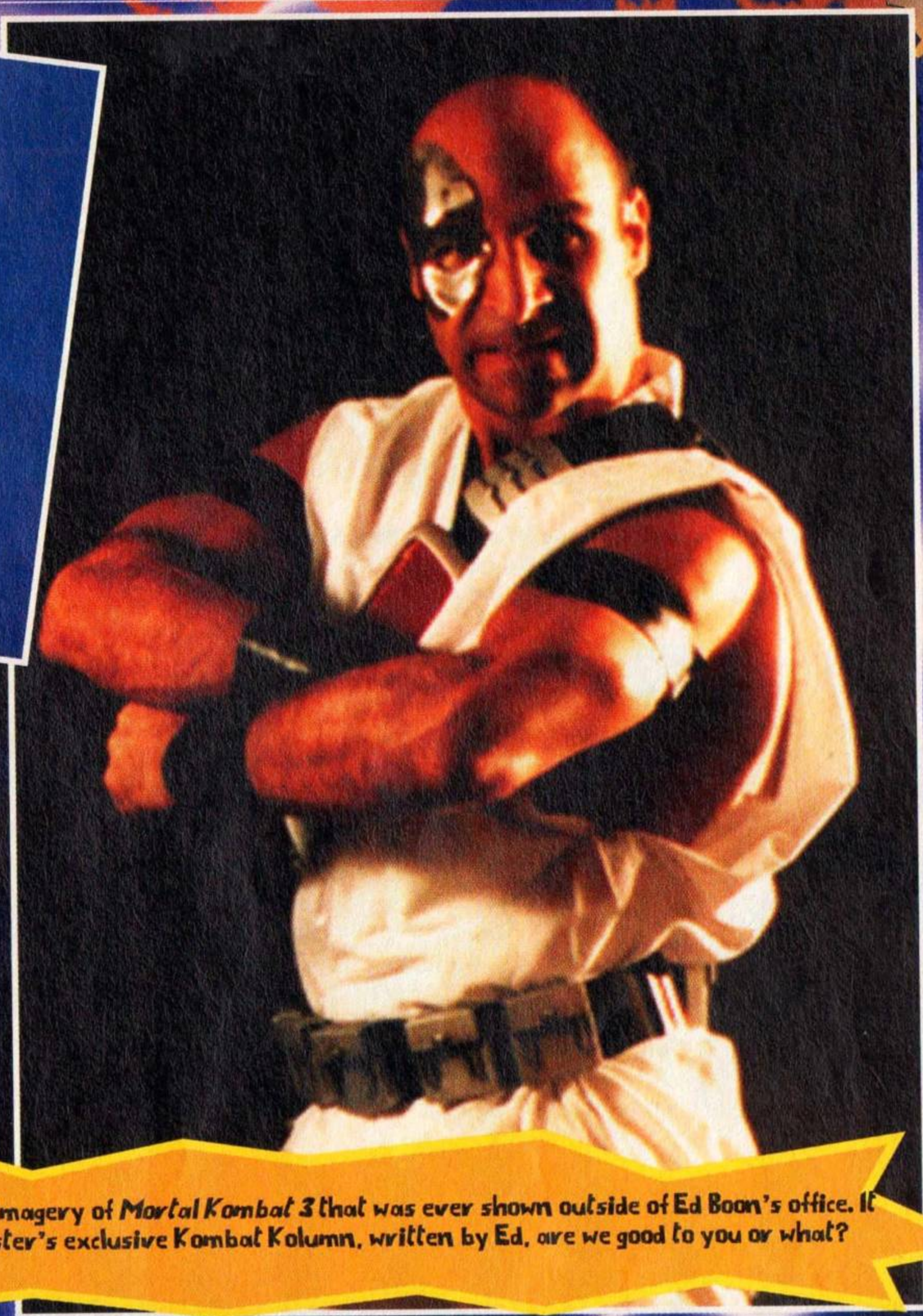
And of course we all know and love Sonja the babe.

Jax with his new stainless steel, shiny bionic arms.

Her extensions are longer than mine, not fair.

This is *Mortal Kombat's* bossman Shao Kahn running though some of his fighting moves in front of a huge blue screen. This is the same filming technique that is used in effects laden hit movies like Forrest Gump and True Lies.





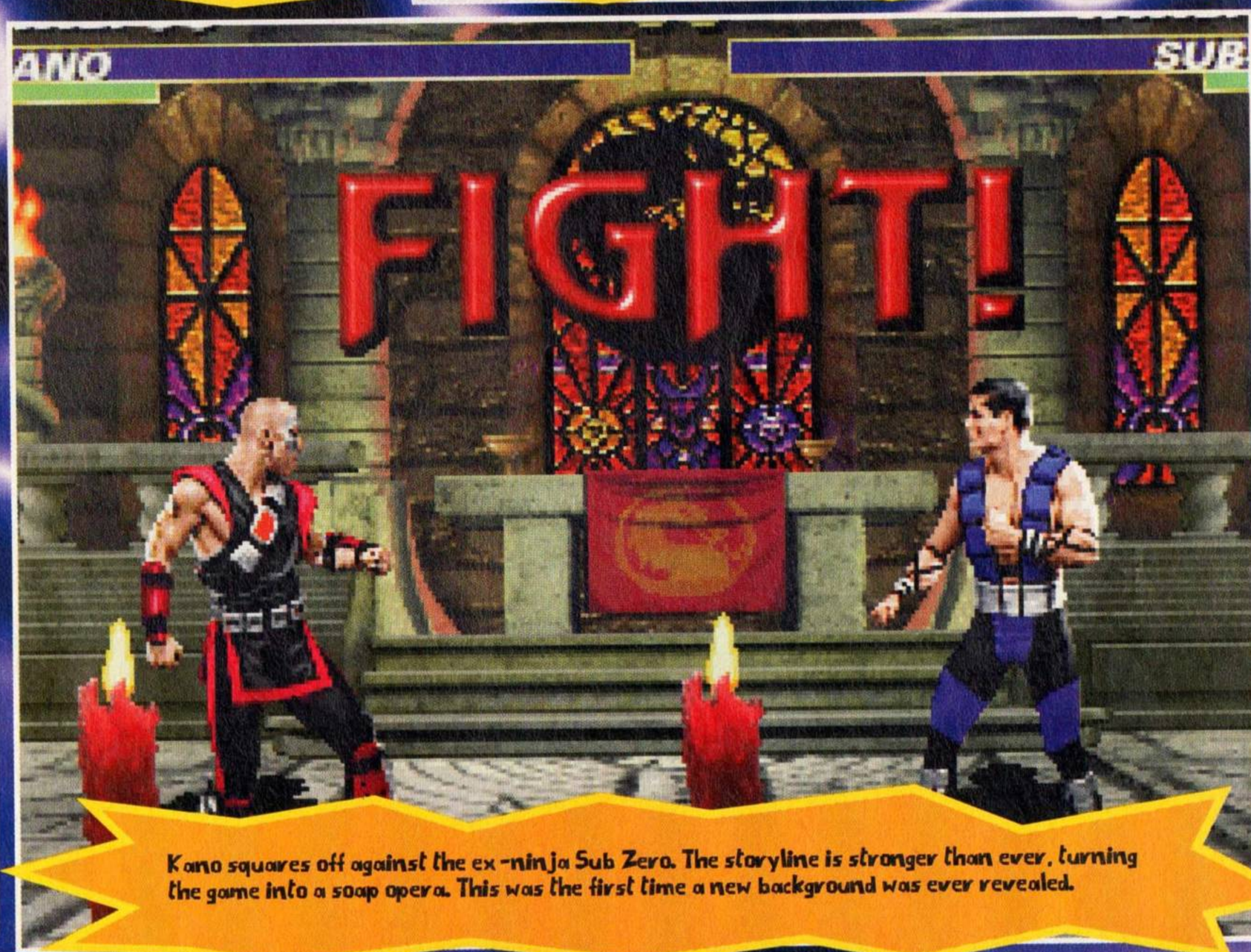
This was the first computer imagery of *Mortal Kombat 3* that was ever shown outside of Ed Boon's office. It appeared first in GamesMaster's exclusive Kombat Kolumn, written by Ed, are we good to you or what?

may be working on? Of course he would. They see GamesMaster as the perfect tome to break the earth shattering news that *MORTAL KOMBAT 3* IS COMING.

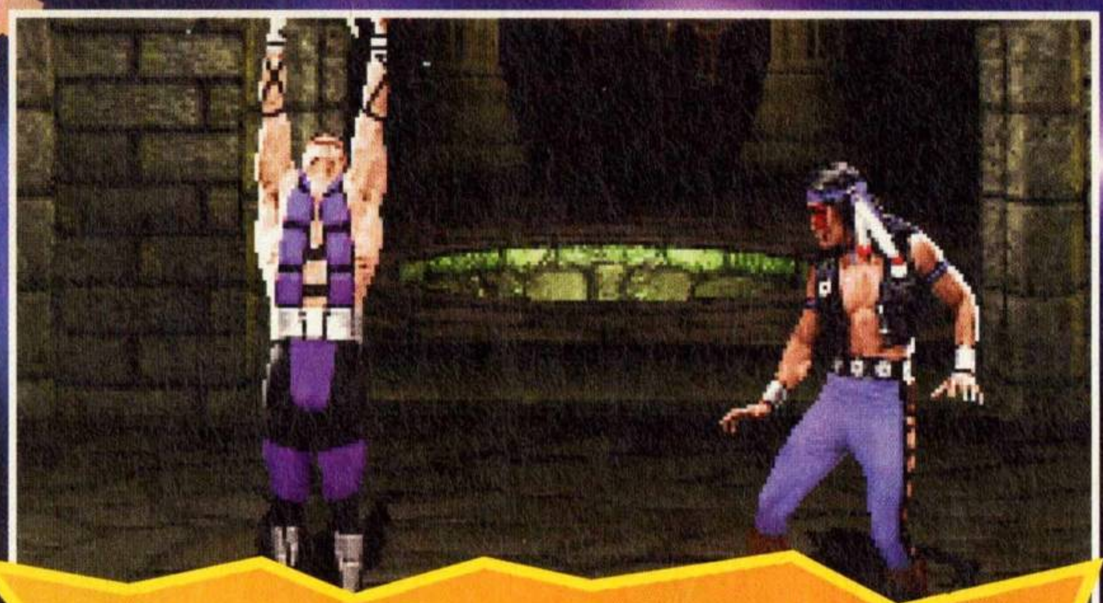
That night contact is made. Ed Boon speaks. He reveals how the awesome sales and popularity of *MK2* has kept them all on their toes. They need to go bigger and better. He reveals that some of the ideas that didn't make it to *MK2* will be included in *MK3*. Sonja and Kano are back. They may have missed out on *MK2* but when Williams heard about everyone trying to find them they just had to put them back in.

Controllable hidden characters are also mentioned. Smoke and Jade didn't stay hidden for long in *MK2* so why not give them a second outing? The team also promise that *MK3* will make *MK2* as obsolete as *MK2* made *MK1*. A new concept of hidden ideas is also evolving. The Ermac debate is settled once and for all.

December 94
GamesMaster Magazine is still struggling to recover from the deluge of phone calls and letters that the first Kombat Kolumn caused. To prevent interest from slacking off Ed Boon and his team make some startling revelations about their game. Jax and Kung



Kano squares off against the ex-ninja Sub Zero. The storyline is stronger than ever, turning the game into a soap opera. This was the first time a new background was ever revealed.



Sub Zero performs a new special move on Nightwolf. This new stage replaces the old portal stage but rest assured that constant uppercuts will lead to the infamous, "Toasty" cry and special things after that.

Lao are returning, but they'll be different – Jax has bionic arms and there'll be 14 characters.

The sound effects are being souped up by 50%. They want more screams, more music, more everything. Most of the fatalities will have their own specific speech and music.

The first sketch of a background is shown, along with an explanation of the storyline. The game is set back on Earth with Shao Kahn out to avenge the destruction of his beloved Outworld. The beloved Goro is also discussed. Will he be in *MK3*? Even with the game on the streets they won't let us know. More hidden backgrounds as well. Loads more falling off of bridges and interaction with the scenery will also be included.

Animalities are mentioned for the first time in hushed tones. Maybe is the answer. The highly complex system of thinking up character names is also unveiled for the first time. The team basically sit around, drink coffee and try to come up with a name that not everyone hates. If enough people like it, it's in.

Home versions of the game are also unveiled with practically every machine in existence getting a version, dispelling rumours that *MK3* will only be on Nintendo systems. The man who plays Kano, Richard Divizio is placed under the spotlight for a special GamesMaster interview. He talks about life as an *MK* character plus just who is toughest, Seagal or Van Damme. Did you know that *Mortal Kombat* was originally going to be a Jean Claude Van Damme game? Well you didn't read the interview then did you?

January 95

The first pictures of characters arrive. A mean looking Kung Lao, a futuristic Kano, the bionic Jax and the sexy Sonja all show off their new looks. There's also the world's first screenshot. The versus screen reveals just how superior the graphics will look in the finished game.

Strange calls start to bombard the office begging us to send British chocolate to an office at Williams HQ. A food package is immediately dispatched.

February 95

Things at Williams start to get hectic as everyone is busy trying to finish things off. Not so busy that they can't give their friends here at GamesMaster a call. It's just a few weeks until the machine goes on test and the excitement is mounting.

The first machine is almost ready go in the corridor outside the office so that everyone can have a go. That's the real test.

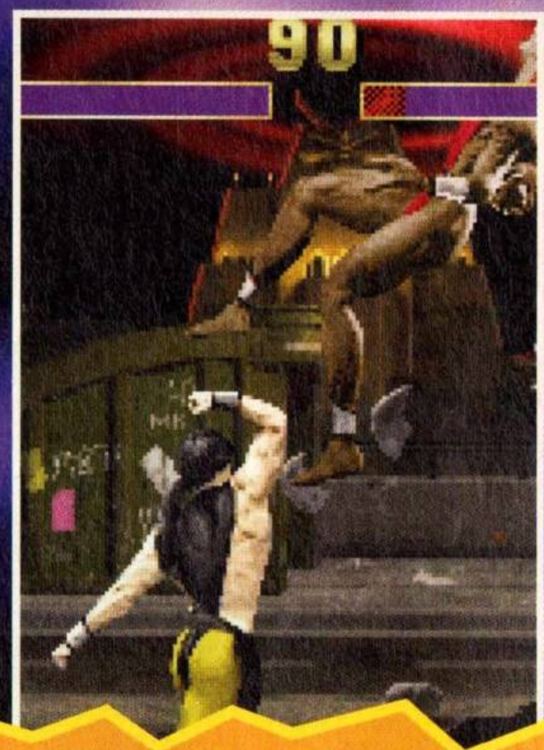
The release date is confirmed for April and the only things left are the stop motion characters. The first information on those all important new characters is also announced to us.

Big news is the female Goro style character. She's closely followed by a pair of robot ninjas similar to the old Sub Zero and Scorpion characters. Their goal in life is to kill Sub Zero, who is coming back, but not as a ninja. In true corny horror film fashion the bride of Shao Kahn makes her debut, along with her ability to fly and launch aerial attacks.

To bring things back to reality slightly a SWAT team member is mentioned, who will be armed with a nightstick. An Indian character is talked about in hushed tones along with a hidden character on the player select screen. The animalities are mentioned, now the team are 50-50 on them going in.

March 95

This is it. The first screenshots of *Mortal Kombat 3* to appear outside of Ed's office grace the pages of yours truly. The return of



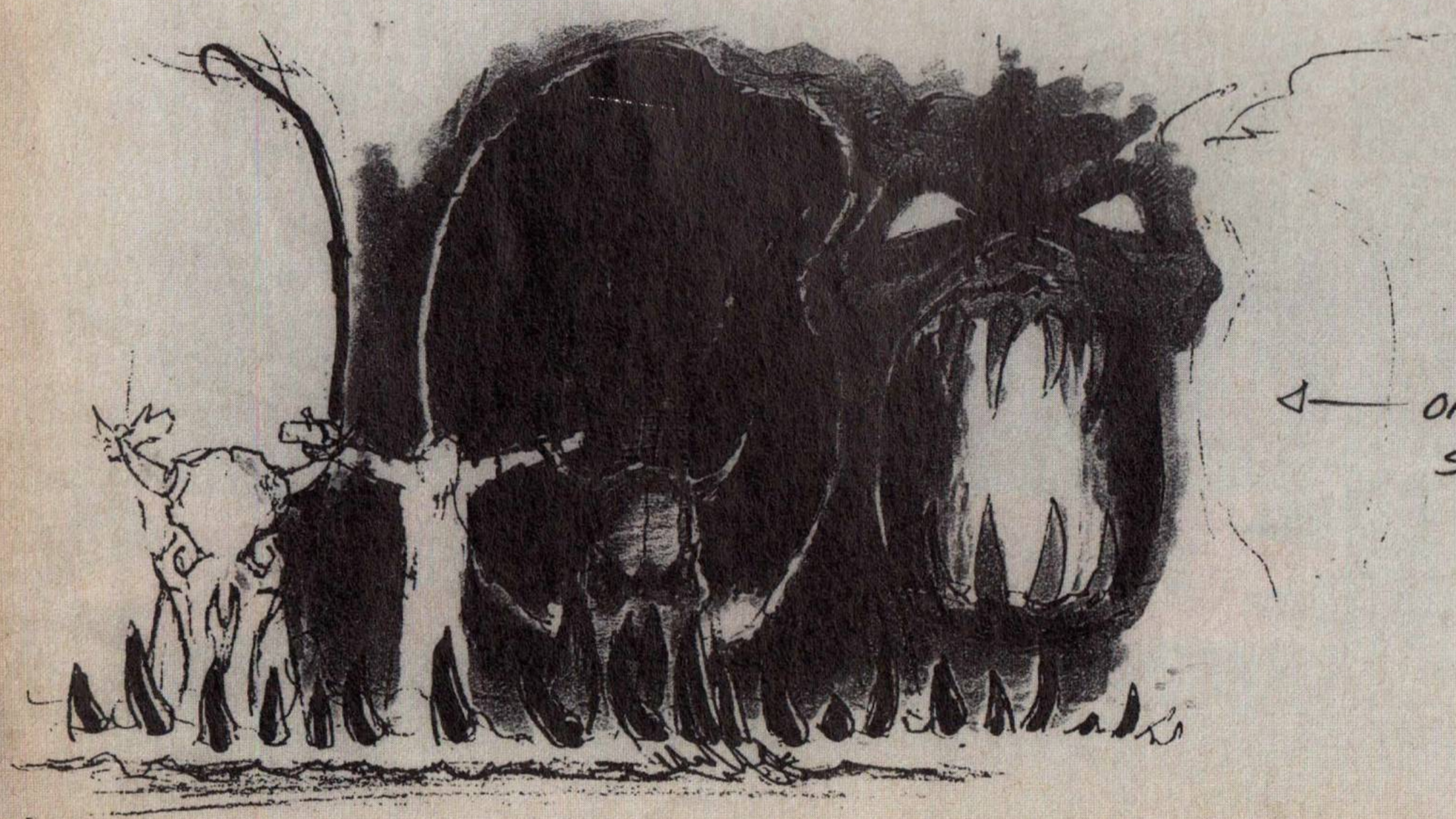
A fleeting glimpse of Sheeva the She-Goro as she is uppercutted by Tsung.

Liu Kang is announced with a fanfare. The other new character is a Tuskan Raider type fellow who manages to fight with a life support system on his back.

All the new characters names are unveiled this month along with the final details of their new moves. Check this out. There is going to be a character who is half man, half horse. Can't wait to see that one.

Apart from dispelling more rumours that have cropped up on the Internet and in general gossip we also get the first news that animalities have definitely made it. After months of trials they have been included.

Another new feature will be codes on the versus screen. By pulling off certain combinations on this screen you will be able to access secret parts of the game. GamesMaster also get the official review invite from Williams...



TONY GOSKIE'S ORIGINAL PENCIL SKETCH OF MK3 BACKGROUND

DO NOT EAT HIM

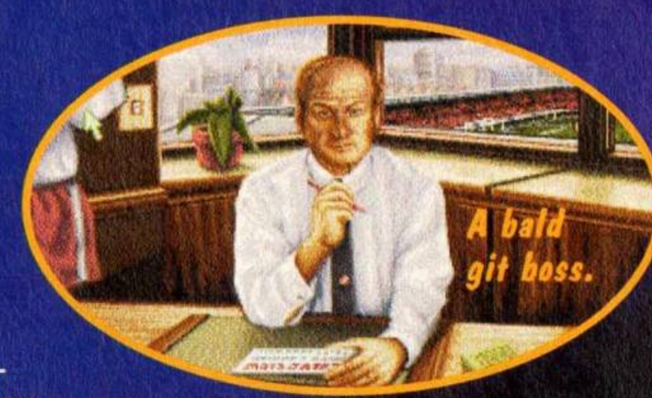
Mr. Tom Stott
(DUNDEE)

EAT him.

ULTIMATE SOCCER MANAGER

Go on son, 'ave 'im.

Okay so that's 2 million quid and a mansion in Spain for your goalie.


A bald git boss.

FROM – IMPRESSIONS/DAZE
FOR – AMIGA/PC

Football management has to be one of the most over-subscribed genres. There have been dozens of games that claim to allow you to experience the thrills (thrills?) of managing a footy team. You may think that the likes of *Premier Manager 3* have just about every feature there could be, but you'd be wrong. There isn't a game yet that has featured the true side of footy. The bungs, the bribes and the match fixing. Until now.

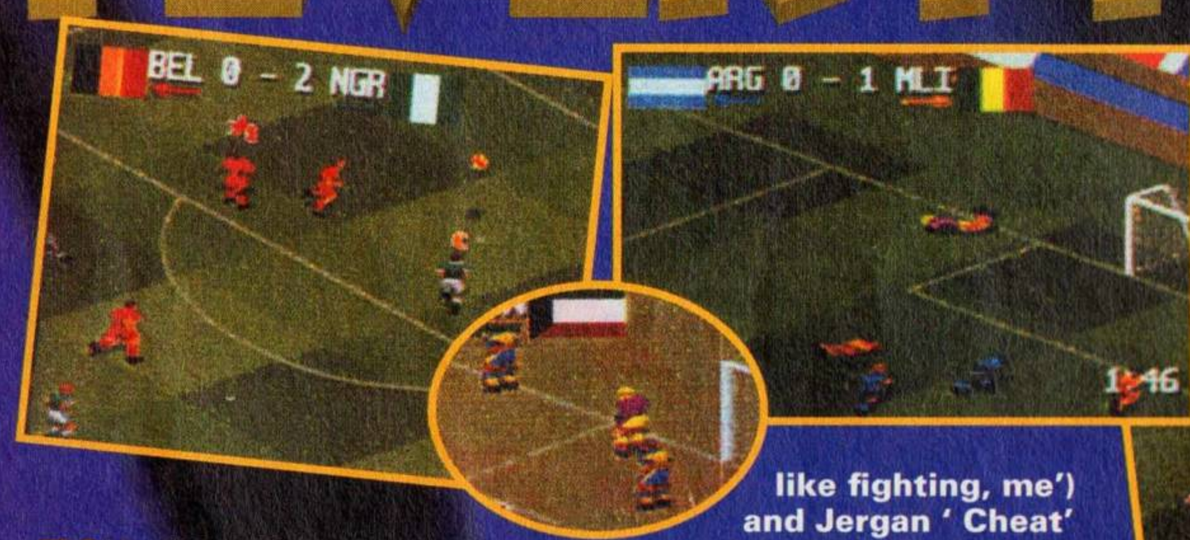
USM features all these unique aspects along with every other thing that the other games offer. Apart from managing your team you get to build up your stadium and environment, control all the business, press conferences, finance and sponsorship; the list goes on.

PRICE – £29.99/£34.99
AVAILABLE – APRIL

Could this be the first game to give you the realistic stomach ulcer? Probably not but with these new controversial features *USM* is bound to cause a stir when it arrives.

LES ELLIS

FEVER PITCH



Footy gameplay and violent action. Sounds pretty good to us.

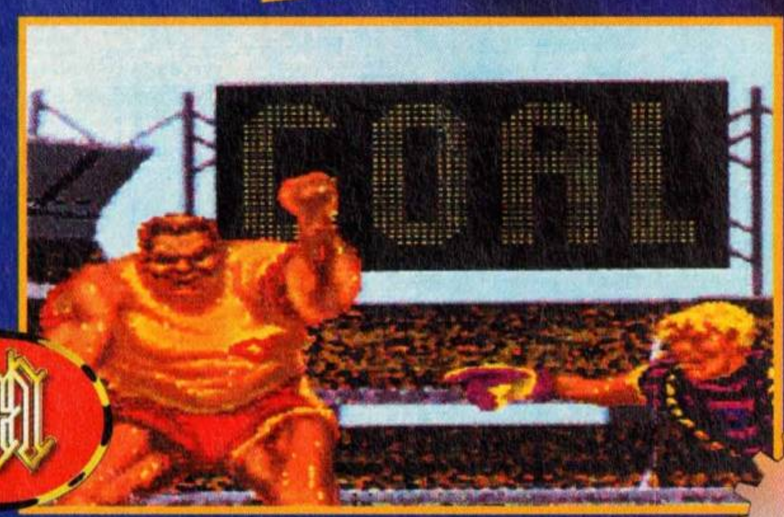
FROM – US GOLD
FOR – SNES
PRICE – £45
AVAILABLE – MAY

Mmmm, football's not got the best reputation at the moment has it? Hot on the heels of the first sleaze riddled management sim, *Ultimate Soccer Management*, comes an action game featuring all the in-game chicanery and gamesmanship that we know and love.

With characters such as Barry 'ten bellies' Barger ('I like fighting, me') and Jergan ' Cheat' Gdiverman ('I play to win. If I can't win I cheat') this probably isn't the sort of thing that the FA bods would want impressionable young fans to play.

Still, they can take a running jump if *Fever Pitch* manages to weld its, er, irreverent approach to an acceptable footy game.

WILL GROVES

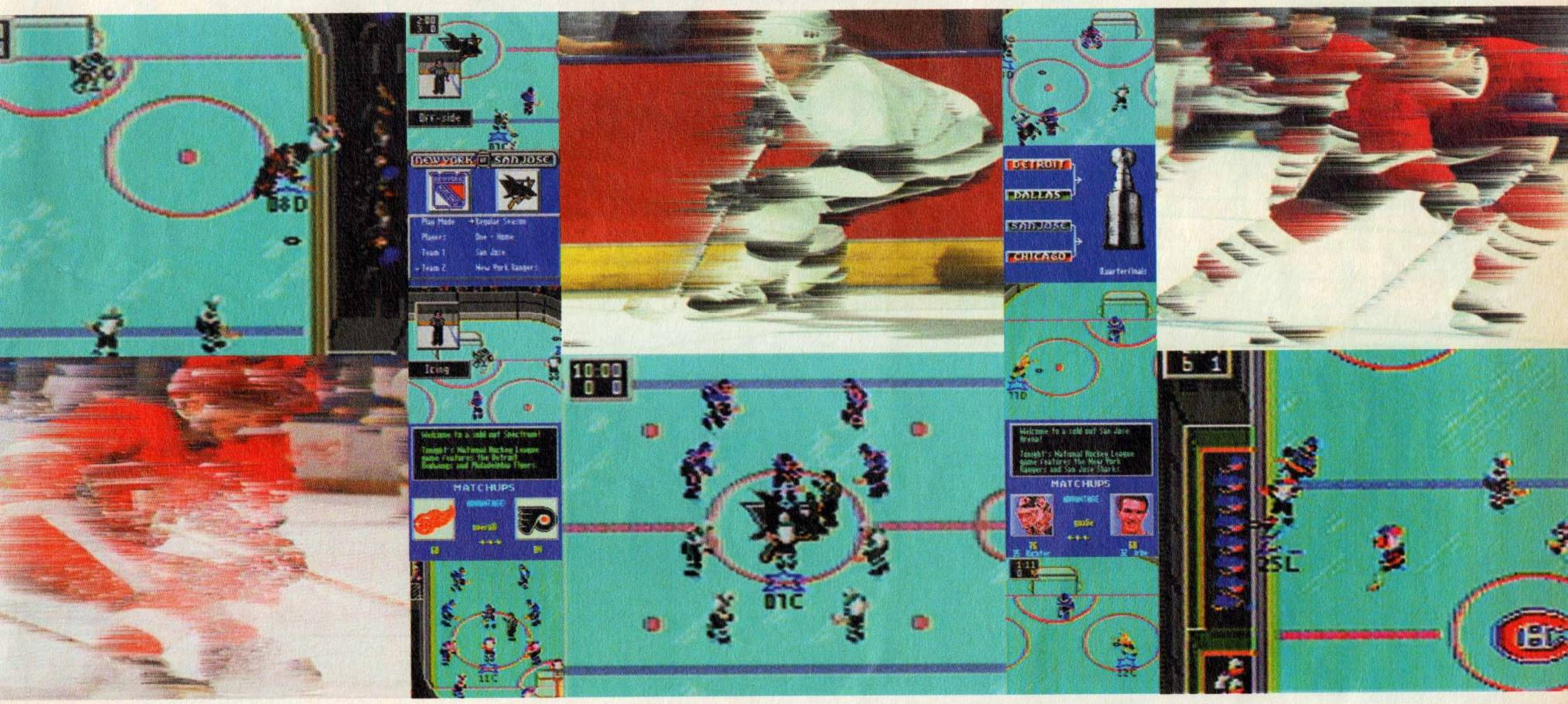


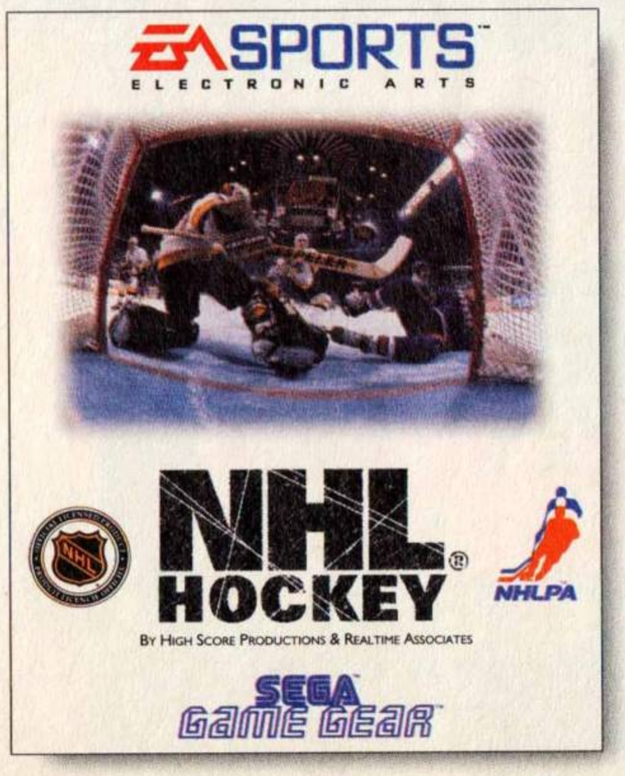
Too hot to handle

If you can't stand the heat, stay off the ice. But if you reckon that you're ready to take on the roughest, toughest guys that the NHL® can throw at you, don't miss out on EA SPORTS'™ NHL® Hockey. About to blaze onto the Game Gear™ for the first time, there's all the scorching slap shot action and toe-curling tackles that set the Mega Drive™ alight. And with every current NHL® team, logo and NHLPA ™ player squeezed in, it makes for one explosive cartridge.

Fire off one-timer shots and terrify the front row of fans with bone-crunching board checks. You can edit player lines, game and player stats and then take on the opposition in any one of three game modes: exhibition, playoff and best of seven. Perhaps best of all, get wired up with a data-link cable for two-player mode and put your mates firmly in their place.

NHL® Hockey – Can you handle it?





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EA SPORTS™
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For more information about NHL® Hockey on the Game Gear, please contact: Electronic Arts, P.O. Box 835, Slough, Berks SL3 8XU, Tel: 01753 546 465

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ALIEN BREED 3D

FROM – TEAM 17
FOR – FOR – A1200/CD-32
PRICE – £29.99
AVAILABLE – MAY

If there are two things we didn't think you'd ever get on the Amiga then they'd be a decent *Doom* game and acid bleeding aliens ripping your head off and doing unpleasant alien things down your neck. You wouldn't get a *Doom* game because apparently the Amiga can't handle it. You wouldn't get the alien stuff because, well it's a bit sick isn't it?

You would have thought this was so but we've had a polite, "ahem" from Team 17 who claim that they've come up with the goods.

"As far as we're concerned this is the closest the Amiga will get to a *Doom* game," bragged Team 17's Alan Bunker, "and we're all big *Doom* fans here. We've already got competition on the Amiga with *Angst* and *Death Mask* but those aren't even close to what *Alien Breed 3D* is doing.

"The graphics in *AB3D* do look a bit chunkier than things like *Doom* but we've had to compromise. We've done the graphics like this to enable us to keep loads of playability and atmosphere. After all, you can't have an *Alien Breed* game without atmosphere." Bold words, kind sirs, but we'll see next issue.

LES ELLIS

A big scary green alien suffering from pixelitis yesterday, sort of.

Amiga Doom was a bit like the search for the Holy Grail.

SPERIS LEGACY

FROM – TEAM 17
FOR – AMIGA
PRICE – £25.99
AVAILABLE – MAY

You know how we all love those cute, fluffy little RPGs on Nintendo systems? Those *Zelda* things where you go around collecting objects to solve puzzles and interacting with people. You talk to some and lop the heads off the ones who won't chat.

Amiga owners need seethe with jealous rage no more because Team 17 are bringing one out just for them.

According to Team 17, "This is a console style RPG without the console, but with an Amiga. It's big with hundreds of screens of fun and action filled stuff."

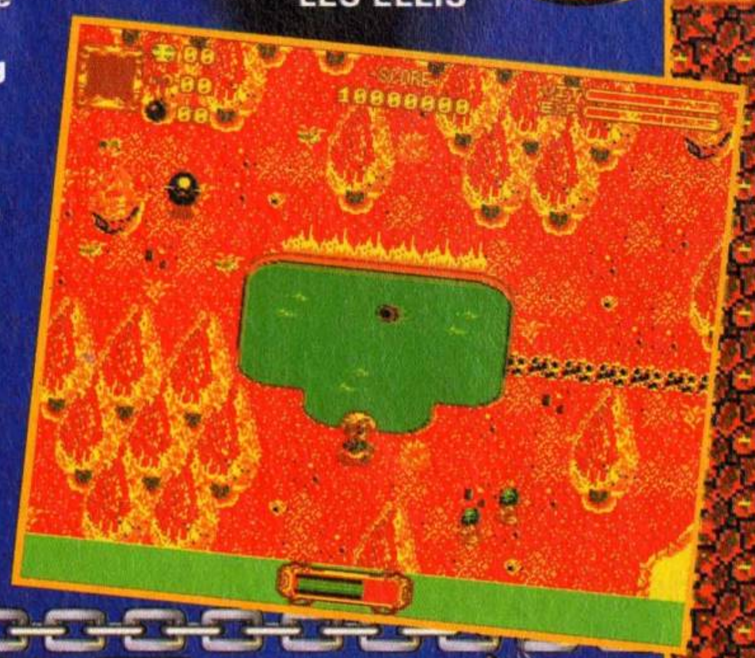
We were going to say that. You've gone and spoiled it now. *Speris Legacy* promisesto be a huge cutesy RPG that will combine tons of screens with lots of things to do. Add some endearing characters to make you go, "ahh, look. You wouldn't see that on a Nintendo," a lot and you're there.

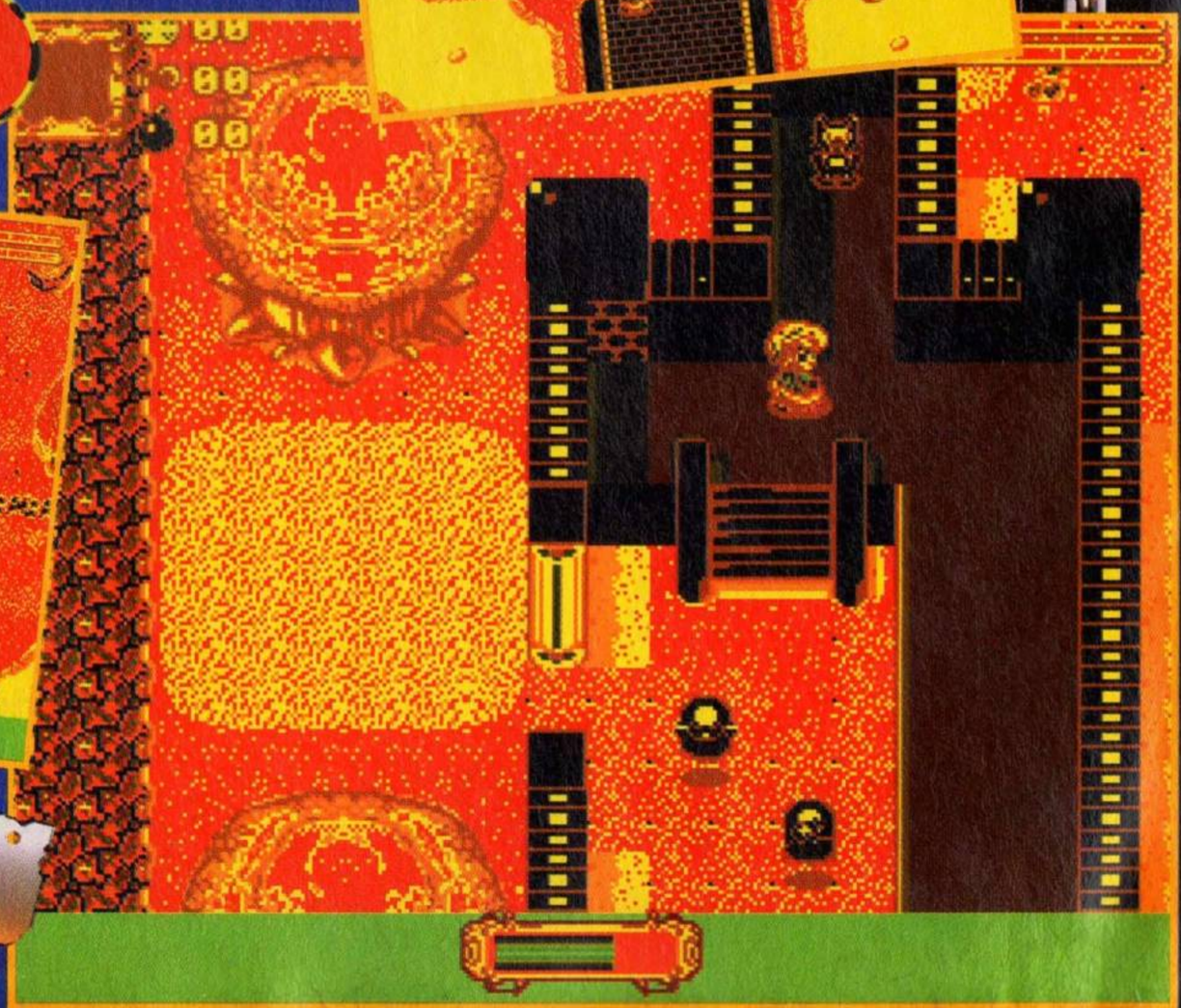
Team 17 also say that this has a combat system that even a deranged warthog could use. We'll give that the ultimate test when Will reviews this next issue. Ow Will, that hurt.

LES ELLIS

Will, they called you a warthog.

That's so wrong. Git yes, but warthog?





DON'T RELAX! DON'T BLINK!

TAKE CONTROL

CHAOS CONTROL

CD-ROM MAGAZINE
"4.5 OUT OF 5"

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INFOGRAMES

CD-ROM CD-i

PHILIPS

PHILIPS

BRIAN LARA'S CRICKET

Brian Lara's a sporting hero. He's the best in the world and a really nice bloke to boot. Probably.

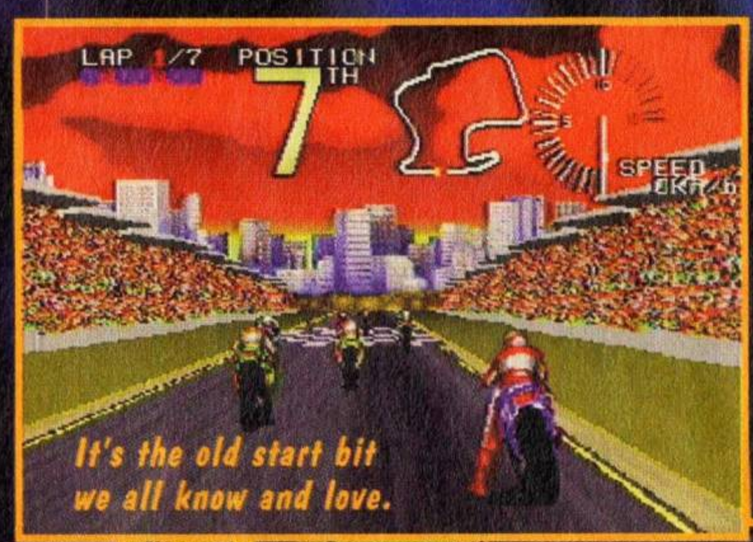
FROM – CODEMASTERS
FOR – MEGA DRIVE
PRICE – £39.99
AVAILABLE – MAY

It had to happen, and it has. Cricket has wended its peculiar way to the land of the circuit board and the fellow with the milky breath and matching anorak.

Oh yes, leather on willow. Poor willow, heh heh. Anyway, "What" I hear you bellow "will be in the game?" This mate: There are ten teams all with the correct players, and one to four-player options. Test matches are the basis and you can add bags of spin and top and even, if you're fool enough, pull off a googly. It's even got a really odd spinny round view which you can use to bugger up your opponent because he can't see where to bowl. There's also a battery back up so that a four day test can last eight days if you want. I asked Codemasters who the game would appeal to and they replied in the form of a greek chorus thus: "*Brian Lara Cricket* will appeal to cricket fans by virtue of the amazing loyaly to realism it exhibits..." and finished right in mid sentence. Which was a bit inconvenient, really.

SIMON KIRRANE

SUPER BURN OUT



It's the old start bit we all know and love.

FROM – ATARI
FOR – JAGUAR CD
PRICE – £49.99
AVAILABLE – MAY

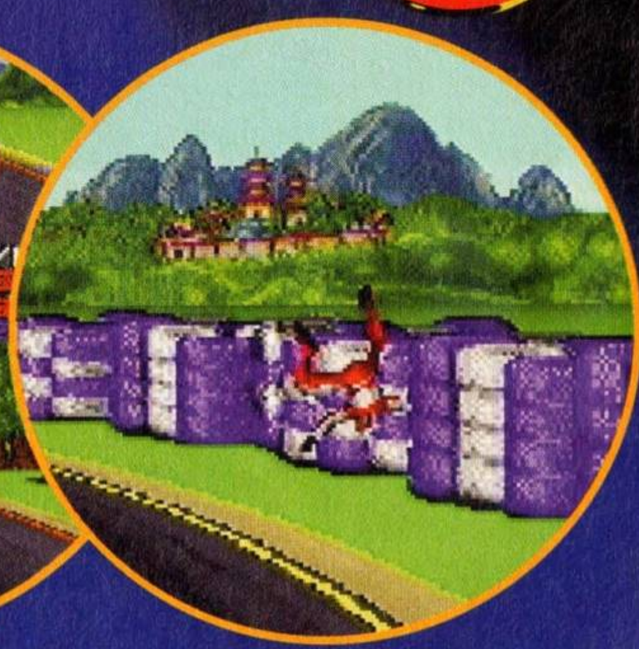
Just when you thought we had got past the days of naff racing games. You know, all these new machines. High powered and with lovely games. Then along comes Atari to remind us that they, at least, haven't forgotten the good old days.

Super Burnout is one of their first releases for their Jag CD and it's based on a game that was out in the arcades years ago. It's a one or two-player game where you race on these high powered death machines trying to get to the finish line before you kill yourself. You've seen these guys corner, they've got a death wish.

In one-player mode you can compete in a whole championship all over the world and in two-player mode you go head-to-head in split screen mode. It's hard to think of a good reason for a racing game to be done on a CD but I'm sure that when we review this you'll find out. It's fast and looks impressive, we'll know more next ish.

LES ELLIS

There's also the odd corner in here.



THE PSX WILL BE HERE BEFORE YOU KNOW IT AND DEVELOPERS HAVE BEEN WORKING ON NEW GAMES FOR MONTHS NOW. PSYGNOSIS AREN'T SLOUCHING.

FROM – PSYGNOSIS
FOR – PLAYSTATION

WIPEOUT

Looks a bit hairy to us.

This isn't a surfing game, oh no. It's a racing game set in the future, so you've got pilots instead of drivers and F3600 whatsnames instead of cars. The crashes are still here though, luckily along with stuff like Jumps, tunnels, loops, shortcuts and all the things we expect from next gen' racers, including a serial two-player link.

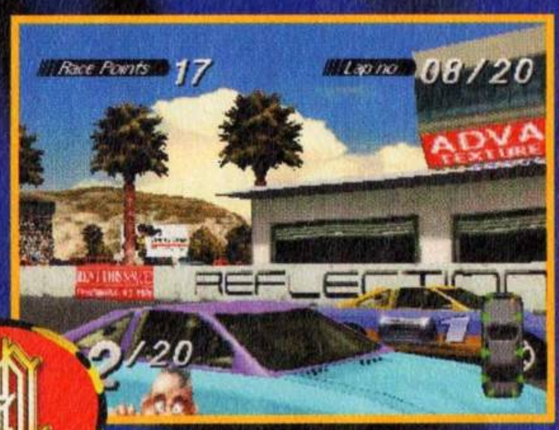
KRAZY IVAN

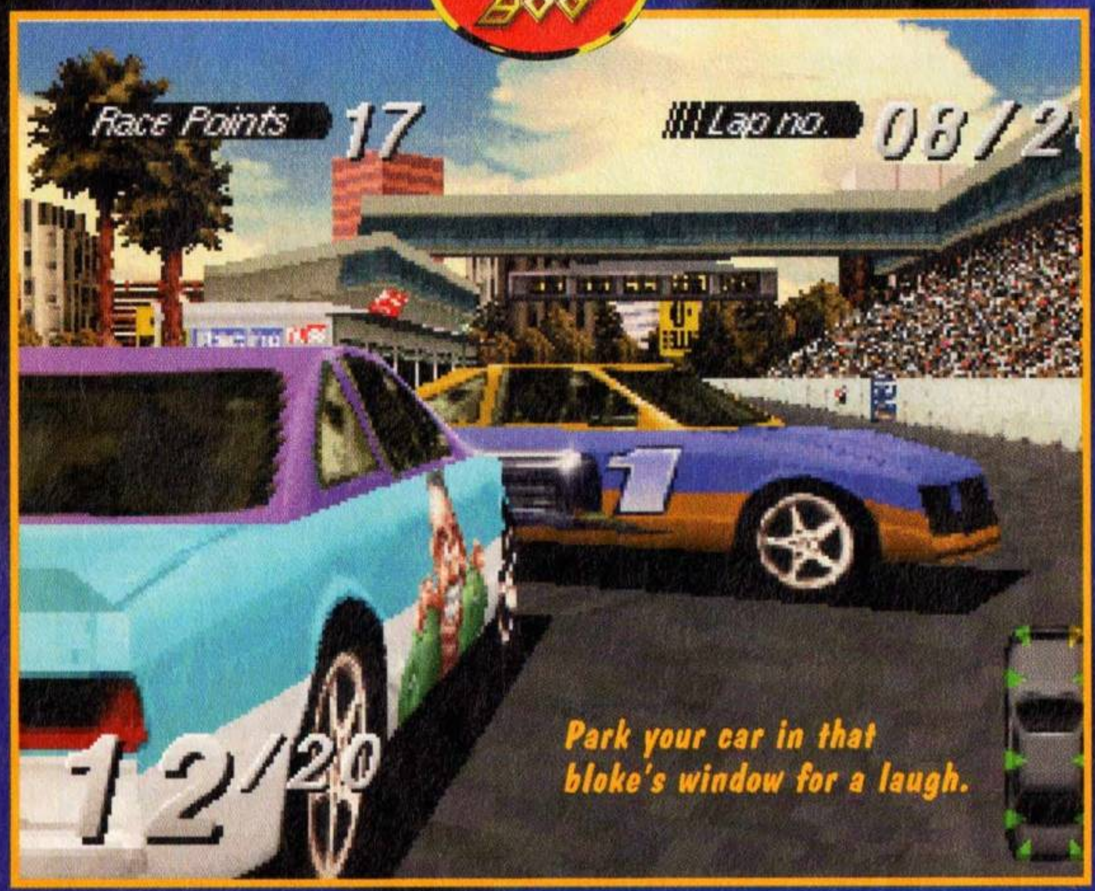
Yep, this is another in the current wave of giant mech-bot stompers that are currently flooding the console world. This time it's a head-to-head battle against other forty foot, fifty ton mechanised power suits. All this takes place in an 'arena' and promises to be as destruction geared as you could hope.

It's dog eat dog in the world of the giant killer robot suits. Maybe. I've never been there.

DEMOLISH 'EM DERBY

This is another racing game, this time with the accent firmly on conflict rather than speed. Accordingly, there's no race, no laps and absolutely no rules whatever. The only object of the game is to wreck everybody elses' car and end up with the only remaining roadworthy vehicle. Hooray!





Park your car in that bloke's window for a laugh.

Looks a bit flash.

It says here that *Assault Rigs* is 'a fast paced state of the art 3D killing game' which sounds promising. And yes it's another two player head-to-head rumble in, yep, another arena.

Of course the arena's not all that friendly either, despite looking like a TRON set and is trying to kill you too. Blimey.

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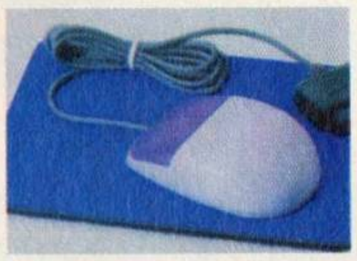

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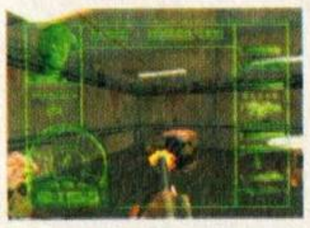

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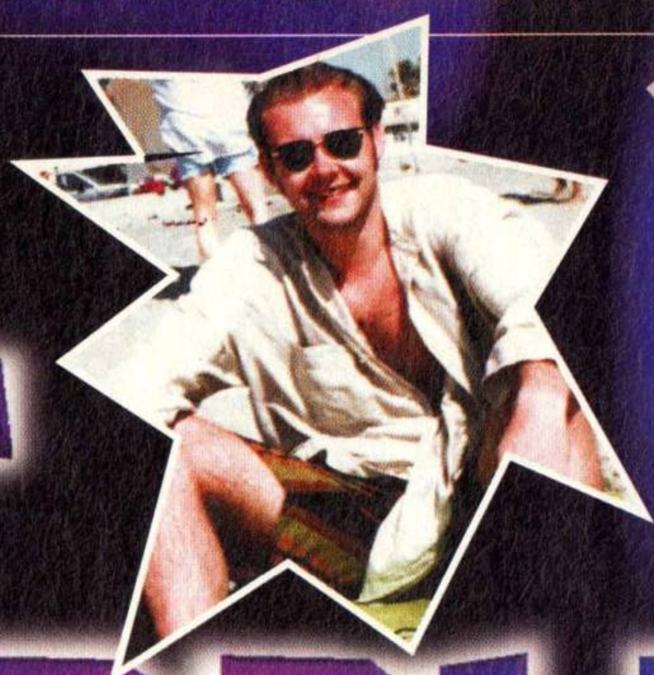


DOMINIK DIAMOND

WELCOME TO MY BIG PURPLE OPINION, A BRAND NEW PART OF THE MAGAZINE, WHICH WILL RUN REGULARLY UNTIL WE ALL GET BORED OF IT.

Each week I will be taking a subject which is riding the bike of controversy down the hill of cutting edge. Probably. What I can guarantee you is a full, frank discussion where I will be talking a load of rubbish and getting overpaid for it. This month: Big Boxes.

Yes, while other magazines bore you senseless about the merits and demerits of FMV clips, I am more concerned with the size of the packaging that games come in. Why are they so big and strangely shaped? I refer, mostly, to PC games.

It used to be that they all came in oblong-shaped jobs roughly the size of a sheet of paper. This was bad enough, because you would open this box and find a wee disk and a piece of paper inside. It was unnecessary, it was killing trees but it was only the start.

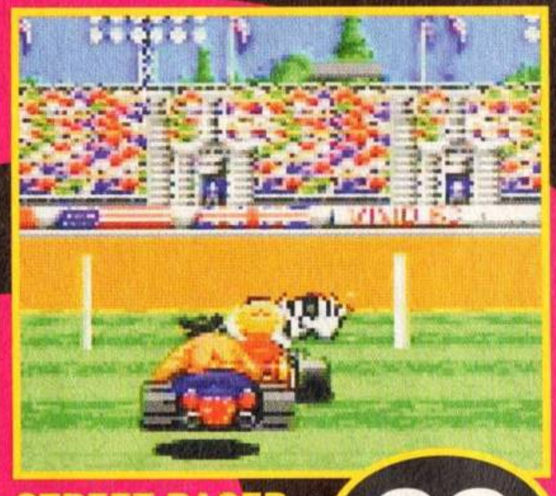
Then came *Armoured Fist*, in a box so ludicrously shaped and complicated that the first mission was working out how to open the damned thing. *The Star Wars Screen Saver* was worse: a long flattened 3D hexagon. WHY? After a few weeks, one end of my copy flattened out into a knife edge which could have your eye out if you weren't careful. Finally, my own personal unfavourite: *Alone In The dark 3*. It's a fairly conventionally shaped affair, but it is HUGE!! It is so big that if you stood it on its end it would block out the sun. If you asked professional bearded bloke and all-round deep-voiced adventurer Brian Blessed to climb it – he couldn't. I'm not even going to comment on *Creature Shock*, whose packaging defies all laws of practicality and taste.

So, Mr Publisher – behave yourself. not only are you pointlessly wasting forests, causing a worldwide paper shortage which means that my DC comics have recently undergone price increases but my shelves are looking untidy. They're not nice and uniform like my video shelf and it's upsetting my yin and yang. So deal with it. DOM DIAMOND

REVIEWS

ETERNAL CHAMPIONS - DARKSIDE MEGA CD **34**

SPIDER MAN SNES **36**



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ACTING EDITOR Simon Kirrane WHO HE Tim Tucker ART EDITOR Simon Barnes DEPUTY ART EDITOR Lisa Kellett STAFF SUB Will Groves STAFF WRITER Les Ellis AD MANAGER Dom Beaven DEPUTY AD MANAGER Jane Geddes SALES EXECUTIVE Joe Morris LINO AND SCANNING Mark Glover, Chris Stocker, Jon Moore, Simon Windsor, Jason Titley SYSTEMS MANAGER Avi Abidi MAC SERVICES Christian Goddard PUBLISHER Colin Campbell CIRCULATION DIRECTOR Sue Hartley PRODUCTION MANAGEMENT Judith Middleton ADMINISTRATION ASSISTANT Suzannah Angelo-Spirling PAPER CONTROLLER Fiona Deane PRODUCTION CONTROLLER Claire Thomas PRODUCTION CO-ORDINATOR Freddie Wassem AD DESIGN Claire Russell GROUP ADVERTISING MANAGER Mary De Sausmarez JOINT MANAGING DIRECTOR Greg Ingham CHAIRMAN Nick Alexander TIPS MAN Paul Weaver PHOTOGRAPHY Rob Scott COLOUR ORIGINATION Pheonix Repro PRINTING St Ives UK AND OVERSEAS NEWSSTAND DISTRIBUTION Future Publishing Ltd EDITORIAL AND ADVERTISEMENT OFFICES GamesMaster, Future Publishing, 30 Monmouth Street, Bath, Avon, BA1 2BW TEL: 0225 442244 CUSTOMER SERVICES Future Publishing Ltd. FREEPOST BS4900, Somerton, Somerset TA11 6BR TEL: 0225 822510. COVER ARTWORK Paul Kidby

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THIS MONTH'S LINE-UP 32

What would your Animality be?

Will Groves

I'd turn into a domestic cat and ruthlessly ignore my opponent to an early and offended grave.

Simon Kirrane

I'd morph into the body of a Dolphin and kill my enemy with gently rational alien intelligence

Les Ellis

It might take a while but I'd slime my enemy to death in the form of a common slug.

Tim Tucker

I'd be a little field mouse and try to cutesy my opponent to death. You know, eeek! That sort of thing.

SKIDMARKS 2 AMIGA 40

SUPER TURRICAN 2 SNES 44

ADDAMS FAMILY VALUES SNES 46

OPERATION STARFISH SNES 47

TFX AMIGA 54

DIRT RACE FX SNES 56

PANZER DRAGOON SATURN 58

IMMERCENARY 3DO 62

THEME PARK MEGA DRIVE 63

KINGPIN AMIGA 65

MEET THE GANG

Chin Wo is an acupuncturist and shaver from the year 1815.

Crispy's a chicken with a bad attitude and Egg Fu expertise.

The Dark Eternal Champion is the most evil being in existence.

Dawson McShane's a gambler who has got involved somehow.

The Eternal Champion thinks he's hard. He's absolutely right, mind.

Hooter's an Owl specialising in environmentalism. And why not?

Raven's a voodoo priestess from 1830. Each to their own.

Riptide's the best looking pirate we've ever seen. By a long way.

Senator's a politician so feel free to kick his corrupt head in.

Shadow's a Ninja assassin with great legs. Sorry about that.

Slash is none too bright but he is a caveman from prehistory

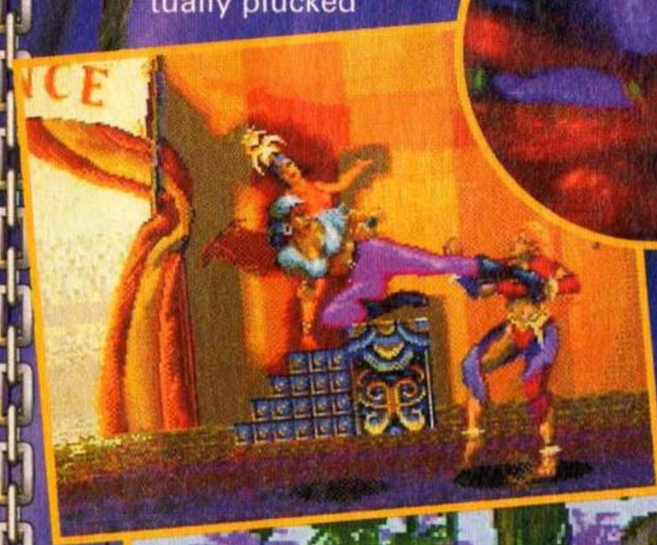
As you can see Slither is a snake. Stand on his head. That's it.

ETERNAL

Now, when you or I reluctantly succumb to some vulgar tumour or become entombed within the smouldering wreckage of a Nissan Micra... when we're eventually plucked from this frail drama and ruthlessly flung onto the celestial scrap-heap, two things are certain. Sensitive, doting relatives will investigate our bedrooms and unearth sackfuls of humiliating photographs, letters, magazines and beat poetry. Vague acquaintances will eat sandwiches and wear dark clothing.

The *Eternal Champions* fighters don't have to worry about all that. A bit like Jean Claude Van-Damme in that film, they get another chance. They get to go back, relive the good bits, change the bad bits, do lots of fighting and kiss Mia Sara. On the mouth.

It's all a bunch of solid, wholesome, immortal, good vs evil kinda frolics, you crazy kids. In the original Mega Drive version (which was a bit crap) one of the champs had a fight with the 'proper' Eternal Champion, won, said, "You should train harder before you fight me again" (or something) and that was the end of it. Now, we're blessed with slightly improved gameplay, better graphics, a sillier plot, more fighters, more options, more gore, and more bleedin' CD access time. Yes, yes. It's a one-on-one beat-em-up. But, what's different? What's new? What's best – train journeys or fog?



Lots of odd people, fighting in various odder places. Yesterday.

SCHLOCK OF THE NEW...

New stuff... Four hard, cold, stinkin' basic new characters (plus NINE ones who are cleverly hiding). Loads more of them there special move things (with dog-lots of onion-like new finishing moves, some of which even involve slinky, shocking FMV cut-aways). Seventeen (Jesus) new 'tournament' modes, and that...

Isn't this nice? The tropical sky, the jungle setting, the huge pointy toothed skull cave and the fight to the death. Lovely.

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Jetta's a circus acrobat turned psycho nutter pit fighter.

Jon Blade's a bounty hunter and fashion victim from the future.

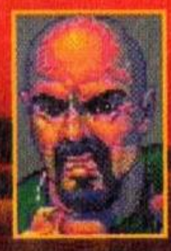
Lareen Tyler's a Cat Burglar with a dodgy hat and mac.

Mitchell Middleton Knight's a bio-chemist from the future.

Ramses III is angry about his hat. And who could blame him?

R.A.X. is a cyber bloke whio likes a bit of a scrap. Handy that.

Thantos is a butcher. Would you buy bacon from this skeleton?


Thomas 'Blast' Chavez is a green beret and they're very hard.

Trident is a gladiator who specialises in use of the trident!

Xavier Pendragon is a fashion designer from Paris. Not really.

Yappy's bite is much worse than his bark. He gives us the creeps. Brr.

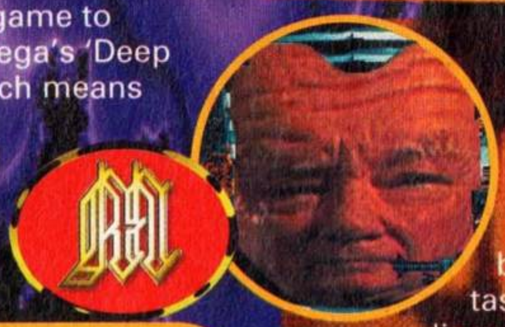
Zun is an animal rights activist and all round animal type.

CHAMPIONS

CHALLENGE FROM THE DARKSIDE

Okay, goat boy, so the actual fighting bits aren't as 'good' as the ones out of *Streetfighter 2*, *Mortal Kombat 2* or *Chronic The Drugwasp – Interminable Edition*, but, get to know yer individual techniques, combos and secret-y stuff, multiply that by the number of fighters and, kind of, slop on a dollop of Outrageously Numerous Options and you get an infinitely strokable pet of a game.

Oh, and I suppose I'd better mention something about the fact that it's the first game to be released on Sega's 'Deep Water' label, which means it's incredibly violent and rated '18' blahdeblah. But I wouldn't worry about that. **LES ELLIS**



Let's all be thankful that someone's actually decided to learn from criticism. Although we broadly liked the first edition of *Eternal Champions* we couldn't resist picking the odd nit here and there. And strangely, it seems that someone took some notice and actually improved the game for CD consumption. **WILL GROVES**

GAMESMASTER TIP

The amusingly named Ramses III (the Egyptian bloke) has a bit of a tasty move what I discovered by accident. Block an opponent's move and, when you're still in close, continue to charge back, then flip forward and hit 'B' and 'C' together. He does this rather ace combination flurry move.

GRAPHICS

82

Still a bit light on animation, but the previous sixth-form art feel of it all has been smugly corrected by the

SOUND

65

Not, "Ooh, Christ. I felt that!" More, "Hur hur – that kick sounded like someone slapping a frog against a cheesecake."

GAMEPLAY

79

So *SF/MK/FF/WOTWW 2, 3, 4*, is 'better', but, with a spot of perseverance there's plenty of gameplay in here.

LIFESPAN

85

Lots and lots and lots of stuff. You WILL keep coming back to it.

OVERALL

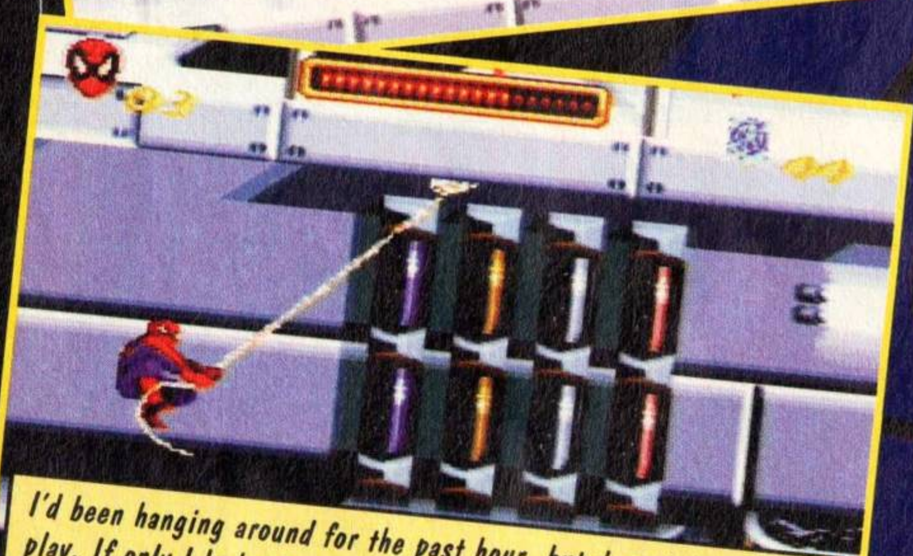
It's neatly satisfying to see an update/CD edition with a bit more to offer than the usual extended FMV intro and a bit of extra dismal old muzak. Rooster! LES

JUDGEMENT

84%

SPIDER-MAN

My Spider sense™ tingled, "I've just blundered into a land mine" I thought to myself, smugly.



I'd been hanging around for the past hour, but dammit I needed to play. If only I had a treehouse to go with my swing. Or a friend.

Wahaaaay! Swing like a spider, fight like a drunk and throw things about, a bit. In *Spider–Man* you can also jump in and out of the backgrounds, as well as jumping up and down, this lends the scenery a certain amount of flexibilty and adds to the complexity of finding your way around. There are the usual bosses to grapple with and they are all authentic Marvel characters (so much so that you expect to see floaty ™s everywhere), but with your range of moves you are well equipped to have a pop. A major plus with all these licensed games though is the chance to BE your favourite hero – to move, fight, run and swing like he does.

In this game though, Spidey is a lot squatter than he usually appears as well as mooching about pretty slowly. You can get arachno-man to run but only by holding down a button constantly, which isn't a terrifying prospect but it wound me up.

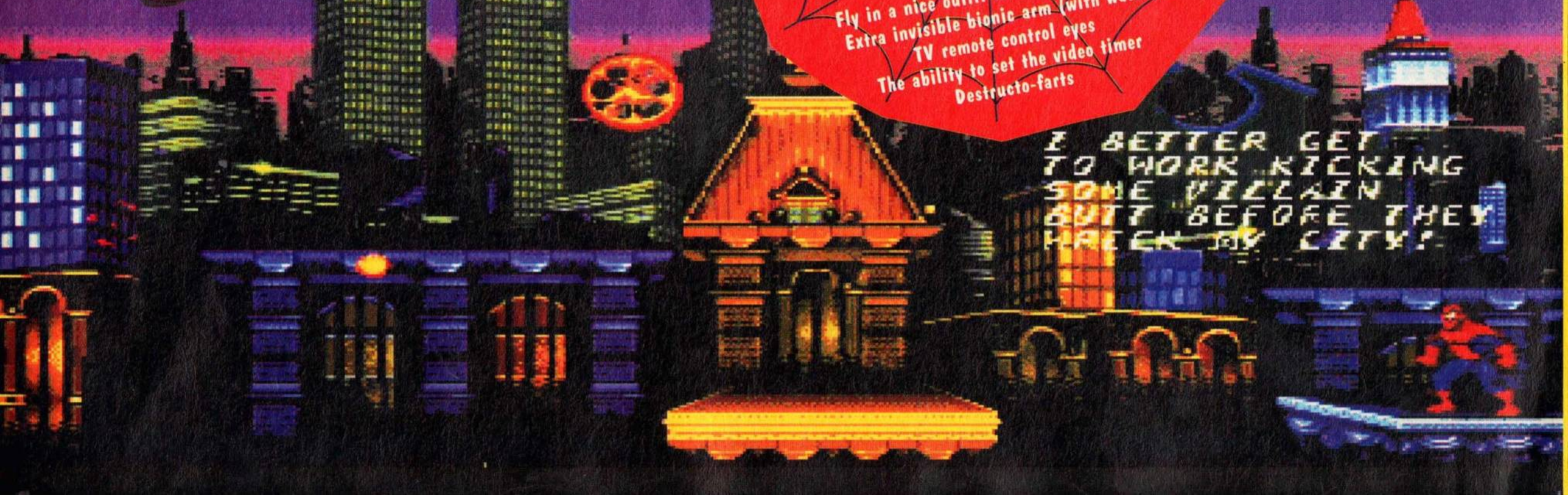
The characters you come across are pretty tricky customers, they're all defeatable but you have to work it out. This led to me slagging the game off for the first half hour because it was too hard and then, when I'd got to grips with the early bad guys I found myself panning them and treating the game as a walk through. Until I came up against the next wave of bad guys and a boss who was such a pain that I had to kick the walls for a while. This stoppy starty, "I'm losing oh no I'm winning, oh no I'm losing" mentality is what makes games playable. They induce frustration, you overcome the task and another frustration is induced and it continues. With *Spider-Man,* though, after a short while you get frustrated and toss the whole sodding thing in the bin.

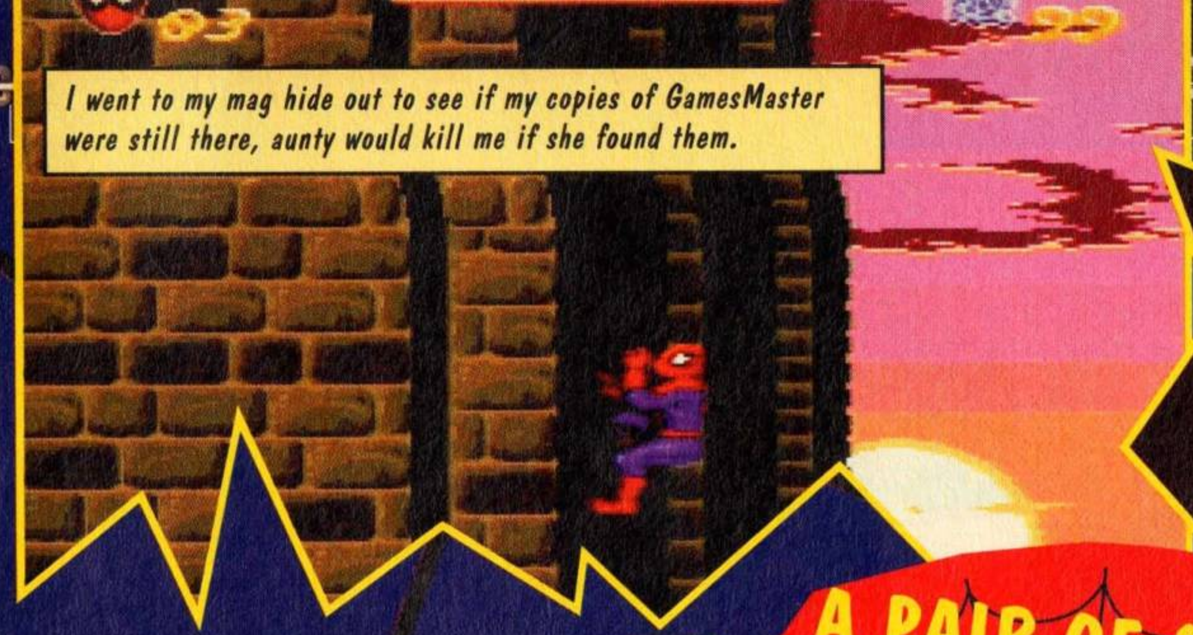
Probably the biggest pain was when I realised that you DON'T get to play as other characters, it's looks like you do, but you don't. What happens is, you click on a member of the Fantastic Four's head and they pop up and give you a health boost or something and then pop off again. Bugger.

SIMON KIRRANE

TEN SUPER POWERS WE WOULD LIKE

- X ray kecks
- Bionic eyelids
- Winning Lottery ticket Select-o-vision
- Instanto–drunk
- Sonic squeak
- Fly in a nice outfit through fluffy clouds
- Extra invisible bionic arm (with watch)
- TV remote control eyes
- The ability to set the video timer
- Destructo-farts





I went to my mag hide out to see if my copies of GamesMaster were still there, aunty would kill me if she found them.

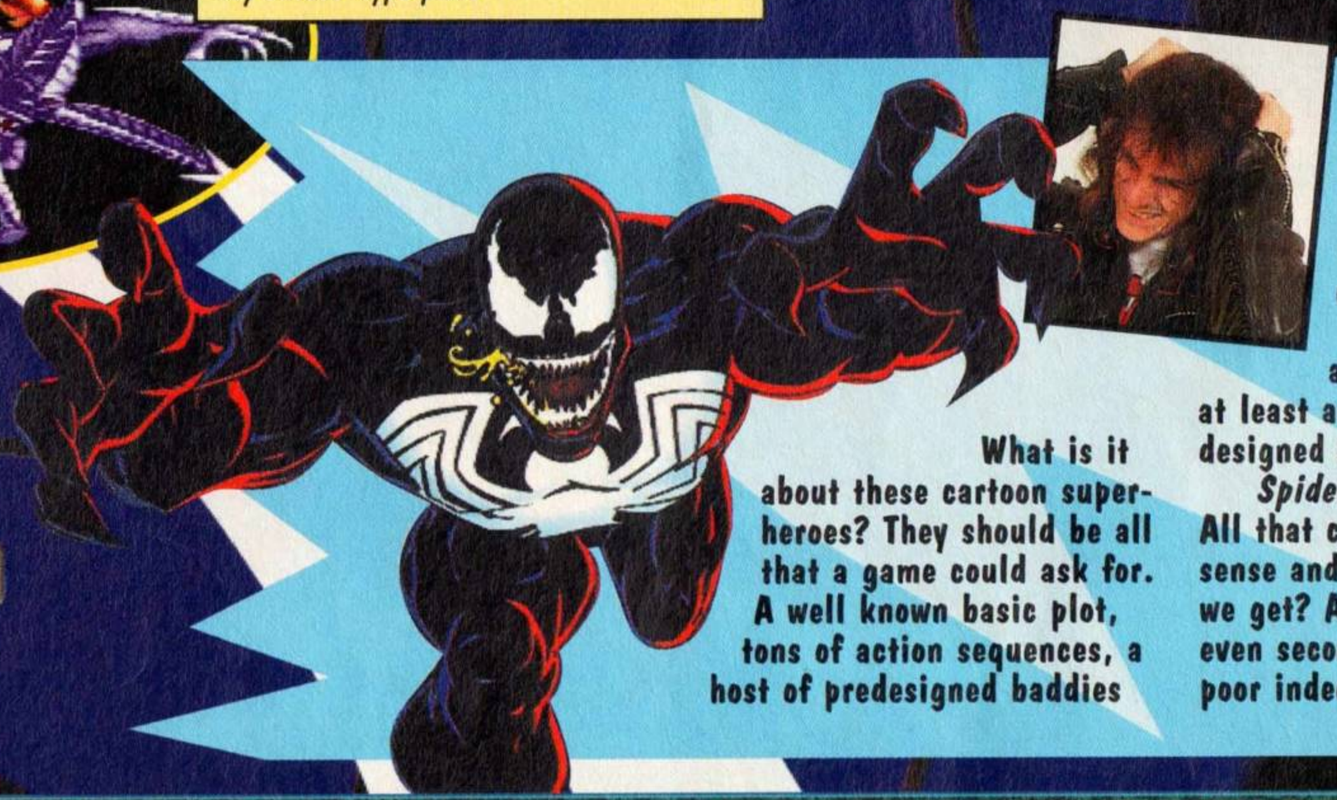
I was going to follow my tuck with a double flip and a rolling half-pike but I hit an electricity pylon.

A PAIR OF SHODDY THINGS

- When you grapple with a machine and eventually beat it and it's pilot you feel great. Then the ship wobbles a bit, falls towards you and blows you up.
- The graphics aren't fantastically up to scratch. In the sewers you can jump behind up behind a pipe but if you try to get behind it from the side you bang you head, even though you can jump *out* from the side. Very shoddy.

"This is pretty shoddy" I thought, "his head's diasappeared, as if the graphics weren't complete."

The bad guys are captured in an elaborate 'say cheese' type plot.



What is it about these cartoon superheroes? They should be all that a game could ask for. A well known basic plot, tons of action sequences, a host of predesigned baddies and victims and a whole world in which to live. A world where anything can happen.

So why do they almost always end up being at least as unimaginative and poorly designed as the strips aren't?

Spider-Man's a case in point. All that climbing ability, the spidey sense and the swinging and what do we get? Another bog-standard, even second rate platformer. Very poor indeed.

LES ELLIS

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GRAPHICS	SOUND	GAMEPLAY	LIFESPAN	OVERALL
85	78	52	54	Why oh why? Answer me that. This could have been pretty smart in all departments. But it isn't, mostly due to the gameplay. I award this game tsk of the month. TSK! SIMON
Apart from spidey BEing a bit squat this is a neat looking game. Yep, neat, and a bit keen too.	Easily ignorable, which is way above average in my book.	Ah, a bit bloody annoying if the truth be told.	Although it looks like a stayer this will be a bin job before the end of the first month.	

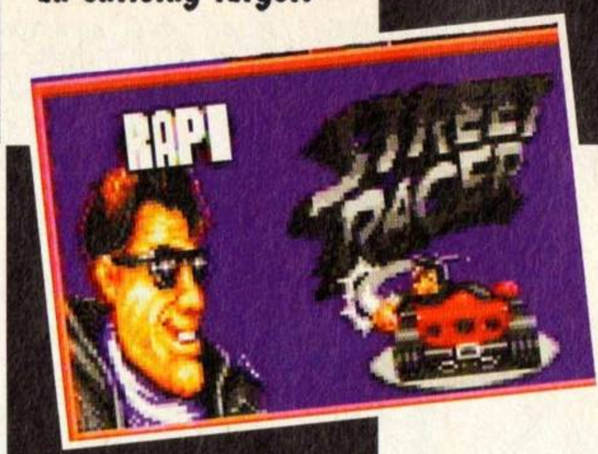
JUDGEMENT % 62

Streetracing men (and a nice woman). (And a Monster).

Biff's the game's nutter, watch out for him.

Frank's a monster on the track.

Hodja's representing his native Turkey.



Raphael likes himself too much and makes an enticing target.

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STREET RACER

It's a face off.

The other racers are pretty bloody good.

Suzulu's a good all-rounder with the emphasis on attack.

Sumo's, well, he's a sumo wrestler, isn't he?

Helmut's an old school Hun, basically.

Surf is the tasty bird in the pink top.

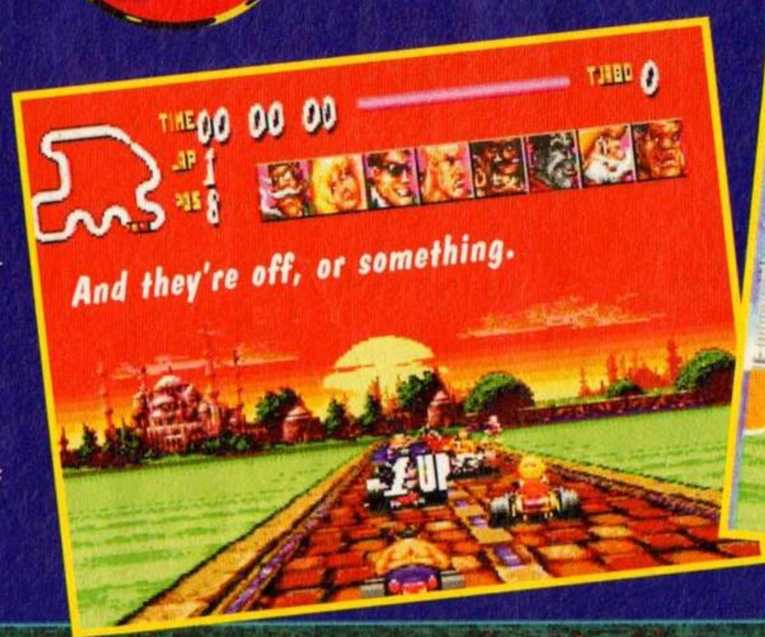
You know how much fun you can have by yourself? Yeah, not much. Well alright you can have fun on your own, but you can have much more consistent fun with some other people around. This is a universal rule. Because I say so, and computer games are no exception. it's that little bit of needle that gets you going. Who cares about you beating the computer? Certainly not the computer, that's for sure. Contrast that with the sullen silences and shrieking rages you can get out of your former mates. No contest really is there?

This is why, generally, *Street Racer* is one of those things that we call Good. Because it's a multi-player game, which is something we always look forward to. When it was launched on the SNES its main rival was *Mario Kart* and given the mode 7 chassis of both it seemed debatable that a Mega Drive conversion could really cut the mustard. But here it is and not only does it match the SNES incarnation, it surpasses it.

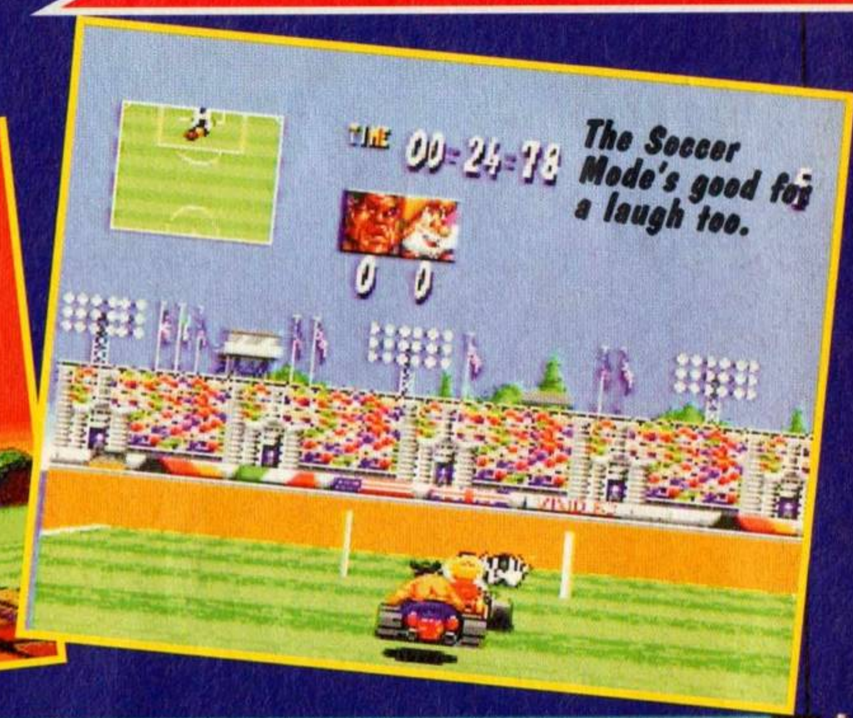
All of the characters from the first one are still present along with their charge and punch attacks (very important) and the mode 7 stuff doesn't seem to be a problem for the little old Mega Drive. The options are all here and the four player multi-letterbox arrangement actually seems to work a little better. The SNES one had you squinting like a madman but this one just makes you howl a bit, in a good way.

The new version actually adds a couple of things. There's a replay option, a new improved control system and a new Rumble mode. This time you're on a circular rink, knocking each other off the edge. It also seems a tad faster, which is vital for a racing game. The cars feel fine and the whole game plays like the knockabout speedster that it should.

WILL GROVES



And they're off, or something.



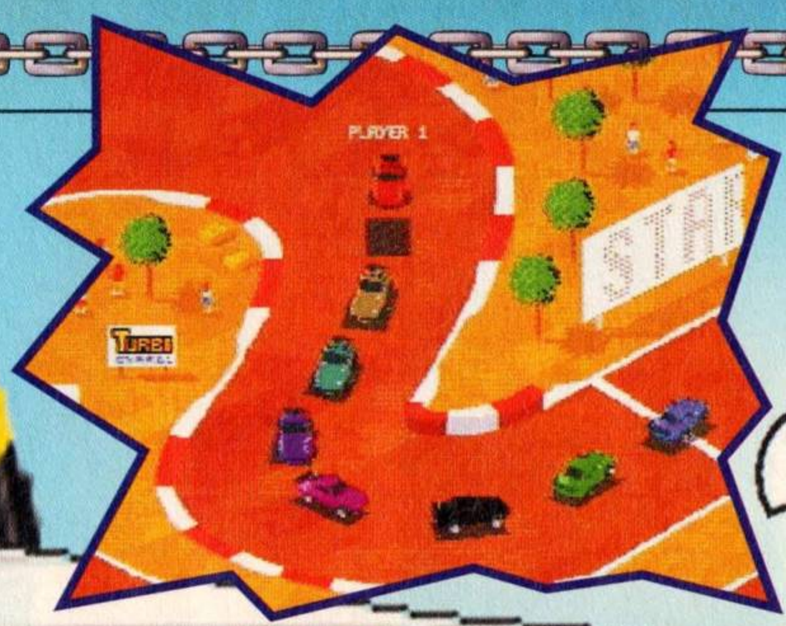
The Soccer Mode's good for a laugh too.

It's fast, furious fun and no mistake – there are enough widgets forced on to this tiny Mega Drive cart to give any programmer a major headache. The graphics have got to be seen to stop you beating your mates up for lying and the fact that you can get four mates up here, all at high speed is highly commendable. "WELL DONE" that's what I say, quite loudly. BEing *Super Mario Kart* on the Mega Drive is a very clever thing indeed, as well as being extra specially smart for all the MD owners who are sat out there trying to make the most of their machine.

SIMON KIRRANE

GRAPHICS	SOUND	GAMEPLAY	LIFESPAN	OVERALL
89	84	88	91	This is fast frantic fun, which is what we were hoping for. Top marks to the Mega Drive, then. WILL
The Mega Drive handles the mode 7 stuff surprisingly well and it all zips around.	This is better than the SNES ones, so there.	Truly competitive multi-player races and a decent feel.	Well, like we always say multi-players always last longer.	

JUDGEMENT 90%



MAD COWS!

That car went straight across the mud. Cheating git.

You may be in a flash red Porsche but you're still at the back of the pack.

SKIDMA

Car racing games have been done to death. The only angle left is the true life driving game. Not the one with an old granny holding up all the traffic behind her because she refuses to go above 20MPH. I want the one that takes place on a council estate car park with joyriding teenagers racing around in stolen cars ramming each other into walls. Like most racing games you could have spectators but in this game you'd be able to hit them and run away.

The car selection screen could just be a picture of a street and you just break into the motor you want to drive. You could get a bonus for picking the car with the best stereo or something like that. Acid Software have taken it upon themselves not to take this trip into original game territory but have opted instead for a top down racer. Not that there's anything wrong with top down racers, it's just there have been loads.

Acid have also taken it upon themselves to add some features to *Skidmarks 2* that have never appeared in an Amiga racing game but they all apply to the multi-player mode so unless you've got loads of mates to play with you won't be seeing them.

For a start you can play *Skidmarks 2* over a modem which is a lot of fun but will do some serious damage to your phone bill. A far easier way to enjoy some multi player antics is just to link up two

You're racing around in a cow. Bonkers or what?

CRAZY!

It's multi-player, it's modem-able and it's got a cow racing option. If this game hasn't been tailor made for me then it certainly is a bizarre coincidence that it's *so* up my alley. It takes a long time for you to get to grips with the control method but after a few hours of play there's no doubt that it becomes more intuitive. As a multi-player game this excels and it's more than a worthwhile dversion. Well worth an hour or two. SIMON KIRRANE

FOR - AMIGA
FROM - ACID
TEL - 010649358-1658
AVAILABLE -NOW
PRICE - £25
STOP ■

I can't believe it's not butter. Meet the star of those bonkers ads.

RKS

BONKERS!

Amigas which will allow up to eight players to career around the tracks. This is all very nice but as a one-player game *Skidmarks* runs into problems.

The championship doesn't work as a proper championship. Instead of going through every circuit, one after the other collecting points you choose which tracks you race over. This means you completely lose the sense of achievement you get by fighting your way through to a new track.

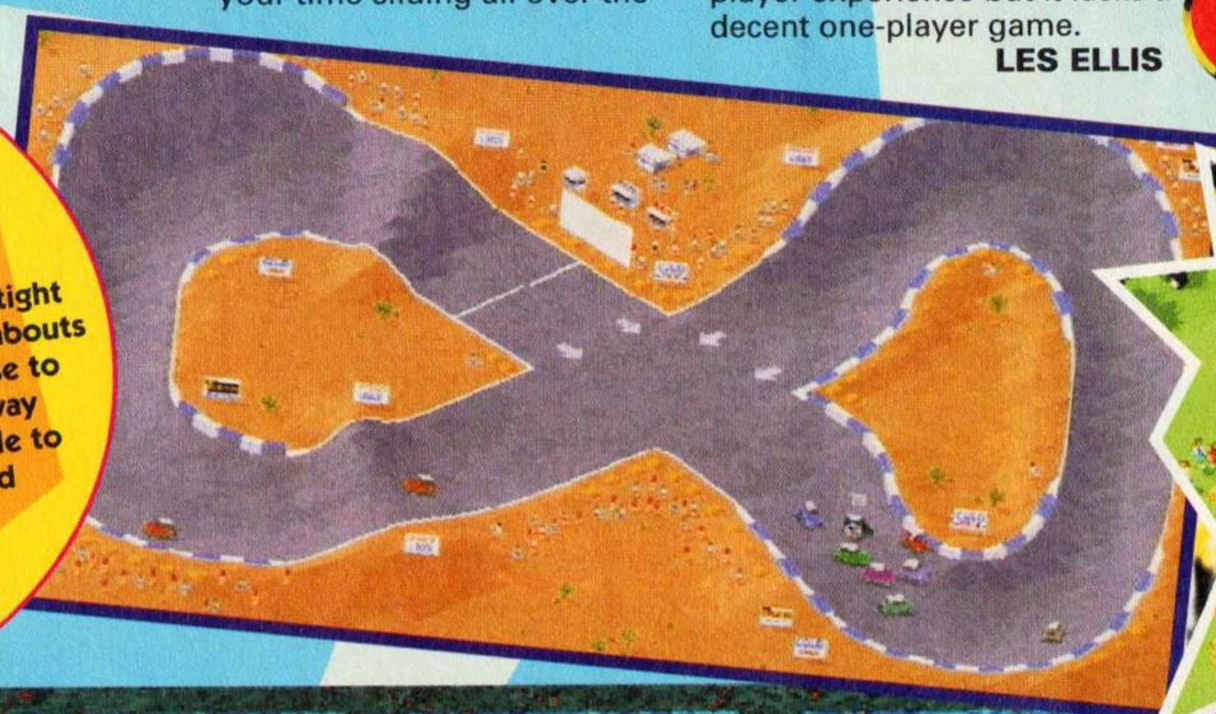
The actual gameplay is very strange as well. It's almost as if the programmers have forgotten that cars have tyres. You spend most of your time sliding all over the place. It takes a long time to get into the habit of actually turning a corner several seconds before you actually get there.

It may be a good multi-player experience but it lacks a decent one-player game.

LES ELLIS

GamesMaster Tip

When you get to tight corners or roundabouts like this stay close to the inside. This way cars won't be able to overtake you and you'll have the inside line for shooting straight past them.



I managed to avoid those boxes by driving into the crowd.

GRAPHICS	SOUND	GAMEPLAY	LIFESPAN	OVERALL
79	56	81	79	This is quite a groundbreaking release with its multi-player options. However all this is held back by some pretty basic flaws in the gameplay. LES
Best top down view yet. Great detail on the cars considering they are so small.	Usual bout of crappy whining engine noises and skidding sounds.	Brilliant multi-player experience, even with the flaws but the one-player game lets it down badly.	Again the multi-player options allow for plenty of playing time, providing you have enough friends.	

JUDGEMENT 73

The top 100 games of the future...

What's the point in looking back when the future is so bright? There are over 100 games that'll make you drool. We have them all.

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SUPER TURRICAN 2

Another boss bites the dust, big time. No worries.

This is not the beach. Unless the sea's a long way out.

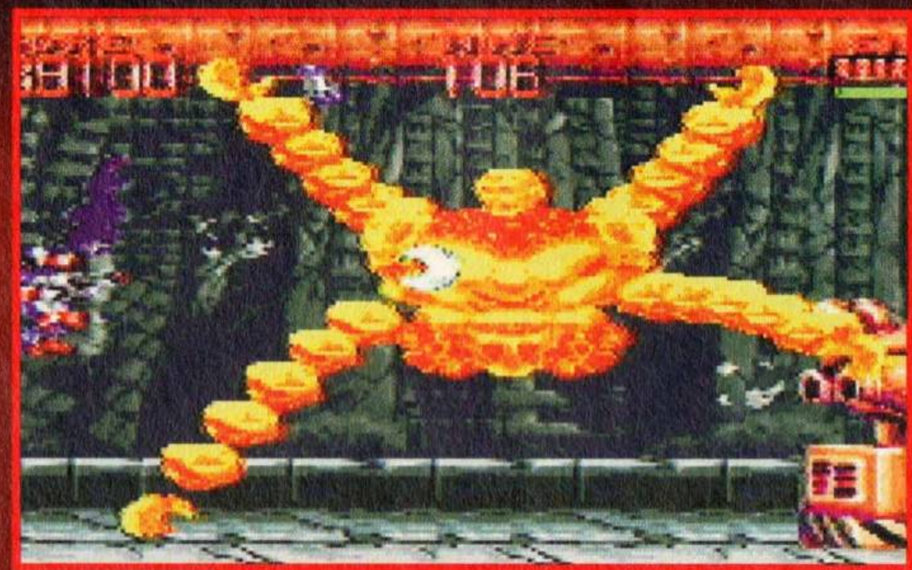
Very odd. A building with a moving face that spits at you.

This is what it's all about, as far as I'm concerned. Guns, guns, and, yes, more guns.

And missiles. And flame throwers. And huge flame balls that bounce around the place. The best thing about *Super Turrican 2*, if not the whole point of it, is the range of weapons. Fed up with your triple green plasma machine gun? No problem, grab one of those power-ups and say hello to your new laser. Can't be bothered to walk from one end of the level to the next? Then just jump in this high powered six wheel dune buggy, with electric windows and multiple guided missile launchers.

This is a game healthily unhindered by pretensions to meaning or subtlety. From the dodgy black hole plot to the free flowing baddies and power-ups to the constant pace and variety *Turrican 2* is after pure bullet pumpin', alien exploding action and not a lot else. Which is how it should be, obviously. If this was a person it would have tattoos, a grim expression and a low forehead. It would not be chatty. There would be no shoulder to cry on.

That's not to say that it's completely lacking any thought whatever. There are a couple of extra gameplay elements which help things along



Mmmm, the first boss isn't nearly as tough as he likes to think thanks to his ineffective handrail antics and your big gun.

This mouth is a whole level's mode seven fun.

Instead of trying to shoot you this hovering baddy prefers to suck you up in a green whirlwind. A very bad move indeed.

There are thousand s of these little blighters to exterminate.

What Will says is true. Almost every word he has written in this review is issued forth as a bright and wonderful (glowing) globule of validity. There isn't even the merest hint of nonuninfactualisation (*er...* – Les) (*...leave him he's on a roll* – Will). Except, (*doh!* – Will) except when he writes that "this is what it's all about". You see, what technology *is all about* is innovation, progress, the bloody future. If this is what *it is all about* then we should still be playing *Pong 4000*. Because this game reeeeeeeks of similarity and sameness and of being very much like the original *Turrican* and it whiffs heavily of *Probotector* too. *Super Turrican 2* drives the tractor of originality over the field of stale games – a lie. **SIMON KIRRANE**

nicely. First off is the hook which you can send from your left arm, either to grab stuff or for hanging, mechanical monkey style, from overhead stuff. There is an awful lot of swinging to be done if you're going to get anywhere and until you get the hang of things it can be a bit tricky and the obligitory set-piece bosses, which can make or break a game like this are fine, if a little on the easy side.

So, you couldn't really call it a 'new,' caring, sharing '90s kind-a-game and it's not peddling anything we've never seen but it's a blast. Literally.

WILL GROVES

Oh yes. There's plenty of zooming about on underwater bikes, if that's your sort thing. This bike, of course, is supplied with big guns for all that pesky underwater robotic fishlife.

***Super Turrican 2* will have you climbing the walls. Literally. mastering the use of your arm hook is vital but it's not as hard as it seems at first. To climb walls for instance, you don't need to jump out and up again, although it's quicker if you can. Instead just tap your hook button and you'll creep up the wall in small, safe steps.**

FOR - SNES
FROM - OCEAN
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STOP ■

GRAPHICS 85

It may look a bit dated, but only because it is. In a good way.

SOUND 86

Top quality in yer face arcade fx and a computer who says 'power up' and stuff.

GAMEPLAY 86

Ok, so there's nothing new here but *Super Turrican 2* knows what it's doing.

LIFESPAN 85

If you like blasters this will provide a challenge.

OVERALL

This might not have the highest brow you've ever seen but it packs good old fashioned rocket powered punch.

WILL

JUDGEMENT 85

FOR - SNES
FROM - OCEAN
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PRICE - £45
STOP ■

Festor is looking more like Kojak every day.

Addams Family Values

I guess no one is going to be pulling the legs off of this spider.

So they think they're pretty kooky and scary huh?

These Addams people think they have the monopoly on freakiness. I don't think so. Their mansion of madness pales into insignifigance when compared to the horrors of Castle De Les. Festor, Gomez and their brood actually refused to stay there. It's true. The Addams kids play with knives. Pah, in my place we play with chainsaws. They have a disembodied hand as a servant. So? We have rotting corpses doing the work where I come from.

The Addams family just aren't that weird. For a start they've appeared in two platform games on the SNES, you can't get much more mainstream than that can you? But now their little baby has been kidnapped and they're appearing in a little adventure game to get it back. Another sign of their normality. Look how many people we have lost here at GamesMaster in the past. Do you see us worrying about them? No.

The third SNES appearance by the Addams clan is their best in my opinion. Sure the platform games were good but at last we have a game with a bit of depth to it. Something that takes more than jump, jump and jump to get through. *Addams Family Values* is a big sprawling adventure with tons to explore and a lot on the "to do" side as well.

The puzzles aren't that difficult, especially when you are told exactly what you have to do as you progress. But *Addams Family Values* is a welcome departure from the platform genre and an entertaining adventure to boot. While it's not exactly *ShadowRun* it's a lot of fun to play. **LES ELLIS**

GRAPHICS	SOUND	GAMEPLAY	LIFESPAN	OVERALL
78	72	83	83	I found myself enjoying *AFV* more the deeper I got into it. The simplified gameplay and variety of locations and characters make for a compelling game. A cracking little adventure. LES
A little lacking in detail but this is an adventure game, what do you expect?	Very average. Naff music and the sporadic spot effects don't help create any kind of atmosphere.	Interacting with objects to solve puzzles draws you in. Dead easy to get into as well.	*AFV* is big and diverse enough to keep you occupied for quite a while.	

JUDGEMENT 82%

FOR - SNES
FROM - US GOLD
TEL - 021 625 3388
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JAMES POND 3 OPERATION STARFISH

Hmm, hardly like Mario is it?

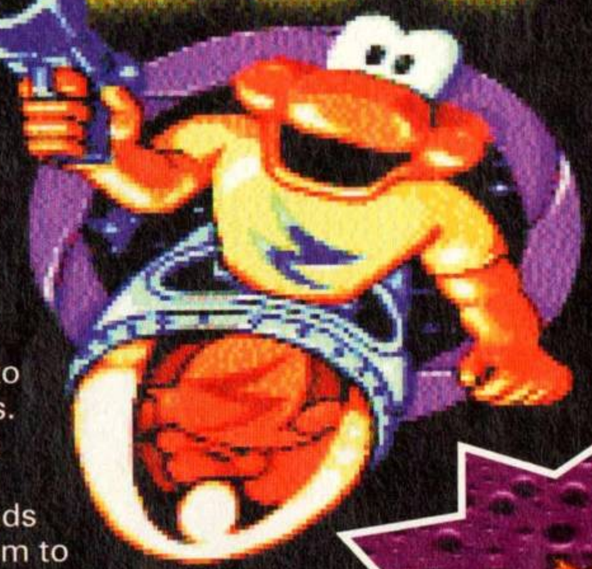
Let's get one thing straight from the start. *Operation Starfish* is a platform game. Something the SNES isn't exactly short of. While we're being frank with each other, let's get one more thing straight. It's one of the worst platform games I have ever played. It's not bad in a not-quite-as-good-as-*Earthworm-Jim*-or-*DKC* kind of way. It's bad in a I-can't-believe-they-actually-released-this-hoping-it-would-sell kind of way.

Let's take those two games as a comparison. They both look great, have original features and are packed full of playability. Now look at *Operation Starfish*. Pathetic. The Mega Drive version was released almost two years ago and looked out of date even then. This version looks positively prehistoric. The SNES is renowned for colourful graphics. Nobody bothered telling the programmers, clearly.

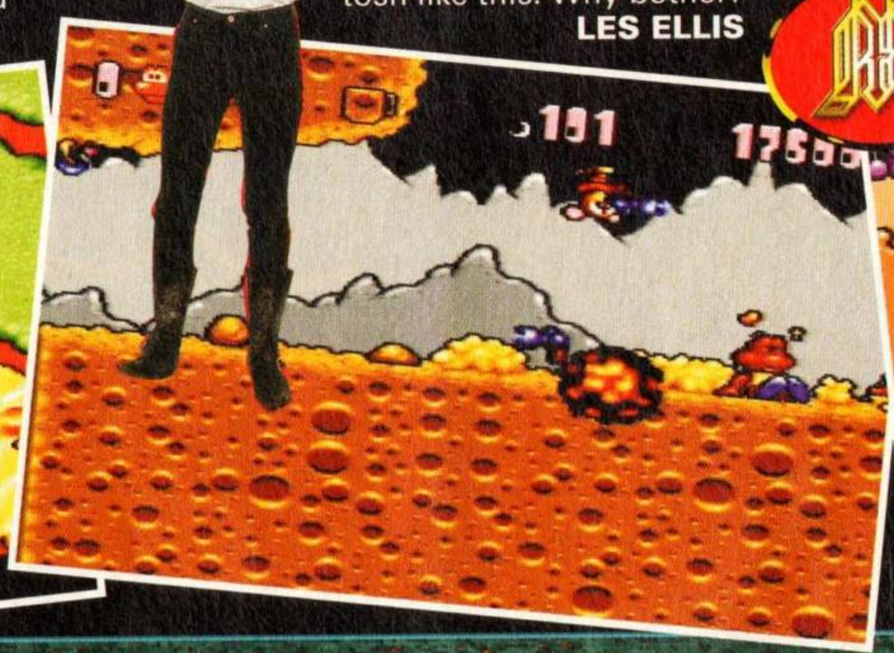
Op' Starfish also suffers from a lack of action. Some of the levels you actually walk straight through without seeing or doing anything. What's the point? Games are supposed to be exciting, interesting affairs. Not dull, tedious efforts. This is the kind of thing that parents would give their kids to play if they wanted them to fall asleep.

I find it hard to believe in these days of stunning looking and great to play games that US Gold are releasing utter tosh like this. Why bother?

LES ELLIS


I don't know why he's smiling.

More like cold, solid custard.


Do not adjust your mag, Pond can now run up walls.

GRAPHICS	SOUND	GAMEPLAY	LIFESPAN	OVERALL
40	39	32	31	I fail to understand the logic behind releasing something that was rubbish when it was released on the Mega Drive. An example of how platform games should not be done. LES
Bad. The levels are made of huge blocks of one colour cheese. Very dull to look at.	Warning. Extended listening to *Op' Starfish* will seriously get on yours, and everybody else's nerves.	Yes some gameplay would have been nice. Aimlessly wandering around huge levels is boring with a capital B.	Ten minutes to get it home from the shops, a lifetime to wish that you'd never bought it.	

JUDGEMENT 33%

FOR - SNES
FROM - LJN
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He spends quite a while getting knocked about a bit does our hero. He's like a weird and supernatural punch bag.

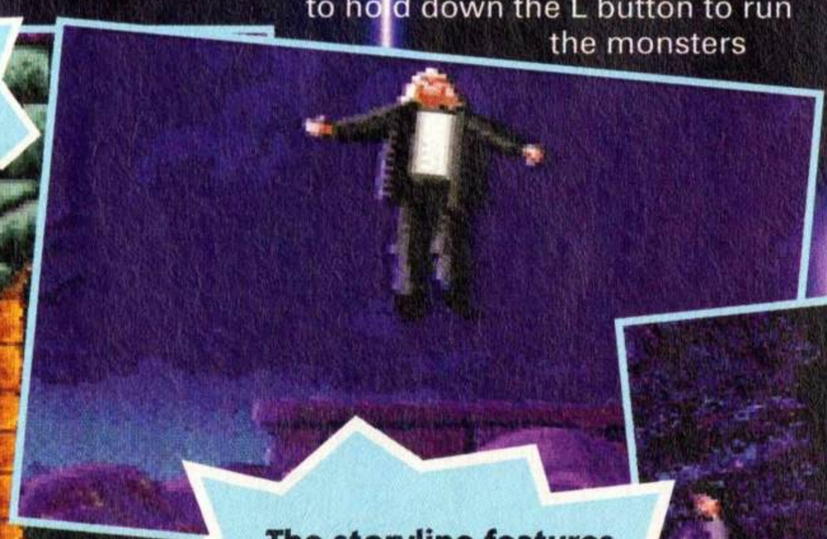
WARLOCK

Julian Sands eh? Anyway... this game is by the same chaps who created the grand tedium that is *Spider Man* (reviewed on page 36) and although I thought this was going to be great, it isn't.

The idea is cool enough, you fire spells and pick up potions and collect runes. There are health pick-ups and you often get to grips with the Julian Sands sprite and mystically just (use the "you're acting career has gone down the pan since you starred in Warlock hasn't it" spell, it works every time). There are all manner of creepy things, zombies, statues that come to life, big spiders, crows – oh yes all your packed-with-metaphors-and-slightly-gothic trappings can be found in the game... it isn't short on cliches. The trouble is, it's pants, it's plop, it's pump, it's painful but above all it's something beginning with P that means crap. You have to hold down the L button to run the monsters attack patterns are bizarre and seem to change as you progress. At one stage after you battle through some well-hard minions you come across a tough guy whose easy to despatch and events like this leave you with no desire to continue. The weapons just get bigger and better.canal with the Suez. This tries for atmosphere and fails, tries for originality and fails. It scrambles for game-play and falls flat on its face. Pants, plop, pump, painful and... that other one. Beginning with P.

SIMON KIRRANE

It's the hack 'n slash man, he's only got one arm – so it's not right to slag him, he's 'armless. Ho Ho. (*No, he's got an arm. Tsk* – Will).



The storyline features in the introduction and has such startling scenes as those shown above. I only watched it once. Obviously.

GRAPHICS	SOUND	GAMEPLAY	LIFESPAN	OVERALL
63	57	51	47	There appears to be no real effort put into this game. The tasks are curious enough to raise an eye-brow but never a joypad. SIMON
The opening of the game looks stunning and then it goes right down hill... and when it gets to the bottom it starts digging.	There are a lot of wibbly noises and even a Julian Sands sample but nothing to grip you by the ears and waggle you about.	No, it's tiresome and annoying, so that just before you drop off you scream, "that's not bloody fair!" And then you start again.	After a bit you'll be entranced by anything else; the wallpaper, the contents of your nose, the carpet...	

JUDGEMENT 56

FOR - CD-I
FROM - PHILIPS MEDIA
TEL - 071 911 3094
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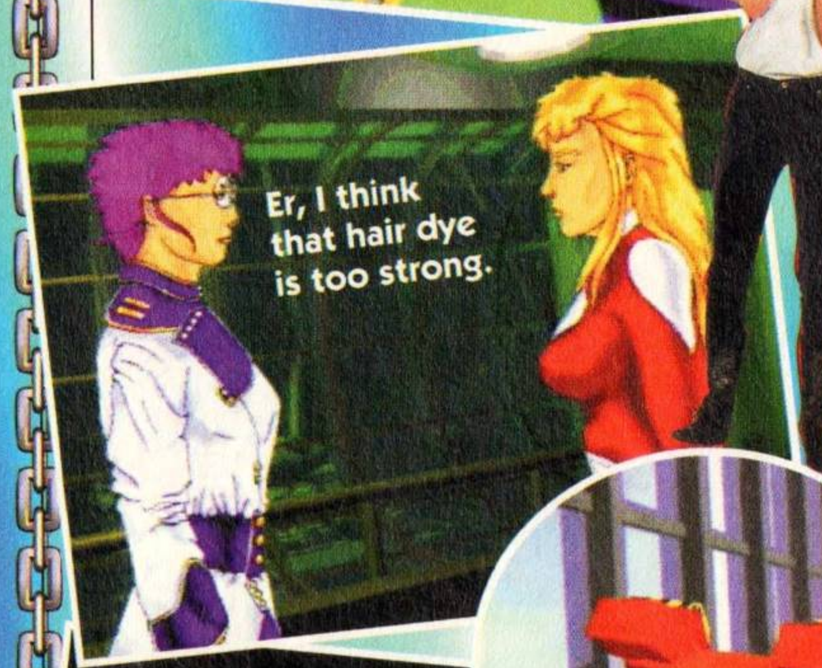
PRICE - £39.99
STOP ■

CHAOS CONTROL

Micro fish and chips anyone?



Er, I think that hair dye is too strong.

Enemies don't die. They just hide behind smoke.

Good shoot-em-ups on the CD-i are as rare as rocking horse manure. You could count the number of decent ones on the fingers of one hand, after you've had an argument with a circular saw. There's um, none. The CD-i hasn't even got one *decent* shoot-em-up. What kind of half-assed approach is that? A good shoot-em-up is the first thing you have to get if your system is going to be taken seriously.

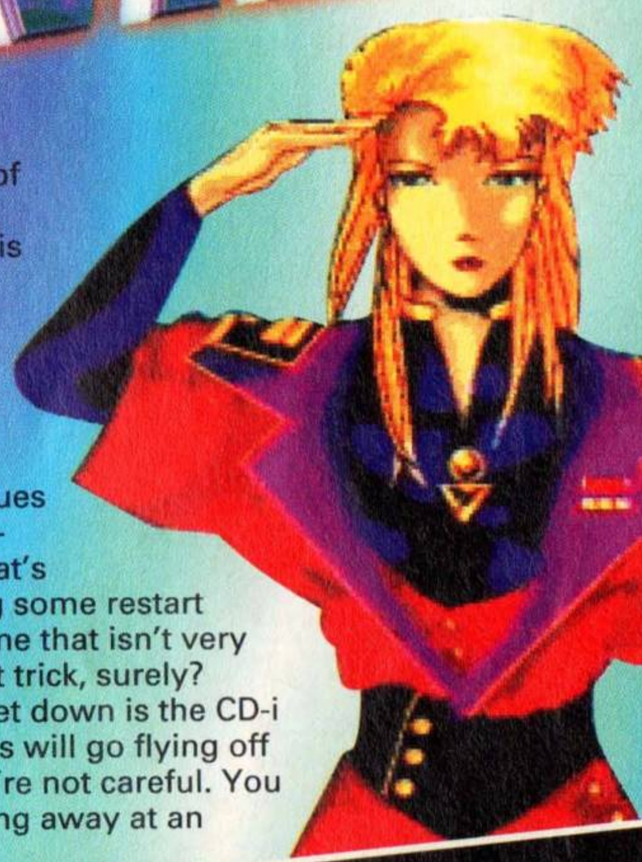
So here comes *Chaos Control*, complete with tons of rendered graphics and cinematic sequences. Just a few seconds into the game and you're swooping through the streets of Manhattan, blowing away all manner of intricate looking rendered craft and thinking, "Yeah, this doesn't look bad." Then the ideas start to run out. Level two descends into a virtual reality world as you fight it out inside a computer system which looks nowhere near as impressive as the rendered city. After that, any attempt at originality is just thrown out of the window.

Chaos Control is easily the best shooter on the CD-i. It's not exceptional in the gameplay stakes but it gets pretty frantic. The continues are a bit of a nightmare, though. What's wrong with having some restart points? Only a game that isn't very big would pull that trick, surely?

The only real let down is the CD-i joypad. Your sights will go flying off everywhere if you're not careful. You think you're blasting away at an alien ship only to find that you're shooting a cloud. Most embarrassing. *Chaos Control* is well worth a look but Forty quid does seem a bit steep. You also need a DV cart to play it.

Impressive but ultimately and sadly flawed.

LES ELLIS

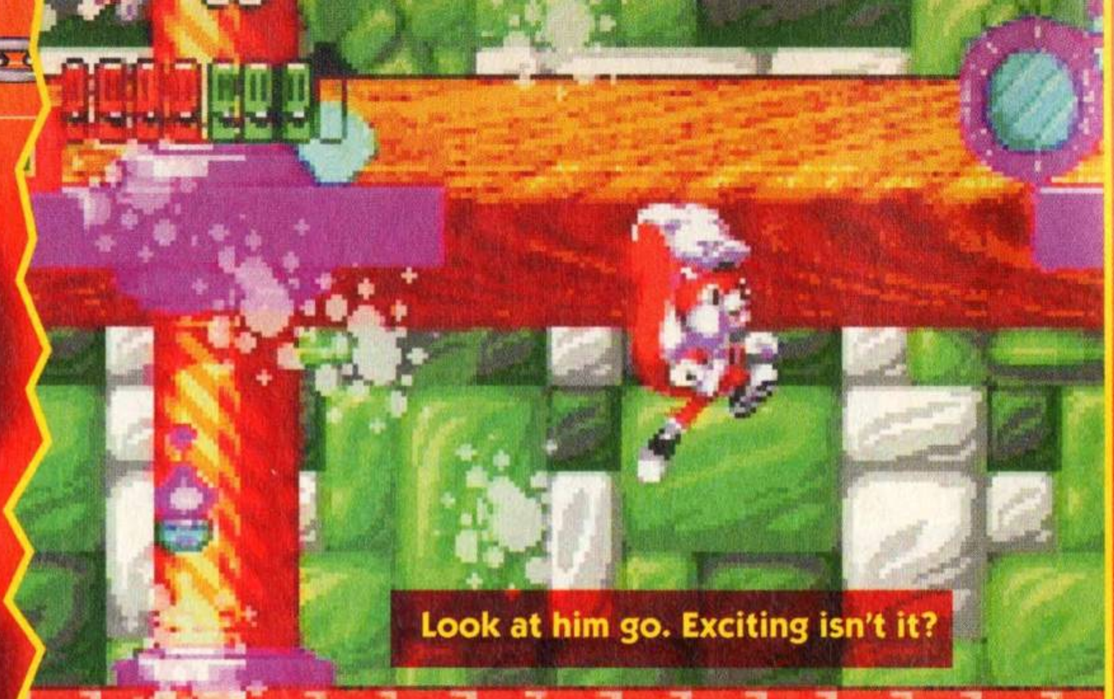


Fly swatters out everyone, here comes the alien armada. Get a hair cut Major.

GRAPHICS	SOUND	GAMEPLAY	LIFESPAN	OVERALL
90	81	75	79	
Brilliant intros and first level rendered stuff. Later levels look pretty plain in comparison.	Some of the spot effects are dire but the speech is cool. Especially that deliberately crap computer speech.	No control over ship movement. Just steering the sights gets dull after a couple of levels.	Nothing to keep you involved after the first few levels. Good but not great.	*Chaos Control* is a brave attempt to do something different with a shoot-em-up. If it had a little more guts to it, then it would have been so much better. LES

JUDGEMENT % 79

MR NUTZ 2


Look at him go. Exciting isn't it?

Mmmm, I wonder. Could it be that this is a game produced by people whose jobs have become a tad too boring?

Jaded people with an eye on the main chance and little else? Well let's have a look see.

Is it formulaic? Well, the platform bits are straight out of *Sonic*. There's more than a bit of spinning to be done, and the levels themselves are remarkably reminiscent of Sonic's wacky multi-coloured fantasy world, with underwater bits, techy, mazy levels with lifts and, of course, lots of green slopes and steps. Where Sonic innovated, Nutz follows.

Even the blue one's hit points system is ripped off. If Sonic hit something a load of rings shot all over the place bouncing around a bit, waiting to be reclaimed before finally disappearing forever. Nutz gets little bars that do much the same and are called, in a great leap of the imagination, hit-points.

But the mischevious little squirrel (bless 'im) also filches from other characters. Mario's map format is here and when you get magic feathers Nutz flys in a very Super Mario gliding cape manner.

Nothing wrong with recycling ideas of course, especially if they've worked before but there's no excuse for doing them so little justice.

The platform levels are all rush and hope, Nutz is crippled by unfeasible inertia and the graphics are a tad unclear at speed – never a problem for either Sonic or Mario.

If you've already got any of the *Sonics* or *Marios* (you must have) then go back and play them again. They're classics. Don't, whatever you do, fall for this load of old rubbish.

WILL GROVES

Of course, the major source of danger in the game is a slew of deranged chickens. How wacky.

it's not a bad little garden, mind. My dad would kill for hedges like these.

Still, crap game.

FOR - MEGADRIVE
FROM - OCEAN
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GRAPHICS	SOUND	GAMEPLAY	LIFESPAN	OVERALL
80	70	55	45	This game takes ideas from the greats and makes you wonder how they were greats. Go and play them and see. WILL
It's pretty enough and suitably bright, but confusing at times.	Shockingly original sonics will have you cheering in your sleep. Not really, though.	The gameplay's bad enough but when the influences are so good it's unforgivable.	The chances of you getting into this are slim.	

JUDGEMENT % 50

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Ooooh, bad land. Scary.

FOR - SNES
FROM - OCEAN
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AVAILABLE - APR
PRICE - £45
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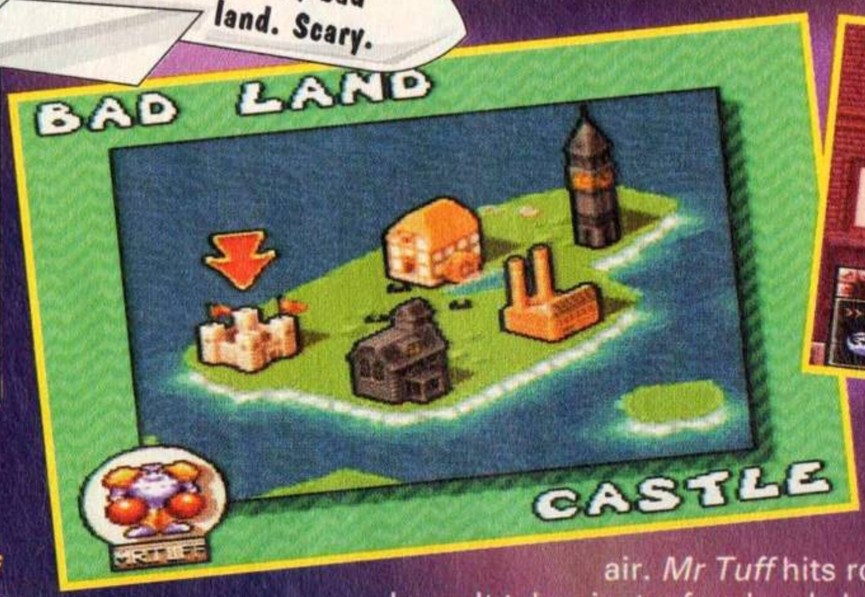

Did you know that this is the Chinese year of the pig? Another little known, but interesting factola is that this is the month of the crap platform game. We've had *Spiderman* (very disappointing), *Operation Starfish* (extremely pathetic), *Mr Nutz 2* and *Warlock* (both of which aren't worth giving the time of day to) and now we've got *Mr Tuff*.

Let's haul out the Ellis checklist of things that make good games (available in all bad bookshops) and see how *Tuff* compares. First of all a game must have the kind of gameplay that grabs you by the throat and won't let you go until you're gasping for air. *Mr Tuff* hits rock bottom here. It takes just a few levels before you start looking over your shoulder for something else to do. Yes folks, *Mr Tuff* is boring. It's also one of the most frustrating games ever. Some of the levels and situations have been very badly designed.

Rule two. Now that you've got the gameplay sorted out try and make the graphics look good. Sorry but *Mr Tuff* falls over again. There isn't much variety in the levels and although the use of primary colours may appeal to youngsters it just makes everything look dull and repetitive.

Onto rule three, always try and make sure there are some original touches in the game. Mr Tuff must have its shoelaces tied together because it falls over again here. The one original touch was driving a wrecking ball through one of the levels. God knows that was frustrating to try and control properly. It's safe to say that practically everything in *Mr Tuff* has been done before and done a lot better.

Well I could go on with the other 101 things that make a good game but seeing as *Mr Tuff* has got bruised knees after falling over on the first three there isn't any need. *Mr Tuff is* frustrating to play and not worth the money. There are many better platform games out there and they're almost definitely cheaper than this, so go for one of those. *Mr Tuff* looks awful and plays like a one armed guitarist. Avoid.

LES ELLIS

Pulley pail fun with Mr Tuff.

GRAPHICS	SOUND	GAMEPLAY		OVERALL
69	57	49	43	Mr Tuff is so average that you wonder exactly what Ocean are trying to achieve. Maybe they're just trying to grab your precious cash. LES
The levels look bland and the sprites seem to lack inspiration. Sucks big time.	Chronically average sound effects. Music? The less said the better.	*Mr Tuff* is so frustrating and boring to play. Would you want to play a game that drives you mad? No.	You'll play it for a while in the hope that it gets better. Take it from me, it doesn't.	

JUDGEMENT % 48

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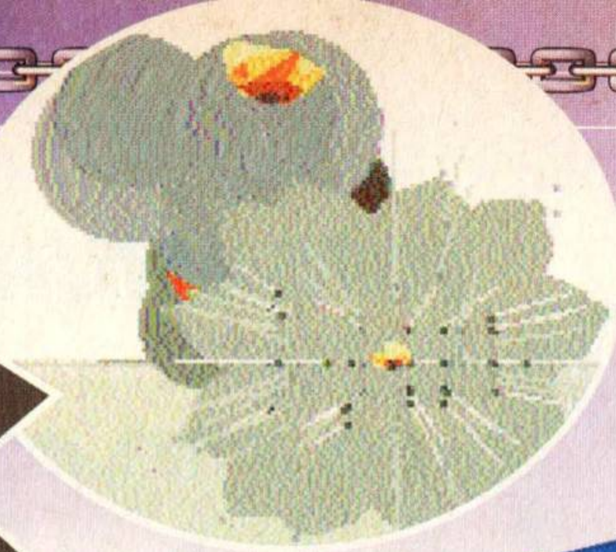
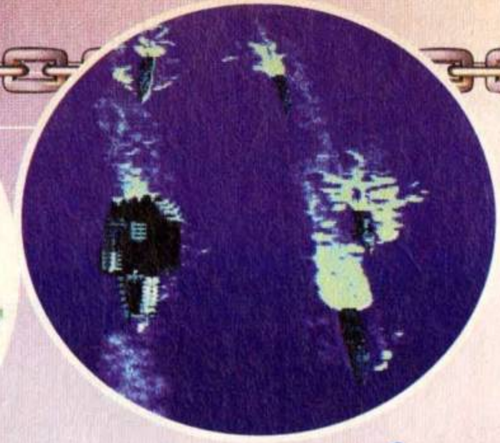
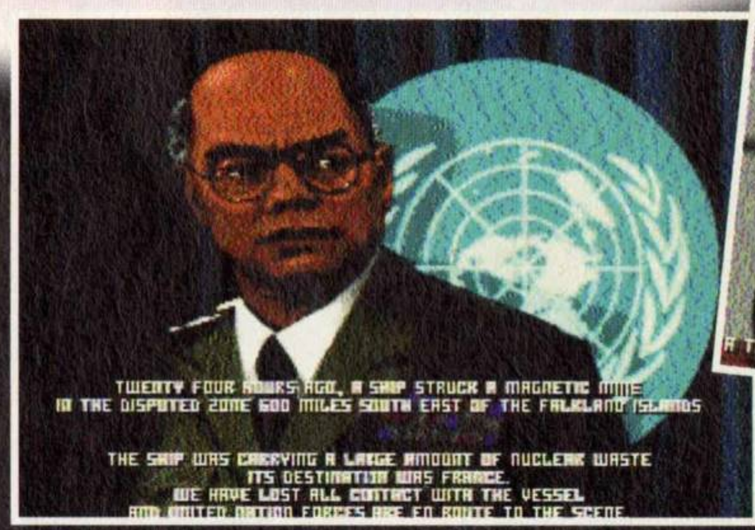
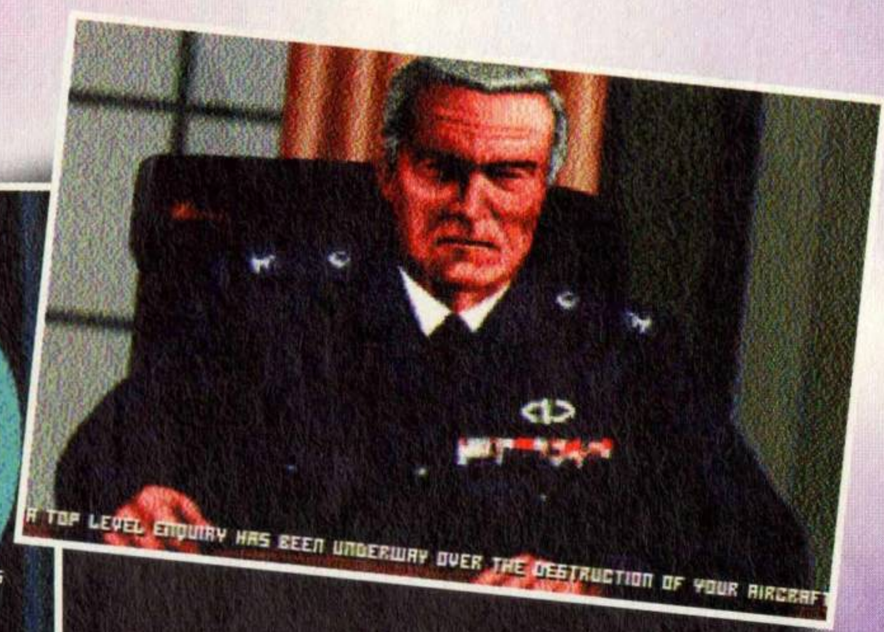




TFX





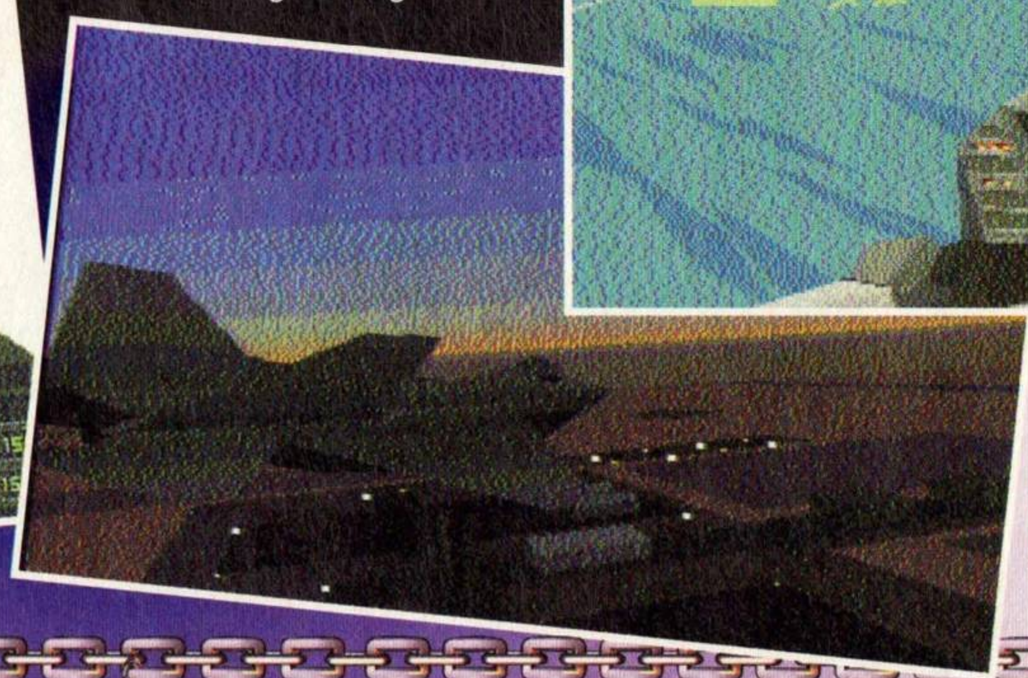
Now don't get too excited. Don't get carried away. Instead, and I hate to say this, prepare yourself for almost certain disappointment, because to play *TFX* properly you will need an Amiga of quite extraordinary complexity. A bog-standard A1200 will just about manage it, although you can hear it groaning under the strain. Even with extra memory and a hard drive it's a headache.

In fact, you really need an enormous Amiga 4000 before you can turn the detail level to maximum and really appreciate things like the accurately-rendered weapons sitting menacingly beneath your plane's wings and the fluffy clouds in the sky without everything grinding to a bone-crunching, synapse-baiting halt. Better still would be a HAL 9000 out of 2001: A Space Odyssey, or that one in Wargames. Or a PC, of course, for which *TFX* has been available for, oh, ages.

So only a tiny fraction of GamesMaster's readers will be able to play the game properly. Sorry about that, but Gary and Joyce are going to have a really fantastic time. There are three suitably sexy planes for you to fly, and tonnes of those lovely absorbing missions that we swear by.

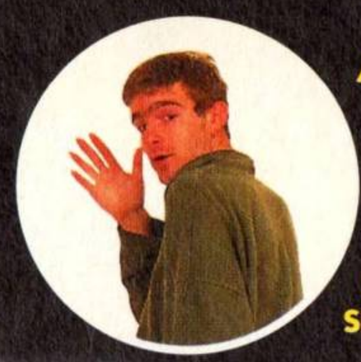
The graphics are just stunning. Just watch as a missile streaks away from your wingtip and you follow it to its target using its little on-board camera. Shriek as anti-aircraft fire flashes terrifyingly around you during a night mission. And gasp at the sophistication of the 'virtual cockpit', which allows you to glance around the sky without losing your bearings and crashing horribly.

It's a beautiful game, if your Amiga's up to the job. **LES ELLIS**

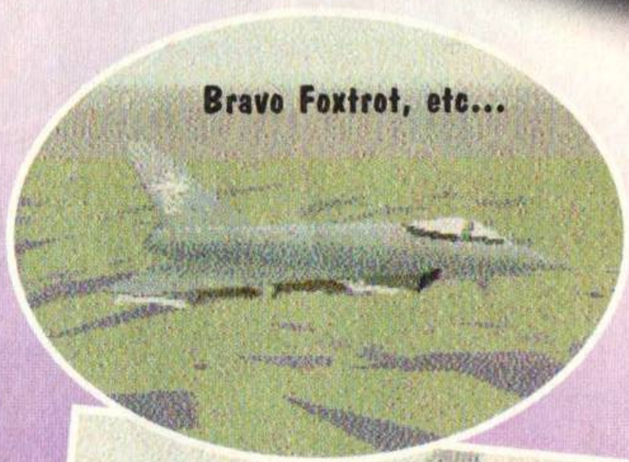


(Above) As a general rule obey your Heads Up Display. It knows more about flying than you do.

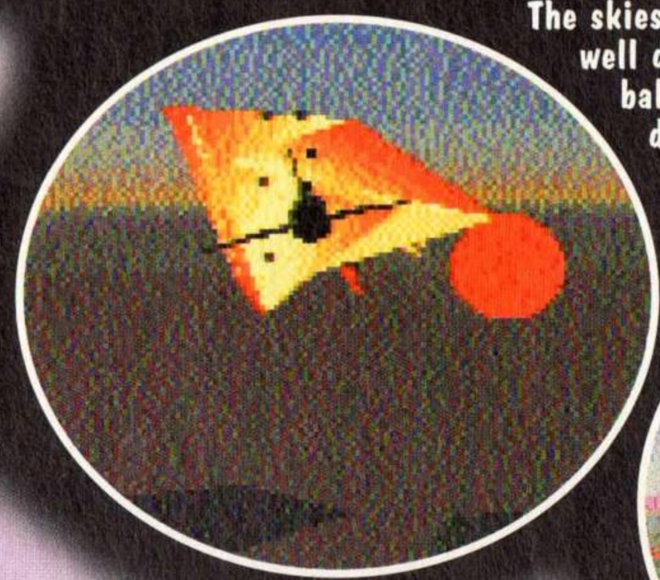
FOR - AMIGA
FROM - OCEAN
TEL - 061 832 6633
AVAILABLE - APRIL
PRICE - £30
STOP ■



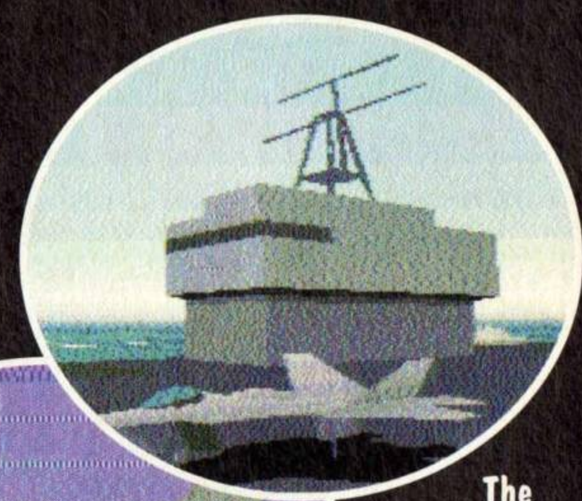
As Les says, if you've got the hardware, this is fantastic, or good for a flight sim anyway, but as he also points out, virtually no-one has. This is such a niche audience that I can't help thinking the developers might be wasting their time slightly. Shame, really. WILL GROVES



Bravo Foxtrot, etc...



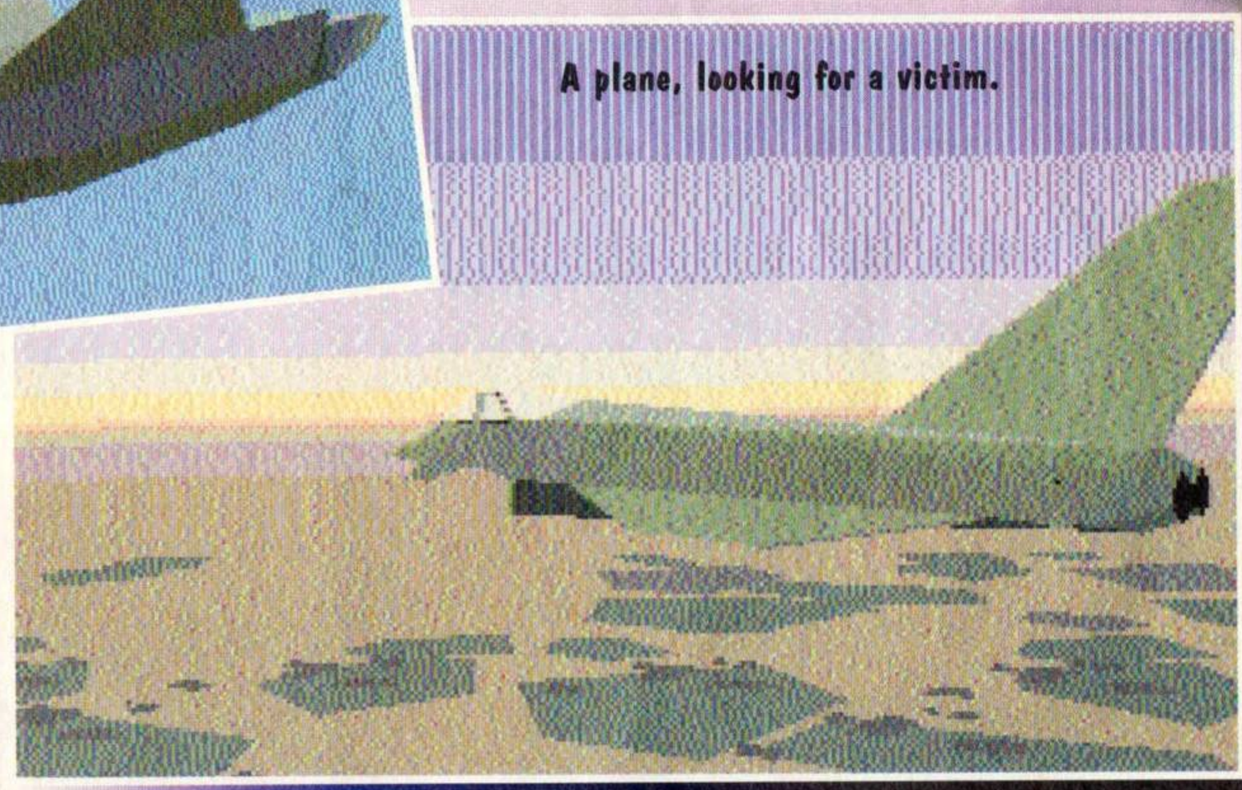
The skies are particularly well done, from a balmy Med' day to, er, a balmy evening.



The ship is one of your centres of operation so it's probably best not to blow it to the bottom of the sea, you impetuous fool, you.

Turn 'n' Burn.

Get it in the air where it can do some damage.



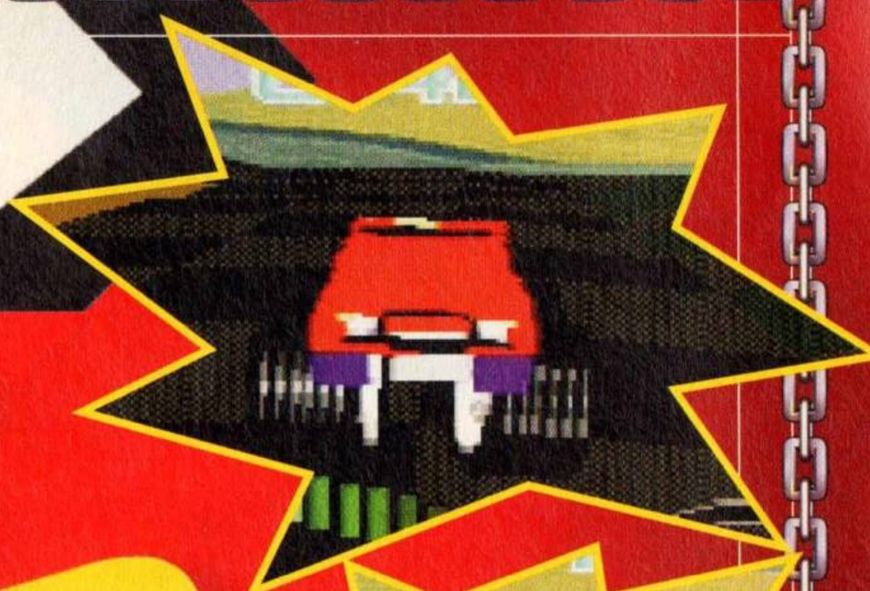
A plane, looking for a victim.

GRAPHICS	SOUND	GAMEPLAY	LIFESPAN	OVERALL
92	90	85	89	
Grey but gorgeous. Horribly jerky on all but the most powerful Amigas, though.	Masses of speech and explosions, and the usual dreadful music.	Feels a bit 'detached,' maybe. But there's loads to do.	Months-worth of missions which quickly get tricky.	Incredibly realistic and exciting. (In fact, the developers DID also make sims for the military). But think carefully if you've only got an ordinary Amiga 1200. LES

JUDGEMENT 90

As Marvin Gaye would have said 'What's goin' on?'

The excitement reaches fever pitch. Or not, as the case may be.



DIRT RACER

Best turn left up ahead I suppose.

Some of your sleek rivals.

A crowd gathers around the SNES. A new FX game is in the office and everyone wants a piece of the action. Hold all calls and tell the sandwich man not to bother us. After a few goes the crowd starts to fall away. Pretty soon there is no one left. Not since *Rise of the Robots* have we heard comments like, "Overhyped pile of crap," and , "I can't believe it's that bad, what the hell went wrong," and , "Ha ha ha ha ha ha." After a long wait *Dirt Racer FX* is here. And yes, it's rubbish.

The FX chip's here for all the technical complexities. What could be so complex about a series of different coloured squares making up the landscape? Come on guys, we've seen better than this with no FX chip. If I really wanted to spend hours careering around out of control and hitting everything I wouldn't need to spend fifty quid to do it. Spinning round and round in my chair until I got dizzy and then trying to walk home would do it. It's a lot cheaper.

It gets worse every time I play it. It's completely uncontrollable and after a while you start to wonder whether whether something's been left out, like gameplay. It's diabolically bad now. The split screen two player mode is a joke. You don't know what the hell is going on and it's easier to destroy your car than to try and get yourself facing the right direction when you make a mistake. *Dirt Racer FX* is a cheap and tacky copy of *Stunt Race FX* that doesn't deserve to lick its boots, let alone stand on a pedestal with it as an FX game. I've seen some crap in my time but this really takes the biscuit. Want my vote for the worst SNES game? This is it. A pathetic pile of rubbish.

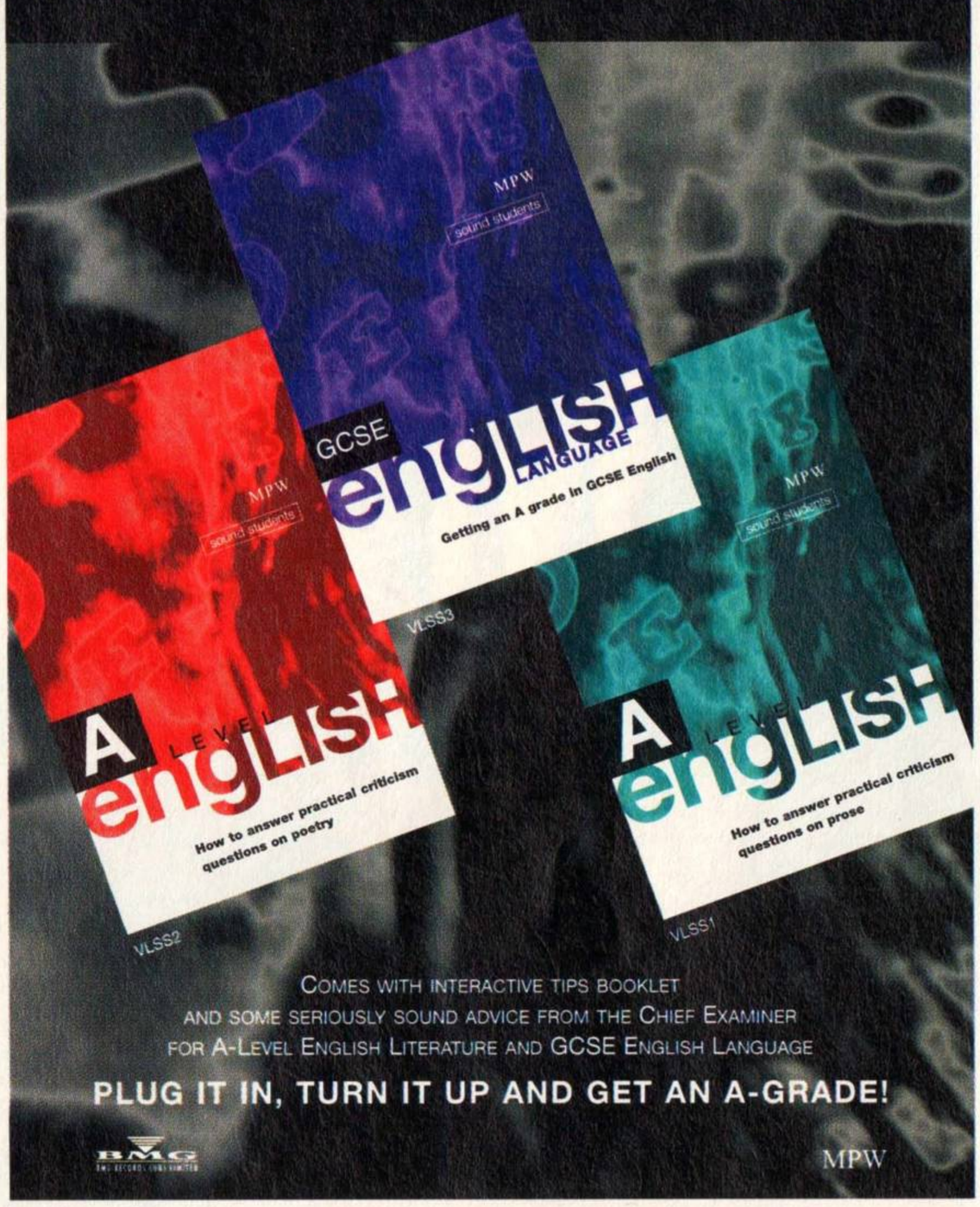
LES ELLIS

FOR - SNES
FROM - ELITE
TEL - 0922 55852
AVAILABLE - MAY/JUNE
PRICE - 49.99
STOP ■

GRAPHICS	SOUND	GAMEPLAY	LIFESPAN	OVERALL
48	27	19	16	
Low quality grainy screens. The tracks are just a joke and there's no detail at all. Pathetically slow.	The less said about these the better. Why Nintendo approve stuff like this is beyond me.	As an exercise in uncontrollable vehicles and skidding around aimlessly it succeeds. As a game it fails. See?	I can't really see anyone playing this for any length of time.	At least we know why this was delayed. They were trying to make it half decent. They failed. Mission impossible guys. *Dirt Racer* is the worst racing game I've seen. LES

JUDGEMENT 21

revision
never sounded so good



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PANZER DRAGOON

A big bloke with a big gun, sitting on a big dragon like thing, shooting everything in sight. Lives brought to their conclusion. All in the name of fun. That's what this is all about. Killing stuff, loads of it. Sega showing off is also what *Panzer Dragoon* is all about.

That enormous intro is one of the best ever. I'd love to see a movie based on that intro.

It's also Sega showing off because they can take gameplay from something like *Space Harrier*, improve it and then mix it in with some of the most incredible graphics you will have seen. Then of course it's all about you showing off to your mates. They'll turn green at the gills when they compare their Game Boy's graphics with this stonker of a game. *Panzer Dragoon* just stomps over anything that has gone before on a next generation machine.

Panzer Dragoon has a lot of reasons to be big headed. It's got graphics to die for. What look like gorgeous backdrops suddenly become fast moving 3D images that you have to avoid or gun down. You won't see targets like these in many other games.

The little touches that keep you coming back for more? *PD*'s got loads of 'em. At the end of every level you are told your hit percentage. Kill enough and you get bonus credits. Then there's the most sensible gun lock ever. You can lock your sights to destroy stuff or keep them locked and move around so that you can blast up to nine targets at once. Top innovative stuff.

I could rave on about this game all day but as Simon is walking towards me with a gag and a menacing look on his face I'll finish off by say ugh, mmmm, mmm, mm, get that thing off mmm. **LES ELLIS**

Check it out.

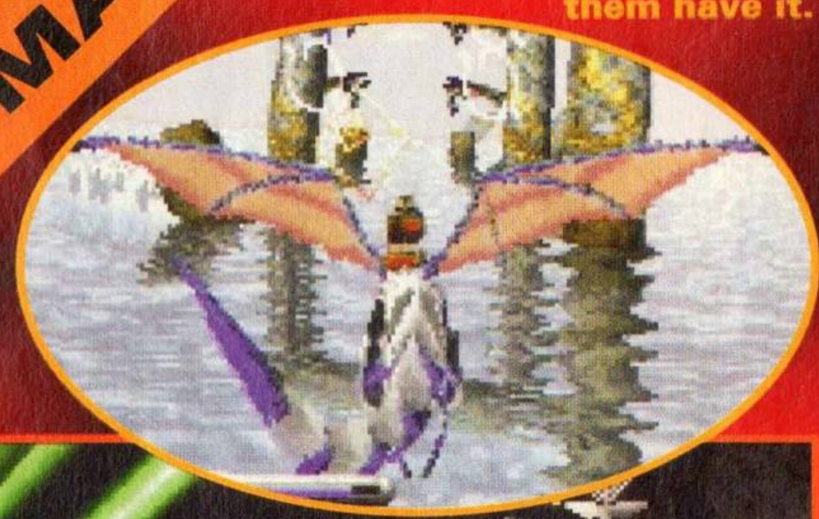
Panzer Dragoon, when I first saw you I realised that of all the things in this wide and crazy world only one thing matters and that thing is US. You look so good in your 3D-spinny-aroundy-and-feel-as-if-you-can-fly-anywhere view. You sound so good, drowning out my sighs with your fantastic fx and oddly seventies music like out of Shaft, say, or possibly Charlie's Angels. Playing you is like a really smart thing that seems real and involves shooting things that come out of water or sand. Oh yes. But it was all over so quickly and after just one night I completed you. Tsk. **SIMON KIRRANE**

FOR - SATURN
FROM - SEGA
TEL - 071 3733000
AVAILABLE - IMPORT
PRICE - £40
STOP ■

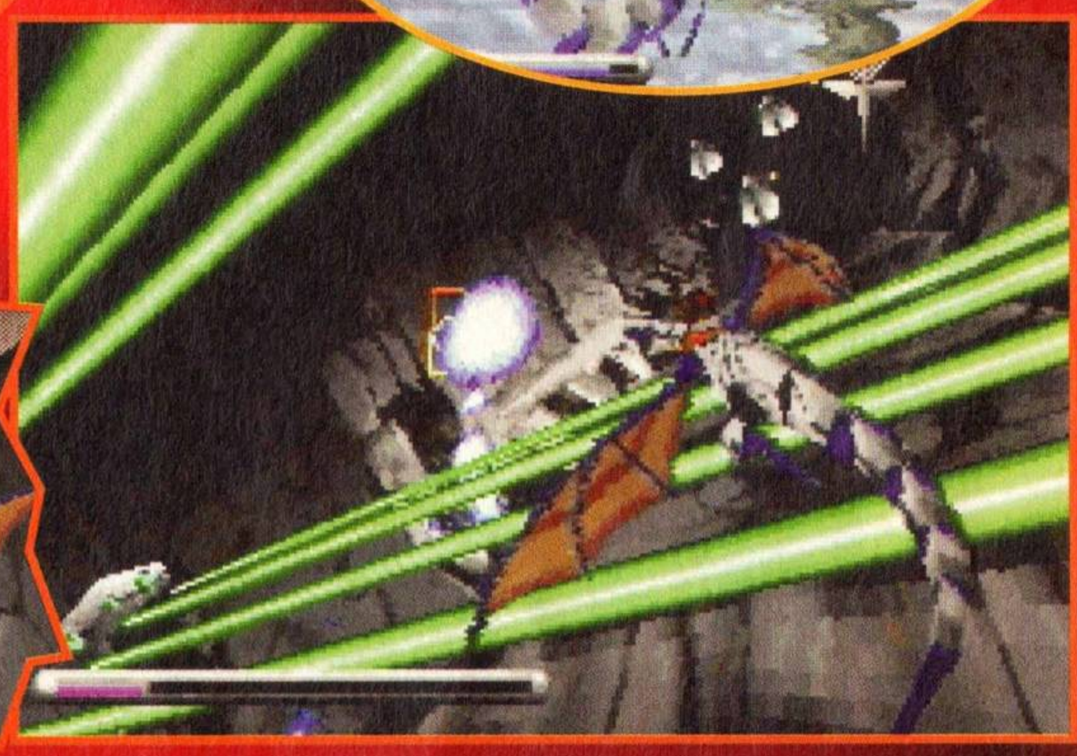
It would be nice if you could just cruise around chilling out.

GAMESMASTER

Don't fire when you have just one target locked, especially on the bosses. Move your sights around to highlight as many targets as possible and let them have it.



Of course the baddies have the odd trick up their evil little sleeves too.



GRAPHICS 94

Incredible intro and for once the game lives up to it. Fantastic animation and drop dead gorgeous looks.

SOUND 92

This incredible 70s TV series style music plays throughout and sounds great. Plenty of killer sound effects too.

GAMEPLAY 92

We'd never be as corny as to say *Space Harrier* for the 90s but it does feel like that.

LIFESPAN 90

Only seven levels but plenty to keep you coming back for more. Plus you can show it off to your mates.

OVERALL

Panzer Dragoon is one of the most playable shoot-em-ups I have come across for a long time. With graphics and gameplay like this it's an instant classic. LES

JUDGEMENT 94

Ultra 64
comes out fighting

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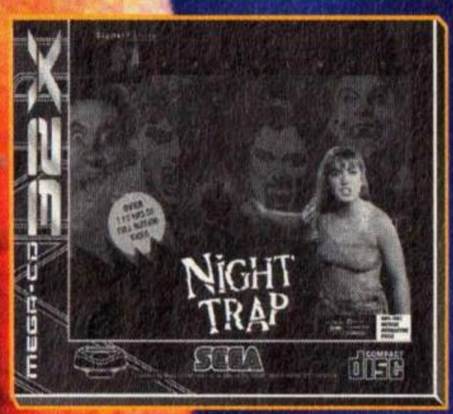
MEGADRIVE 32X

Corpse Killer



Night Trap

Supreme Warrior

Slam City

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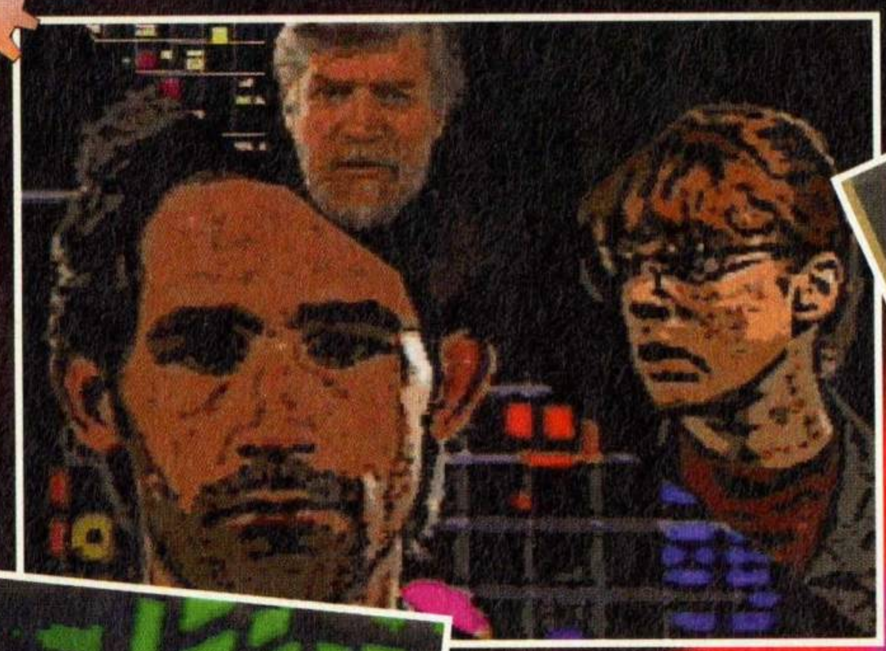
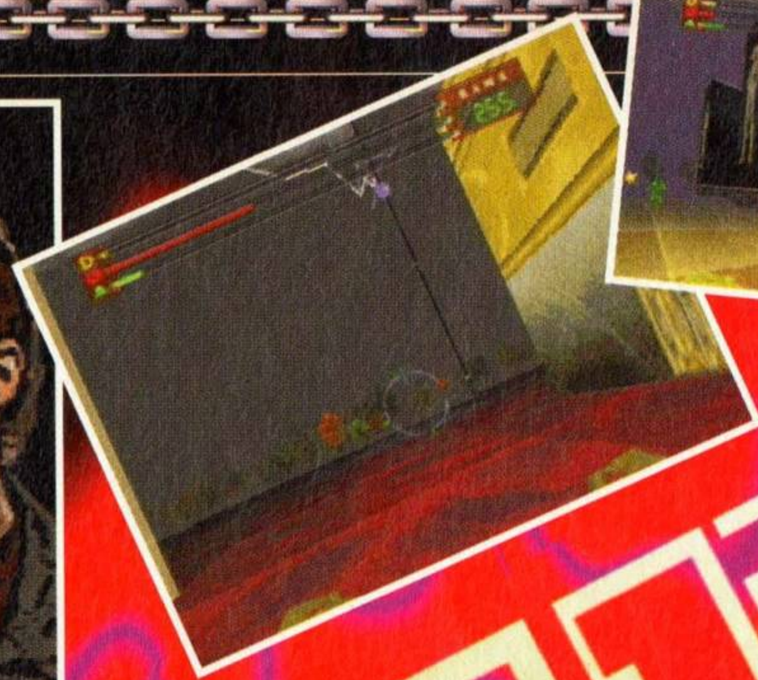
Immercenary





The architecture in Perfect is stunning and realistic.

The FMV incorporates a funny cartoony mode. Plus there's a map, find fans.

FOR - 3DO
FROM - EA
TEL - 0753 549442
AVAILABLE - NOW
PRICE - £45
STOP ■

The power-ups all explain themselves.

Cyberland has gone bad.

After taking virtual reality trips to a land called Perfect, people (or rather people in virtual forms) have found themselves trapped. It is your job to enter Perfect and find out what the Dicken's is going on. The virtual people (Rithms) are all wandering about killing each other in this bonkerland and due to the hostile nature of the state a hierarchical system has been created. This ranking system owes more to the politics of the school playground than it does to any recognised system, so that if you off a Rithm of a higher rank, you take on his postion in the society. Also every time you blow away a Rithm (of whatever rank) they disappear in a static storm, walk through the storm and you'll increase your life support system.

The atmosphere is massively compelling and I found this an incredibly difficult game to put down. At first I was being blown away almost constantly but after understanding the geography of the place, where the power –ups are hidden and so on, I turned from hunted to hunter.

Your mission has you working your way up to the virtual top dog and killing him. From what appeared to be a bit of a duffer a great game has emerged. It's sluggish to start with but once you understand the system and have done some investigating this opens up into a nightmarish land of dog eat dog. I don't know about ethics but I know what I like... and I like *Immercenary*. A lot.

SIMON KIRRANE

GRAPHICS	SOUND	GAMEPLAY	LIFESPAN	OVERALL
82	87	93	94	Once everything clicks into place this becomes a very addictive game and you ignore the nerdy looking people and get stuck in. Lots of fun. SIMON
This is a whole new place and the graphics add to the depth of the place, you believe you're virtually there, virtually.	There are plenty of voice samples and some moody, freaky music too. Nothing fantastic but it does the job.	Spot on. I began by apologising for the game and before I knew it I was spending more time in Perfect than I was at home.	If this game's lifespan were stretched to breaking point it would be dead dead long.	

JUDGEMENT 92%

FOR - MEGA DRIVE
FROM - OCEAN
TEL - 061 832 6633
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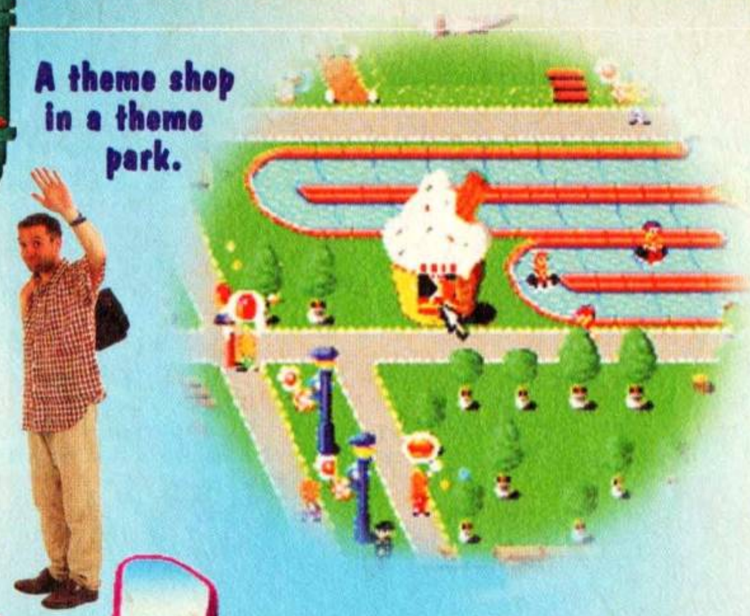


A theme shop in a theme park.

My initials, I hired 1000 workers to tend them. Good.

theme PARK

The score is, no doubt, already known. There is a park – it has a theme. It is a theme park. It's theme? Theme. You are in control and through shrewd business sense and a fine grasp of the exploitative tactics found in capitalists the world over you have to make your park the most successful in the world. Get those people in and get them to spend, Spend SPEND!!! Rip the money out of their broken-wristed, clench-fisted hands if you have to. But get it.

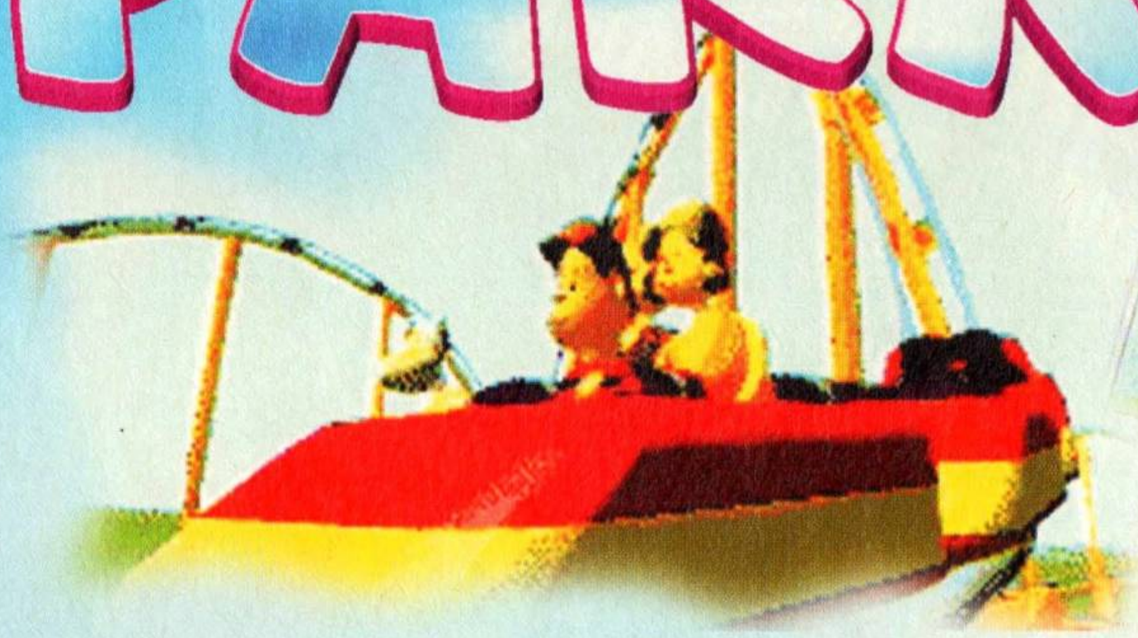
The only problem I have with *Theme Park* on the Mega Drive is that it takes a little while for to get the control method sorted out. This is pretty obvious, what with this debuting on all mannner of computers and now moving on to a four button joy pad. So, yes it's tricky to get to grips with but pretty soon you are manipulating the joypad with unblinking excellence, like Helen Keller telling her favourite anecdote.

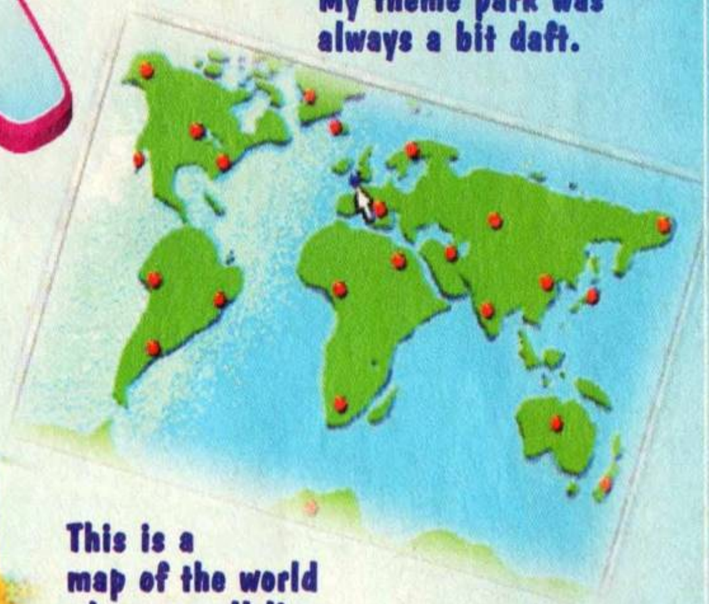
You are also given handy hints by that bloke with the hat, from what button does what to when to put ticket prices up and when to admit defeat in a cruel capitalist world and jump off your window sill with, no doubt, dreams of a happier, more Socialist place to come. The graphics are still great, and although the animations from the earlier versions are now stills (as shown above) they still capture the feel of the game.

I would suggest that this is, yes, a great game but as I have the choice I think I'll play it on a diferent system with a mouse. If you have no choice then I'd recomend this, no danger. I don't recommend the ideals of capitalism though, no fear. Keep buying the mag though. Heh heh.

SIMON KIRRANE

My theme park was always a bit daft.





This is a map of the world where we all live.

GRAPHICS 87
Fabbo! Lovely and everything, the little people still look like little people.

SOUND 82
As perfectly acceptable as a long summer day sat near a machine that goes toot!

GAMEPLAY 82
In every game there is constantly a mounting sensation of, "this is it. THIS IS IT!" until you fluff it and hop out of the window again.

LIFESPAN 92
It will take you ages to master the nuances of exploitative capitalism. Thatcher wasn't made in a day kids.

OVERALL
An addictive sim that has a fun element because it's a park and an evil element because it runs on money. SIMON

JUDGEMENT 86%

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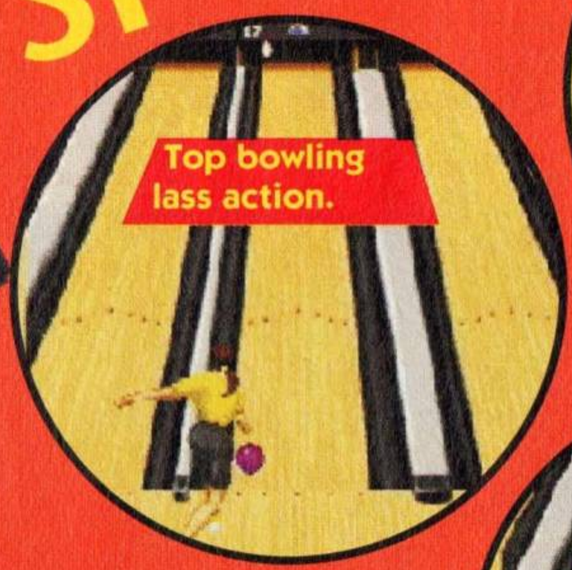
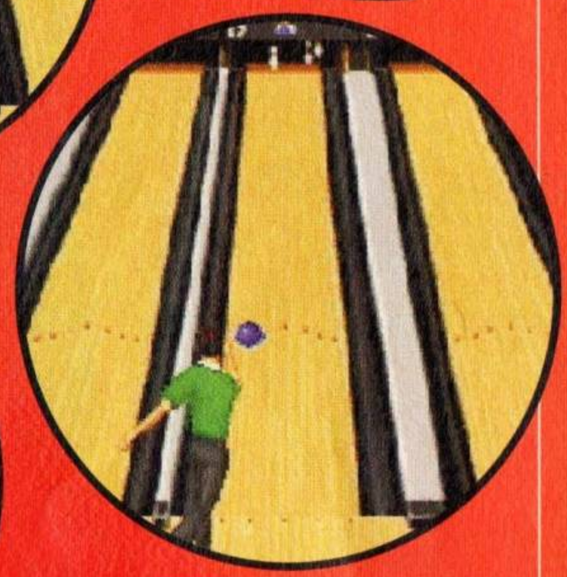
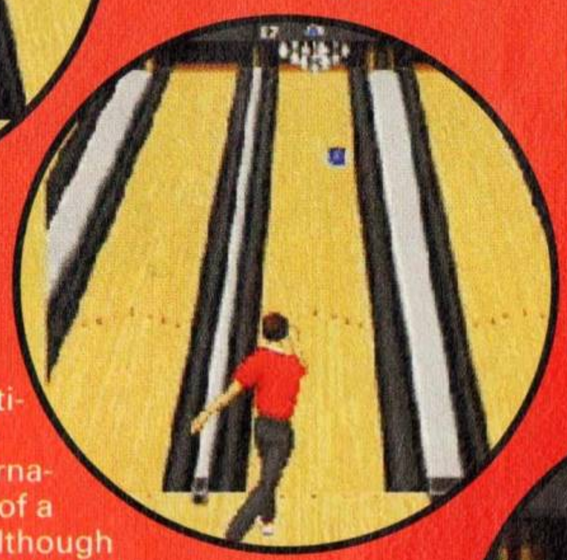
ARCADE SPORTS BOWLING



Top bowling lass action.

Look it's a skittle rack!





Strike! Oh yes that's what it is.

Now I know what you're thinking, you've looked at the screen shots and seen what this game's about.

But you're wrong see? Oh yes you are – this in NOT a fishing game, neither does it involve any form of leather fetishism. You can forget all that. This is a bowling game. Oh yes.

There isn't masses to go on about really, to a certain extent the game is a no-brainer. Flick it on, there's only one disk, click whirr and your in. Up and down increases and decreases the power of your bowl, position your player, press the button to hold the cursor where you want it (the more power on the shot the faster the cursor slides across) and then use aftertouch to tweak where you want the ball to go. Easy and as I said a no-brainer.

But no! You are yet again mistaken. Just as there's more to darts than launching pointy things at a cork circle there is more to this. The lanes differ, the ball weight differs, power and aftertouch, er wait for it, differ. This game is packed with differs. As a single player game it isn't riveting but it keeps you busy. But in multi-player (you can have eight people in a tournament) it's a bit more of a laugh and although it starts off as an idle meander you feel yourself getting gripped by primeval urges (mostly consisting of wanting to ram a 16 pound ball repeatedly into the side of Will's face, smug, winning git). How long I'll play this for is another matter but it's fun for a while. **SIMON KIRRANE**

GRAPHICS 67
There's the blokes and lasses and there's the close up of the skittles and some tables but they're all OK.

SOUND 63
Again about as basic as 11100011001 (*that's binary, git!* – Les). Ah. Anyway it's pretty basic stuff. Er... mate.

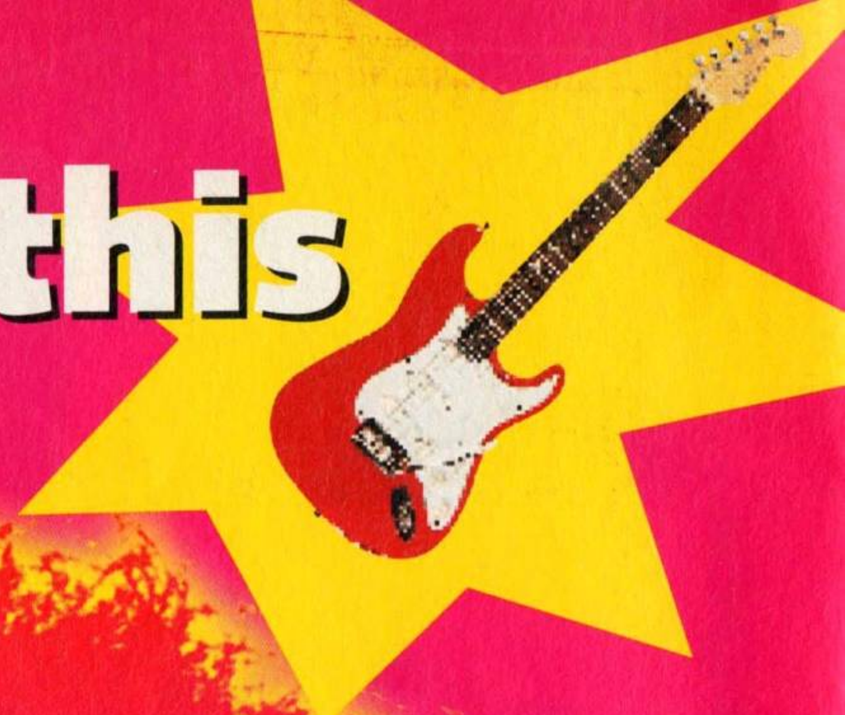
GAMEPLAY 82
In multi-player you can have quite a laugh and there's enough room for games where you're a genius and others where you're a top spod.

LIFESPAN 73
You won't be playing this for years but it's an easy to pick up and start game with some depth.

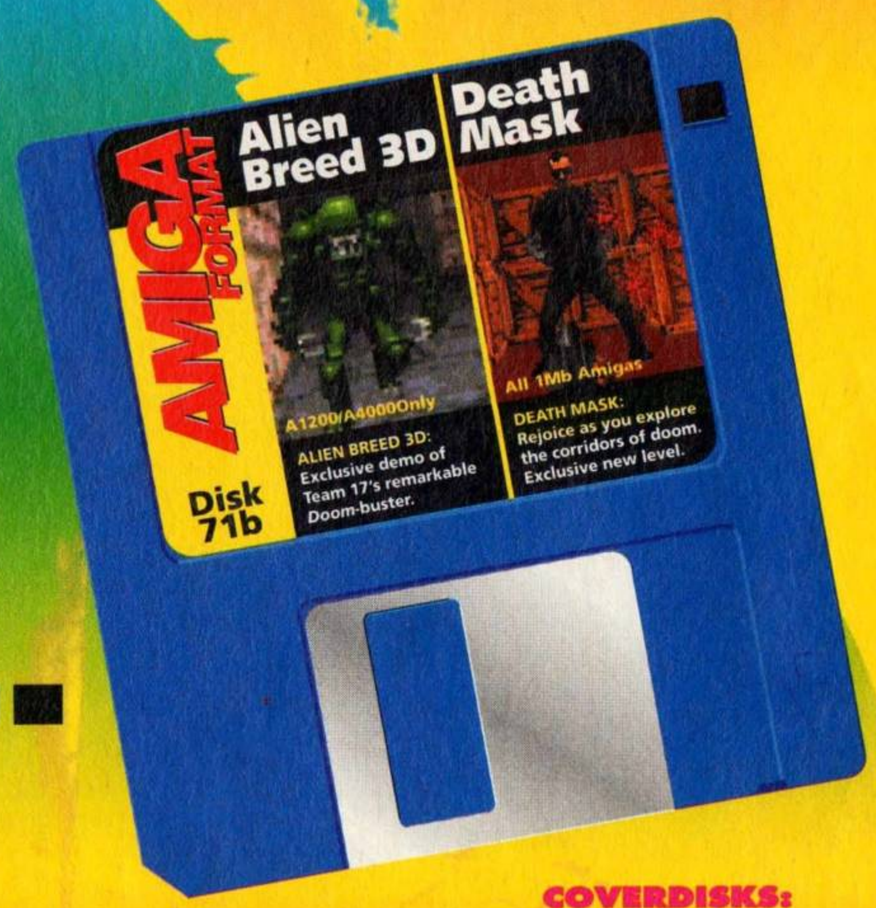
OVERALL
It looks and feels like a no-brainer but there's enough in there to get you involved. A likeable, dabbleable game. It's also well cheap. SIMON

JUDGEMENT 75%

He did it with this



You can do it with this



and then you can play this...

AMIGA FORMAT Issue 71 On sale NOW!

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THE SUPER CONSOLE

To many people, if Sega and Nintendo are sun, surf, girls and frolics, then the PC is spots, National Health glasses, anoraks and no friends. But these days the times they are a-changing, with the PC featuring as strongly in the future of videogames as the Sega Saturn, Nintendo Ultra 64 and Sony PlayStation. And, with the PC as the only readily available of these at present, a quick trip to Dixons may actually for once be advisable.

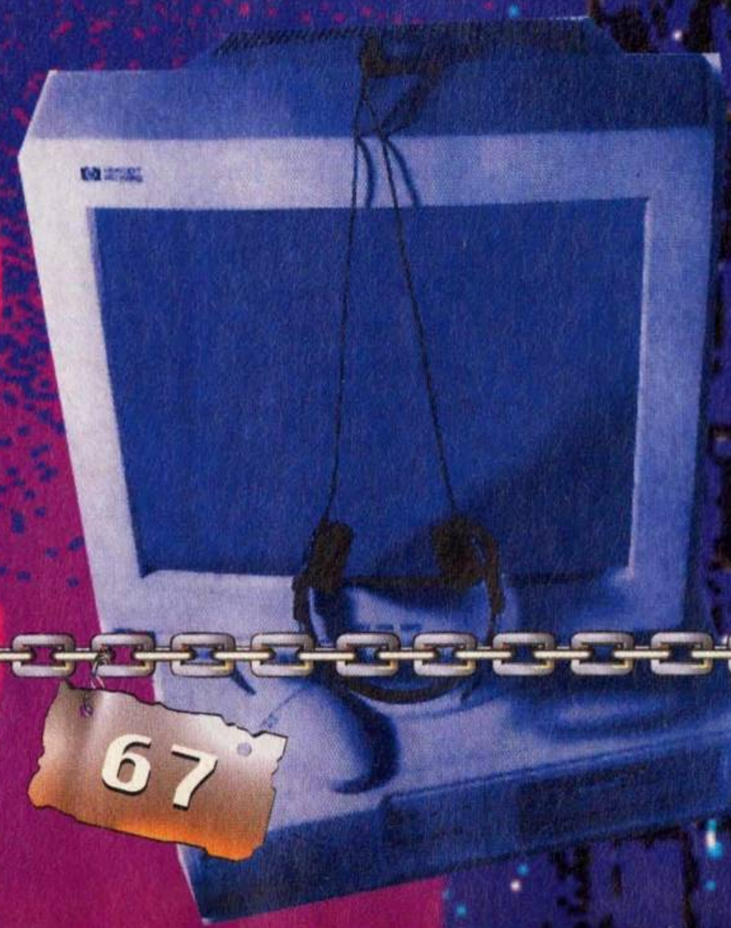
Not convinced? Well, in spite of what you may have thought, the advantages of buying a PC as opposed to a console are immense. First, they are totally upgradable; buy a basic machine and you add more memory, a CD drive and all sorts of groovy chips as and when you can afford them.

Secondly, you can do all sorts of sensible things with them, such as word processing and programming and a host of arty farty type stuff.

Which leads us on to thirdly: You may well be able to persuade your Dad to get you one by convincing him that you need it for your school or college work. (Dads fall for this sort of thing all the time).

And fourthly? Well, some of the games are so good, so much better than anything you've seen on your paltry console, that they'll knock your socks clean off – why indeed should you be content with cotton when you can have silk?

We know PCs are expensive (£800 for a basic machine, up to double that for a really good one), but take a look at the following up-and-coming releases, and we're sure your heart (if not your wallet) will be pining.



WARRIORS

FROM: MINDSCAPE

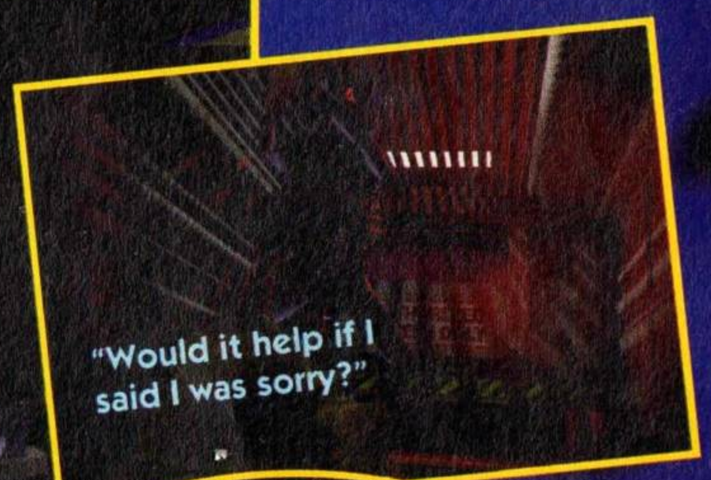
If someone offered you a plate of biscuits, who'd pick a boring, flat old Rich T when chocolate Hob Nobs were also on offer? And, in just the same way (yes – just), who'd want a boring old two dimensional *Mortal Kombat*-style beat-em-up when you could have a futuristic 3D *Virtua Fighter* one instead?

Warriors features just such a 3D perspective, but instead of being made up of polygons the characters are made up of a sum of dots which are gathered together to create the moving parts of the body, and then linked together to create the full character. And the result? Total 3D with not an angle in sight. Unlike *SF* and *MK2*, you can interact with the scenery by swinging on hooks or smashing bits. And, from what we've played of it, the controls and special moves are as splendid as you could ever have hoped.

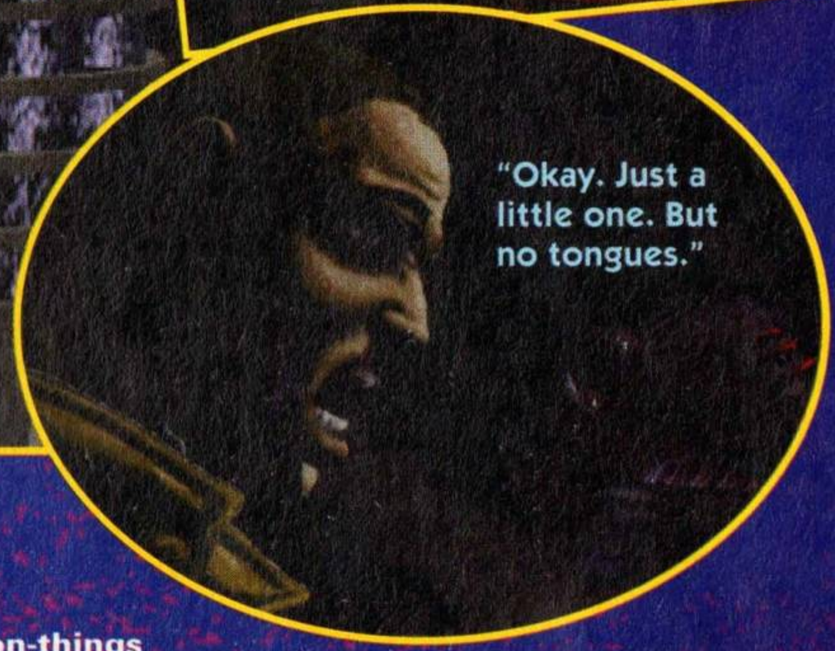
And you, of course, can't see these guys move. Smooth is just the word.

Reckon *this* looks better than *SF2*? Well it does.

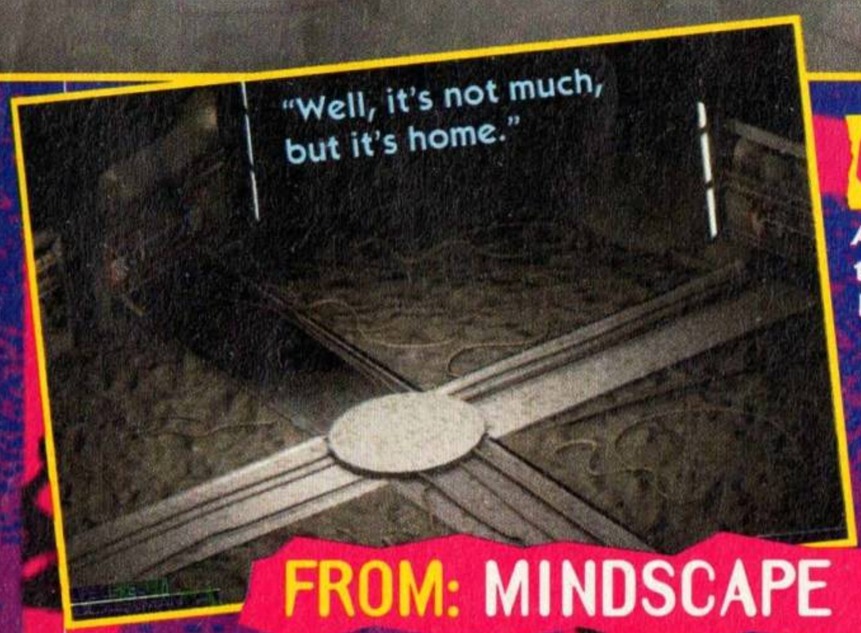
ALIENS – THE COMIC BOOK ADVENTURE



"Would it help if I said I was sorry?"



"Okay. Just a little one. But no tongues."



"Well, it's not much, but it's home."

FROM: MINDSCAPE

Graphics, of course, don't make or break a game, but take one look at *Aliens – The Comic Book Adventure*, and you'll have to be careful that your eyes don't pop out of your head and roll under a car, or something. Because – yes – those pictures really are in-game shots. Those massive robots really do stomp their way down the corridor, and that alien really will jump and nobble you if you're not careful.

Based on the Dark Horse comics, *Aliens* aims to re-invent the move-a-mouse-about-and-click-on-things graphic adventure – a style of game that has always won favour on the PC.

If you've been weaned on a diet of Nintendo and Sega games you may have never seen this sort of thing before, but believe us – they're utterly absorbing, and totally brilliant. And *Aliens* is so much so that before you know it you'll be contemplating ram-raiding Dixons for a PC to play it on.

FLIGHT UNLIMITED

Not at all bad, eh?

Flight sims are another game genre more suited to the PC than console because in the quest to simulate all the dials and knobs found in a real cockpit, you tend to need more time on your hands than it would take to revise the entire A Level History syllabus to plough your way through the huge manuals, and more fingers than Ann Boleyn in order to cope with all the keys. Don't let that put you off for a second, though – flight sims are great, and *Flight Unlimited* looks like it could well be one of the all-time greatest.

The best bit about *Unlimited* is that it's based on small, simple, old-fashioned planes instead of near automatic modern fighters. The main part of the game is therefore based on flying fast, diving, climbing like a maniac, rolling, spinning and generally throwing the rule book away. And those graphics? You may as well throw your console out now as well.

BY: VIE

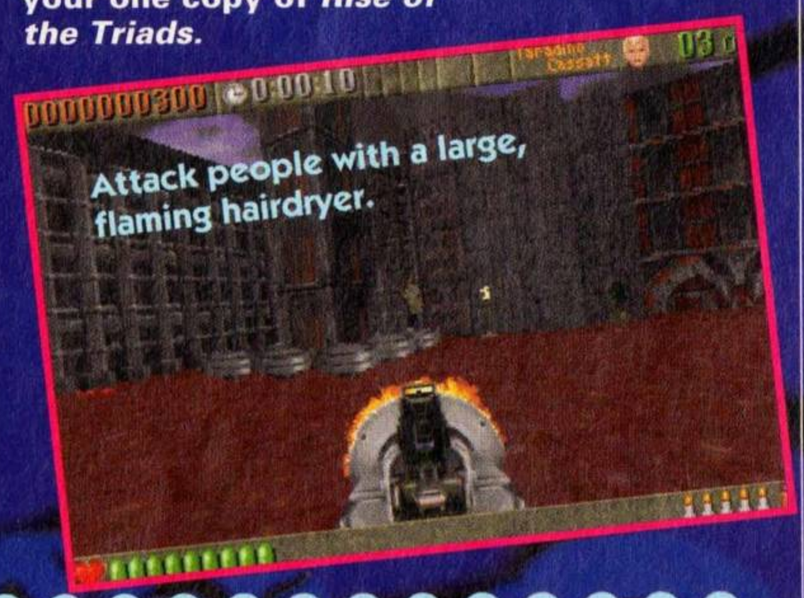
RISE OF THE TRIAD

Rise of the Triad - Doom, Doom, shake the room.

BY: US GOLD

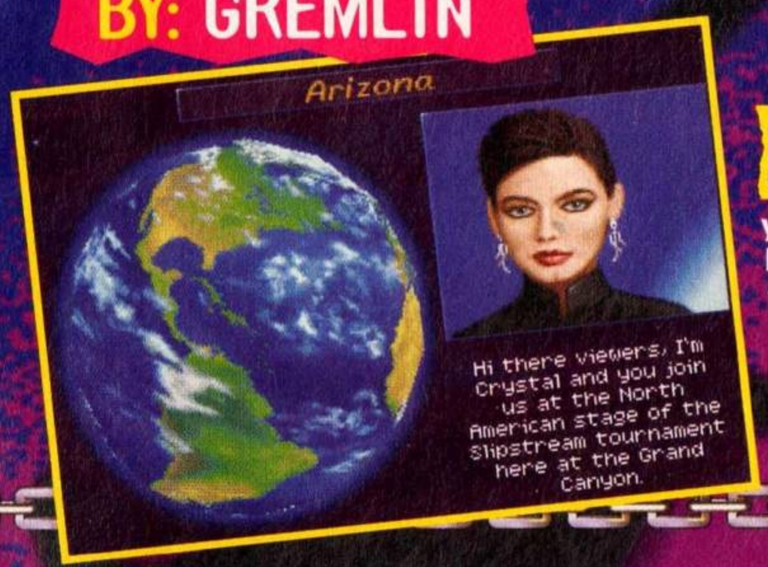
Chances are you may have heard of what the great *Doom* is all about but these day,, on the PC, it's thought of as positively old hat. It's been cloned bigger and better, you see, by the likes of *Dark Forces, Descent, Heretic* and now the up-and-coming *Rise of the Triad.*

Rise looks like it may well take the 3D into-the-screen first person shoot-em-up into areas yet to be explored by computer games. The graphics, as you can see, are superb. What's more the nice touches positively ooze from the screen; you can walk up and down (and fall off) floating walkways, you can see yourself in mirrors and then blast them to bits, and there's a great Quentin Tarantino, pistol in each hand choice of weapon. And if the depth and fascination of gameplay doesn't win you over, here at GamesMaster we'll happily swop two of your original console games Danny Baker-style for your one copy of *Rise of the Triads.*



SLIPSTREAM

BY: GREMLIN



Convinced yet? Go on - buy a PC. Your brain will thank you if you do.

Slipstream is a first-person perspective racing game where you pilot all manner of Flash Gordon-style vehicles through tunnels, cities and rock formations. Or more correctly, where you and a friend pilot all manner of Flash Gordon-style vehicles, via the natty split-screen arrangement that multiplies the fun factor by ten.

Speed is the name of the game here, because *Slipstream* will leave anything you may have seen chugging along in its slipstream. The fact that you are in a space ship as opposed to a road vehicle adds another dimension to your racing skills, and the ace background scenery (pyramids, tombs, grand canyon, palm trees and even underwater sequences) really ought to have you weeping bitterly into your joypads with jealousy.

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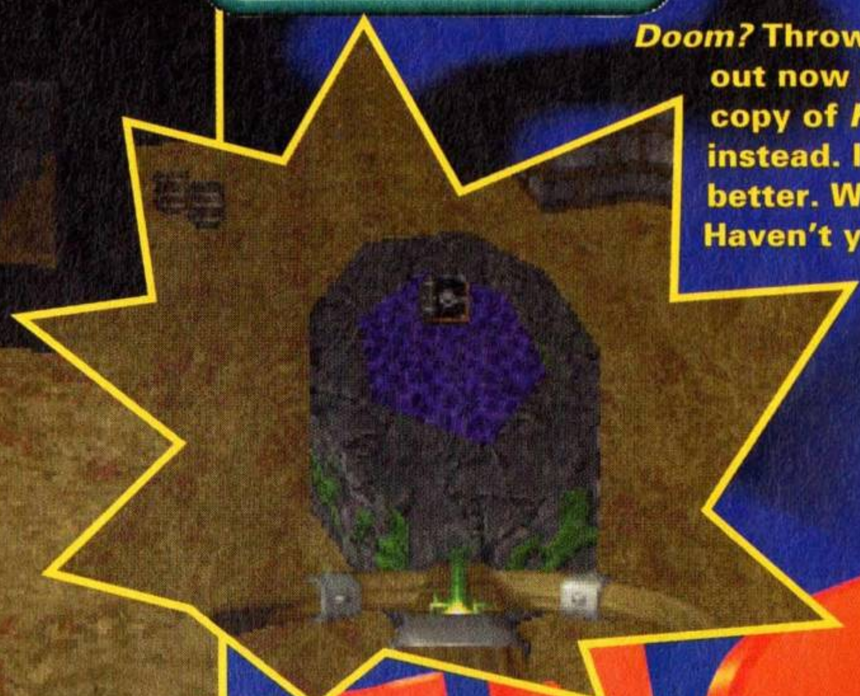
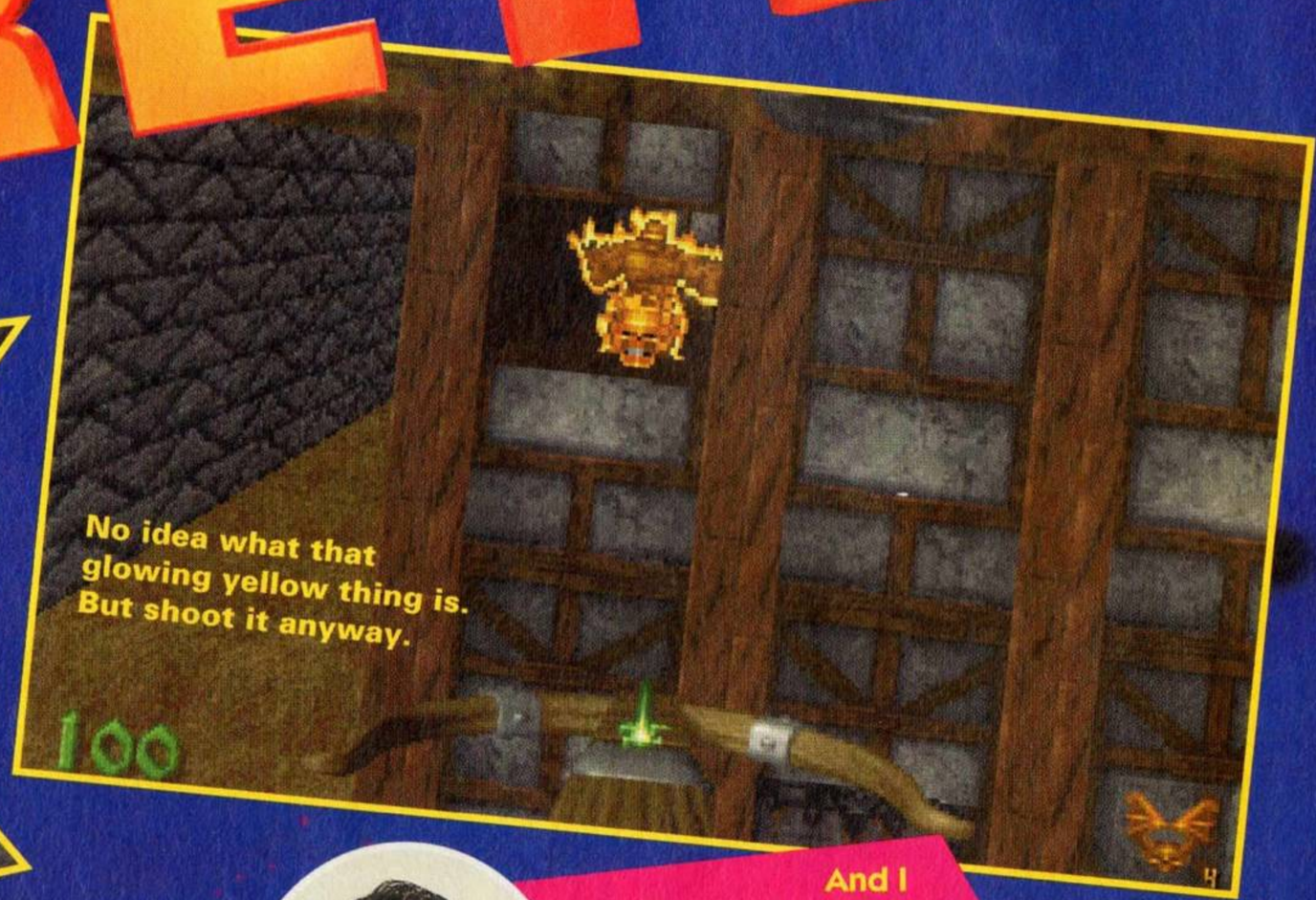
Heretic - Ghouls, gore, blood, blue things and a whole lot more.



Doom? Throw your copy out now and buy a copy of *Heretic* instead. It's much better. What? Haven't you read the review yet?

HERETIC



No idea what that glowing yellow thing is. But shoot it anyway.

Type COCK-ADOODLEDOO to turn everything into a chicken!

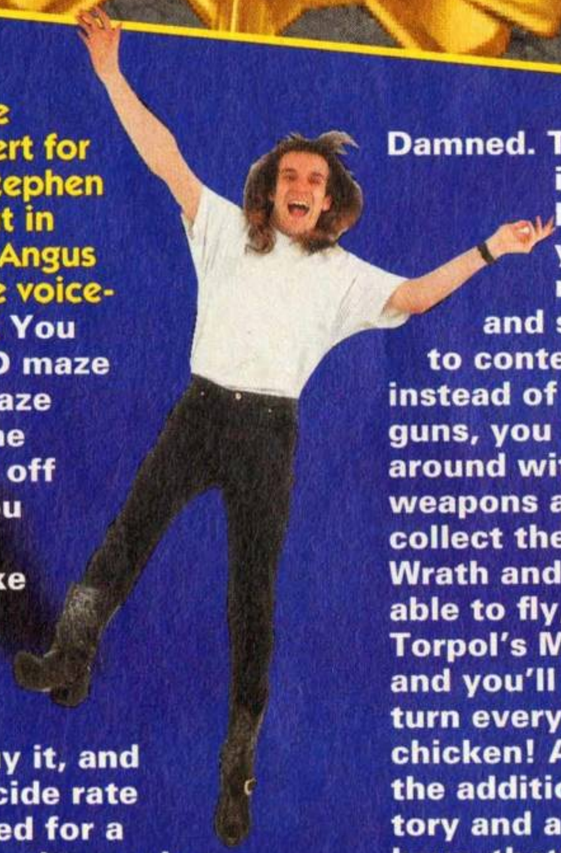
And I thought *Doom* couldn't get much more satanic. How wrong I was. *Heretic* plays exactly the same as *Doom*, with just the graphics and level layouts being different. Normally this would be a terrible rip off but in this case, because it's *Doom*, and *Doom* happens to be the best thing ever, then it's okay.

If you're one of these strange people who can't stand mindless violence and blasting then there's a little bit of strategy involved as well, just for you. *Heretic* is completely splendid and a worthy follow up to the *Doom* games. It also serves as a great stopgap between *Doom 2* and *Quake* (which is *Doom 3*, sort of) from id. This is just fab though. Totally, horrifyingly gorgeous. Top, as they say, stuff. TIM TUCKER

The weapons just get bigger and better.

And the badiies get uglier and uglier.

He's behind you! No, hang on. He's *in front* of you!!



You couldn't have had a bigger advert for the PC without Stephen Fry poncing about in front of one and Angus Deaton doing the voice-over, than *Doom*. You walked about 3D maze level after 3D maze level, blowing the brains out/limbs off of everything you came across. It was totally unlike anything anyone had seen before, PC owners queued up to buy it, and the national suicide rate actually increased for a while as depressed console owners realised that maybe computer was better than console after all.

Heretic has been written by the same people as *Doom*, and hence looks and plays much the same. You take on the role of the Heretic, from the outcast race the Sidhe. With most of the race destroyed or their spirits broken by the creature of the Abyss, the Heretic, filled with rage, decided to enter the City of the Damned. This means that instead of drab looking soldiers you get flashy red gargoyles and spooky wizards to contend with. And instead of boring old guns, you get to muck around with magic weapons and stuff – collect the Wings of Wrath and you'll be able to fly, collect Torpol's Magic Ovum and you'll be able to turn everyone into a chicken! And along with the addition of an inventory and a few extra keys, that's about it.

So *Heretic* is *Doom*, only better. Is that what we're saying? Well, yes, and the superb level design means that it is also better than *Dark Forces*. Indeed, if it wasn't for *Descent*, *Heretic* would be king of the shoot-em-up castle. LES ELLIS

GRAPHICS	SOUND	GAMEPLAY	LIFESPAN	OVERALL
86	87	89	90	
Gory, blood-splatteringly brilliant.	Some of the best sonics yet to oscillate from your PC's speakers.	To start with, you just walk around and shoot things. And it's utterly brilliant.	But there's enough strategy lurking to keep you hooked for a very long time once this novelty had worn off.	It may not be quite as visually pleasing as *Descent*, but the gameplay is spot on. *Heretic* is a worthy *Doom 3*, and should appeal to fans and novices alike. LES

JUDGEMENT 90

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Previewed! Enix's *Burning Heroes* and *Ogre Battle*'s US translation.

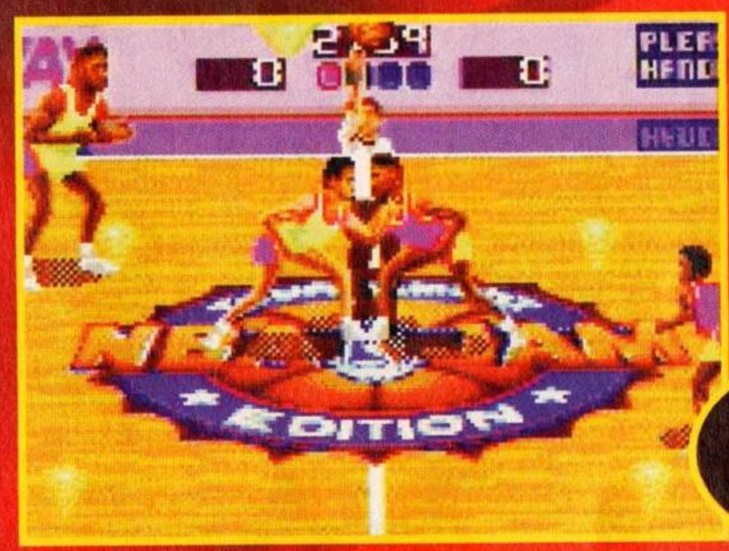
ANIME WORLD

Super Play investigates the incredible Gundam saga.

4 anime postcards FREE with this issue!

SKILLAGE

Why waste money phoning us up to ask how to do games. Firstly we won't tell you on the phone anyway and secondly if you just look at this bit of the mag we tell you for free.



NBA JAM T.E.

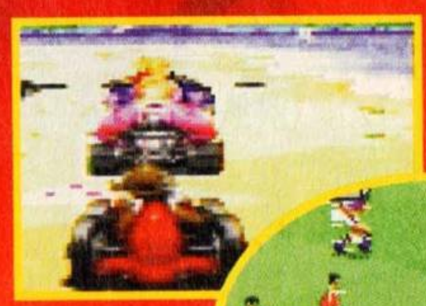
And you thought there were lots of cheats in the first version. Well check this lot out. All the secret characters, all the power-ups and all those little secrets that make life bearable.

P76

Found a hidden level? Know how to beat bosses? You must think you're pretty hot at games. Well send in your tips or we'll send the boys round alright? Send your games-busting advice to:

Tips Zone - GamesMaster,
Future Publishing,
30 Monmouth Street,
Bath, BA1 2BW...

ACTION REPLAY CODES



Turn to this bit here to learn how to cheat the easy way. Lots of fiddly codes for lots of fiddling little cheats. Like you lot.

Lots of codes for games.

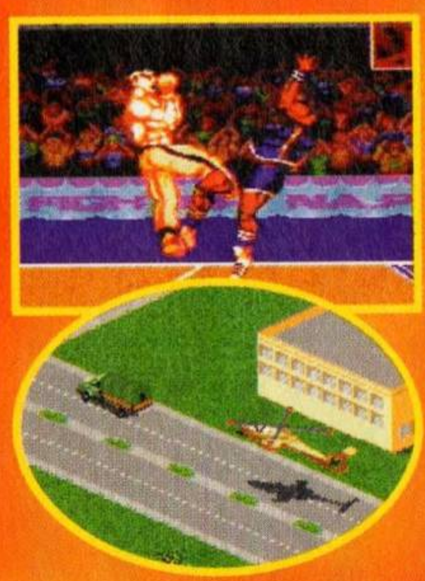
P88

DAWN PATROL

The Red Baron's abroad. On holiday or something. Use our top tips from the programmers to clip his evil Hun wings once and for all.

P82

CONSOLETATION ZONE



Questions for the metal headed cyber-monocled wierdo come here. And then he answers some of them. All the best cheats and all the best tactics. All the best, then.

P90

P84

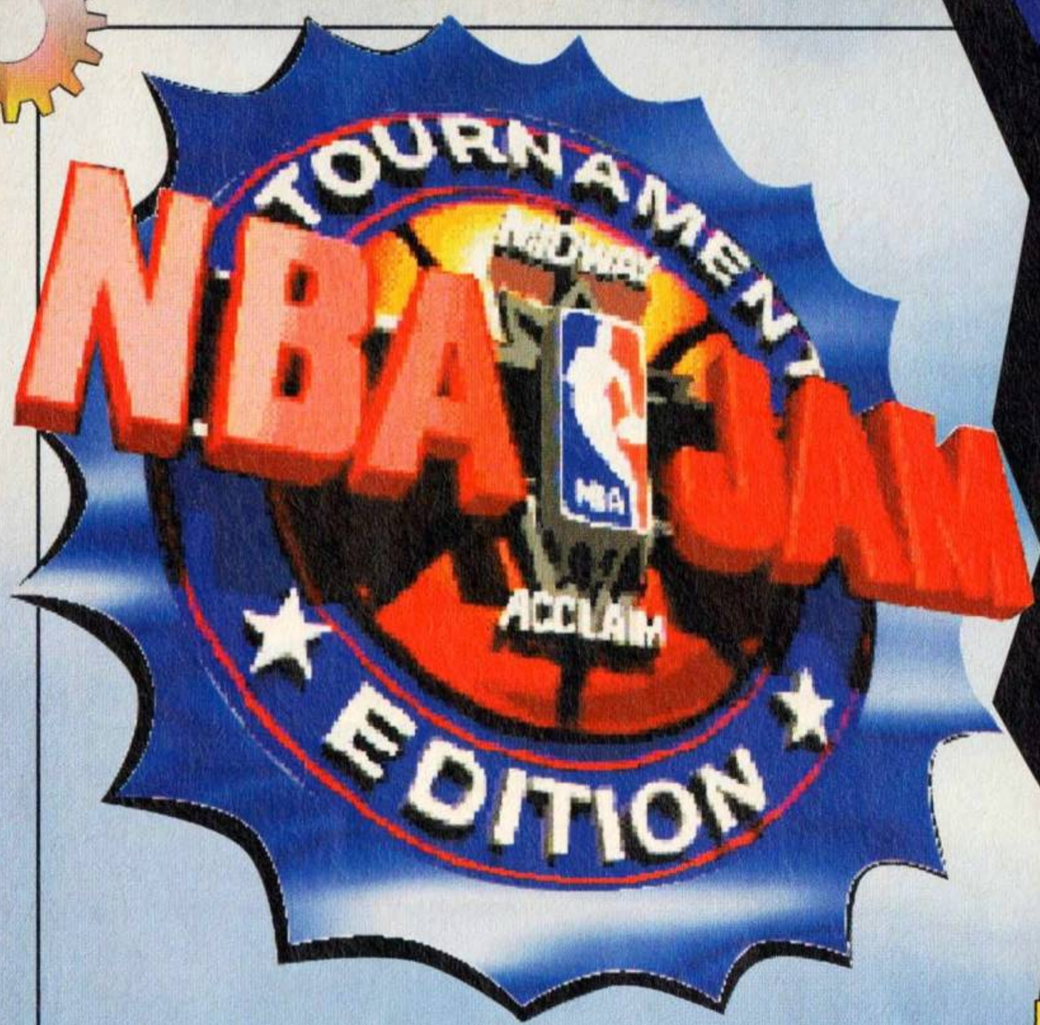
ALONE IN THE DARK

Creepiest game in the world? Les likes it, so it scares us. This complete walk-through should help.

P86

EARTWORM JIM CODES

All the codes for *Earthworm Jim Special Edition*, direct from the programmers.



THIS IS ANOTHER GAME FROM ACCLAIM AND THEY REALLY DO LOVE THEIR LITTLE SECRETS. OF COURSE A SECRET'S ONLY THERE TO BE TOLD...

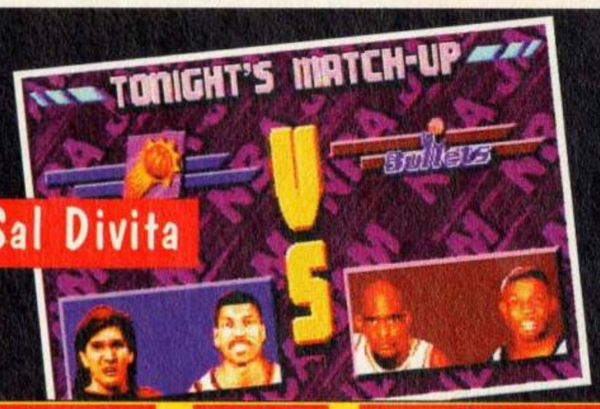
SECRET CHARACTERS

Go to the screen where you enter your initials and enter the initials below. For each letter of the initial press the button on the joypad. Example: Larry Bird, the initials are BRD. When you enter the B press A with start. When you enter the R press Y with start and when you enter the D press A with start. Mega Drive owners note that when the Y button is shown you can press C. When N is in the combination press any fire button but don't press start.

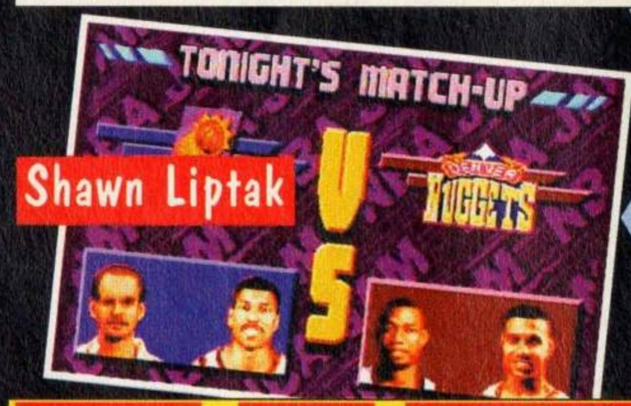
Williams ★★★

Nickname	Initials	Joypad Combos
TURMELL	MJT	A N A

Nickname	Initials	Joypad Combos
REVITT	RJR	N A Y



Nickname	Initials	Joypad Combos
DIVITA	SAL	A Y N



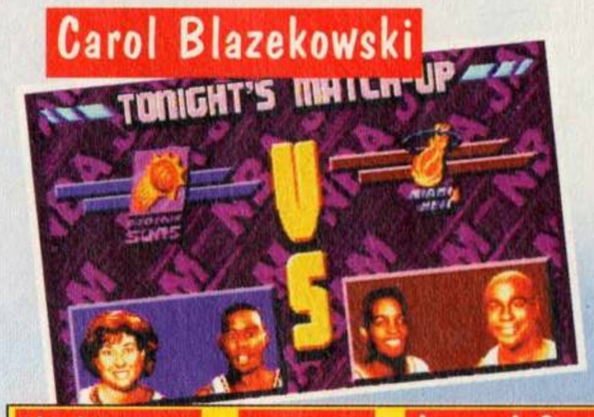
Nickname	Initials	Joypad Combos
LIPTAK	SL_	N B B

Nickname	Initials	Joypad Combos
GOSKIE	TWG	B N A

Nickname	Initials	Joypad Combos
CARLTON	JMC	Y Y B

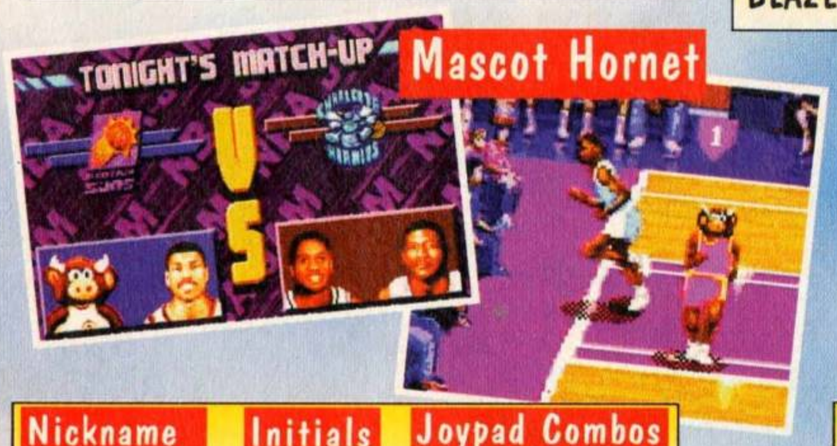
NBA Crew ★★★★★★★

Nickname	Initials	Joypad Combos
BIRD	BRD	A Y A



Nickname	Initials	Joypad Combos
BLAZE	BLZ	Y N Y

Nickname	Initials	Joypad Combos
BENNY	BNY	B N Y

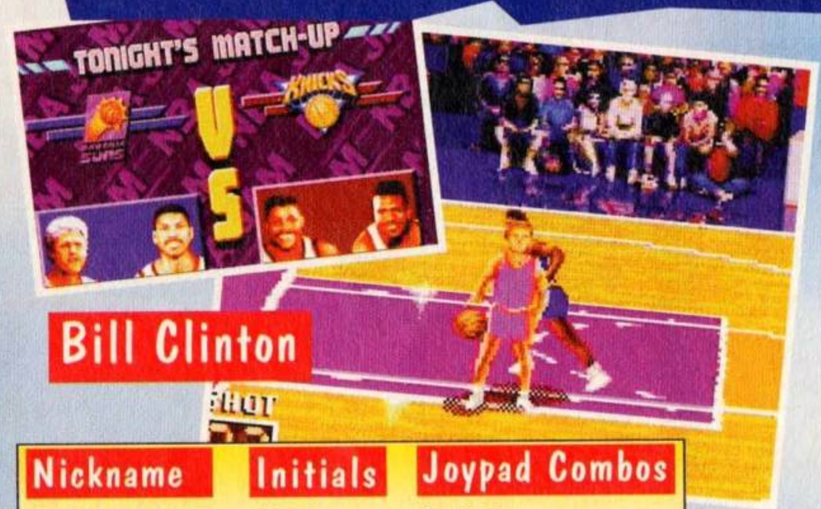


Nickname	Initials	Joypad Combos
HUGO	HGO	N Y A

Nickname	Initials	Joypad Combos
CRUNCH	CRN	A B N

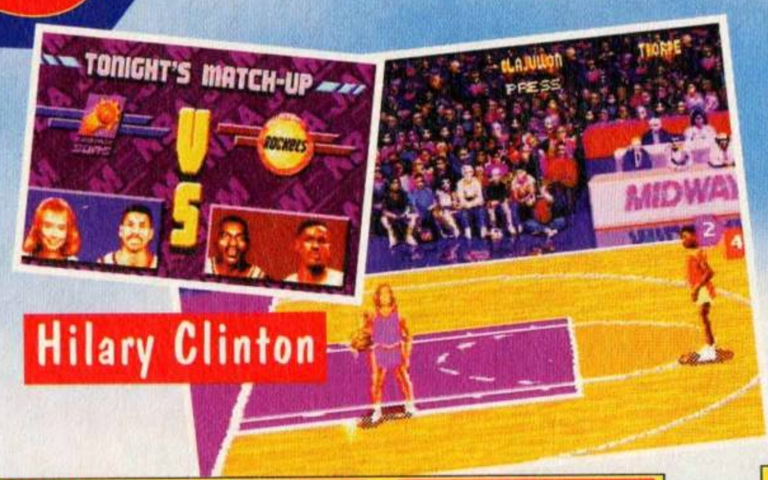
Nickname	Initials	Joypad Combos
SUNS GORILLA	GOR	N B B

Celebs



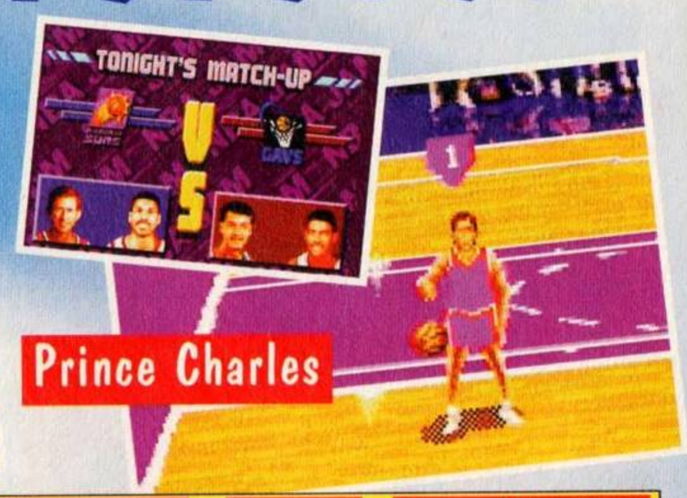
Bill Clinton

Nickname	Initials	Joypad Combos
B. CLINTON	CIC	A N B



Hilary Clinton

Nickname	Initials	Joypad Combos
H. CLINTON	HC_	N B N

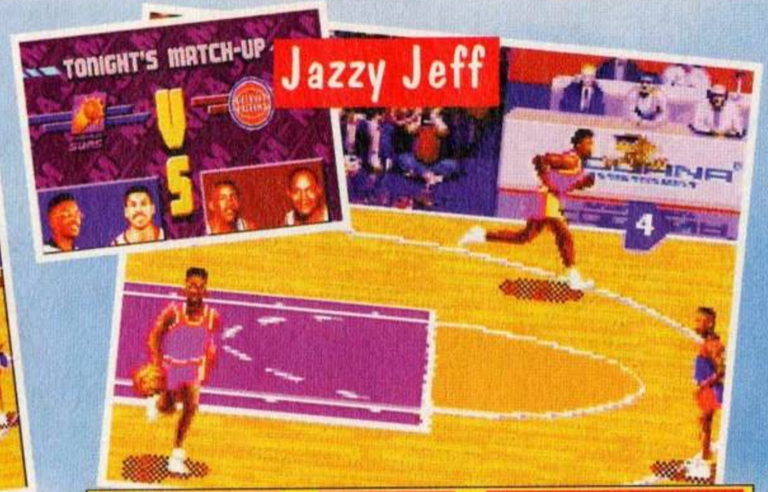


Prince Charles

Nickname	Initials	Joypad Combos
CHARLES	ROY	B A N

Heavy D

Nickname	Initials	Joypad Combos
HEAVEY D	HVY	A N B

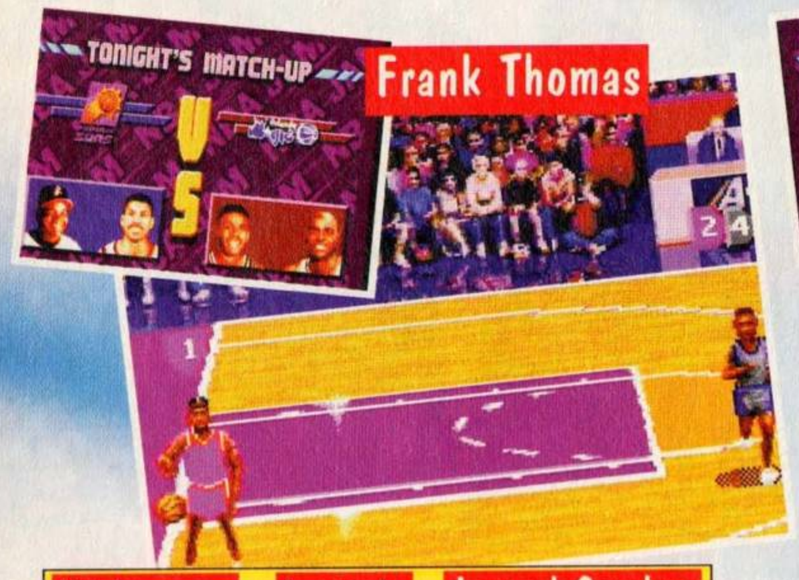


Jazzy Jeff

Nickname	Initials	Joypad Combos
JAZZY JEFF	JAZ	Y A A

Fresh Prince Smith

Nickname	Initials	Joypad Combos
FRESH PRINCE	WIL	Y B N



Frank Thomas

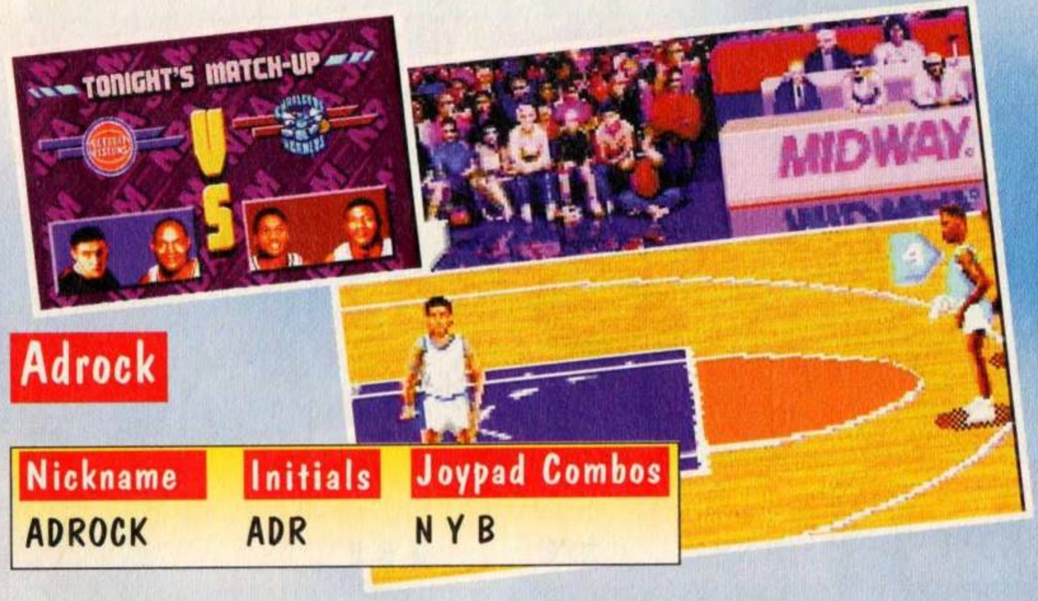
Nickname	Initials	Joypad Combos
THOMAS	SOX	B N A

Randall Cunningham

Nickname	Initials	Joypad Combos
CUNNINGHAM	PH1	N A Y

Mike D

Nickname	Initials	Joypad Combos
MIKE D	MKD	Y N Y



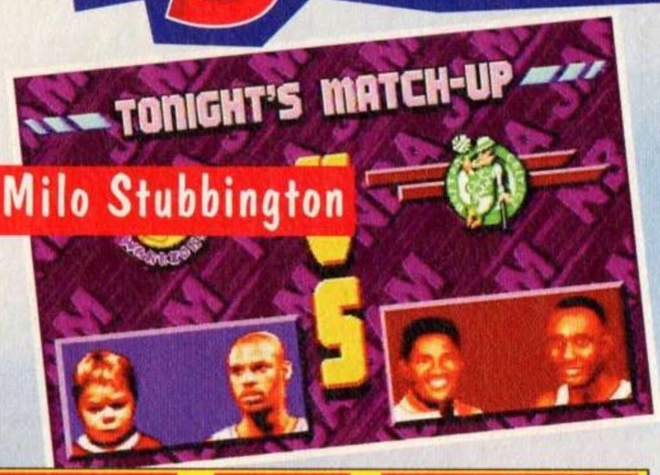
Adrock

Nickname	Initials	Joypad Combos
ADROCK	ADR	N Y B

MCA

Nickname	Initials	Joypad Combos
MCA	MCA	B B N

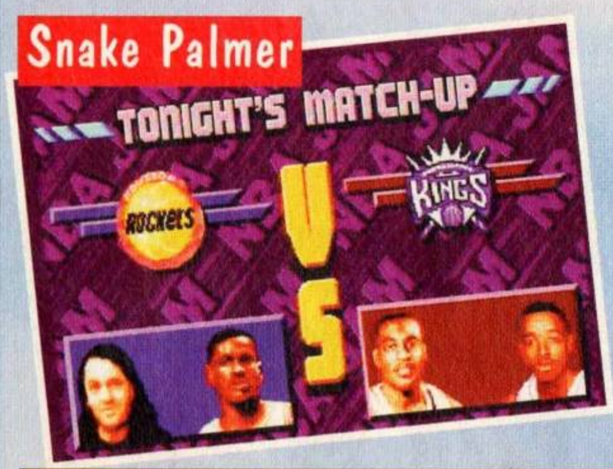
Iguana ☆☆☆☆☆☆☆☆



Nickname	Initials	Joypad Combos
MOOSEKAT	MPF	B Y N

Nickname	Initials	Joypad Combos
MOON	JAY	N A B

Nickname	Initials	Joypad Combos
KIRBY	CK_	B N Y



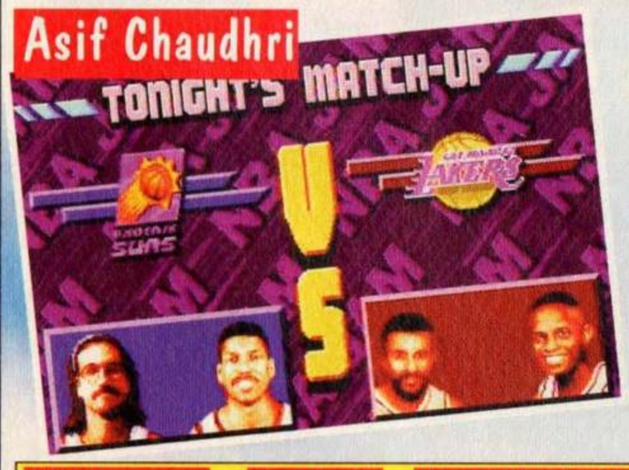
Nickname	Initials	Joypad Combos
SNAKE	GOF	A Y B

Nickname	Initials	Joypad Combos
FALCUS	JF_	ANY

Nickname	Initials	Joypad Combos
HILL	NDH	A B A

Nickname	Initials	Joypad Combos
MUSKETT	MOM	B B Y

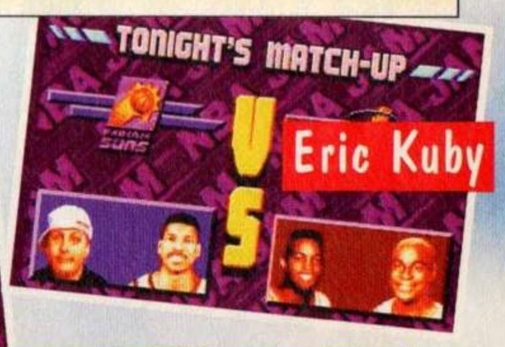
Acclaim crew ☆☆☆☆☆



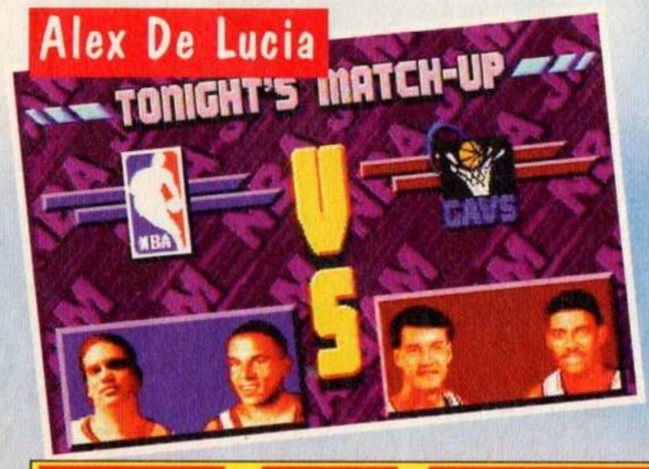
Nickname	Initials	Joypad Combos
CHOW CHOW	AMX	N A Y

Nickname	Initials	Joypad Combos
WEASEL	RAY	B A N

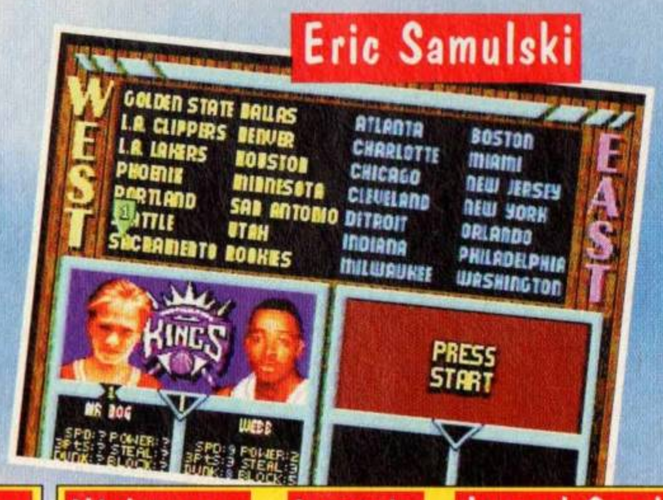
Nickname	Initials	Joypad Combos
KABUKI	DAN	N B A



Nickname	Initials	Joypad Combos
BRUTAH	LGN	A B N



Nickname	Initials	Joypad Combos
FACIME	XYZ	B B A



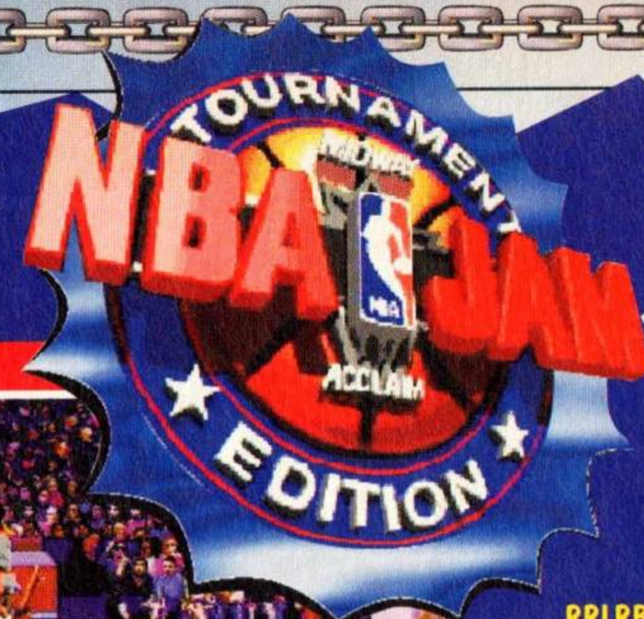
Nickname	Initials	Joypad Combos
AIR DOG	AIR	Y N B

Nickname	Initials	Joypad Combos
SCOOTER PIE	HTP	A N Y

Nickname	Initials	Joypad Combos
KID SILK	KSK	N B Y

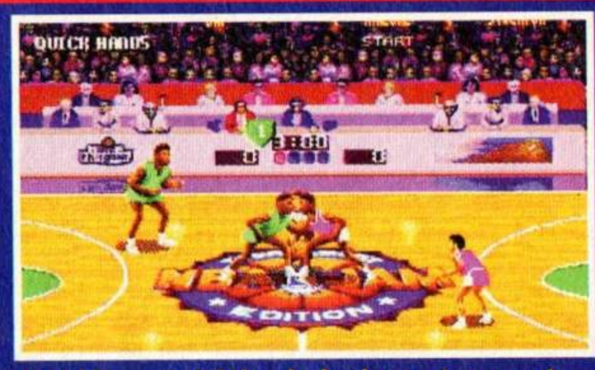
THOSE CHEATS IN FULL

Enter any of these combinations on the match up screen to get your desired effect. If you're quick (and we mean real quick) you may get two effects at once.

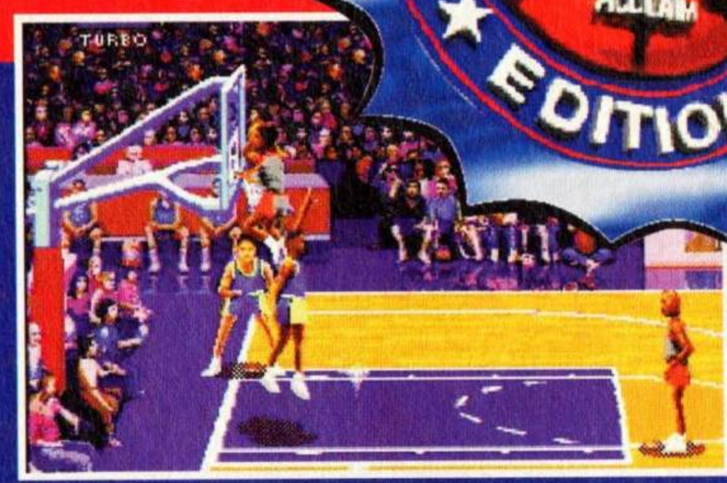


Message on screen when activated.

UUDDB Shot percent display.



LLLLAR Quick hands for better interception.

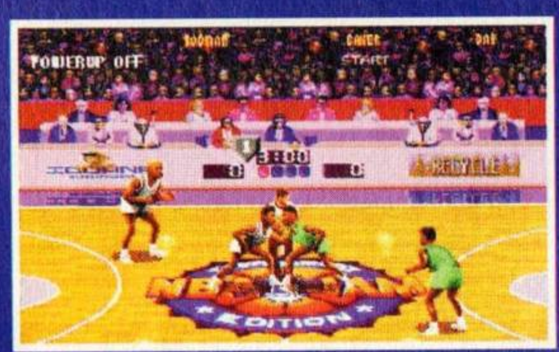


RRLRBR Maximum power gives you increased power when pushed or intercepted in mid dunk etc.

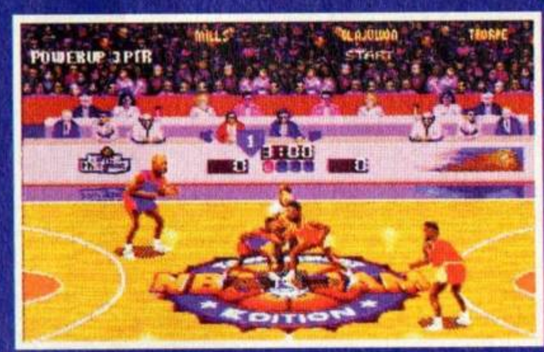
RUDRDU Power up GT – allows you to get away with goal tending.

DRRBAL Power up fire – always on fire.

BBBADDUL Power up turbo – unlimited turbo.



ABUABUD Power up offence – better offence.

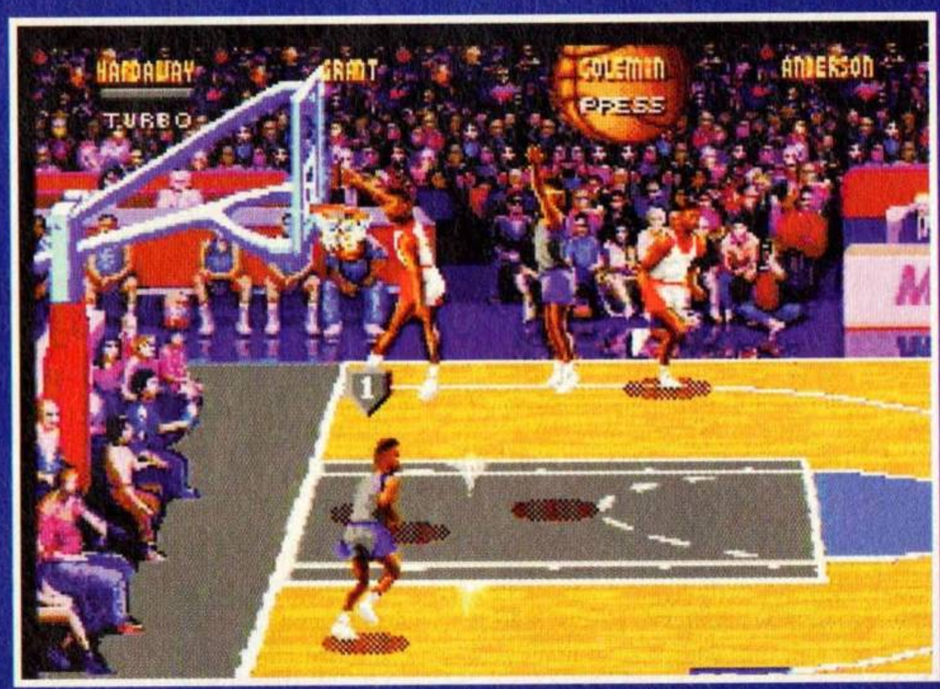


UDLRLDU Power up 3pt – increase three pointer percentage.

LRABBA Power up dunks – dunk from anywhere you like.

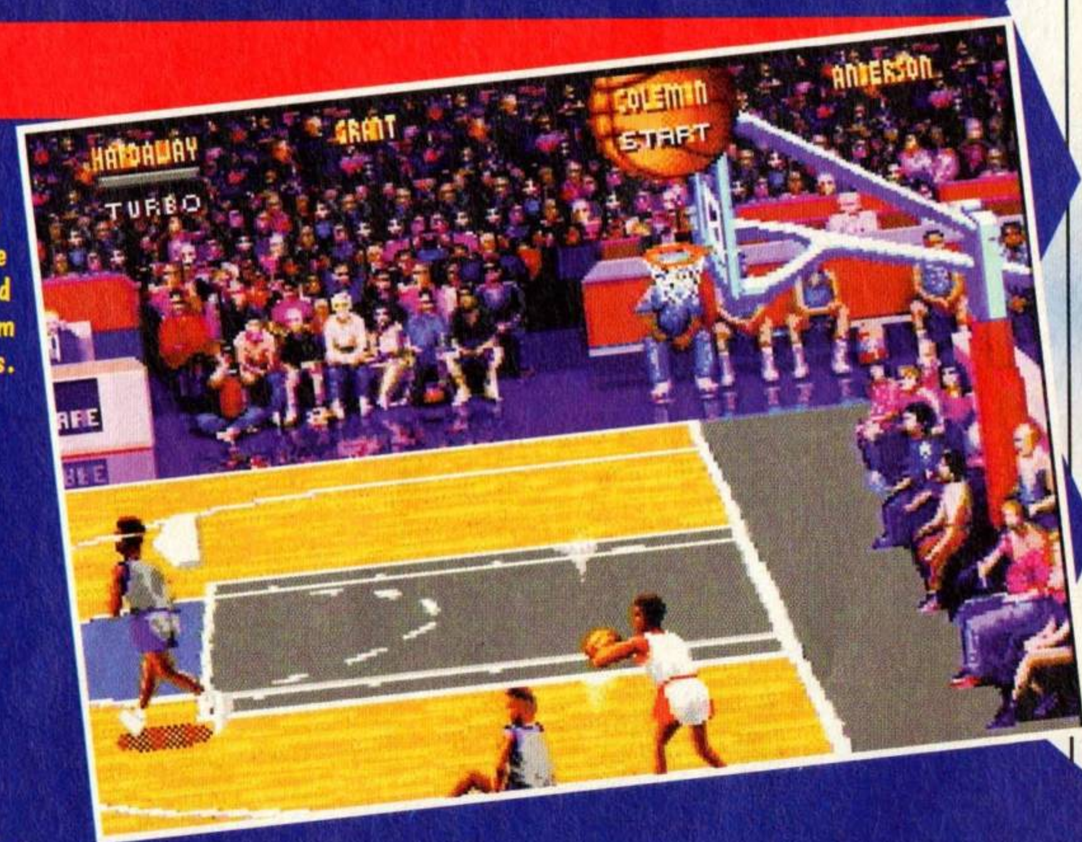
DRABARD Power up push – push a long way.

No message on screen when activated.



UUUULLLLAB Push one opponent and only team mate falls.

UUUULLLLAA Push one opponent and both fall.



URRLADLLRB	Teleport pass.
UDUDRUAAAAD	High shots (less interceptions because of high arc).
UUUULLLLBA	Speedup.
AAAAARRRRR	Slippy court (affects all players)

To enter the following two cheats, on the title screen press Y, up, down, B, left, A, right and down. Remember that Y=C on the Mega Drive.

Cheat for beat 26	END initials
Cheat for beat 27	JAM initials

Team swap on substitution screen: Hold up and B for two seconds.

Other PC Games mags

Ours...

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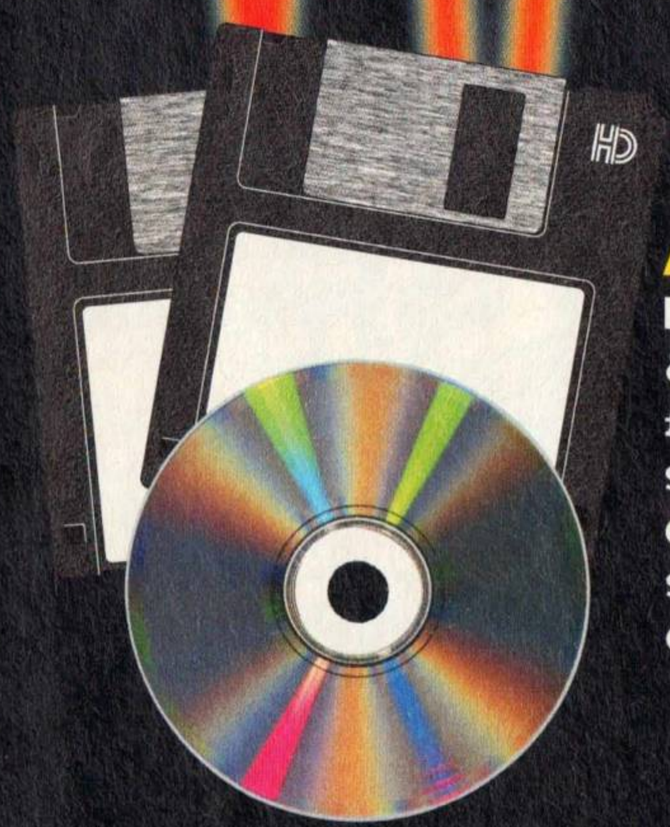
PC ATTACK

The unstoppable PC games magazine



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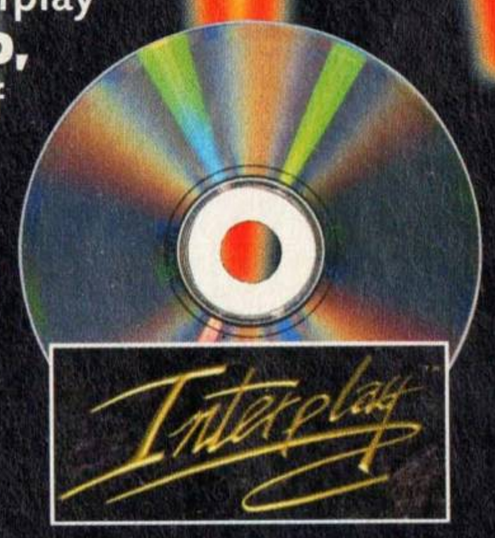

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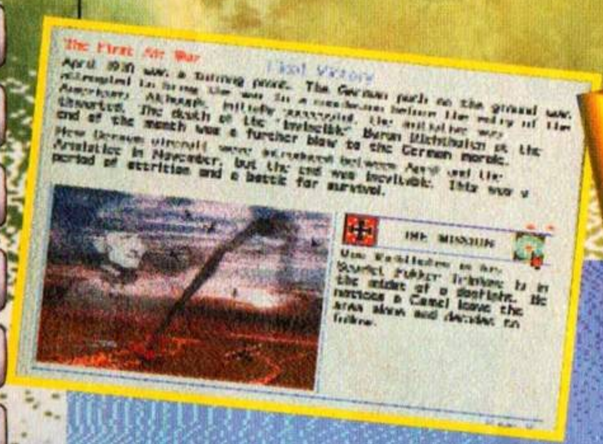
DAWN



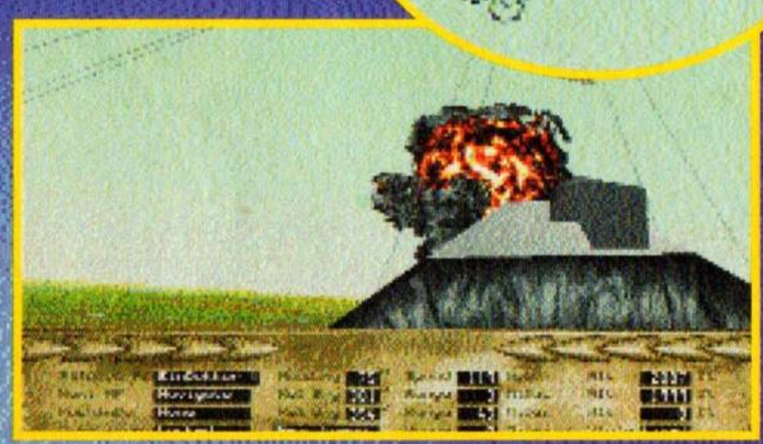
1 Dog-fights in *Dawn Patrol* usually take place in a small area and it is difficult to keep track of all the aircraft. When at the centre of a large melee, the outside combat lock view (Enter key) is a life saver. It gives the pilot a greater view of the threats around him. Only use the front cockpit view when lining up on a distant or stricken aircraft.

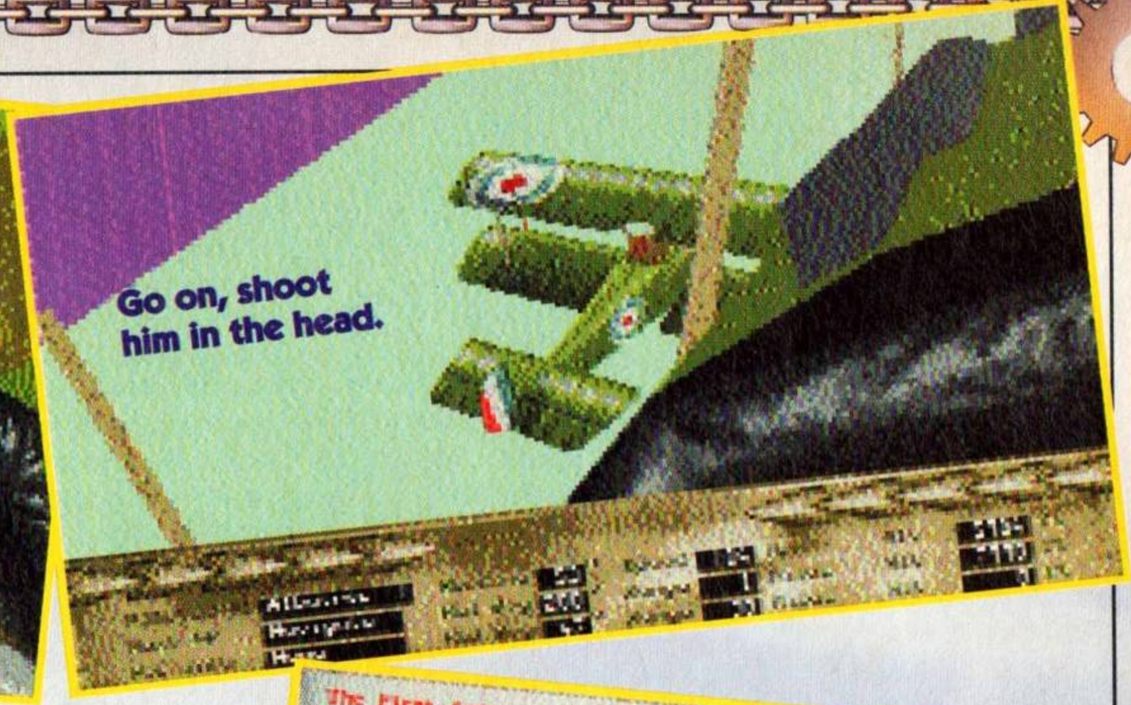
2 Most engagements begin with two formations approaching each other head on. This initial pass is the most dangerous. You will be flying towards a solid wall of enemy aircraft and the air before you will be thick with gunfire. Around you, your comrades will be jostling for position and loosing off bullets. The chances of being shot or colliding with an aircraft are high. To avoid this, try to work your way below or above the enemy flight and get behind them. A spiralling barrel roll serves to throw off the aim of all but the best aces.

3 In combat, your target will usually be a short distance away from your own aircraft, making it very easy to over shoot. If an enemy aircraft is flying across your view or towards you at an angle, don't roll the aircraft and pull back on the stick to keep it in your sights. Instead continually nudge the rudder to allow you to track the enemy and pepper his aircraft with bullets. Your kite becomes a gun turret. Apply some side stick if your aircraft starts to dip. The only downside to this technique is that it bleeds a lot of speed and leaves you a sitting duck for anyone else who flys by.

4 Never dive for the deck to evade an enemy unless you've got a pretty good headstart.

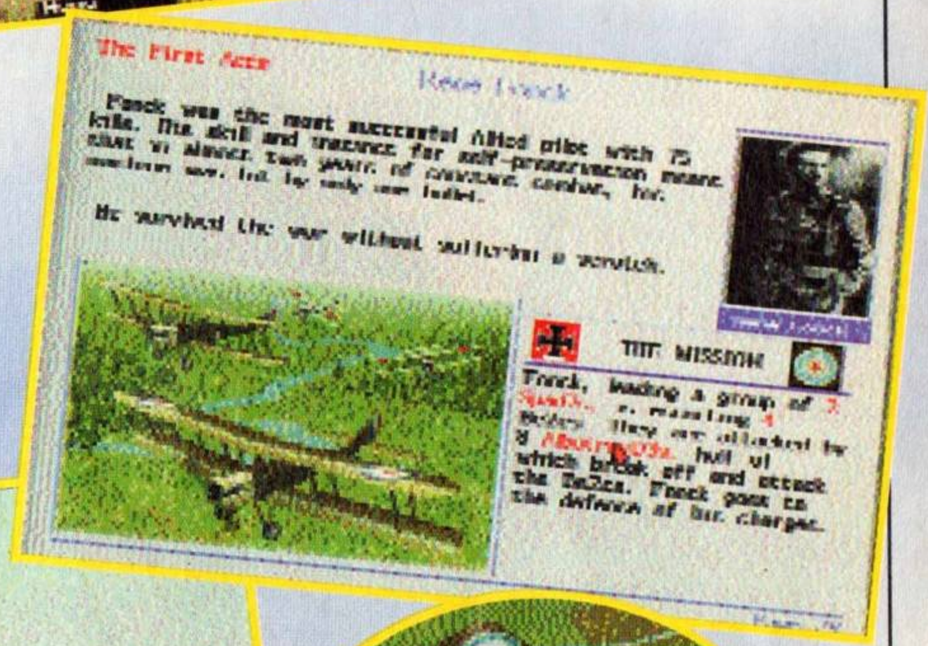
5 Continually tapping the key for back stick when in a banking





THESE HINTS AND TIPS ON THIS GREAT NEW AMIGA AND PC FLYING GAME HAVE COME STRAIGHT FROM THE HORSE'S MOUTH. ALONG WITH ROD HYDE, MARK SHAW IS RESPONSIBLE FOR THE MAJORITY OF THE GAME'S DESIGN AND ALSO SPENT QUITE A WHILE TUNING MISSIONS AND BUILDING UP A SET OF TACTICS.

PATROL



Recreate the 'fun' of real World War one dogfight. The dodgy planes, the cold, the funny hats and the tally-hos.

turn will give a greater rate of turn. It simulates yanking the stick full back.

6 Faking a crash landing is very difficult. The enemy aircraft needs to be at an altitude of at least 200ft when you touch down or he'll be wise to your game and strafe you on the ground. Dive at the deck, pull back at the last minute, cut your revs and press 'B' for air brakes and 'W' for wheel brakes. (This is a cheat). Push the stick forward if you start to bounce. With any luck, the enemy should circle above you before flying home to report your position to ground troops. You can then make your hasty getaway.

7 Totally surrounded and outnumbered? Keep banking and turning in a circle. Loose off bursts of gunfire as you sweep round and the chances are you'll land some hits on enemy aircraft, forcing them to break. This will clear some space for a more aggressive and dangerous manoeuvre.

8 It's possible to judge the point at which a weak wing structure is starting to disintegrate in a dive. The aircraft will start to judder slightly. It is easier to see from the front cockpit view.

9 When an opponent is on your tail and about to open fire, you should always break to the right.

10 Try adopting a style similar to that used by one of the featured aces.

You can be a total psycho who practically throws his kite at the enemy, or you can be a cold tactician, who backs off and watches his comrades do the dangerous work until the odds are a little better.

11 When fighting an ace one on one, it is imperative that you keep turning with him. Trying a fancy manoeuvre will only lead to grief. Keep turning, apply a little stick now and then to subtly alter your height. Do this until your opponent either breaks or overshoots, or you have worked your way onto his tail and have the chance of a shot.

ALONE IN

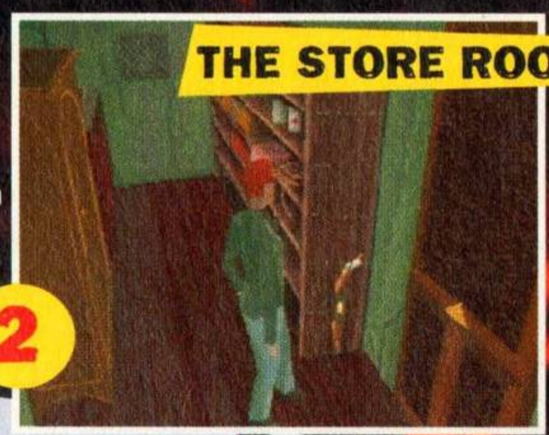
THE ATTIC

1

Push the wardrobe in front of the window to stop the first monster entering the room. Now quickly push the chest on top of the trapdoor in the floor. This will stop another monster. Go to the table and pick up the oil lamp. Open the wardrobe to get hold of an old Indian cover. Go to the chest and open it to reveal a rifle. Now go down the stairs in the back corner.

THE STORE ROOM

2



Take the bow that is lying in the corner of this room and search the shelves on the right hand side for the oil can. Now use the oil can and refill the lamp. Go through the door on the right.

3rd Floor Hallway – Whatever you do, don't be tempted to walk on those dodgy looking floorboards. You'll die if you touch them. Go through the closest door to your right.

THE SITTING ROOM

3

Use the search function on the desk to get a key. Use this key on the chest to get an old cavalry sabre. Save the game here. Go over to the large dresser in the corner and wait for a monster to enter the room. Fight him using kicks. If you die you can reload the game. Now go through the door near the window.

SITTING ROOM

7

Don't touch the ghost figure in the chair, in fact stay as far away as you can. Get the gramophone that's on the table. Search the cabinet to get cartridges and use them to reload the rifle. Get the matchbox from the fireplace and exit. Go through the door that's straight ahead, on the other side of the stairs.

HALLWAY

8

Follow the hallway around and enter the second door you come to. Run into the bathroom and get the jug next to the cabinet. Ignore the thing in the bath as you can't kill it. Open the cabinet to get the first aid kit. Now get out of the room. Open the kit and get the flask. Drink it to gain more health. Continue down the hall to the next door.

DARK BEDROOM

9

Use the matchbox to light the lamp. Get the statuette from the table. Exit and use the open/search command to put the lamp away. Go back to the lower lobby, smash the armour and leave the statuette there and walk to either side of the stairs to enter the dark opening.

SMOKING ROOM

13

Run to the other side of the table and stand next to the chair. Get the lighter. Use the water jug to put out the smoking ashtray on the table. You will take some damage from the smoke. Open the double doors that aren't locked and go into the hall. Walk to the white stairs in the front lobby and climb them. Go back to the hallway that leads to the dark room where you got the statuette. Continue down the hall to the door at the end.

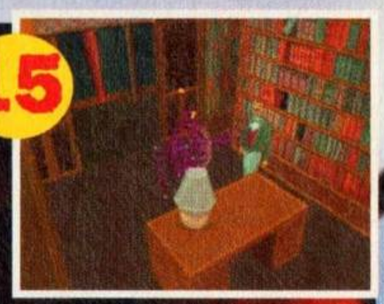
HALLWAY WITH PAINTINGS

14

Walk up to the first painting and put the Indian cover on it. Walk halfway down the hall and fire an arrow at the painting at the end. When you hit it smoke will start coming out of it. Now go through the door at the end of the hall and get the false book from the table. Push the clock and search the hole behind it. You will get the study key. Leave the room and enter the double doors down the hall.

LIBRARY

15



Use the lamp and put it down in the middle of the floor. Now you must be quick. Run down the corridor at the upper left of the screen and follow it round to the right until you see an indentation in the wall of books. Go slightly past this and search the books to reveal a hidden mechanism. Use the false book to open the secret room behind. Enter it. The monster that chases you can only be killed by a dagger in this room.

CAVE

19

Fight or shoot the monster here and head down this tunnel until you see the worm again. Run back to the right hand turn in the tunnel. Turn right down the tunnel created by the worm. If he's still hanging around, repeat this process until he decides to move out of the tunnel.

UNDERGROUND

20

Go onto the wooden dock and walk right until you come to a lighter shaded section of the wood. Jump over this bit or it will collapse. Avoid the monster in the water. It will just reappear if you kill it. Climb up the ledge to the opening. Fight or shoot the spider creature and continue down the tunnel.

ROCK PILLAR CAVERN

21

Stand in the opening to shoot the monster. Jump from pillar to pillar on the left. When the screen alters, go to the opening on the right. Go down the tunnel and take the right fork. In the large cavern walk to the right of the plateau and jump over the light coloured planks. Jump and climb up the pillars to the far side. Shoot or avoid the flying monster and go to the chest.

THE DARK

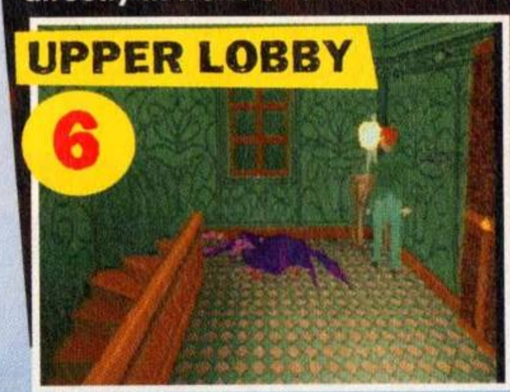
4 THE BEDROOM

Get the vase from the nightstand on the left hand side of the bed. A monster will jump through the window so either fight or shoot it. When it's dead it's time to play the vandal. Throw the vase and it will smash revealing a key inside. Use this key to open the dresser and get two small mirrors. Go through the door by the bed and enter the door directly across the hall.

5 THE BATHROOM

Open the cabinet to get a first aid kit. Open it and get the flask. Drink the flask to gain more health points. Save the game. Get rid of the first aid kit, the empty flask, the chest key, the dresser key and the empty oil can as you won't be needing them any more. Leave the bathroom and go through the door at the end of the hall.

6 UPPER LOBBY



Place one small mirror on each small statue at both ends of the room. Stay close to the wall to avoid the monsters and go downstairs. Lower Lobby – Stay clear of the suit of armour. When you get the heavy statuette later in the game (from the front lobby) stand directly in front of the armour and throw it. You will destroy the armour and get a sword. Go through the door to the right of the stairs.

10 FRONT LOBBY

Drop the gramophone here for now. You'll come back to get it later. Turn left and enter the right hand door of the two in the corner next to the stairs. The left one is locked. Enclosed Porch – Search the backside of the statue (*steady on there* – Will) to get three arrows. Get out fast so that you don't get hit by the falling spiders. Go through the door on the other side of the stairs next to the narrow hallway.

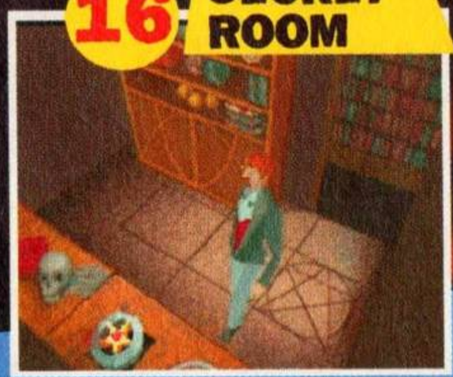
11 KITCHEN

Go through the smaller brown door, near the door you just came through. Get the cellar key that's hanging on the wall. Eat the biscuits on the shelf for more health. Drop the empty box, first aid kit and empty flask here. Search the cabinet to get a knife. Enter the second small brown door, next to a normal sized one. After entering the small closet back out again quickly. Use the knife to kill the zombie and re-enter the closet to search the coal to get a box of shoes. Open the box and get the revolver. Get the oil can and use it to refill the lamp. Now use the jug to fill it. Drop the oil can, empty box and knife. Go into the kitchen and get the pot of soup. Exit through the normal door next to the closet.

12 DINING ROOM

Walk to the right of the table and put the soup on it. Wait until the zombie sits down and exit through the door by the large cabinet.

16 SECRET ROOM

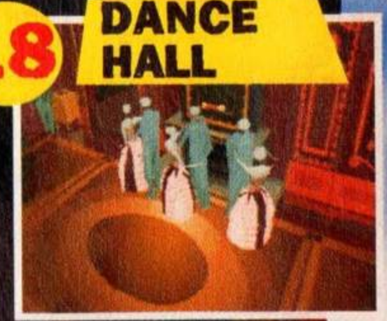


Get the talisman from the shelf and search the bookshelves to get the curved dagger. Use it to kill the monster in the library. Get the oil lamp from the floor and open the closed double doors. You will now be in the lower lobby. Go through the dark opening, down the stairs and pick up the gramophone. Use the silver key to open the locked door next to the door to the porch. Go down the hall and enter the smoking room. Use the key to open the double doors.

17 JEREMY'S STUDY

Put the old sabre in the coat of arms. If you have broken it in a fight put both halves in. Search the bookcase to get the record. Go back through the smoking room, into the hall. In the pirate's room use the sword to kill the pirate and get the dance-hall key from the corpse. Use this key to open the double doors.

18 DANCE HALL



Walk to a corner and use the record. The ghosts will dance but don't let them touch you. Get the key to the pirate's chest from the fireplace. Now go back to Jeremy's study. Walk down the stairs in the floor. Bottomless Chasm – Run across the collapsing bridge. Follow the tunnels until you see a worm behind you, believe me, you won't miss it. Run away from the worm until you can turn right into another tunnel.

21 PIRATE'S CHEST

Use the key to open the chest and get the gem. Push the rock behind the chest to reveal a dark opening. Go through this and follow the corridor. Step down the ledge and continue forward until everything goes black.

23 DARK MAZE

Use the lamp. Keep walking left until you can't go any further. Turn down and keep going down as far as possible. Go right and walk until you come to a stone door with a hole in it. Use the gem to open this. Enter the room and open/search to put the lamp away. Jump off the steps and run to the altar.

24 END CAVE

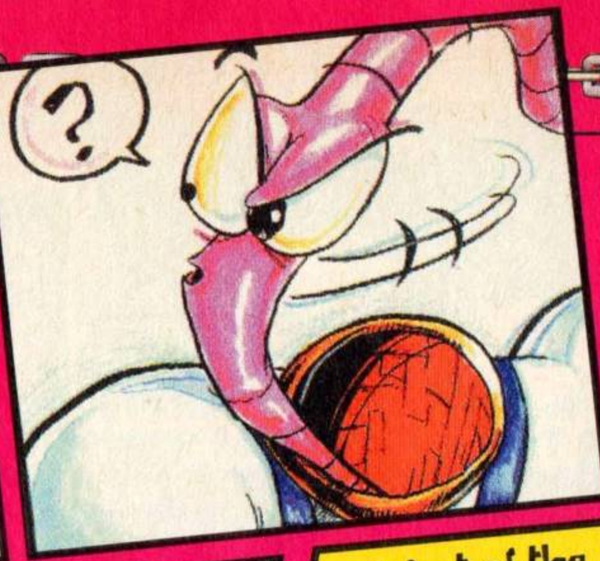
Get the hook and put the talisman on the altar to stop the fireballs. Light the lamp and throw it at the tree. Run to the right and climb onto a different plateau. Climb to the rock door and use the hook. Turn left and go into the maze. It will now be light. Turn right and use the hook to open the door there. Turn left again and you will be back in the underground. Go along the docks and climb to the opening on the other side.

25 BASEMENT

Turn right and follow the tunnel until you come to a black opening. Enter. Walk around the wine racks to the other side of the room. Climb the stairs to the front lobby. Walk down the large hall and open the double doors at the end. That's it. You have defeated *Alone in the Dark*.

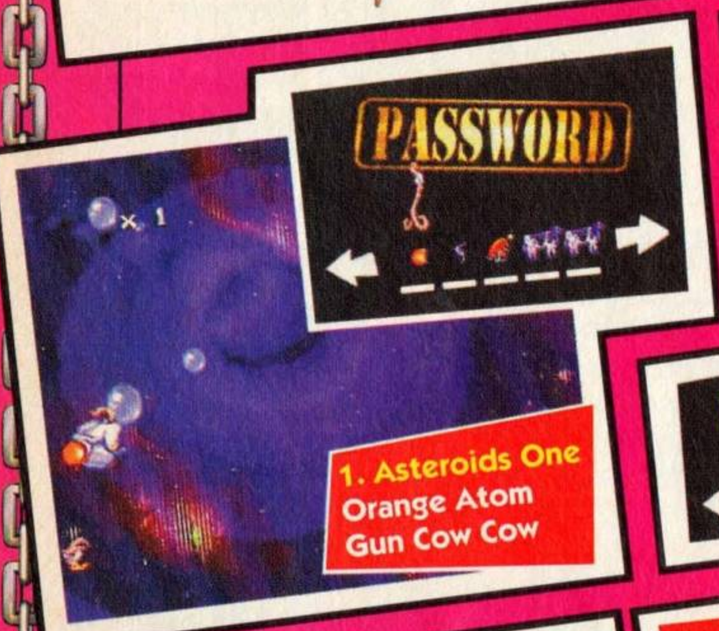
THE END...

EARTHWORM JIM



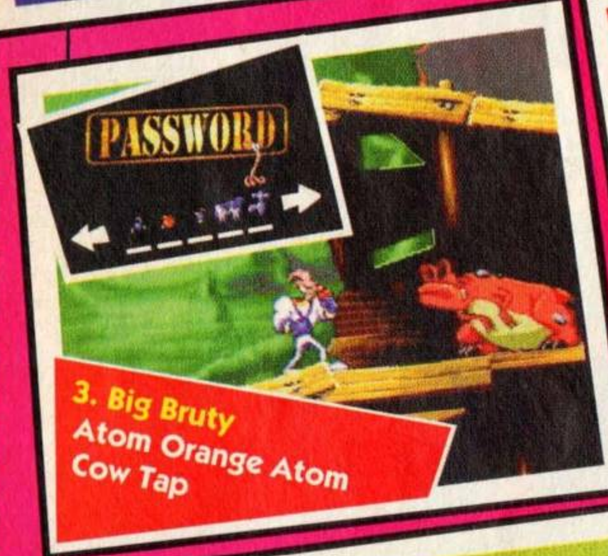
Special Edition

During one of our many chats with Shiny Entertainment the subject of the *Special Edition* on Mega CD came up. Dave Perry, Andy Astor and the rest of the team were quite happy that they had managed to get a level code system in there as it was much needed in previous editions. In fact they were so happy to show off their codes that they have given us the lot to pass on to you.



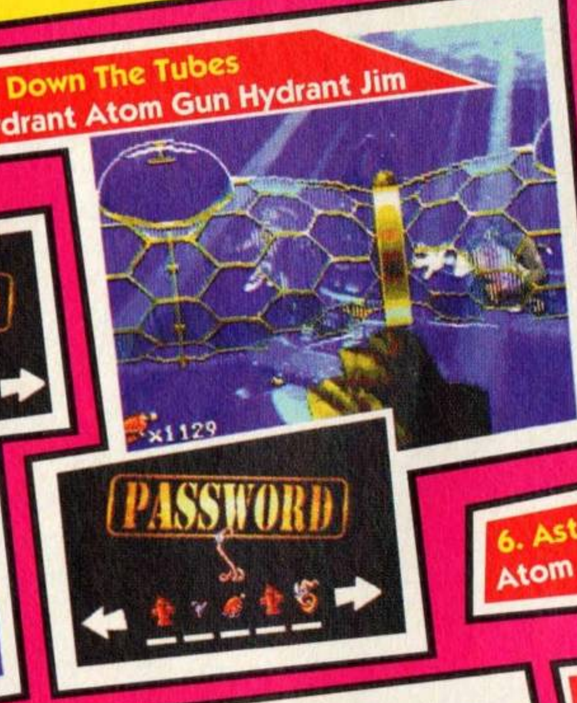
1. Asteroids One
Orange Atom Gun Cow Cow

2. Heck
Atom Tap Gun Cow Orange

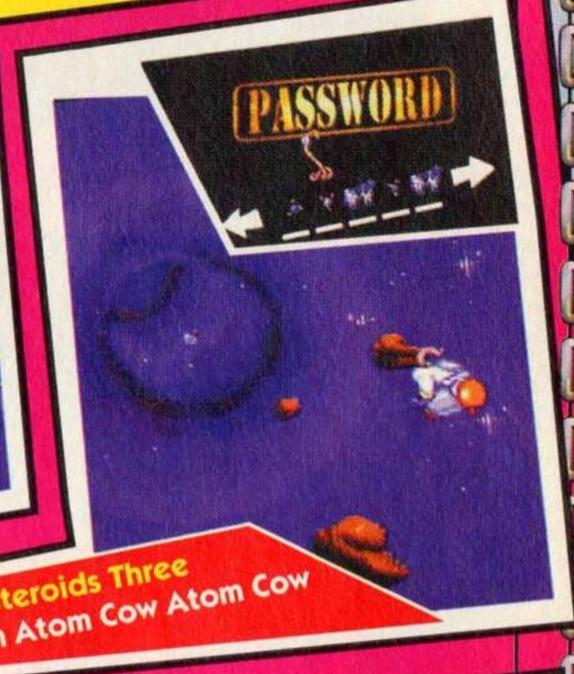


3. Big Bruty
Atom Orange Atom Cow Tap

4. Asteroids Two
Tap TV Atom Cow Hydrant

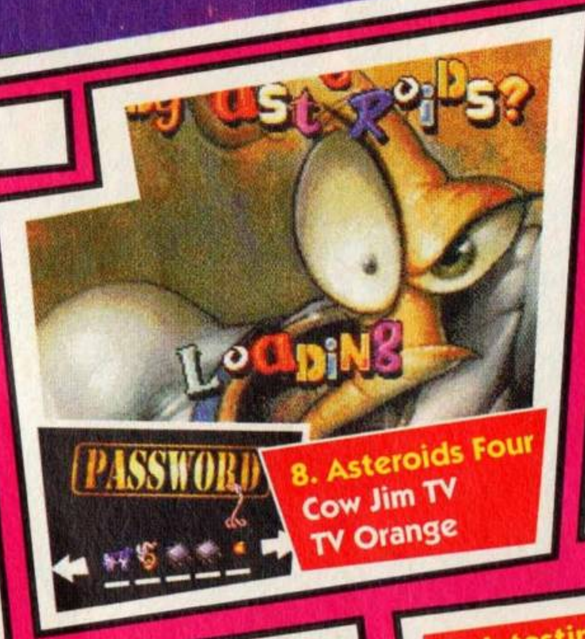


5. Down The Tubes
Hydrant Atom Gun Hydrant Jim

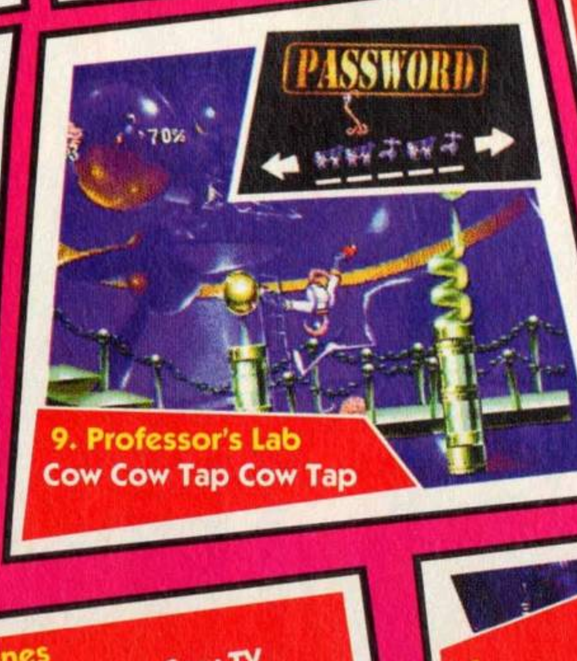


6. Asteroids Three
Atom Atom Cow Atom Cow

7. Bungee
Orange Hydrant Tap Gun Cow



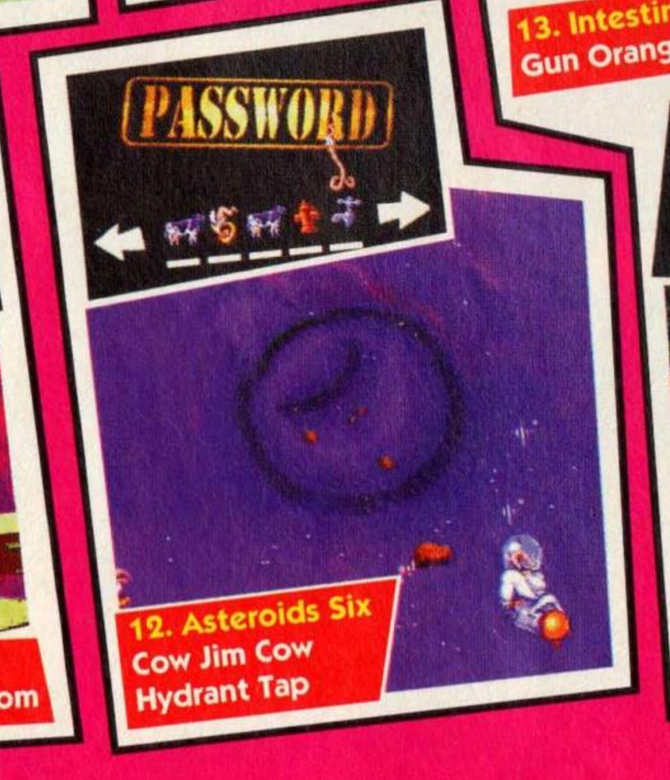
8. Asteroids Four
Cow Jim TV TV Orange



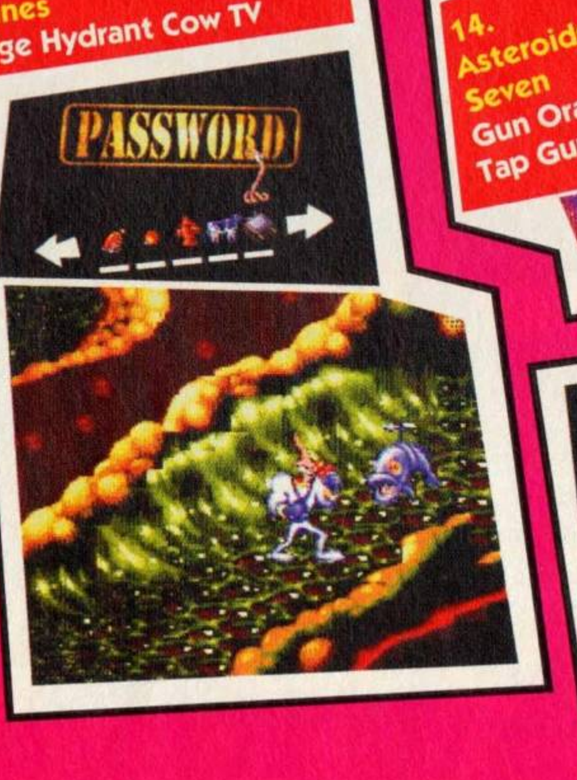
9. Professor's Lab
Cow Cow Tap Cow Tap

10. Asteroids Five
Hydrant Hydrant Orange Atom Orange

11. Peter Puppy
Tap Hydrant Atom Orange Atom



12. Asteroids Six
Cow Jim Cow Hydrant Tap



13. Intestines
Gun Orange Hydrant Cow TV

14. Asteroids Seven
Gun Orange Tap Gun TV

15. Buttville
Orange Cow Atom Atom Cow

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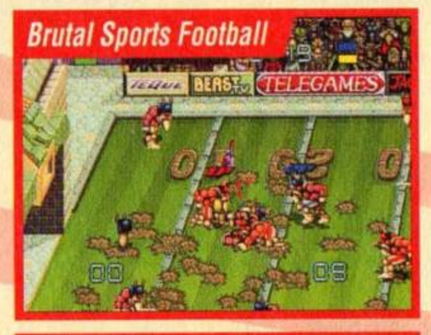
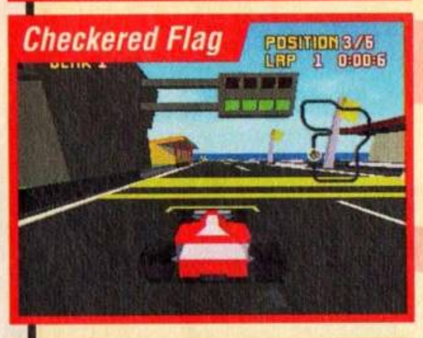

Brutal Sports Football


Checkered Flag

Doom - Special Edition

Dragon - Bruce Lee Story

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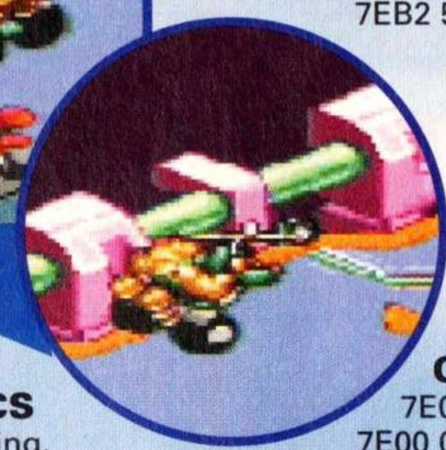
SNES

Biker Mice may be tough but Danger Mouse would have the lot of 'em.



BATTLETOADS IN BATTLEMANIACS
7E00 1C79 . . . . . .Points keep accumulating.

BIKER MICE FROM MARS
7E17 9E03 . . . . . .Infinite energy.
7E17 C603 . . . . . .Infinite shots.
7E17 CE0X. . . . . .Infinite items in box 1-5.

BUBSY
7E00 2818 . . . . . .Bubsy wears a yellow top.
7E00 281A. . . . . .Gives you a green shape Bubsy.

I've got to get this damn inconti-nence problem sorted out.

7E00 2814 . . . . . .Gives you a black outline Bubsy.
7E00 281X. . . . . .Replace X as follows to give you a scary looking Bubsy.

1	Black Zombie
3	Grey Zombie
5	Muddy Bubsy
9	Purple paws.

INDIANA JONES
7E01 A303 . . . . . Infinite lives.
7E01 2006 . . . . . .Infinite energy.

LION KING
7EB2 55FF — If you hold jump he will keep going up until you let go.

GHOUL PATROL
7E1D A102 — Infinite lives for player one.
7E1D A302 — Same for player two.

OUT TO LUNCH
7E00 0AFF . . . 99 lives.
7E00 0931 . . . . . Use with code below for long jump.
7E00 11F2 . . . . . .Use with above code.

SUPER RETURN OF THE JEDI
7E06 9E03 . . . . . .Infinite credits.

SMURFS
7E04 E104 . . . . . .Infinite lives.
7E04 E605 . . . . . .Infinite time.

SOUL BLAZER
7E1B 8808 . . . . . .Infinite energy.

SPIKE MCFANG
7E0A 57FF . . . . . .Infinite money.

SUPER MARIO ALL STARS - THE LOST LEVELS
7E07 5400 . . . . . .Start as Super Mario.
7E00 2500 . . . . . .Powers on cooper troupers.
7E00 1900 . . . . . .No power–ups in the whole game.
7E00 FA5E . . . . . .Makes energy level different.

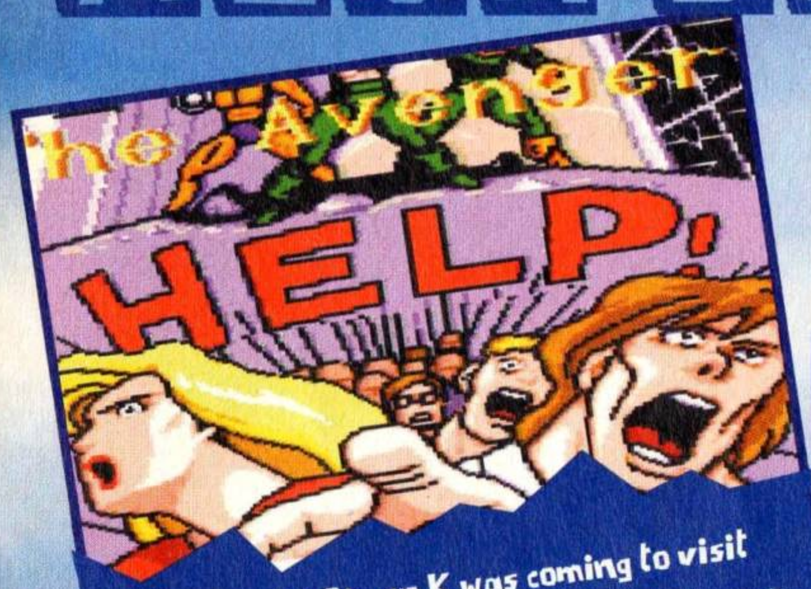
SUPER STREET FIGHTER 2
7E05 0504 . . . . . .No winner signs for player one.

THE BRAINEES
7E09 1C16 . . . . . .Unlimited time.
7E09 15XX . . . . . .Level select (0-64).
7E09 4803 . . . . . .Unlimited jokers.

STREET RACER

7E53 9AXX . . . . .XX = number of laps.
7E53 9CXX . . . . .XX = number of goals needed in the soccer game to win.
7E53 9EXX . . . . .XX = number of minutes in soccer.
7E5C 0900 . . . . . .Always come first.
7E18 3300 . . . . . .Stops the timer going up on each lap.
7E1D 2C03 . . . . .Infinite credits for player one.
7E1D 2A03 . . . . .Same for player two.
7E18 3300 . . . . . .Infinite time.
7E53 7200 . . . . . .Disables weapons for player one.
7E53 7400 . . . . . .Same for player two.
7E53 7600 . . . . . .Same for player three.
7E53 7800 . . . . . .Same for player four.
7E53 7A00 . . . . .Disables fighting for player one.
7E53 7C00 . . . . . .Same for player two.
7E53 7E00 . . . . . .Same for player three.
7E53 8000 . . . . . .Same for player four.
7E53 8A00 . . . . .Disables collisions for player one.
7E53 8C00 . . . . . .Same for player two.
7E53 8E00 . . . . . .Same for player three.
7E53 9000 . . . . . .Same for player four.
7E53 B401 . . . . . .Allows you to race on secret courses.
7E53 8200 . . . . . .Disables damage for player one.
7E53 8400 . . . . . .Same for player two.
7E53 8600 . . . . . .Same for player three.

MEGA DRIVE



We only said Simon K was coming to visit

CAPTAIN AMERICA AND THE AVENGERS
FF9E8 10007 . . . . . Unlimited continues for player one.
FF9F5 70007. . . . . Same for player two.

FIFA 95
FFFA5 10000 . . . . . Player one's goals don't count.
FFE2C 300XX. . . . . XX selects the length of the game.

The GM 5-A-Side team on the rampage.

GREENDOG
FF001 000FF. . . . . Gives you a fast game.

INCREDIBLE HULK
FF088 90003. . . . . Infinite lives.
FF001 30001. . . . . Transforms all the time.
FF001 50002. . . . . Infinite gun.

RISE OF THE ROBOTS
FF103 60004. . . . . Seven bouts and never lose.

SONIC THE HEDGEHOG 2
FFFFB 10007 . . . . . Allows you to become Super Sonic.

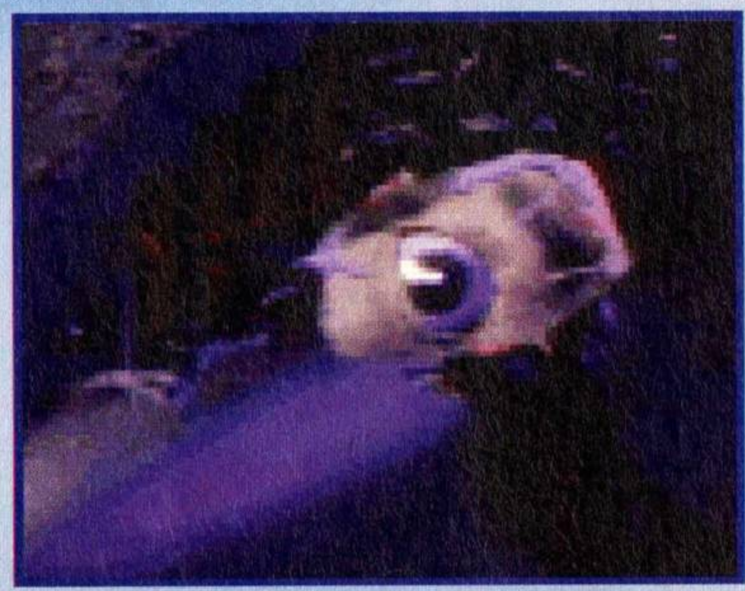
SYLVESTER AND TWEETY IN CASEY CAPERS

Gratuitous picture of Sonic corner.

FFFBC B0009 . . . . . Inlimited lives.
FFFA4 F0023 . . . . . Unlimited time.

TINY TOONS
FFF78 D0000 . . . . . Each hit hurts more than normal.

If these Toons are so cute why are they sledgehammering poor little creatures?



MAXIMUM CARNAGE

FF07F D00XX	Level select. replace XX as follows.
02	New York street
04	Climb
06	Rooftop
08	Alleyway
0A	The Hall
0C	The Chase
0E	Times Square
10	San Fransisco
12	Central Park
14	New York Street 2
16	The Deep
18	Fantastic Four HQ
1A	Fantastic Four Lab
1C	Rooftop 2

1E	Prospect Park
20	Prospect Park 2
22	Police Station
26	Manhattan Rooftop
2A	Statue of Liberty
2C	Manhattan Street 1
30	Manhattan Street 2

32	The End
34	The Ruined Boys Home
36	Secret Room
38	Secret Room
3A	Secret Room
3C	Secret Room
3E	Secret Room
40	Secret Room
One hit is needed to kill baddies. One or more of the following for several.	FF0B4 70000
	FF0BB F0000
	FF0C3 70000
	FF0CA F0000
	FF0D2 70000
	FF0E1 70000
	FF0E8 F0000
	FF0F0 70000

CONSOLETATION ZONE

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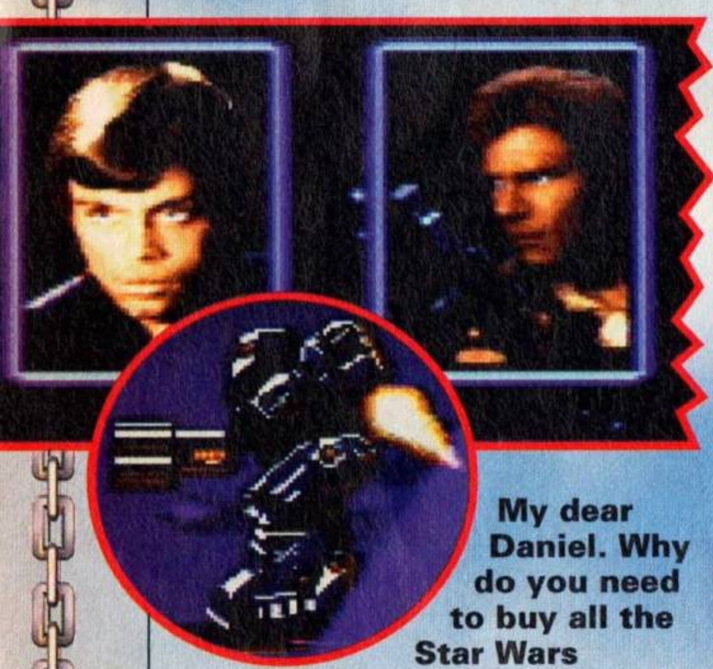
SNES

DEAR GAMESMASTER
Being a top Star Wars fan I have got all of the games for the SNES. I finished *Star Wars* and *The Empire Strikes Back* in a couple of days but *Super Return of the Jedi* is giving me all sorts of grief. Can you give me some level codes as I don't want to have to resort to cheating just yet.
DANIEL MADDIGAN, CHELTENHAM



My dear Daniel. Why do you need to buy all the Star Wars games? According to my boys in the office they're all pretty much the same. So if you can finish the first two you should breeze through *Jedi*. But, seeing as this is the first letter this month and I'm in a generous mood here are all the level codes for *Super Return of the Jedi*. Please note however that I'm only giving you codes that will work on the Jedi skill level so it'll still be tough to get any further without playing through. RRSBTS, YQYHJN, ZPNKKZ, BZGBJX, MSDZZR, XXVPBG, CQQBKP, XNHPSF, KQMLXP, MFWHQM, VCYNNP, BPSDVS, DSFYGD, NJHPHL, BZCBCB, VGKSNJ, PPNNZY, CJQKMX and TXQLTM.

DEAR GAMESMASTER
I've recently got hold of a copy of *Street Racer* for the SNES and I was wondering if you could give me some cheats for it, like how to get the two secret Frank tracks and some other cheats. I know it's a bit much to ask for but I really need them. Cheers GM.
PAUL MCILUNAITH, LIVERPOOL

Yes it is a bit much to ask for you young whippersnapper but the team keep telling me that if I don't answer all your questions they'll get rid of me. Hah, little do they know that it is really me who runs the show around here. I'll show them. *Street Racer*. Right you want secret tracks, you got them. Not just the two you want but I'll give you four. Go to the option screen and enter Custom Cup. Now you have to press LRLRX and Y. Now scroll through the tracks and you'll see four extra tracks tacked onto the end of the list.

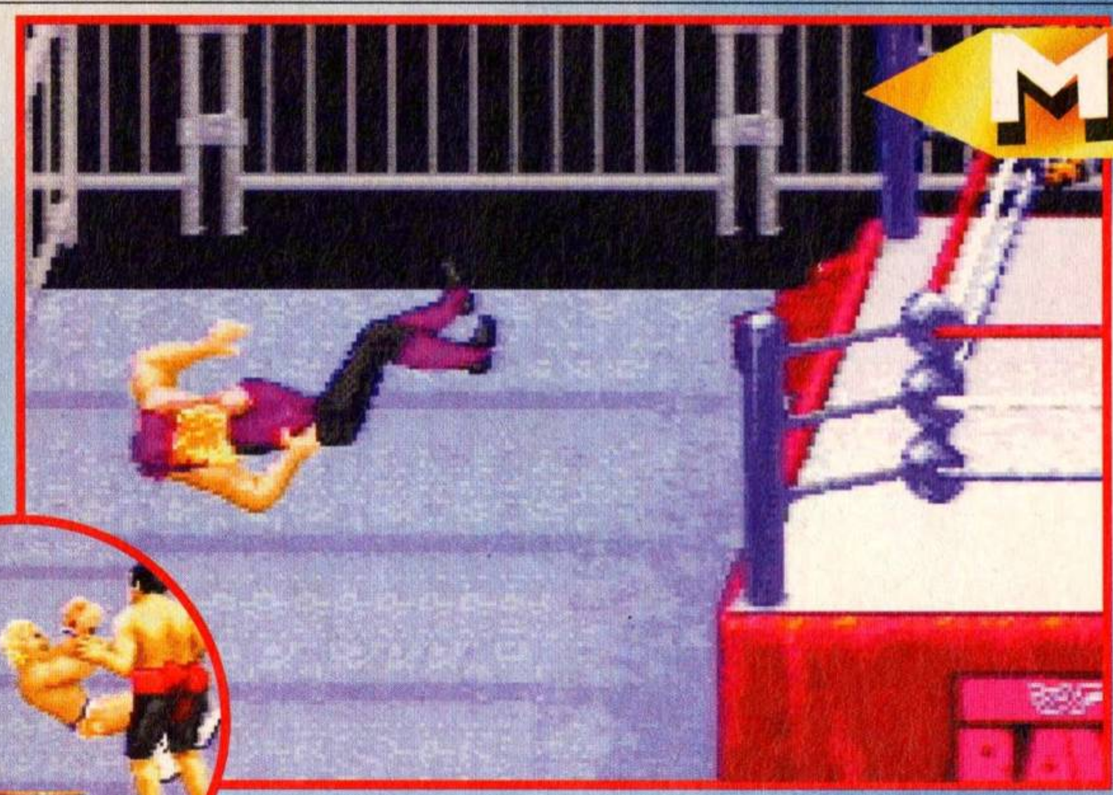
All four hidden extra tracks on Street Racer you say? Okelydokely.

DEAR GAMESMASTER
I've got *Rise of the Robots*. Sorry but it was given to me as a present and if I ever get rich I'll make sure to cut the people who gave it to me out of my will. I've already kicked their dog several times and fed their budgie to their cat in response to this callous act of buying thoughtlessness. Is there anything, anything at all I can do to make this stupid waste of a cartridge slightly better?
TREVOR HOLLINS, MANCHESTER

Ha ha ha ha ha ha. Trevor's got *Rise of the Robots* na na na na na. Everybody, all together now. Trevor's got *Rise of the Robots*, na na na na na. Oh I do love just one amusing letter every month to make me feel so much better. You haven't admitted to your friends that you've got this have you Trevor? If you have then I guess you won't have any left by now. So you got landed with the worst beat-em-up of all time then did you Trevor? Well I'm not going to give you any cheats for it at all. You'll have to suffer in the knowledge that you have fallen for the old hype trick. What I will do is tell you how to get the Supervisor robot in a two-player game. Mind you, if you challenged anyone to a two-player game of this they would probably laugh in your face. Rightly.

Enter the options screen and press up, right, down, left and any fire button on controller one. Now go and enter a two player game. Player two will now be able to pick the Supervisor robot as their character. Better luck next time Trevor.

MEGA DRIVE



DEAR GAMESMASTER
Please can you help me on *WWF Raw*. Each character has a Mega move but I just don't know how to do them. I've tried everything I can but I just can't do them. Please help me.
WAYNE HUNTER, LONDON

DEAR GAMESMASTER
A month ago I purchased *WWF Raw* on the Mega Drive after reading the preview you had a while ago. I found a few interesting new facetss to the game which kept me playing but I do have a few more queries which I hope you can answer.

I noticed that super human mega moves had been included in Raw and I have found a few. I know Doink, Diesel, Yokozuna, the 1-2-3 Kid and Luna Vachon but I would like to know the others as well.
SIMON MARKS, ST ALBANS.

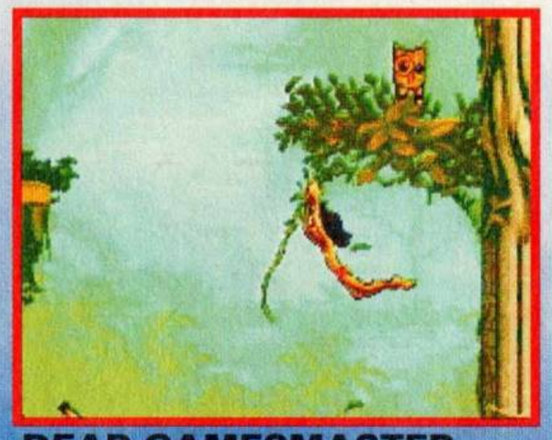
Mega moves? Most of us can beat these wimps with normal moves, we don't have to resort to anything flash. Still, if you want to get the most out of your game then here's a list of these extra special moves.
RAZOR RAMON – Back flip elbow drop – when your opponent is lying down on the south side of the ring press LLRB on both SNES and Mega Drive to execute the move.
DOINK – Field goal kick – Stand behind a stunned opponent and press LLLA on the SNES or LLLL on the Mega Drive.
1-2-3 KID – Turnbuckle to turnbuckle jump – When your opponent is down climb to one of the back turnbuckles and press UUUABXY for the SNES and UUUABC on the Mega Drive.
LUNA VACHON – Propeller splash – When your opponent is lying down in the upper part of the ring stand above them and press LDDB on both the SNES and the Mega Drive.
BRET HART – Jump off top turnbuckle – When your opponent is lying down in range of a turnbuckle, climb up to the top of the turnbuckle and press RRUB or Y on the SNES and RRU and B on the Mega Drive.
YOKOZUNA – Cannon ball – When your opponent is anywhere in the ring, climb onto the top turnbuckle and press DDDX or A on the SNES and DDDAB or C on the Mega Drive.
DIESEL – Caber toss – When your opponent is stunned and facing the large side of the ring press DDRB on both the Mega Drive or the SNES.
UNDERTAKER – Running clothesline – When your opponent is in the ring and vulnerable press LRRB on the Mega Drive and LRRY on the SNES.
SHAWN MICHAELS – Super drop kick – When your opponent is standing in range press DRRA on the SNES and DRRC on the Mega Drive.

Remember that when executing mega moves you must keep the L button pressed on the SNES and AB pressed on Mega Drive.

DEAR GAMESMASTER
I've had *FIFA '95* since it came out and my friends keep on telling me there are cheats for the game but I only get curve ball and super goalie. Can you tell me the rest of the cheats please so that the game can be easier for me.
EUGENE CAULFIELD, PORTSMOUTH.

DEAR GAMESMASTER
I've heard that there is a cheat for *FIFA '95* on the Mega Drive where you could be the FIFA team. Is this true?
ANON, RAVENSDALE

Yes. Next. What? Oh you want to know what it is, well why didn't you say so? Alright then young man here is the code to become the FIFA team, among others. On the options screen press the following codes to get the desired effects. BABBBBBBBB will give you super power, BBBBBCB will give you the super defence, AAAAABC will give you the super offence, AABBCCAA will provide you with the Dream Team, enough to see any opponent chased off the field. AAAAABBBBBB will give you a super goalie, CCCBAAAB will put invisible walls around the pitch, effectively turning it into a five a side style court. To round off, CABCCBAC will give you a crazy ball (not the only thing that's crazy round here if you ask me) while BACBCC will give you a curve ball.



DEAR GAMESMASTER
I have got the game *Jungle Book* on Mega Drive but I'm finding it hard to get off the first level. So if you don't mind could you tell me a cheat so I can find out what is on the next level? It is getting to me.
PAM BUTTLE, LONDON

Is it really getting to you? I mean really, annoyingly, throw your cart out of the window type getting to you? Alright then, here are some cheats for ya. Pause the game and press ABBAABBA to reduce the time. UUDDLRLRBA to reset the timer and fill the weapons. BAABBAAB-ABBAABBA to skip to the next level. CAABCAA to go directly to the snake boss with one life. BADCARLARD to view the end of game sequence. LARDBALLCRUD will turn all the sprites upside down.

DEAR GAMESMASTER
Can you give me any help for *Red Zone* on the Mega Drive because it is too hard and I've spent all my pocket money on it? Anything at all would be a great help.
ALAN SKEET, SALISBURY

Well Alan, I'd hate to see your pocket money go to waste so here is a special code just for you. Go to the password screen and enter AACCCBB-BACA. This will take you to a hidden secret game.

3DO

DEAR GAMESMASTER
I am a bit stuck on *Alone in the Dark* on the 3D0. Could you please do a step by step guide to this game in your magazine? If not could you please solve these four puzzling problems I have so far come across.
1. How do you kill the ghosts sitting in the chair where you find the gramophone and the poker?
2. How do you solve the mystery of the three frozen dancers in the ballroom?
3. How do you stop the Indian in the painting firing arrows at you (I have already used the old Indian blanket to cover up the wolfman throwing axes at the entrance to the corridor)?
4. And finally, how do you kill the monster in the library?
Please help me solve these problems so I can continue this great game.
DAVE, LIVERPOOL

Well Dave there is a complete solution to *Alone in the Dark* elsewhere in this tips section so you should be able to get what you want from that. Am I good or what?

JAGUAR

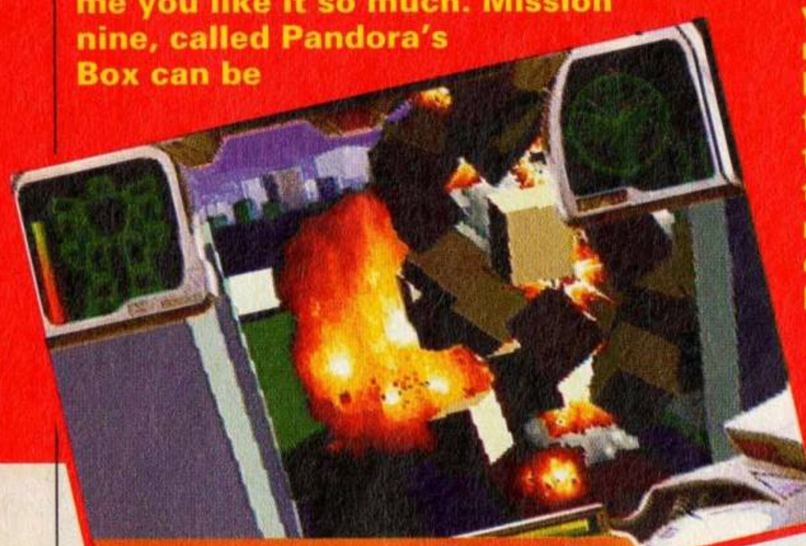
DEAR GAMESMASTER
I've got *Iron Soldier* which is great but I'm having trouble getting past mission nine. No matter what I do I always seem to run out of weapons or the mech inside the compound takes me out. Please help me as I'm dying to see what happens on the later levels of this great game.
JASON HALL, BLACKBURN

Jason, *Iron Soldier* is one of the best games on the Jag so it's no surprise to me you like it so much. Mission nine, called Pandora's Box can be one of the most intimidating missions you face if you don't know how to do it properly so get comfortable and I'll tell you where you're going wrong.

Firstly, arm your mech with a rocket launcher, two grenade launchers, a gatling gun and a chain cutter. The first thing to do is take out the two gun emplacements on the wall of the fortress. This shouldn't be too much of a problem.

Now is the time to deal with the mech that's walking about inside the complex. Get close enough so that you can observe the mech's movements. Now lay a pattern of grenades from right to left so that they explode just inside the wall. This should zap most of the big guy's energy. Now go and raid the buildings to get some more grenades and repeat this process until you feel safe enough to go in.

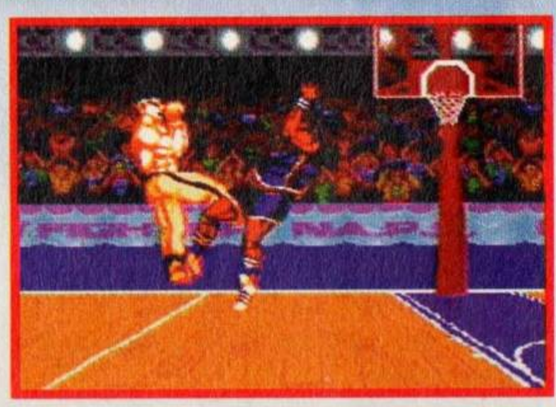
Use your chain cutter on the door but be careful that there aren't any rocket launchers waiting for you. If there are just step back and grenade them. The same goes for the Mech if he's still standing. Now just stomp around destroying everything inside the complex and you'll eventually be awarded the heavy shield. See? Easy when you know how.



AMIGA

DEAR GAMESMASTER
I've been playing *Jungle Strike* on CD-32 for a while now and I could do with some level codes so that I can see those last few levels. Any chance that you could help me out with some?
BILLY YATES, NEWCASTLE-UNDER-LYME

Just so I never have to repeat myself (and we all know how much I hate doing that) here are all the level codes for *Jungle Strike* on CD-32. RVWMHPCFVNK for level two, 9VWLSGZDRWG for level three, X7HGZKBXN6N for level four, V6FDWPCJRW3 for level five, W74ZD-RVTMCZ for level six, TNSPD9WT7SW for level seven, N4CRXMGCZRH for level nine and LSDKNS6MDG for the game ending sequence.



DEAR GAMESMASTER
Are there any cheats for *Shadow Fighter* for the Amiga? It has to be the best beat-em-up on the Amiga but it's not a real beat-em-up unless it has hidden characters and loads of cheats. So, can you tell me all the cheats you know.
DAVID KEAGAN, NORWICH

Look it's a beat-em-up, therefore it's got cheats okay? The two go hand in hand. Can you imagine any of the *Mortal Kombat* games without hidden characters and cheats?

No, so stop being silly.

Right, first off unlimited credits. Go to the selection screen and type TEREKAKKU.

If you type in PARA-PONZIPOPO you get the chance to fight as Puppaz.

If you type in MBARIVIDIS-OCCAFFARIMBARI (don't ask me what it means) you can fight as the shadow fighter. For complete dweebs there is the special crap player cheat.

Type in EBBRAVOSCECCU at the start of each round and your poor opponent will lose all their energy.

PC

DEAR GAMESMASTER
I have *Beneath A Steel Sky* for the PC and I have smashed through the roof of a building. I am stuck on an interface. An eye ball keeps on disconnecting us from the interface. Please will you help.
MR COOL, COOLAND.

Great, if you're so cool how come you couldn't even tell me exactly where in the game you are stuck? I don't know why I bother. I'll guess that you're in the security building. Use the interface with Anita's card. Use blind on the first eye, then go right. Use blind on the second eye and go up. Go up, right and pick up the tuning fork. Go left and use playback on the well. Now disconnect.

ARCADE

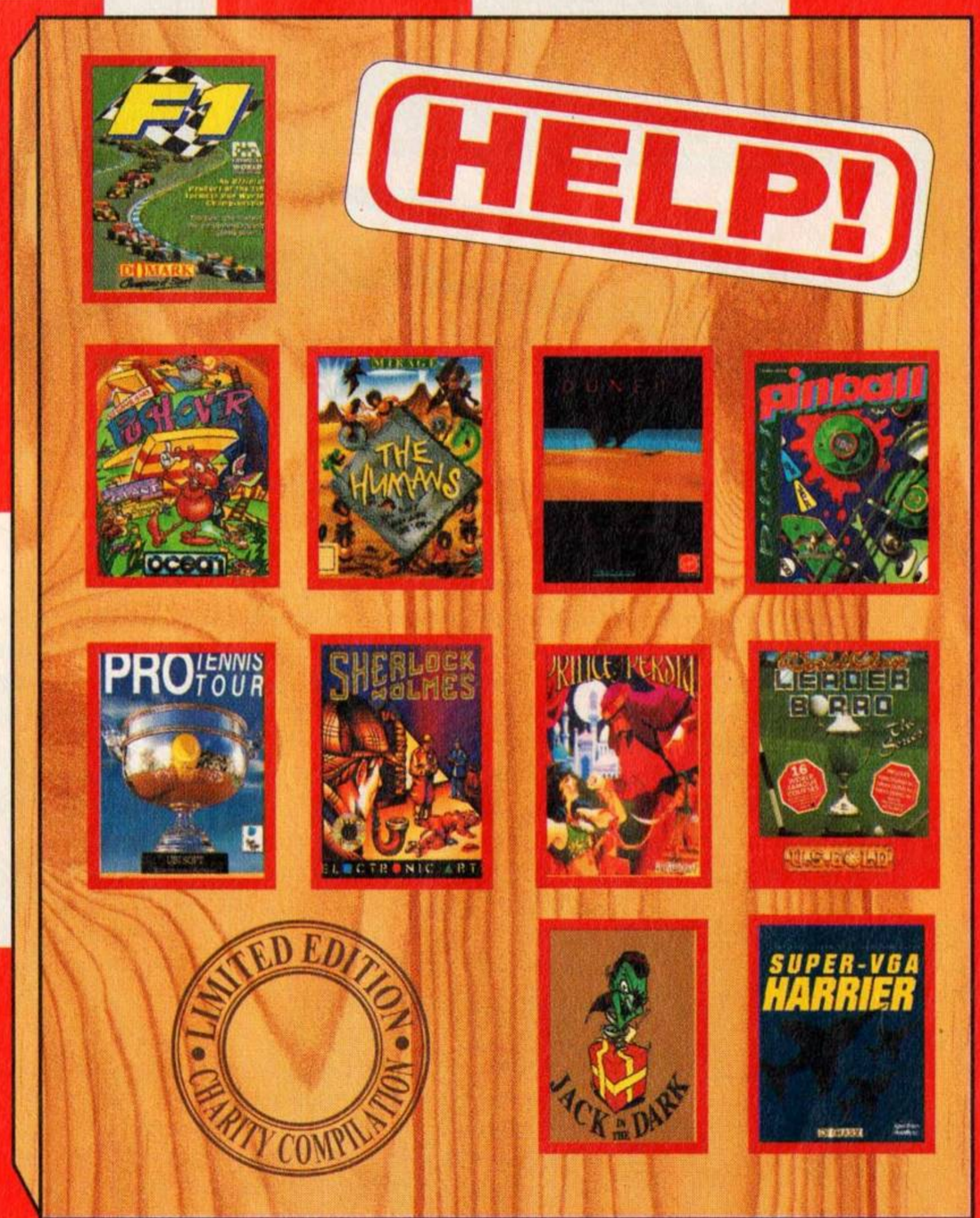
DEAR GAMESMASTER
I've been down the arcade pumping my money into *Killer Instinct* with the best (and the worst) of them and I've learnt and mastered most of the moves. My Ultra Combos are legendary. Sort of. I'll also admit to a particuliar fondness for Cinder. Have you got any top moves for me? I promise to kill someone with them.
JOE BERGHAUS, GLOUCESTER

Oh yes. Top moves are something I've never been caught short of and since you asked so nicely and it's all for a good cause, this is no exception. In fact the move you're just about to learn is one of the best ever, in any field, anywhere, I reckon. Check this out. I guarantee you'll enjoy it. More importantly your opponents won't know what hit them.

If you're as good at combos as you claim, hit your opponent with an Ultra. Then after uppercutting them into the air perform three weak flaming dives followed by a medium flick kick. Now just repeat this and you could get up to 80 hits, which is rather a lot don't you think?

Oh, and by the way here's one for the primadonna in you. The chances are you already know this one, but push up or down on the on the character select screen and you can change your chosen champion's colour. A bit. Cinder looks particuliarly smart in white.

A LITTLE HELP GOES A LONG WAY



Available for Amiga PC CD ROM
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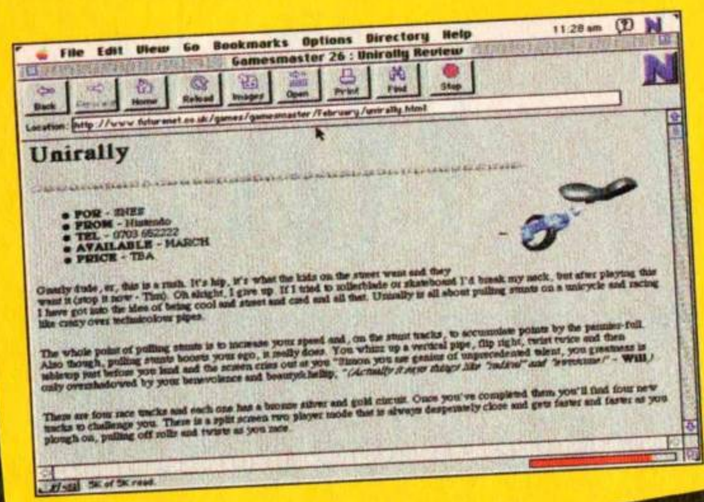
All proceeds to charity, Including ChildLine and the Prince's Trust.

NETWORKER'S PLAYTIME

NET REVIEWS

Soon reviews on the Net will also carry downloadable game samples.



NBA JAM

William's are going to release an arcade version of this game with internet head to head play soon.

Information Superplayground?

Sitting in the same room as your adversary isn't always necessary. With the release of the Super Nintendo's Satellite system, there will soon be the chance to play games via satellite with people the world over. At the moment the satellite receiver is being released only in Japan and is only being used to download games. In the future though the chance of link-up games could come this way and if that isn't possible, having international high scores shouldn't cause a problem.

Bally Midway, however, have avoided the problems of satellite all together by relying upon the internet. They have got plans to release *Doom* and *NBA Jam* arcade machines that will pit you against anyone anywhere in the world.

Taking the idea a step further still, US based toy and videogame company THQ are developing a system to link game players together at home by introducing their very own little black box, The X Band. This will use a telephone line to link-up games players who can play against each other, subscribe to Bandwidth, a custom on-line newspaper, and even send password protected "X-mail." Once again though, us UK users get a swift kick in the neck because they aren't planning to introduce it over here yet. The fact that the US has free local calls will mean that it will work there and not here. As opposed to it being a general embargo though, it does seem to point to a longer wait for UK games players. It's just a case of getting it up and running for UK users and phone companies, and since independant phone companies such as Mercury are doing so well, this could be the sort of thing they could all get into a battle over.

This is the X Band.

One thing everybody is waiting for is games on the Net. I asked Karl Foster, the editor of Futurenet to give us his thoughts and shamelessly plug the GamesMaster homepage, "Games are widely available over the Internet – mainly as shareware. But there are exciting developments currently taking place on the World Wide Web. It's possible to read a review of a game and download a demo to try on your own computer. That's something we'll be setting up on FutureNet, Future Publishing's own Website. And, of course, GamesMaster's home page (http://www.futurenet.co.-uk/gamesmaster.html) will be one of the best places to go." So you see, while before the end of this century the world will not only be talking to everyone with ears, it will also be having a right old laugh with anyone who owns a joystick. Are you ready to visit the Information Superplayground?

A box.

Z

Play this game across the net. Go on.

There's a lot of it about you know. In recent months GamesMaster has charted the rise and rise of the internet and we have always been ardent supporters of multi-player games. If you don't believe me just look through the back issues. Go on! Damn your eyes.

Recent developments however have shown that multi-player games are heading our way but that we won't have to be sat around the same monitor as the other player, in some instances we'll be sat in another room in the house and in a further instance it looks like we may well be sat in a completely different continent. Fancy.

MUDS

These are multi-user versions of Dungeons and Dragons played over the Internet. A lot of independent Bulletin Boards have MUDS on them.

You play characters in a fantasy world interacting with other user characters. Fun, although it's not healthy for your phone bill.

What Are You Talking About?

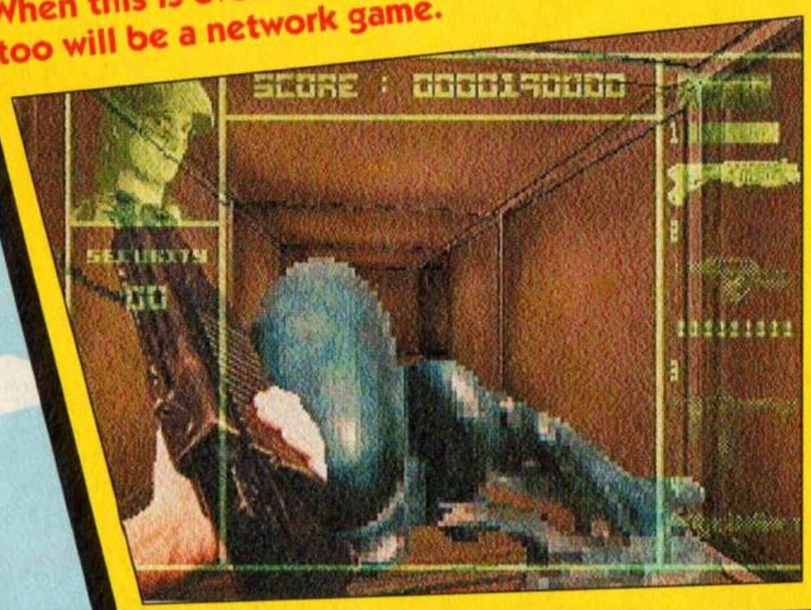
All weekend I have played *Doom* on Deathmatch on the Jaguar. This is were you sit at one end of a room with your own Jaguar, monitor and copy of *Doom* and walk into a virtual room devoid of monsters. Meanwhile your enemy (sat at the other end of the room, with his own Jaguar and monitor and copy of *Doom*) does the same. Then you both wander about a bit (in the virtual rooms), pick up guns and chainsaws, then you see each other and then you try to kill each other.

It's a terrifying game but immensely addictive and it adds a previously undreamt of dimension. This is made possible by the link up cable that Atari are now flogging in a bundle with the Jag and a copy of *Doom*.

At the ECTS this year a Doom link up was on the Atariu stand and was constantly being played.

ALIEN VS PREDATOR 2

When this is eventually released on the Jaguar this too will be a network game.



WEREWOLF VS COMANCHE

New from Novologic this PC game allows you to play the two helicopters in the title, either head to head or co-operatively across a modem – or the network. You can also play on your own. If you want.

Letters eh? Blimey. Words and that on paper. What can it all mean? Well, anyway send your grubby little premises to: Letters, GamesMaster Magazine, Future Publishing, 30 Monmouth Street, Bath, Avon, BA1 2BW. Or E-Mail us (oh yes) on gmmag@mail.on-line.co.uk.

LETTERS

YOU ARE A GIT.

Morning fellows...
and what a lovely morning it is. I notice a bit of the old YS "blimey"-ing and "hurrah"-ing going on,. Call a few people "slippy in the head" and you're away... off down the highway to, er, excellence. (*For the uninitiated YS refers to Your Sinclair the erstwhile Sinclair magazine that covered a now defunct machine with a blend of high wit and subtle irony – without the subtle*

Hey nonny no, nonny no. A-hey a nonny no etc. . .

irony – Simon)

I'm desperately trying to fend off my Shakespeare essay, I've spent the last half hour making comedy anagrams of the GM staff names.

Look, look:

Simon Kirrane – Iron arse mink
Tim Tucker – Truck time
Will Groves – Vile growls
Les Ellis – Lies Sell (almost profound that one, in a wearyingly facile sort of way).
I was going to do more but then I realised what a sad git I was being. Here's a list of questions:

1 Not really though

I've got to go and have a bit of a lie down now – I can feel one of those oh-my-God-I-live-in Wales panic attacks coming on. While I'm gone you can immerse yourselves in the profound cultural beauty of the enclosed postcard. Have fun with it. Soupy twist and all that tosh.

Leigh Loveday
Swansea
S Wales

Hurrah! Anyone who is a fan of YS is a fan of ours, or something. YS has cropped up a couple of times in the letters page and any chance we get to associate ourselves with it we take in both hands and wiggle till it's sick.

Also thanks for the card Leigh. Pity you live in Wales and all that. Brrrr. (*I think you mean Baaaaa* – Les).

CAN I HAVE

I have recently found out a cheat for *Iron Soldier* on the Atari Jaguar. On the options screen press 3,7,6,6,8,2,4 and 2 in that order. Then select Load Game and all the weapons and levels will be available.

If you give games as prizes for the best cheat I would really like *Club Drive* for the Jaguar.

Chris Cohen, Surrey

Cheers Chris, I'm afraid that we only give thanks as a prize for the best cheats nowadays – not that this was the best cheat.

TWO SHORT PLANKS

Dear GamesMaster
I'm dead cool as I have a 3DO with five games. OK I'll get straight to the point. Your magazine had an awesome review of the absolutely best game in the world *The Need For Speed* in the January edition and your great bloke who reviewed it said there was a crash game. This is where you race to over 100 mph and crashed to get points.

Now I've been playing this game since Christmas and I've been trying your crash game but no points appear. Could you help because I'm sick of trying this thing out. Before I sign off I have one more question to ask. What on earth is a ROZZERMOBILE?

Although you have to make your own fun by creating crash games and the like this had me hooked for over a week, and I'm beseiged by games. SIMON

You're bright.

GIRL TALK

Dear Letters,
Aimee Flower (*letters issue 27* – Simon) I am declaring you brilliant and as well as backing up her arguments about Dom's sexism I am going to add some of my own. I mean, that column of his, where he advised boys to talk to girls. Ha! Does he think that girls will love the insulting direct approach? If some lad came up to me and described me as fit I would gladly kick his head in. But that's what comes of me BEing a 13 year old martial artist.

One last piece of advice to all you poor misguided lads out there. Don't call your girlfriends 'chick' or 'babe'. Only stupid girls will think it a compliment.
See ya.

Leah Holmes
Co. Fermanagh

We certainly agree with you here at GM, well except for Dom. Although we can't see how lads will impress you when you keep threatening to kick their head's in. You girls really should have a little more respect for the fairer sex.

Splutter, cough ... Ahem. Splutter, giggle cough.

GIT TALK

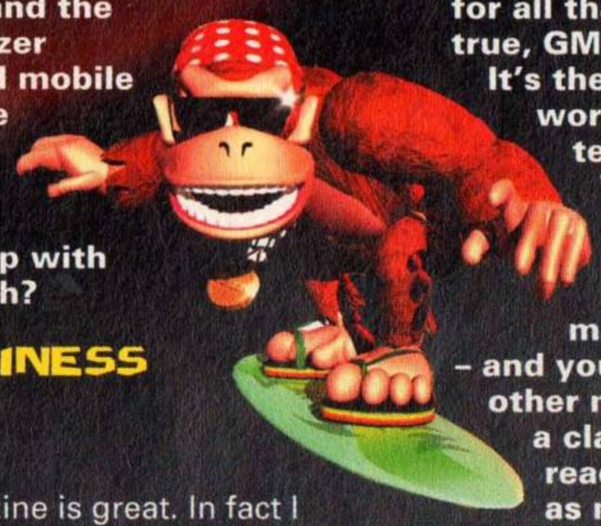
Dear GamesMaster
I am a mature, talented, good looking, rich, tanned male sex symbol. But there is one thing that is bothering my life. My little brother. I have tried everything to get rid of him.

Aaron Nelson
Oh, really?

It sounds like a new breed of dog.

Ryan Hibbert
Notts

You are quite right Ryan, we did talk about a crash game in the review – but we then went on to say that... "although you have to make your own fun by creating crash games..." So you see, we created the game ourselves. We all gathered round, crashed the car and awarded points OURSELVES. As for the Rozzermobile this comes from the french Rozzer and the greek Mobile – Rozzer meaning Police and mobile meaning car. Hence Police car. Easy see? Strangely, you are the only reader who came up with this query. Funny eh?



MONKEY BUSINESS (SIGH)

Dear GM Magazine,
Hi. I think your magazine is great. In fact I think I'm great too. For Christmas I got *Donkey Kong Country* for my SNES. I was messing around and I found one of those warp things. Right, what you do is complete the Coral Capers with just one ape. Along the path leading to Funky's Flights there is a crank As soon as you meet it press L, R and B at the same time. You will suddenly find yourself in the middle of Orang Utan Gang.

Joe Evans
Buckinghamshire

Thanks for that and thanks for all that praise too, it's true, GM Magazine is great. It's the best thing in the world. It's got the best team in the world. The best exclusives. The best covers. The best readers. It's just the best magazine in the world – and you can bet that any other magazine that makes a claim to the title isn't read by anywhere near as many people (snigger). Remember, it's good to be a bit smug. Look at Prince Naseem.

THE MAIL ORDER GUIDE

When buying from any mail order company it's vital to follow these guidelines:

1 Before you send any money, ring the supplier to make sure the item you require is in stock. Ask questions about the company's policy on delivery and returns of faulty equipment. Make sure there are no hidden costs such as postage and packaging. Find out when you can realistically expect to receive your goods.

2 Always read the small print on adverts.

3 Beware companies that do not include their address on their adverts. Also, avoid companies that do not answer or return your calls.

4 By far the best method of payment is by credit card. If ordering goods of more than £100 in total value, remember that you are legally entitled to claim compensation from some credit companies – if the retailer goes bust. Check your credit card company's policy. You can also try to get extra insurance in advance.

5 If you're not paying by credit card, pay by cheque. Never send cash and avoid using postal orders.

6 Keep records. If you are buying by credit card, keep a note of the order and ask for an order number. When ordering anything over the telephone, always double-check the price.

7 When sending a cheque, keep a note of the cheque number, date and its exact value. Make sure you know the exact name of the mail order company.

8 When you receive your goods, check them carefully. If anything is missing or faulty, contact the supplier immediately.

9 Always order from the most recent issue of GamesMaster magazine.

10 If a problem does arise, contact the supplier in the first instance. Calmly and politely tell them your problem. Most problems turn out to be minor hitches or misunderstandings that can easily be resolved. If you think you have a genuine grievance, contact your local Trading Standards Officer. The number is in the phone book.

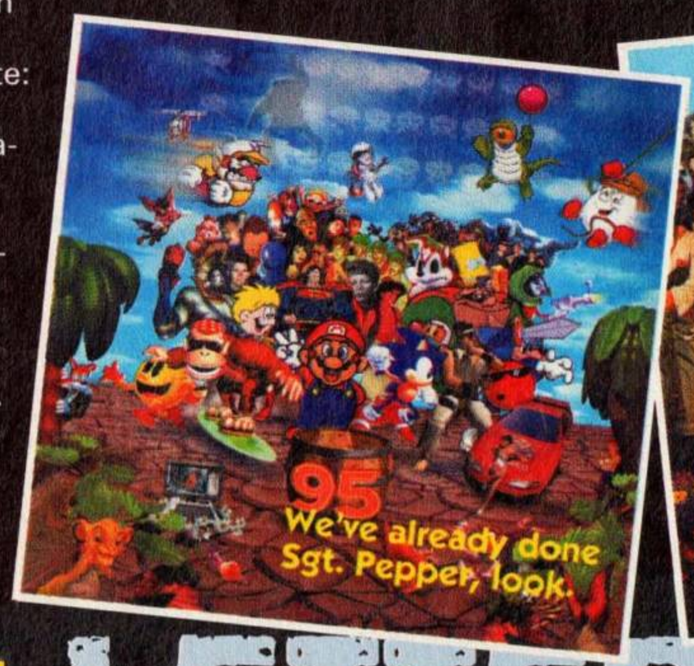
Shameless star aping ahoy.

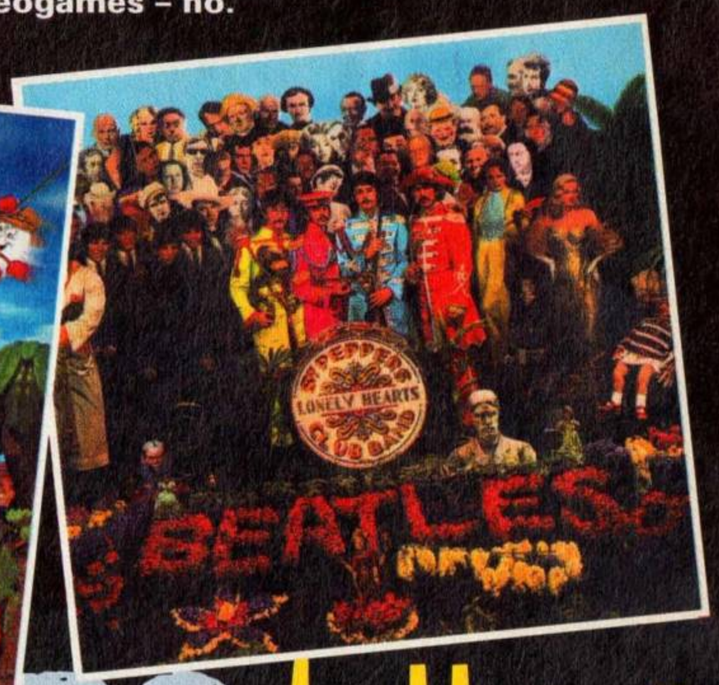
FORD FIASCO

Well hello there. Blimey I haven't written a letter in ages, except thank you letters after Christmas but they don't count as they require neither thought nor effort. Unlike these exquisitely hand woven objets d'art.
Alright, points and stuff:
1. Breakfast taste sensation. Bran Flakes and Opal Fruits... yum. On the front of the cereal box it's got a picture of a bowl of Bran Flakes with some strawberries in it. Only I couldn't find strawberries. (My favourite serving suggestion is on a tin of tomatoes, it just shows tomatoes on a plate and says 'serving suggestion'. Well I was going to make a pasta sauce or put them on a pizza, but no, I think I'll just bung them on a plate. Lovely.)
2. I liked your cover of Definitely Maybe, is this going to be a regular feature? If so I have a couple of sugestions.
Sgt Pepper's Lonely Hearts Club Band – all you need to do is stand in front of a huuuuge copy of issue 26, hijack an interflora van and Hey presto! You are a 60s pop phenomenon.
Parallel lines by Blondie, just watch Les and Lisa fight it out over who gets to BE Blondie. That could be a very difficult fight to call.
Remember, avoid any albums by classical composers. Do you know how difficult it is to BE a painting or an expanse of countryside?
3. Watch Duckman (Friday nights BBC 2), it's totally fab. But hey! Don't take my word for it... I might be lying or something.
4. (*she's goes on a bit now , catches flu, gets better and lists a further five other things* – Simon)
10. My contribution to the 'are sheep good or evil' debate: Generally they are socially aware creatures who hold, quite deservedly, positions of importance in the local community. However, beware the evil Rum Baba. He's the villainous black sheep and arch enemy of Captain Goodcat in my 1984 Henry's Cat annual. Oh yes. At this point it seems customary to make some profound statement. Instead I'll offer some advice. Never eat green budgies... they're not ripe.

Ford

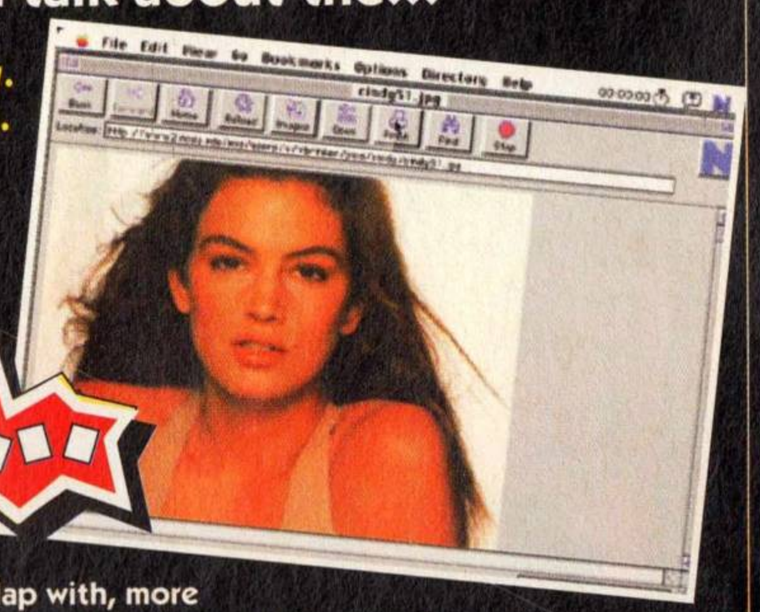
Ford – welcome back to our letters pages after, oh quite some time. As you know Ford is our resident (actually she resides elsewhere) pundit on all things bonkers. Thanks for the album cover ideas and the practical advice. This was a bit of a first for our Ford however – throughout her letter she doesn't once mention games. Sheep, the Simpsons, Dom's haircut, flu – all manner of trivial banter is purveyed but videogames – no.





GamesMaster says:

Things have never looked better for the videogame world. Console game prices are being forced down, new technology is reaching the masses and in a day or two all of Europe's videogames creators are going to get together and talk about the...



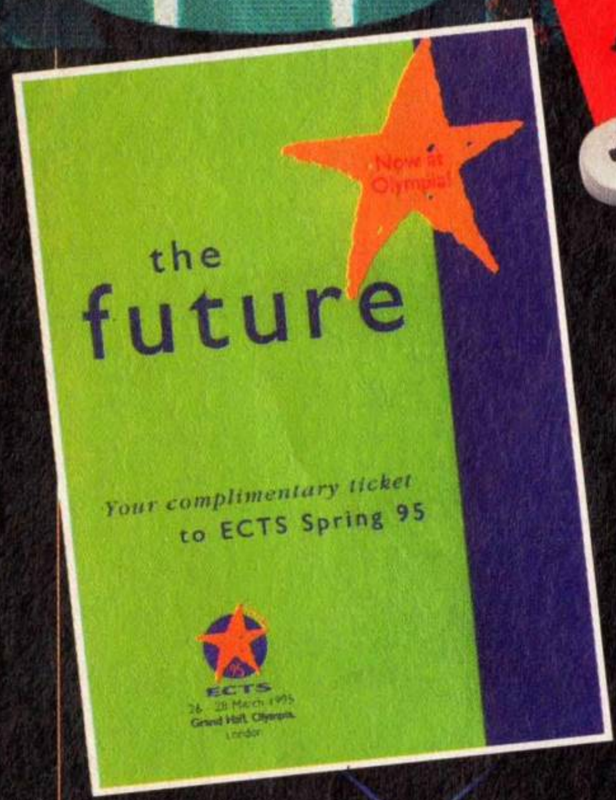
This is Cindy. Hello love.

It's the eve of the ECTS, the European Computer Trade Show. This, as the name suggests, is the showcase for all the latest events, games and machines to enter videogaming culture. Over the following weekend all the regular contributors to GamesMaster Magazine will be swanning around Olympia getting sneaky peeks at ridiculous games, fabulous machines and generally being wined and dined by the software industry in the hope that they then tell you all about it. The lads, obviously, love it – they get to stay in a posh hotel, they spend the weekend away from mum and the beer's all free. Hurrah they'll say.

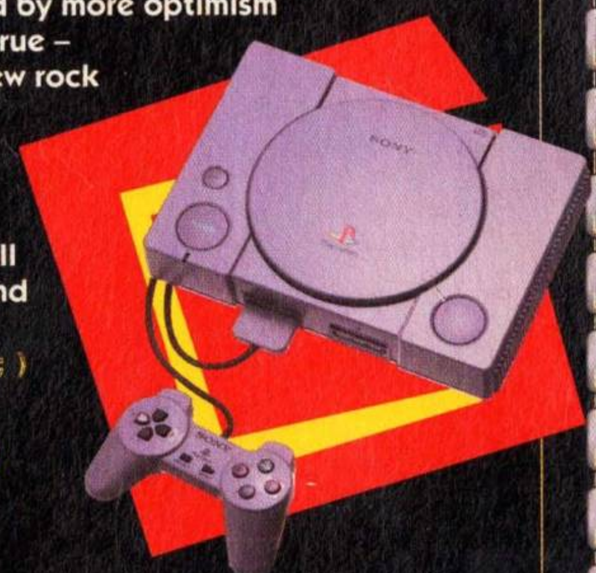
Much more important than all this free sweets and beer though is the fact the the ECTS represents the new wave of technology spewing out of the PR machine, rustling through the pages of GamesMaster and landing in your lap with, more often than not, a clunk. At the show Sony will be premiering the PlayStation, all manner of new games will be ogleable and for the first time in quite a while everybody is looking forward to it.

Just last year people slunk away from the show looking none to happy, nothing new had been shown and the industry was heading downhill. Everybody, it seemed was getting bored of videogames.

Then just one scant year later and BOOOOOOOOM! The next generation machines are on their way, 16bit game prices are set to tumble, everybody and his dad is buying a PC, the internet is the word on everybody's lips and videogames are selling by the bucket load. This year the ECTS is going to be held at the biggest arena ever and is surrounded by more optimism than ever before. It's true – videogames are the new rock and roll and this next year will prove to be the most exciting ever, this is the year when videogames stroll out of the bedroom and take over the world. Resistance is useless. ;)



The real tickets are much bigger.



See this? This will be very big indeed.

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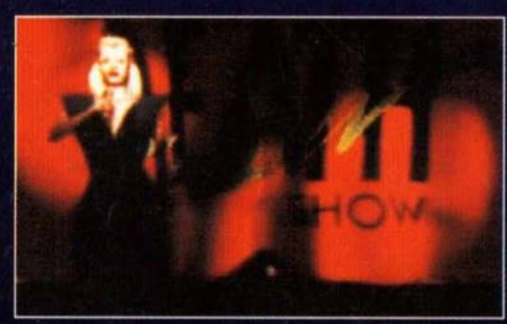

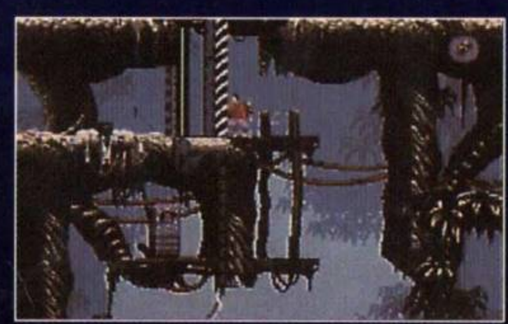

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