

1997
MEGA PREVIEW
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MK Trilogy and Ultimate MK3!

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PC SONY



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**NINTENDO 64
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- FIFA '97
- DONKEY KONG COUNTRY 3
- VIRTUA COP 2
- RED ALERT

REVIEWED!



Crivens! If there's no diary here some cheeky young raptor must have made off with it.
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Issue 51 January 1997





Name

To: Warwickshire County Council

Department of Health

IDKFA.
IDDQD.
IDDT x 2.
IDCHOPPERS,

Petition against Dominic Wheadon

We, the undersigned, wish to submit an official complaint against Mr Dominic Wheadon of 13 Turret Grove, Coventry.

Despite repeated requests from residents Mr Wheadon refuses to remove the 25ft hardboard Venus Fly Trap, pig and palm tree from his garden. The said monstrosities attract hordes of undesirable tourists to the street and causes frequent disruption in an otherwise quiet, respectable area.

Mr Wheadon also refuses to remove the skunks, turtles and bandicoots which continually escape from his garden and foul the footpaths and grass verges.

Lastly we would demand that Mr Wheadon be restrained from playacting scenes from "Crash Bandicoot", the PlayStation video game in his garden, as he creates noise and disturbance all night long, lowering the tone of the neighbourhood.

Name

Address

- | | |
|------------------------|----------------------------------|
| Gillian Spackling-Gram | 17 Turret Grove |
| David Spackling-Gram | " " " |
| Mr. Joseph Brenham | 3 St. John's Way |
| Professor C. Hobsbaum | 14 Carnegie House, Inglewood Rd. |
| Mrs. J. Hobsbaum | 14 Carnegie Hse. Inglewood Rd. |
| Mrs. W. Collins | 26 Chester Close |
| Mr. G. C. Collins | 26 Chester Close |
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| JUDGE A. HIGGINS | 32 TURRET GROVE |

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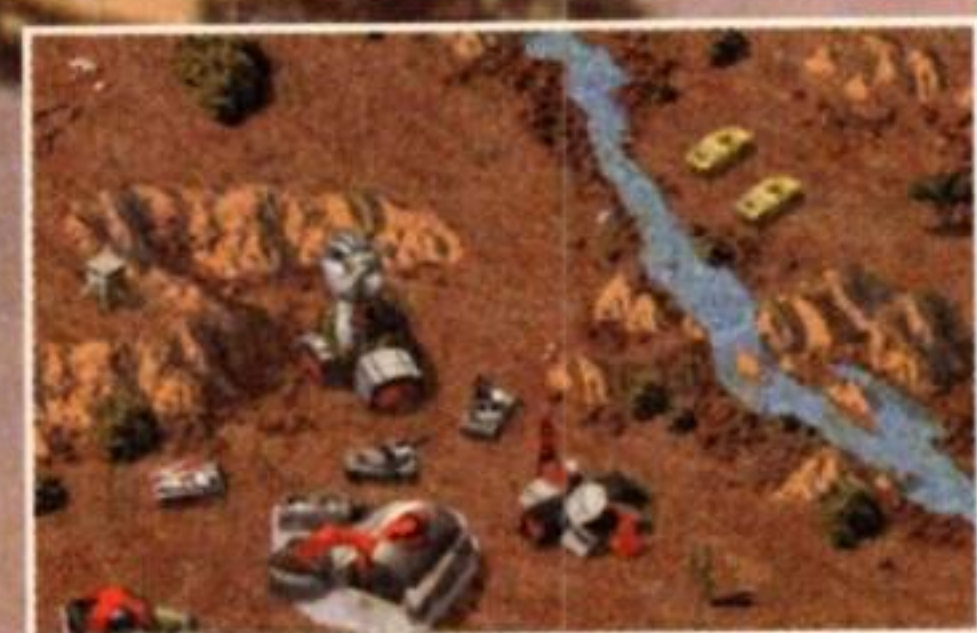
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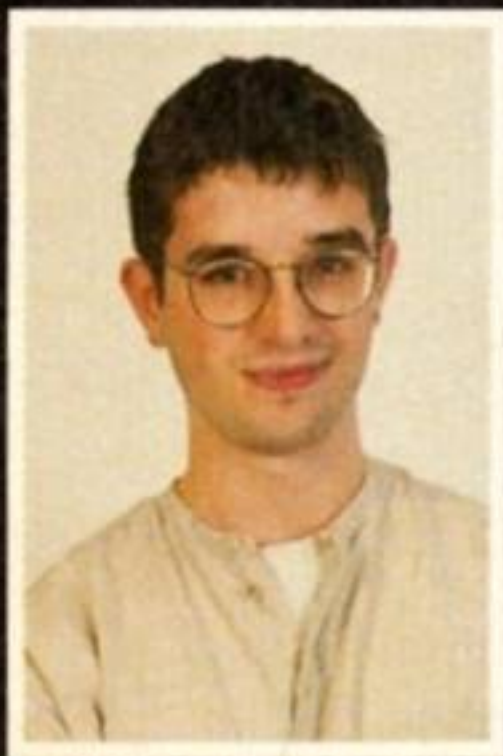


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WELCOME TO THE JANUARY ISSUE!



Hope you enjoyed last month's celebratory 50th issue. But enough of looking back - we're on a mission to tell you the future this issue...

Well. Another top old issue, I think you'll agree. And something rather strange - you may have noticed - has happened to the mag's spine. Yep, it's gone. Which is A Good Thing. After all, from henceforth we can carry such oft-requested freebies as posters and pull-outs, both of which will be accompanying this very fine collection of pages before very long.

But, onto current matters and that, dear reader, includes a first-look at Acclaim's fabulous *Turok: Dinosaur Hunter* for the N64. It's the very first-time a UK games mag has been allowed to sample the blood-soaked, pant-wetting behemoth in person and, naturally, we've put together a massive feature for you, assaulting you with tons of brand new shots. The game is absolutely stunning and... well, why don't you just turn to Page 26 to find out more?

As well as that, we have a tour of 1997 taking in the potential smash hits from every major developer in the land, reviews of much-anticipated sequels, *FIFA '97*, *DKC3*, *Virtua Cop 2* and *Red Alert* and, in our mini Nintendo64 mag, a huge review of the N64's first American-developed offering... Oh, and if you find a more comprehensive tips section anywhere on the planet I'll eat my hairy pants...

Marcus Hawkins

Our promise to our readers...

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

GamesMaster's word of the month is:

TWOT

Count how many times we use it, send your answer in and you could win some top gear...

GAMESMASTER #52 - ON SALE WED 15th JANUARY

QUICK! TAKE A GANDERAGE AT ALL THIS TOP STUFF!

TUROK: Dinosaur Hunter
Just look at all this...
"THE FIRST REAL LOOK!"
p26

HEAVEN IN 1997
"SEE HOW '97 IS SHAPING UP!"
p68

FIFA '97
"IS IT REALLY ALL OVER?"
p34

the Making of PERFECT ASSASSIN
"THE CLOSEST TO A COMIC YET?"
p92

64fan
p45

NEW N64 HITS UNVEILED!

We bring you the first shots from the recent Nintendo show in Japan. PLUS! We playtest the Nintendo64's first sports title! All in your pull-out N64 mini-mag!



FIFA97

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home.**

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Now loading...

INSIDE A STUFFED GAMESMASTER ISSUE 51

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26

TUROK: dinosaur hunter

Finally a UK games mag has been given a first look at Acclaim's great N64 hope. Turn to Page 26 for a long ganderage at the beaut.



HEAVEN IN 97

1997 is going to be the best year for videogames in history – and that's unofficial! Just turn to Page 68 for the likes of Tomb Raider 2, Resident Evil 2 and StarFox 64...

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68

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20

THE FRONT LINE

All the hot new games YOU need to know about – and WE tell you!

64fan

First review of Wayne Gretzky!

PAGE
45



REVIEWS

We go piggin' sequeltastic: FIFA '97, Donkey Kong Country 3, Virtua Cop 2, Red Alert...

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76

GAMES MASTERCLASS

MK TRILOGY, ULTIMATE MK3, SYNDICATE WARS and DIE HARD TRILOGY, all tipped and cheated right up! Plus the Consoletation Zone...



14 PAGES
OF TIPS!

A QUICK GLANCE AT THIS ISSUE

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gamesnetwork

GM covers all the latest news from home and abroad

VIRTUAL VIPERS?

VF2 AND FIGHTING VIPERS COMBINE IN EASTER SHOCKER

The biggest news from the Sega camp, this month, came in the form of an AM2 announcement that they are already well into development of a fighting game entitled *Fighters MEGAMiX*, which will be combining two of the finest beat-em ups on the Saturn - *Fighting Vipers* and *Virtua Fighter 2*.

The game, to be released in Europe around Easter, has a total of 32 characters on show, with both games offering forth their regular fighters, as well as VF2's boss Dural and FV's Kumachan and Big Mauler. The game engine actually belongs to *Fighting Vipers* but the whole experience has been given a severe injection of pace, meaning it's far quicker than either of the games it extracts characters from.

AM2 revealed that there will also be up to ten secret characters. The confirmed ones are Janet from *Virtua Cop 2*, several little bleeters from *Sonic: The Fighters*, two young tykes from *VF Kids* and some bloke called Rent-A-Hero. Hmm... The rest is still

shrouded cloak-like in mystery but rumours have already started doing the rounds suggesting that we could see one of the pit crew from *Virtua Racing*, the main geezer from *Space Harrier* and a car from *Daytona CCE*. Hmm, again.

Exciting news, then, for all Saturn owners and with the fighting seeming more akin to the *Tekken* games than anything else, a chance for Sega's 32-Bit hope to give the PlayStation a real run for its money. A preview will follow in a couple of 30 days...

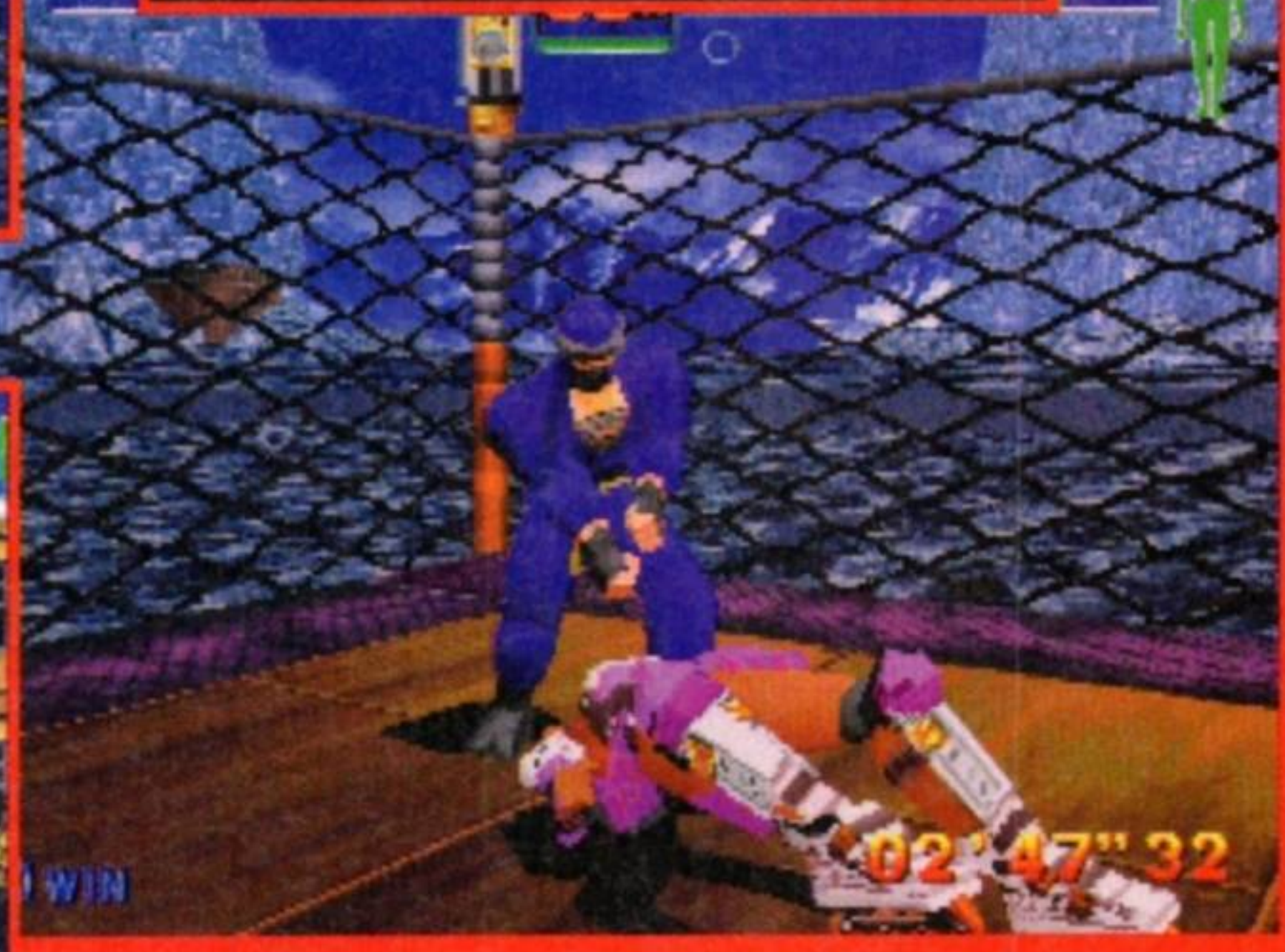
Look at all those spaces, ready for those hidden fighters. This really looks to be the ultimate Saturn smack-em-down.



The fact that you won't be able to get true 'Ring Outs' certainly makes a refreshing change when playing as the VF2 characters.



The lith legs of Sarah Bryant flailing wildly at the chops of Grace, not a bad kicker her lovely self.



Recognise the background? It was last seen in *Virtua Fighter 2*. The combination of *VF2* and *Vipers* isn't just restricted to the characters, you see.





ZOMBIE HOLOCAUST

CAPCOM REVEAL 1997 BLOODBATH

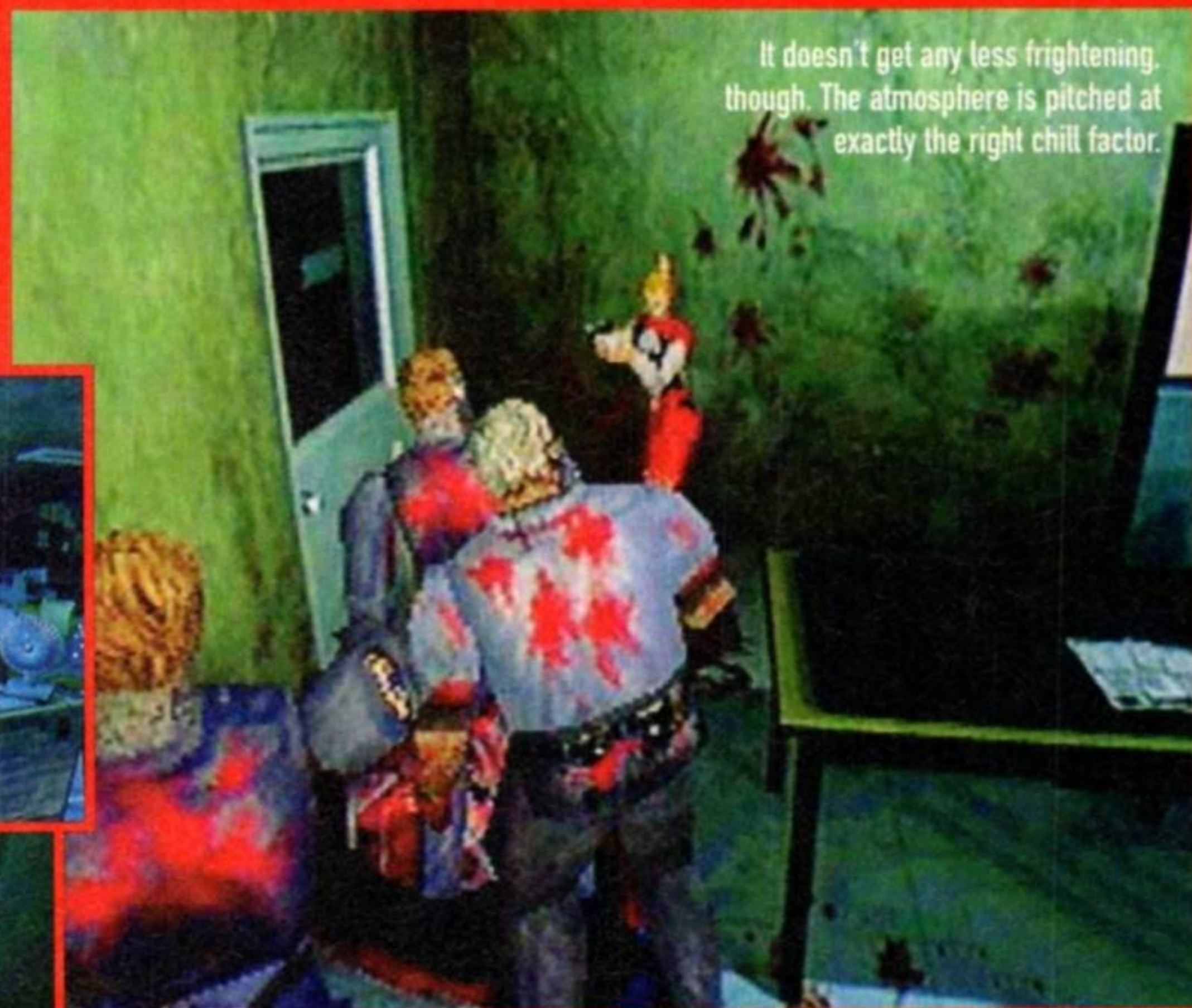
This past month has seen a veritable shop of blood, guts and undead thrown about with the further showcasing of next year's *Resident Evil 2* from Capcom. New features include:

- The game being one and a half times bigger than its predecessor.
- More advanced AI with each zombie having a different movement pattern. Some even run. Aaaaargghhh.
- Far superior light sourcing and reflection and a variety of stunning new camera angles.
- More gore, although that may well be toned down for the European version. One such feature includes the fact that, even if you blow a zombie in half, its body parts still move towards you. Gruesome stuff.
- A variety of clothes and suits that allow you to carry varying amounts of firepower.
- More realistic puzzles and a wider variety of tasks.

The release date for *Resident Evil 2* isn't yet clear although Virgin - who will once again be marketing the title - believe it could be April if the censors

don't step in first. According to Capcom about 40% of the code has been done so it's hoped it will hit Japan pre-Christmas at the time of going to press. Still, one look at these pictures is enough to tell you that, whenever it appears, *Resident Evil 2* is as sure as heck to be superb.

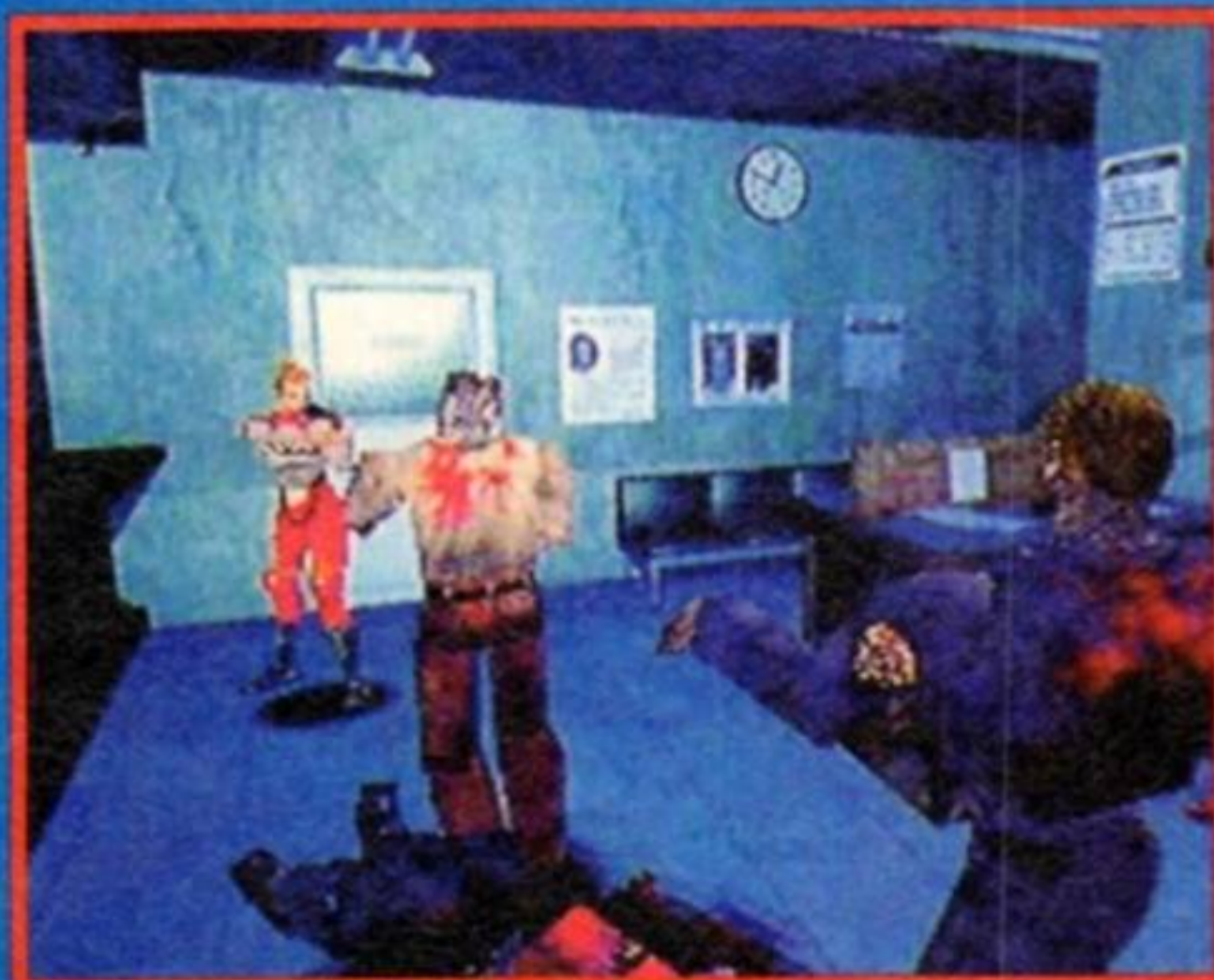
As well as taking in a wider variety of puzzles and challenges, *Resident Evil 2* looks much 'healthier' than its predecessor.



It doesn't get any less frightening, though. The atmosphere is pitched at exactly the right chill factor.

CAPCOM CANCELLED OUT

In order to focus more on the upcoming *Street Fighter* and *Resident Evil* titles, Capcom have scrapped two games that have been in development for ages. The first is the RPG *Werewolf* for the Saturn. It was based on a popular card game in the States. The other title that has received the sharp end of the Capcom knife is *Major Damage*, which was a rendered side scrolling fighting affair for both the PlayStation and the Saturn.



TEKKEN 3 ON THE WAY!!!

At a recent coin-op show in Hong Kong, Namco increased the heat on Sega's all-conquering VF3 with the first showing of *Tekken 3*. The game was only a third complete but the demo showed off just what to expect with the graphics. Take it from us, you can expect a lot. The demo featured nine characters, although more are obviously expected in the finished game. Other features, apart from the improved graphics, are better animation (surely not possible) and new unblockable combos.

It's still too early to be talking release dates. But that's never stopped us before - we reckon you can expect to be playing it in the arcades this summer, but won't see it on the PlayStation until late '97/early '98.



themonthin...

Adidas Power Soccer is expected to shortly be confirmed as Psygnosis' next foray into Saturn territory. Quite how well it will do up against Worldwide Soccer, however..?



Resident Evil on the Saturn has, once again, been on the lips of industry personages this month with the talk being that the conversion will include several new features. Nothing has officially been confirmed but expect a Capcom announcement soon...



... and while we're into PlayStation territory, how about confirmation that, as expected, Star Gladiators will be making an appearance on the Saturn. Virgin will once again be doing the shouting.



Akira scribe and original crayon, Katushiro Otomo is reportedly working on a Saturn-specific title called Fakedown. Although little is known about the game, it may well see a Japanese release early in the new year.



Ubi Soft have confirmed that they will be re-releasing the Mega Drive version of Street Racer to coincide with its spanking Saturn brother. When, though, is a different matter.



Rumours this month have suggested that T•HQ will be publishing Psygnosis' Saturn releases. Nothing has been mumbled by either party but it would, no doubt, be a fine deal for T•HQ whose back catalogue reeks of Ren and Stimpy and Mohawk...



SS Bomberman is looking gradually more likely for a UK release. Ten-player link-up parties ahoy!

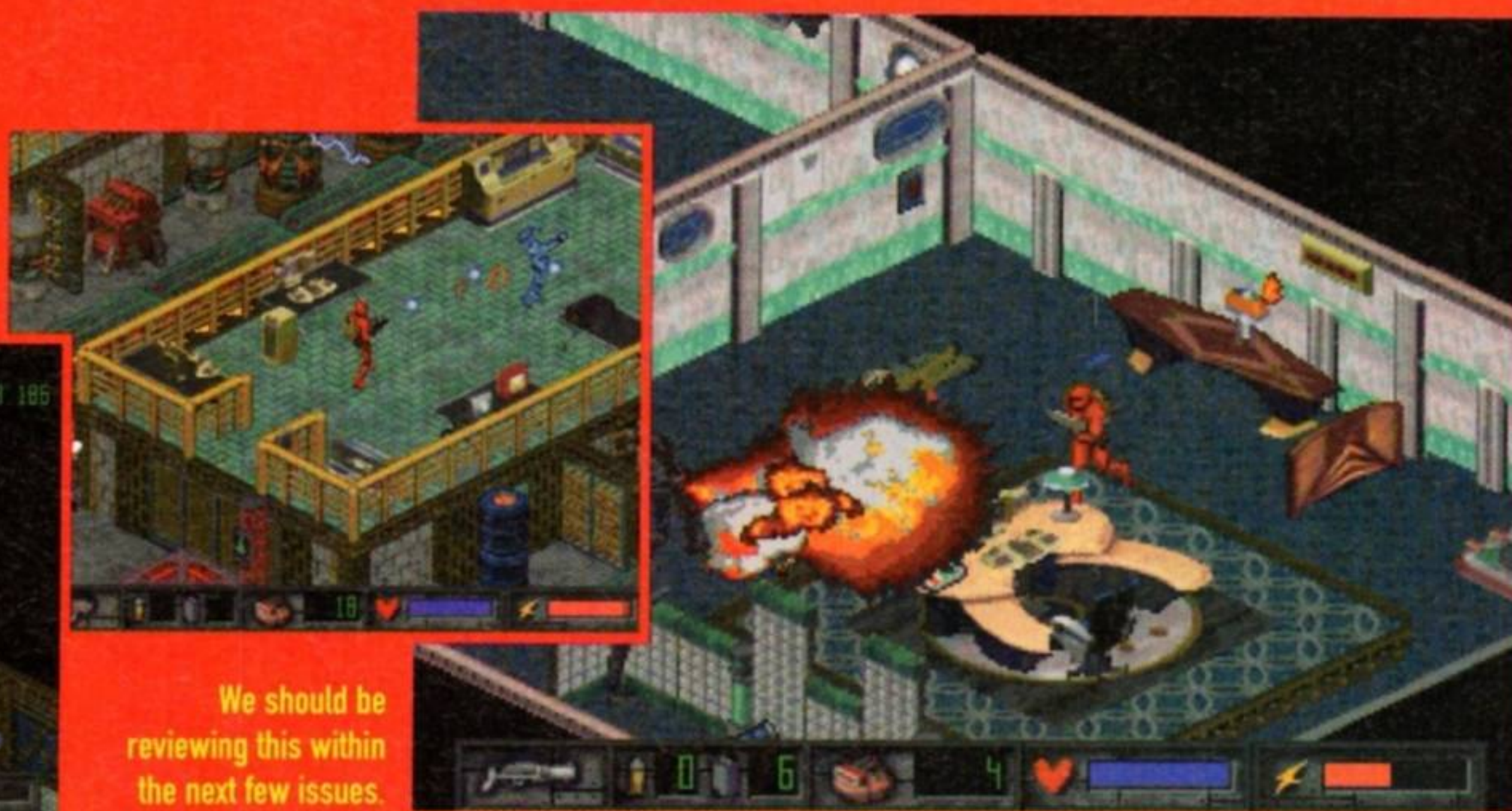
don't miss

Virtua Cop 2 (40), Krazy Ivan (59), Tempest 2000 (67), Ultimate Mortal Kombat Tips (76), Die Hard Trilogy Tips (83)...

Another PC smash, this time *Crusader*, gets a spanking 32-bit console conversion. Oh yes.



We should be reviewing this within the next few issues.



EA PULL OUT THE BIG GUNS

Fresh from the success of *Soviet Strike* and *Die Hard Trilogy* (complete with *GamesMaster's* recommendation on the TV ads and everything), EA have decided to unpack some pretty big guns to see them off to an explosive start to the new year.

Perfect Weapon is the first to

say that the gameplay's pretty close to that of *Time Commando's* - although it moves much more smoothly and there's much more variety - while there are hints of *Resident Evil*, thanks to the cinematic camera angles. It arrives on PlayStation and PC in February, with the Saturn version coming in May.

February also sees the launch of

everything. You get dropped into the middle of some evil corporation's base and allowed to do just that. As you would expect there are plenty of people to kill using all manner of devious devices and a fair few puzzles that will need solving too. It won't take a genius to work them out though because *Crusader* is more about destruction than brain work.

EA's space soap opera, *Wing Commander*, comes onto the PlayStation in March. This time it's *WC4*. Mark "Hairy" Hammill is back as the clean commander in this FMV extravaganza with a shoot-em-up section thrown in for good measure. It certainly looks deadimpressive all blinkin' ready...

We'll be reviewing all the above titles in the next few issues of GM.

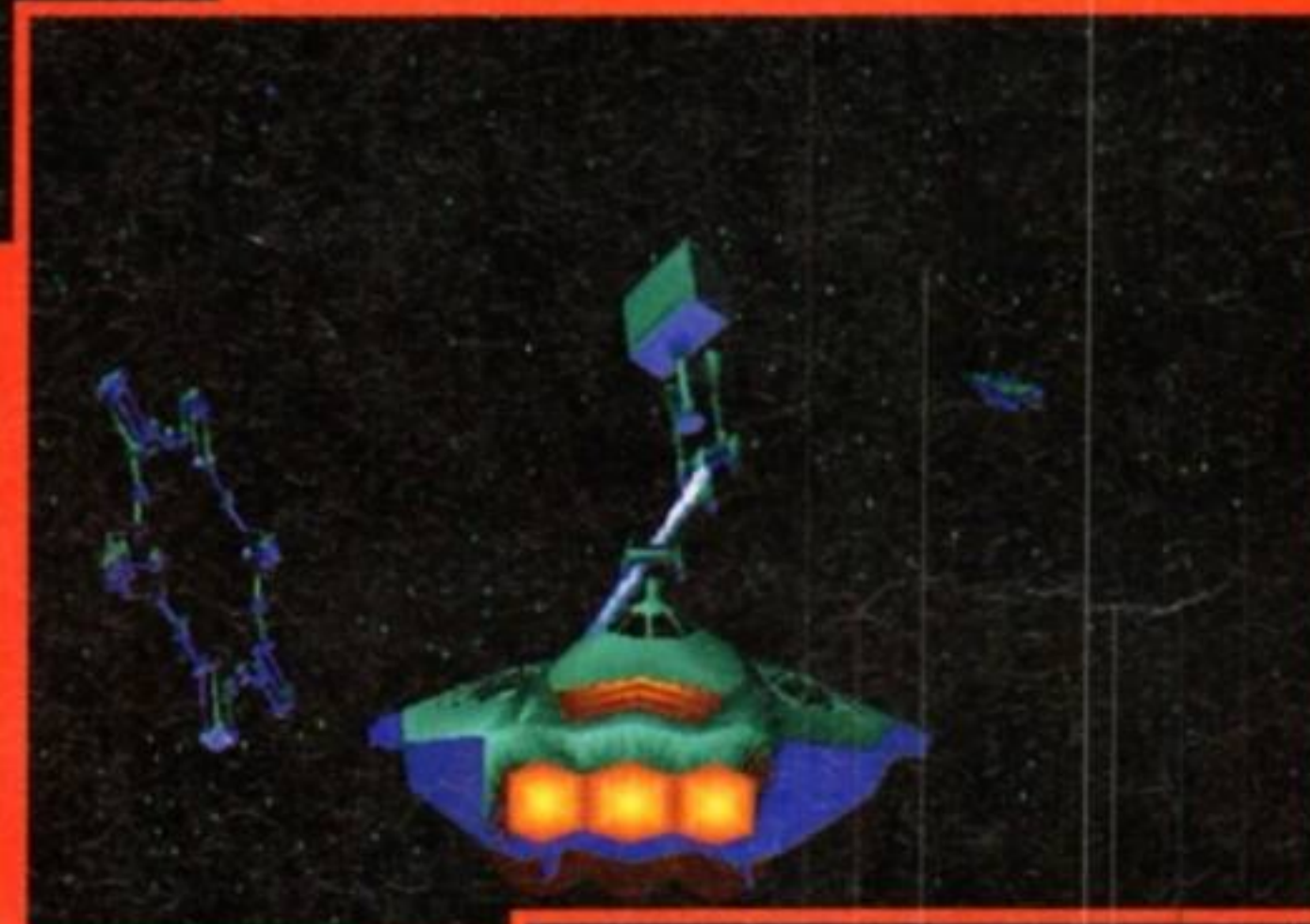
Space shoot-em-ups. Get a hard time, don't they? *Darklight* should change all that.



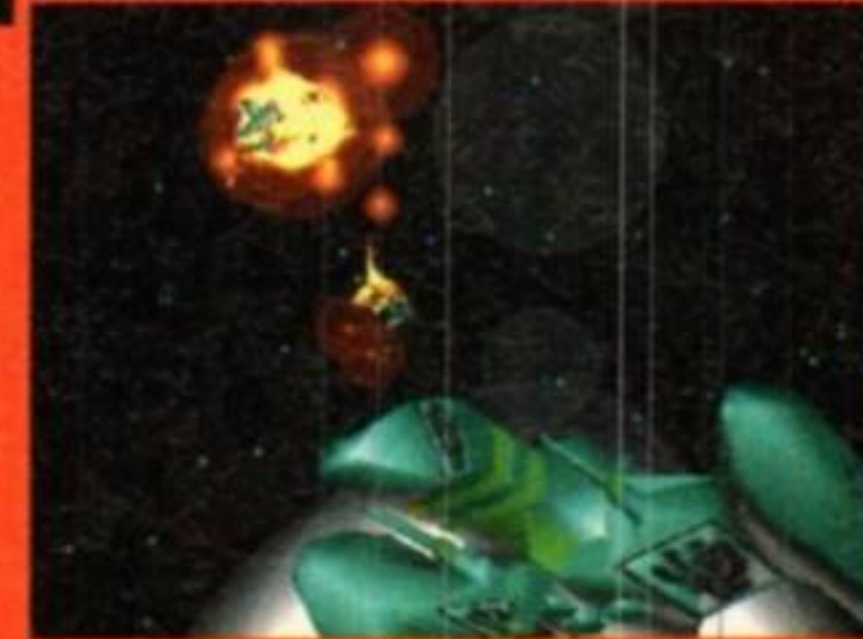
emerge, in February. It's a combination of *Fade To Black* and *Time Commando* (although its look and feel is a lot closer to *TC* than *FTB*). You control the character who has to fight his way through scenes collecting energy power-ups and items to complete the levels. There are loads of different enemies to tackle - even a couple o screaming cats, be damned - and lots of moves to fight them with. The *Fade To Black* element comes in the shape of the occasional puzzle where you need to find an object to solve the problem. We've played a pretty complete version and can safely

Darklight on PC. It's a space shoot-em-up that's very arcadey to play, especially when you network it up. It looks a bit like *Elite* but plays as fast as freakin' Ferrari. The PlayStation version (minus the network option of course) is due to hit in the merry month of March.

The biggest attraction of early next year comes in the Jo Guest-like shapely form of *Crusader: No Remorse* on the PlayStation and Saturn. This is one seriously violent work of art. You play a robo-suited character whose sole aim in life is to destroy absolutely



The final frontier, if ever we saw it.



LAWNYELLOW MAN IS BACK! BUT THIS TIME IN THAT 'OTHER' DIMENSION...

With DSS-visiting videogames hero Pac-Man experiencing a bit of a Beatles-style comeback thanks to Namco's series of classic re-releases. British Virtual Reality company Virtuality Inc. have brought the liddle yellow fella forward into the world of VR for a spot of next next next next next gen gaming.

Pac-Man VR will allow the player to take on the guise of Paccers and brings the primary-coloured world of said yellow lad into the confines of a headset. "We're very excited about bringing Pac-Man to the VR medium", says Mike Adams of Virtuality Inc. "For the first time ever you'll be able to see the world through Pac-Man's eyes, running around the maze, picking up pills and avoiding the ghosts. This product brings a whole new immersive dimension to the game that launched the industry". Bless him, eh?

The game won't be fantastically detailed in the graphical department as Virtuality have decided to maintain the simplistic look of the original to allow for more playability.

However, there will be some treats in store which the company are keeping schtum about. "We fully expect that Virtuality's new product will benefit from the characters' wide appeal", reckon Namco of Japan. Well, with it gracing entertainment centres everywhere we'll see, shall we not?



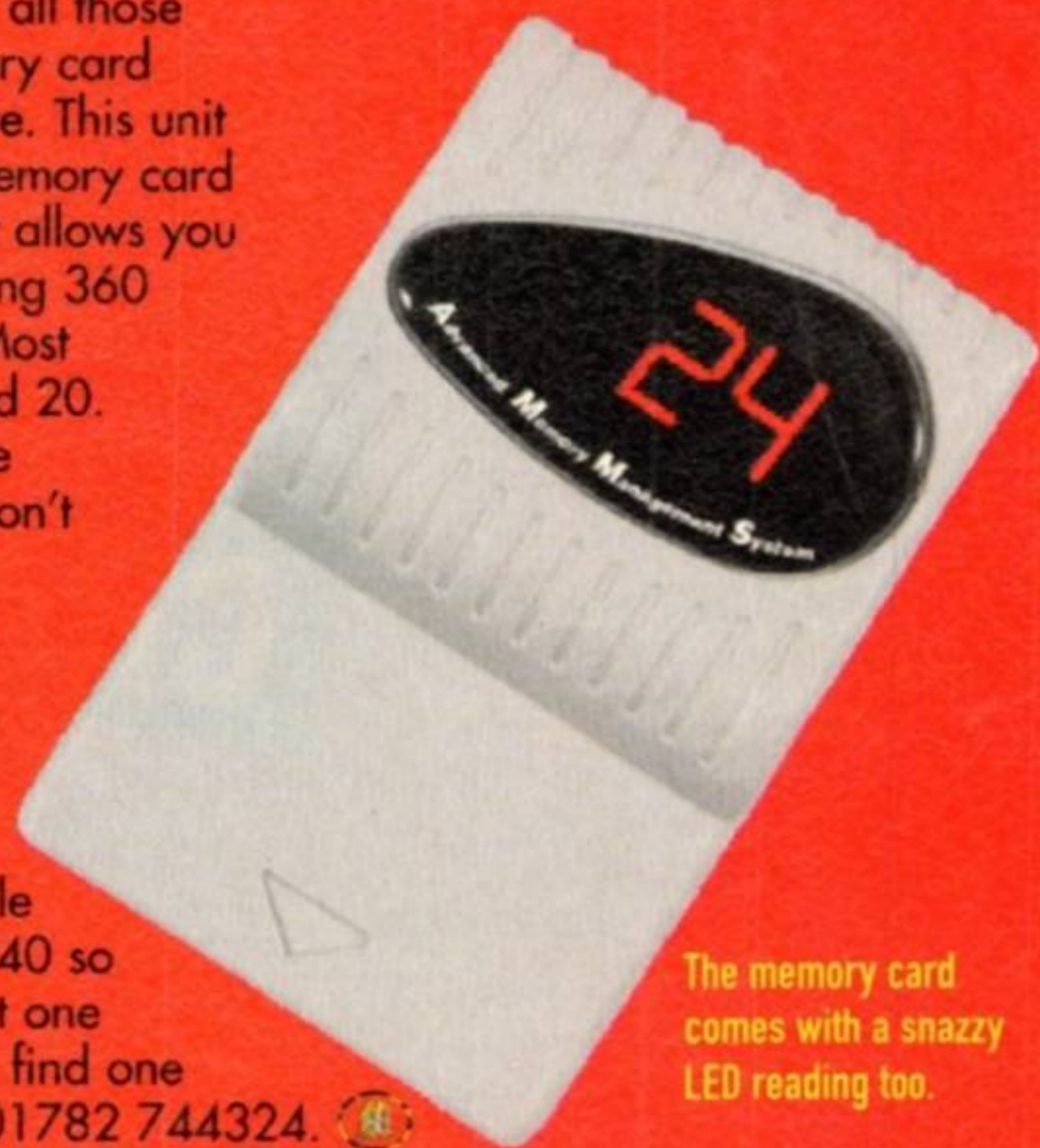
WIN PAC-MAN GEAR!

What with the man they call Pac going dahn a storm all over the proverbial shop, we've decided to get together with our good friends at Namco and the Million Dollar Clothes Company for a spot of clothes-related compo guff. And what clothes these are. Oh yes. Sweaters, T-Shirts, bobble hats, record bags, satchels, electronically beeping sweatshirts as well as copies of Namco Museum on the PlayStation. Not bad, you may think and you wouldn't be wrong. So, if you fancy being the proud owner of some top new gear, just answer the following question: Who presents The Clothes Show on a Sunday evening? Is it a) Jeff Bankington-Barkley b) Jeff Bonks c) Jeff Banks or d) Les Ellis and all his little friends from the lovely town of Trowbridge in Wiltshire? Put your answer on one of those postcard things and send it to:

Pac-Man Pick-Mine Pock-Pock, GamesMaster, Future Publishing, 30 Monmouth Street, Bath, Somerset, BA1 2DL.

END YOUR MEMORY CARD WOES

Those smart-arsed blokes at Dattel have come up with a nifty little device that will put an end to all those PlayStation memory card problems you have. This unit plugs into your memory card slot as normal but allows you to have a whopping 360 savegame slots! Most cards have around 20. This huge increase means that you won't have to worry about games that fill up an entire card, they'll barely scratch the surface of this one. It's on sale now for around £40 so make sure you get one quick. If you can't find one contact Dattel on 01782 744324.



The memory card comes with a snazzy LED reading too.

IN CASE YOU CAN HEAR US SCREAM...

An apology. After receiving more calls and letters than either our telephones or pot-bellied postie could manage, we suspected our PlayStation cheat for Alien Trilogy in our issue 48 Tips Book was wrong. Or, at the very least, misguided. And, in fact, we were proved right so, here, after much scurrying around is the full, proper, correct cheat. Sorry, everyone.

God Mode - To become invincible tap in, at any time during the game, the following: L, Fire, L, Fire, L, L, Fire, R, Fire, R, Fire, Fire.

Level Select - Our cheat for this was actually correct, in a way except we forgot to mention the fact that there is no letter 'O' available for selection. So, when you type in GOLVL and the level you require, you're actually supposed to use zero as the second letter.

Cheat Menu - Right. Got to the password screen and type in "1g0tp1nk8c1db00ts0n". This'll give you bundles of stuff as well as an NTSC or PAL select. Remember, it looks like the phrase "I got pink acid boots on" but isn't. And that, as they say, is that.

themonthin... PlayStation

All and sundry have been commenting this month about the very real possibility of Wipeout 2. According to our inside sources, the previously thought of sequel, Wipeout 2097, was only an update and the real follow-up is currently in development. Psygnosis, unsurprisingly, are keeping schtoom.



As expected Destruction Derby 2 has been delayed until January. Psygnosis haven't revealed why but keep your eyes open for a guide in the next issue...



Sony's new Yaroze machine has gone down a storm in the US with both press and public lapping it up like a particularly thirsty dog.

Retailers have reported massive pre-release orders and the \$750 machine is expected to sell like the proverbials...



With Namco currently regurgitating its whole back catalogue of classic games, equally well-respected OAP's Atari have revealed that the PlayStation will be treated to the first of their collections early next year. Asteroids, Super Breakout, Centipede, Missile Command and Battlezone make up the day trip to Brighton...



Capcom have announced that they're currently in negotiations with a German film production company about the possibility of making a Resident Evil film. With a budget of \$18 million dollars banded about, actors and production staff haven't yet been named but Capcom have confirmed they will be doing the computer animation.



And, finally, techno-guffins Attention To Detail have designed and built a compression system that will, apparently, speed up loading times on the PlayStation by 75%. Probably.

don't miss

FIFA '97 (34), Firo And Klawd (58), Player Manager (61), Hardcore 4x4 (62), Disruptor (66), MK Trilogy Tips (76), Die Hard Trilogy (83), Perfect Assassin (92)...

the month in... **PC**

Virgin's super smash *Red Alert* has gone on sale, with most retailers knocking them out for a paltry £29.99. With everyone involved still making money certain chains are now calling for this to become the new standard price of new PC games. Hmm, wonder if that will work?



You may have seen the ads for the PlayStation version of *Die Hard Trilogy* on TV recently and EA have been hawking around a rather splendid looking PC version too. This version is practically identical to the PlayStation one, which is good news for all. It'll be out early in the new year.



At last, a solution has emerged to the age old (well it's as old as Windows '95) problem of older games not running on machines with Windows '95 installed on them. *Power2Play* from 21st Century routes through your hard drive for all those old DOS based games and makes them work under your new operating system. It's designed so complete sponges can use it easily. It's going to retail at £30 and will be available in January.



WH Smiths have announced that they are ditching 16-Bit and Saturn software. This makes PC games the dominant feature in most shops, sharing space with the odd PlayStation title. Over 200 shops now stock PC titles.



Top racing game *Screamer* was due to be re-released as a £9.99 budget game just before Christmas but that has now been postponed until early next year. The reason given by Virgin was that too many retailers worried that re-releasing the old game so soon would damage the launch of full price *Screamer 2*, which is out now.

don't miss

Skynet Revenge (20), Rocket Jockey (20), Red Alert (42), Tunnel B1 (63), Realm Of The Haunting (64), Risk (65), Syndicate Wars (80)...

FORMULA FUN!

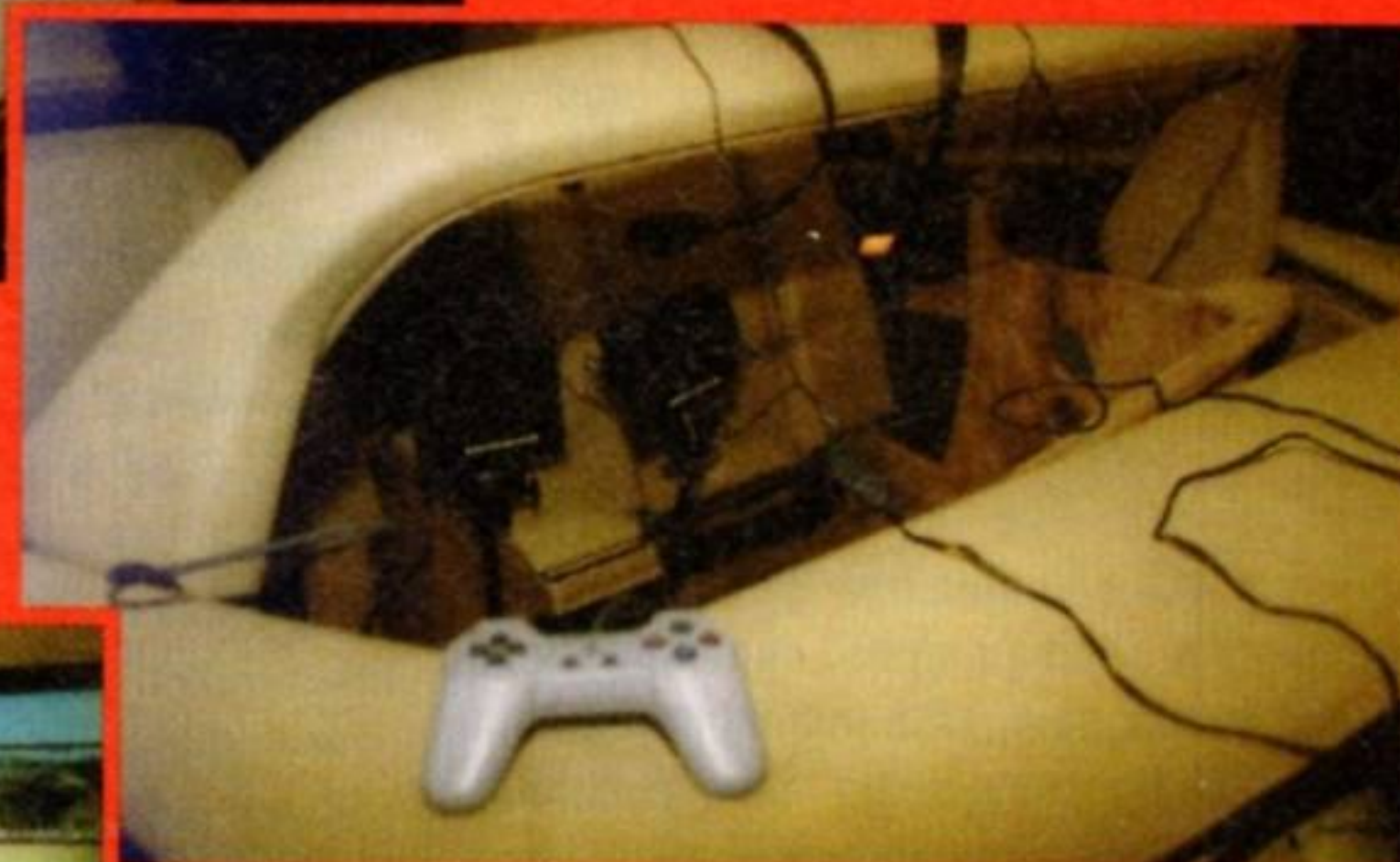
PLAYSTATION ON THE MOVE...

With the PlayStation selling like there's no tomorrow, it was only a matter of time before it wound its pretty way into more unusual spots. And, although brain-genies the world over haven't quite figured out how to strap a machine and a television to your body, they have managed to work out how you can enjoy the visual magic of *Resident Evil* or, damn it to David Duchovny, any other favourite game you may have, by installing Sony's little grey wonder into the back of - yes! - a car.

It all comes down to one clever geezer from the lovely garden city that is Welling, Stephen Ford, who runs a happy chappy firm called Autoleck. See, on realising that his young tyke of a son couldn't live without Sony's little wonder, he installed the machine into his Ford Granada

meaning that lucky boy Reece could carry on playing till his heart's content even if the family did go on outings to the beautiful county of Kent or, indeed,

It's not cheap to install a PlayStation in your car, by any means. £995, to be more exact. But it'll be £250 cheaper if you supply your own grey wonder-box.



The monitors in the car also work like normal tellys, so passengers can watch *GamesMaster* before, after or - heck it all - in-between games.

We don't quite now how this 'craze' will take off, but if you do want to find out more, give Autoleck a call on 0181 303 1981



anywhere else. And now, the lad Ford has been in serious convo with Sony UK about a possible *Destruction Derby 2* tie-in. Expect to see more in 1997.

TOTAL FILM

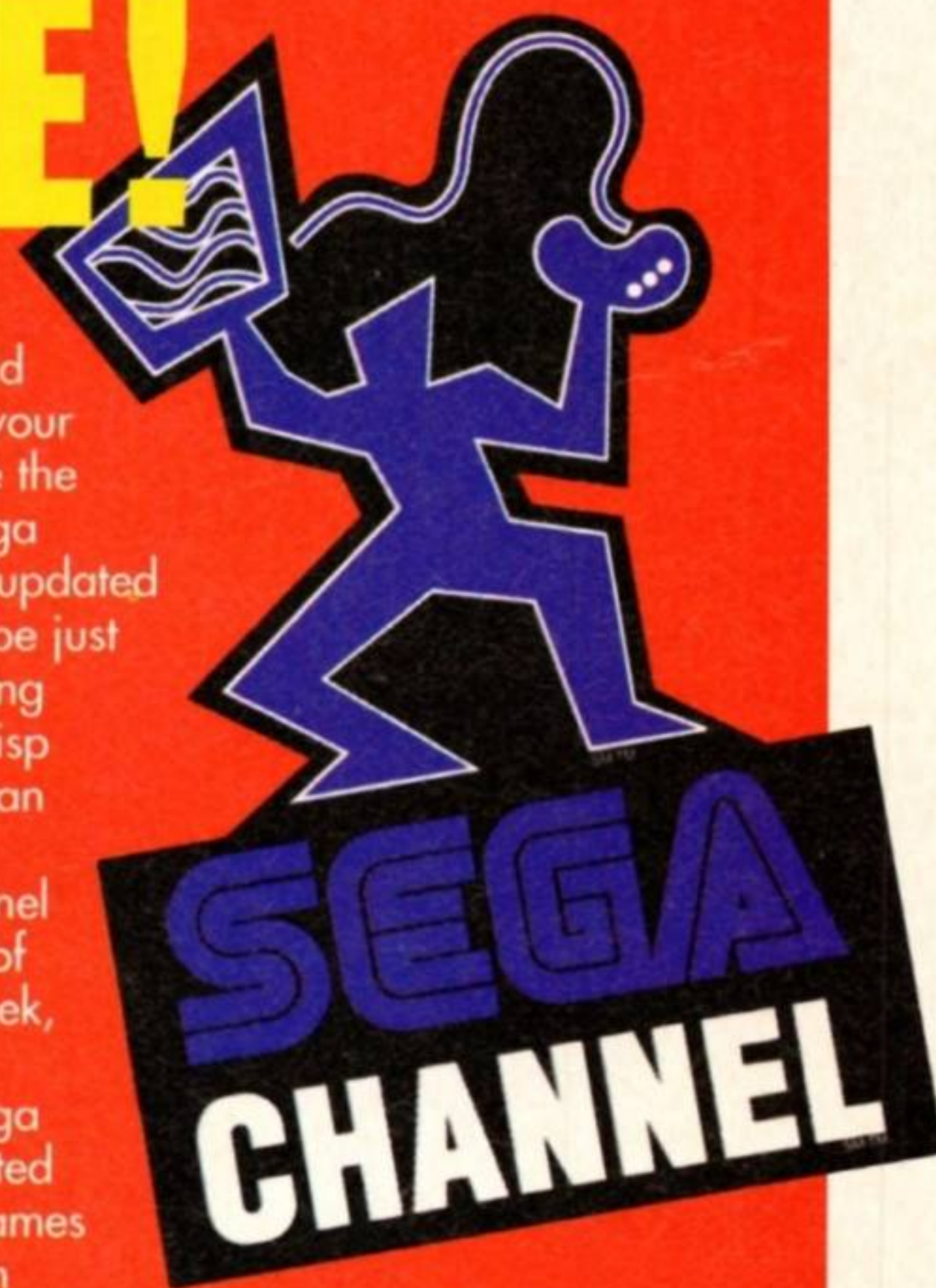
GM GETS SISTER MOVIE MAG

Here at Future Publishing, we're a talented lot. Yes, yes, we're blowing our own trumpets but, well, once you take a quick gander at our very latest offering, Total Film, you'll realise that actually we're not lying.

Packed to bursting with info, news, features and reviews of the very latest and very best action-fests, Future's own Oscar-winner is going to be essential reading. In the first issue, they'll be reviews of Mel Gibson-athon *Ransom*, Jerry McGuira and *A Fish Called Wanda* follow-up *Fierce Creatures*, as well as a whole bevy of beautiful blockbusters. But, boy, is it going to be popular, so make sure you get your order in with your newsie before January 10th or else you could find yourself disappointed. Believe us, one day Total Film might even be as good as good ship *GamesMaster* herself...

CHANNEL NINE!

If the Beeb, ITV, Channel Four, Sky and Cable aren't exactly your cup o' tea and you're the proud owner of a Sega machine, then newly updated Sega Channel could be just the news you're looking for. For less than a crisp tenner a month you can subscribe to the aforementioned channel and lap up a choice of 12 Sega games a week, played, tested and tipped. Not bad. "Sega Channel offers unlimited access to top Sega games - with a new selection each month - and is a dream come true for gamers," bleats Ross Newens of Sega Channel Europe. For more info all you need do is pick up the telephone and use your mouth to talk to the cable hotline on 0990 111777. All very easy and all very exciting. And sorry to be so 'adult', but make sure you ask who pays the phone bill that it's okay first, like.



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There's something compelling about Sony's YAROZE system. The idea of being able to create your own videogames – especially when you've seen some of the dross published by big names – fair sets the mind racing with possibilities.

Back in the Eighties, when you were more likely to own a computer than a console, writing your own games was expected. At some point in time you'd pick up a magazine, take ages typing in a listing, then waste evenings trying to debug it before thinking "this is rubbish. I could write better". And many did. Indeed, the

term 'computer whizzkids' was coined to describe all those teenagers who spent hours in their rooms writing programs and (in some instances) making more money than their parents by doing so.

"I think it's simply answering a demand from both trade and consumers," reckons Richard Eddy, the CodeMasters supremo who saw it all the first time around. "We need something like this to get the home market kick-started, to get some of that input back from the days when we used to have stuff coming out for the ZX Spectrum and the Commodore 64."

With the Speccy and C64,

homespun gaming hit a definite high. With so many people able to get creative, new ideas and new playing forms appeared – some highly original, some totally bizarre. The finest exponents of the craft turned their hobby into a business, and some of those companies have grown into the outstanding UK software houses you see today.

16-Bit also generated a new wave of innovation. But with the ST dead and the Amiga coughing uncomfortably, home programming is on the decline. And despite the intentions, Yaroze isn't as friendly an introduction to the world of computers.

However, it's difficult to imagine how Sony could have made it any more accessible. Videogame technology has made such incredible advances since the 8-Bit days that this kind of set-up is the bare minimum needed for any hobbyist game designer to create a title approaching contemporary standards.

The Codies' Richard Eddy knows it well. "Back in those days you could pretty much put together a game that looked as good as anything the big companies were producing. Sometimes better. But nowadays there could be ten people involved at the first stage, another ten people on the next... I mean, for our *Micro Machines V3*, the

GARAGE

WITH ITS GAME DEVELOPMENT KIT NOW HEADING FOR BRITISH SHORES, SONY BELIEVES IT CAN TAP INTO A NEW GENERATION OF HOMEGROWN TALENT. BUT IS IT REALLY POSSIBLE FOR A SMALL-TIME INDIE CODEHEAD TO COMPETE WITH THE MAJOR LABELS?



THE YAROZE FAQ

Okay, so you've seen the news stories. Very soon you'll see the advertisements. What's it all about, and should I be interested? We'll try to answer ten of your most frequently asked questions.

(1) What do I get by joining this Yaroze project?

Here's the definitive list, according to Sony's own proposal.

Hardware:

- Black PlayStation (universal)
- Two controllers
- Memory Card and Access Card (for security)
- Composite AV leads and PC cable
- 3 Reference Manuals
- Software (comes on 2 CDs):
- Development tools (extensive libraries of 3D graphics, sound and controller utilities)
- Programming tools (C Compiler and debugger)

Membership:

Joining the Yaroze scheme automatically grants you exclusive access to the Yaroze website, where you can receive technical support, download software/demos and exchange ideas with

cars were created by a genuine vehicle designer!" Not bad, son.

Even if you don't produce a single title, though, the experience could prove valuable to those set on a career in videogame programming. In our article *The Dream Factory* (GM46), we broke it to you as gently as possible that game development was no longer an immediate or accessible career path. Trenton Webb, Design Manager for developers Binary Asylum, has seen the employment problem first-hand. "Yaroze is too specialised and too expensive to lead a 'back-bedroom' revival... Yet games developers, like far too many other trades, are obsessed

with 'relevant experience' when recruiting. So when you're starting out, it's almost impossible to get a foot in the door. The Yaroze may not exactly be a foot - more of a toe, actually - but it's a start."

So yes, Yaroze is a leaking bucket of contradictions. A comparatively cheap development set-up that's nevertheless very expensive. An amateur construction kit that requires professional programming skills. It's not everything you might have hoped. But if those few people who can take advantage of it are given the chance to create, it's got to be a good thing. Not a revolution, maybe, but certainly a

step in the right direction. It'll look dead good on your CV.

And all credit to Sony. Could you ever imagine precious Nintendo giving away so much as scrolling routine?

GAMING

other hobbyists. To encourage its users to get online, Sony is throwing in one month's free internet connection with PIPEX, a popular server with home users, and the net-browsing software Netscape Navigator 2.02 (plus some stuff for reading downloaded files - pretty much all you'd need).

(2) How much does the whole thing cost?

The price of the Yaroze bundle (see question 1) has yet to be finalised but should come in at just under £600 (they mean £599, we bet). To compile your games you'll also need a reasonably powerful PC (£1000 - £1,500). This is the basic set-up.

If you don't have an internet connection already, Sony recommends that you buy a modem for £100-£150 (discounts available through PIPEX). Watch those phone bills - the cost of using the line is in addition to the fee for PIPEX services.

You may also wish to invest in more sophisticated programming gear: Metrowerks has created a version of its award-winning CodeWarrior compiler, specifically suited to PlayStation development, for both PC and Macintosh. This is a serious professional's package, and thus likely to cost around £500.

(3) Shyeah... If I already had a PC and could program it, wouldn't I be designing PC games by now?

It might seem an obvious point, as you may not be aware that PC game development tools are also exorbitantly

priced. By comparison, £600 for a PlayStation, a C compiler and a stack of Sony tools is actually a very good deal. Also, writing for a dedicated games format with fixed specifications saves a few headaches, and the PlayStation has generally improved on most PC titles properly converted to it.

However, it's true that the PC is a more open platform. Anybody can publish games for it without the sort of restrictions involved with console arrangements. Until now, any Sony licensee wanting a blue PlayStation development kit has had to pay £12,000 for the privilege. That's 12 grand per unit. Now do you see what a step forward this is?

(4) Will it be easy to use? Do I need special skills?

You need to be competent in computer programming. This is NOT like any Doom level editor or shoot-em-up construction kit that you might have come across in the past. Yaroze is a programmable PlayStation, simple as that, and every game will have to be started from nothing and coded in C.

(5) Do you reckon I could pick it up as I go along?

From an absolute beginner's perspective, forget it. Trying to learn from scratch as you used it would be like taking a job in Tokyo Air Traffic Control with only a Japanese phrasebook to get along.

However, such a device could complement the coursework of an apprentice coder. If you're studying programming at college or university

then a Yaroze machine could be just the incentive you need to put in those extra hours. Indeed, academic institutions might well look to the Yaroze as a project source, bearing the brunt of the costs for its students.

(6) What's this C thing that everyone keeps ranting madly on about?

C is a standard devised by some old bearded bloke. It's built up of libraries, which contain the routines to do the clever stuff (draw polygons, make noises, move sprites, etc). Your C program does whatever it was written to do by passing information to these library routines. If you want to try out using C (or C++, its slightly more powerful offspring), find yourself an ANSI compatible C compiler for your machine, and off you go. A grounding in BASIC, or preferably PASCAL, would also stand you in good stead.

(7) How do I Get started?

You have to contact Sony and request an application form, which will be sent to you in early 1997. Joining the scheme by application is the only way to get hold of a Yaroze kit.

(8) But will I have to grow a beard?

Sadly, yes. All programmers are required to do so by law.

(9) What happens to my finished game?

If you do create something worthy, you'll have to submit it to Sony and hope they like it. Sorry, but as a legally-

bound developer for Someone Else's Console you can't just blow your own CDs and sell them for a tenner apiece.

However, a good demo could still help you land a plum job with an existing softco, or perhaps elicit an offer for your concepts and designs. Unless you're purely into this as a hobby, putting together a demo is definitely the way to go.

(10) Does the Yaroze play games too?

Yes. Like the blue PlayStations that are only available to signed developers, the Yaroze is a multi-format PlayStation with universal ability to play UK, Japanese or American disks. So you might say that the scheme only really costs £400, as you're getting a serviceable £200 games machine thrown in. We can imagine some people joining up purely for the street cred of that delicious black casing...

YAROZE Application
Sony Computer
Entertainment Europe
Waverley House
7-12 Noel Street
London
W1 4HH
(0171) 447 1616
fax (0171) 390 4324
email
yaroze@interactive.sony.com

this month's charts

Cartridge Top 5

No surprise to find that *FIFA '97* has gone straight in at the top. But look at it this way - Peter Andre did exactly the same, knocking *The Prodigy* from Number One. And is that any good? *Toy Story* seems to have been around for an age too, but it's good to see a Game Boy title holding its own.

- | | | |
|---|---------------------|------------|
| 1 | FIFA '97 | MD/SNES/GB |
| 2 | Sonic 3D | MD |
| 3 | Toy Story | MD/SNES/GB |
| 4 | Premier Manager '97 | MD |
| 5 | Mario And Yoshi | GB |

CD Top 10

Well laugh till you're sick if *FIFA* hasn't also jumped in at the top of the all formats CD chart. Hmm...

Anyway, at least *Tomb Raider's* position is thoroughly deserved. You really should get some of it in if you can afford it. The dominance of the PlayStation is very evident this month, too.

- | | | |
|----|--------------------|------------|
| 1 | FIFA '97 | PSX/PC |
| 2 | Tomb Raider | PSX/SAT/PC |
| 3 | Die Hard Trilogy | PSX |
| 4 | Soviet Strike | PSX |
| 5 | Formula 1 | PSX |
| 6 | Crash Bandicoot | PSX |
| 7 | Encarta '97 | PC |
| 8 | Rally Championship | PC |
| 9 | Virtua Cop 2 | SAT |
| 10 | Flight Simulator 6 | PC |

GamesMaster Office Top 10

No surprise to find that we're playing *Tomb Raider* an awful lot this month, getting ready for our in-depth tips marathon next issue. But as we go to press, we've just got *Rage Racer* in, and the last few days we've been putting it well and truly through its paces. There'll be more on that next issue - don't miss it!

- | | | |
|----|--------------------|------|
| 1 | Rage Racer | PSX |
| 2 | Tomb Raider | PSX |
| 3 | Smash Court Tennis | PSX |
| 4 | Virtua Cop 2 | SAT |
| 5 | Mario Kart | SNES |
| 6 | Wayne Gretzky | N64 |
| 7 | Skynet Revenge | PC |
| 8 | Red Alert | PC |
| 9 | Wipeout 2097 | PSX |
| 10 | Wave Race 64 | N64 |

GamesMaster's Top 10 Tucker

All the grub you should be shovelling down your fat neck when you've a night of gaming ahead...

- | | | |
|----|-----------------------------|--------------|
| 1 | Jam Doughnuts (2) | Schticky |
| 2 | Fuse Bars (3) | Goi-gous |
| 3 | Mega Triple Choc Muffin (1) | Godly gobful |
| 4 | Coke (1 can) | Veg drink |
| 5 | Fruit Pastilles (1 tube) | Chew 'em |
| 6 | Polos (1 tube) | Fresh breath |
| 7 | Mushroom Soup (3 tins) | Solid |
| 8 | Worcester Sauce crisps | Mmm |
| 9 | Burger (2) | Beefy |
| 10 | Bottled Water (2 bottles) | PURE |

Picture the scene, if you will: it's the beginning of an issue and we're hunting high and low for yet another packed-to-bursting-point amount of games.

We phone up Telstar hoping to grab a copy of last month's previewed *Bubsy 3D* for the 32-Bit consoles and - lo and piggin' behold - if the feisty critter hasn't gone and got himself cancelled. Yep, the cute little cat obviously didn't go down too well at



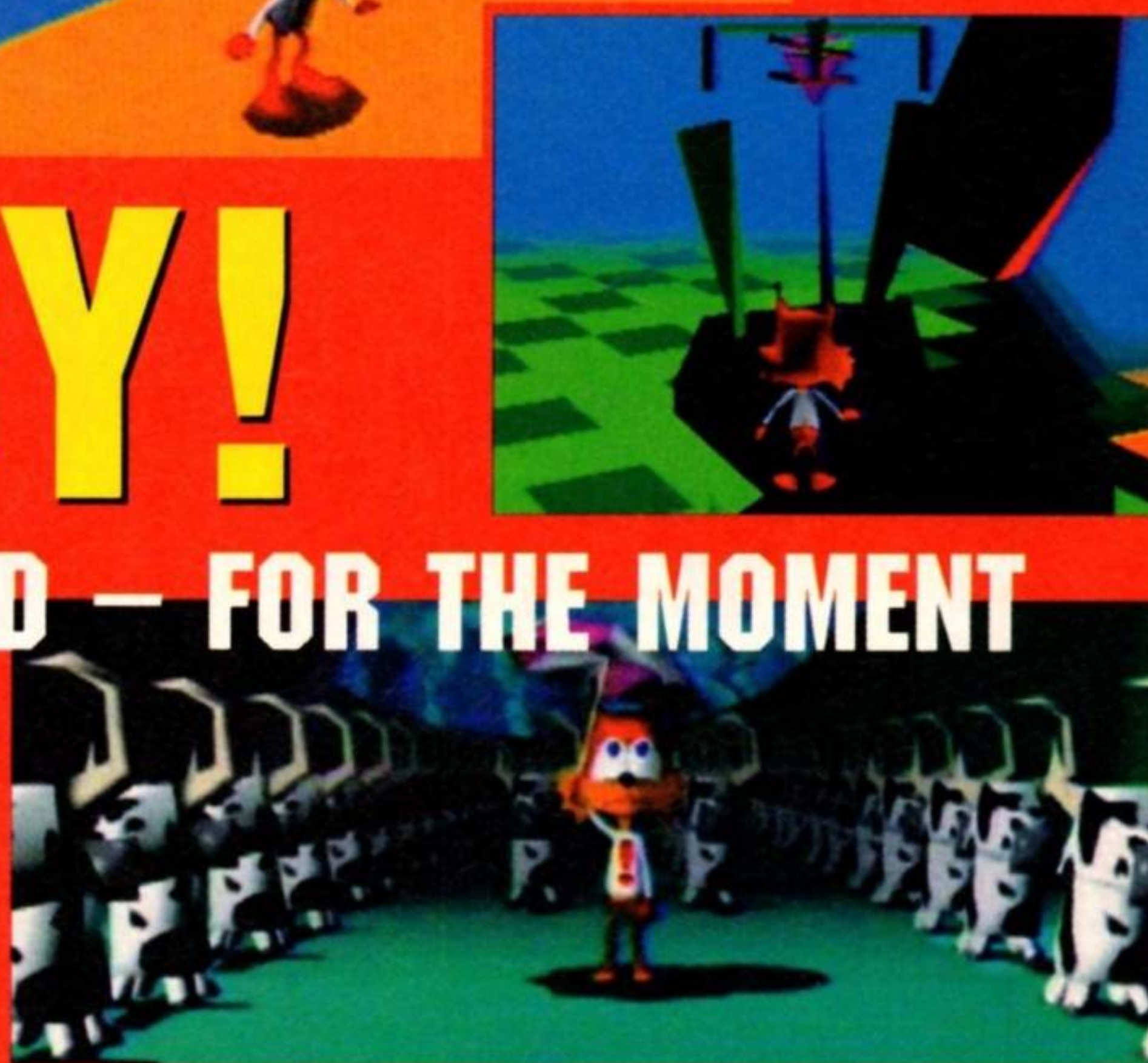
We're sure someone will pick up the rights to distribute *Bubsy 3D* soon.

BLUBSY!

UK RELEASE CANNED - FOR THE MOMENT

Telstar HQ with the news this month that the company will no longer be marketing the game on the UK, leaving developers Accolade in considerable schtook. Sources tell us that Warner Interactive are interested in the game but, for a while at least, the animal's been put down...

Sorry son, might as well get to the back of the queue...



CHANNEL MORE

Only three episodes of the finest videogames show on television to be observed this month - what with Christmas getting in the bleedin' way and everything - and here, for your perusal, is a quick run down of what to expect from each one...

Show 9
Thursday 19th December
A bit of a pre-Christmas treat this, with mucho round-the-table action in the form of a Chrimbo quiz. Accompanied by a couple or ten Sherries and some mince-heavy pies, supposedly all-knowing "experts" in the field of videogames will be competing head-to-head for the illustrious title of, erm, "Winner". So, roll up such all-conquering brain-a-thon's as Dave "The Unstoppable Games Animal" Perrier and Derek "The Laugh" Lynch for some Mastermind-style shenanigans with a spot of *Super Mario 64* thrown in for good measure. Good, solid ents, no?

Show 10
Thursday 2nd January
The New Year heralds a sprinkle of loveliness in the form of Live and Kicking presenter, Zoe Ball, who will be mounting a shiny new chopper on Sega's *Manx TT* - the coin op! The girl Ball will also be recounting classic episodes of "Johnny Ball Reveals All". Great! There will also be some platform-related japes and frolics with some woman calling herself "The Platform Queen" hoping to do the business on *Mario* or *Sonic*. Should be good.

Show 11
Thursday 9th January
EastEnders starman, Sanjay, moans his way through episode 11 by going on about Gheeta and Shamilla and his bloody market stall but also, in

between bouts of baby-making with his sort-o'-lovely wife, manages to get in a spot of *Destruction Derby 2* on the PlayStation. And as if all that wasn't enough for your head, there's a compo to find the finest - and sexiest - *Street Fighter* player of all time. Nice enough.

Speak!

What do you think of the new series of GamesMaster? Is it still well afloat or a sad, sinking ship? Write and tell us, you lovely people...



What do you think of the new image? Who should be the next presenter? Questions YOU must answer...

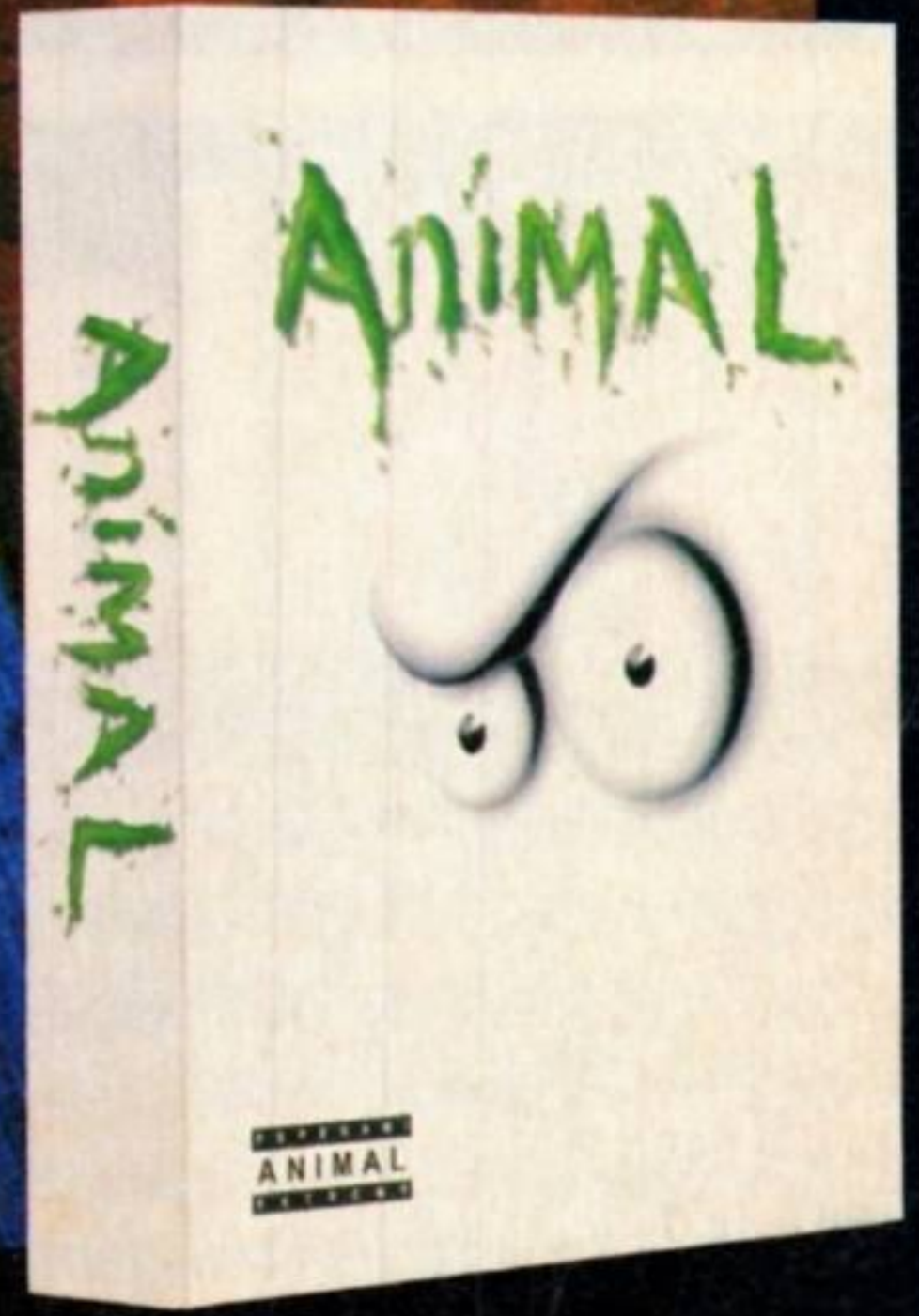
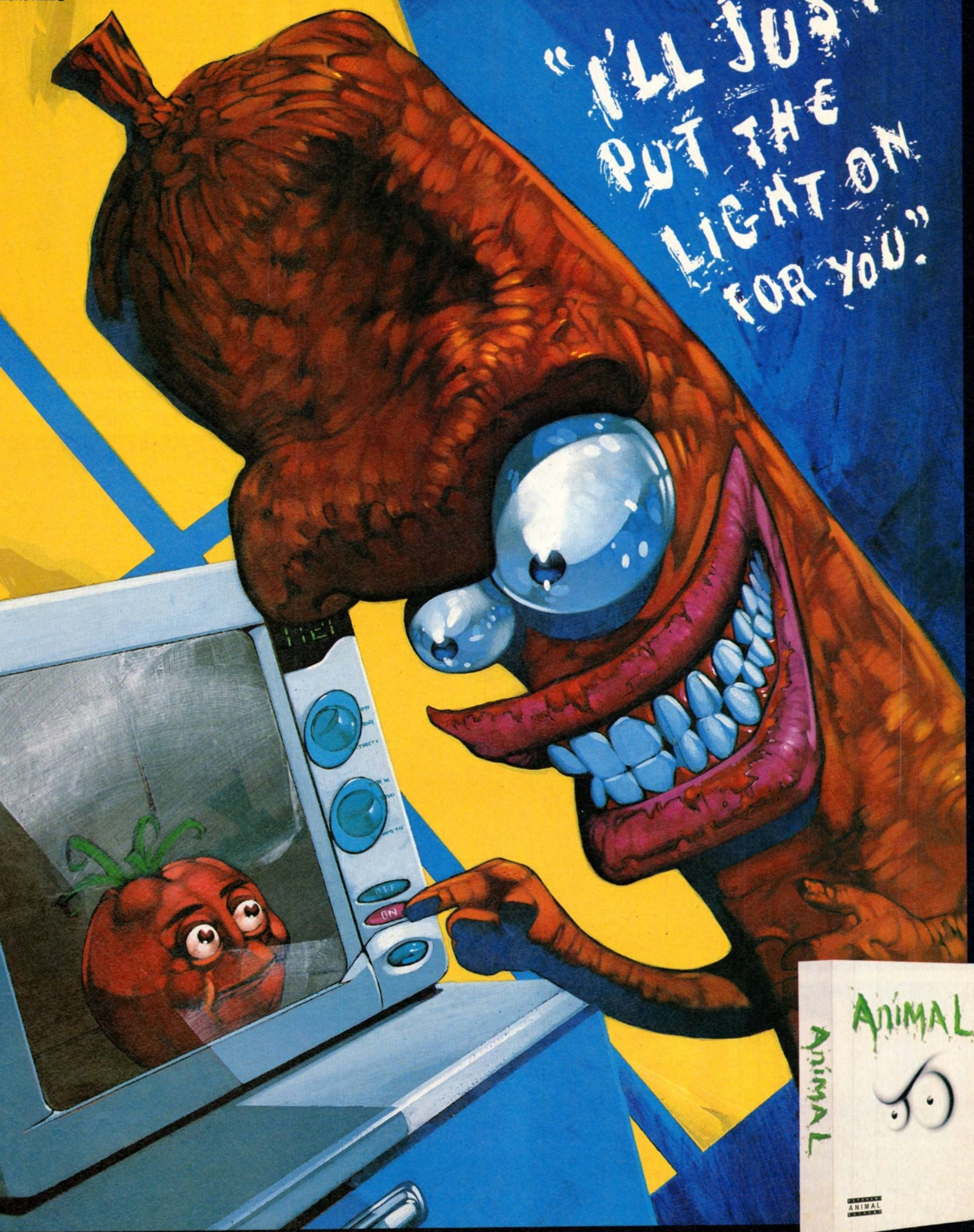
GAMES NEEDED!

The British Film Institute have, this month, revealed that they need the help of anyone who's thinking of giving old games away. Just as they love the sight of dust-ridden old film footage so do they want games of all ages to preserve and then look back on in 50 years when we're all walking around in hyper-realistic VR headsets. So, if you've got games from either the 70s, 80s or 90s that you fancy donating, contact Tony Hetherington at the BFI, 21 Stephen Street, London, W1P 2LN or Liz Chinchon on 0171 957 8920.

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PC CD-ROM
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<http://www.peperami.com/mash/maim/disfigure/bash/>

the frontline

GamesMaster unleashes the new hits

These games are so close to being ready, so teasingly close, so played-an-early-version-and-can't-wait-for-the-finished-thing close that we can almost taste them. Let's hope they make it for next issue...



SKYNET REVENGE

Imagine The Wizard of Oz with a Terminator as the Tin Man... "Asta La Vista, Dorothy." Uh...

FOR **PC**

FROM **Virgin**

WHEN **December/January**

INITIAL DESIGN PROGRAMMING PLAYTESTING DEBUGGING FINAL VERSION

Come on, who wouldn't want the chance to BE a proper Terminator. And one of those from the first movie, not the soft-hearted wimp from the follow-up? Well, the sequel to the fantastic PC smash Terminator Future Shock lets you do just that.

Not just that though, SkyNET offers a hell of a lot more. The only real problem with TFS was that no network option was included. All that has been sorted out with the most comprehensive network set-up yet. You can not only choose which stage you want to fight on, but what weapons will be available, what vehicles and best of all, which character you want to play as. If you choose to be a Terminator you get the sighting system that we saw in the movie (When Arnie was chasing Sarah Connor and Reese down the alleyway outside the nightclub).

The vehicles are a major plus for a network game. Sod all that running about, that could get dangerous. You can just jump in a jeep and run people over or

even fly one of the dreaded HKs and gun them down from the skies. It sounds like a simple addition but it creates a very tense atmosphere in the heat of battle.

The single-player game has received some major attention too. The new missions are a lot tougher and continue the story from where the original left off. There are loads of new locations that need exploring, including at one stage a submarine. This update automatically upgrades your original TFS if you still have it installed on your system so that you will reap the benefits from the improvements in the original as well.

Best of all though, they have left the perfect control system alone. You use the mouse to look around and fire while a few keys takes care of the rest. This system is so good they even incorporated it into Quake and the forthcoming Dark Forces 2.

SkyNET retains the unbelievable atmosphere that caused the

original to be such a success, but now uses it in the network game too. We're going to review it next issue (until then we're going to deathmatch it to, er, death) so check it out then to see if everything measure up to the high standards set by the all-conquering TFS.



The dreaded HKs cause some heart stopping moments.



I think it's time to gatecrash this Terminator all night rave.

I guess the cleaners haven't been able to come in today then.

Stand on a tall building and blast anything that moves.

firstlook →

Keep an eye out down here for the games that will be slugging it out during the next few months for your undivided attention. You probably won't have heard of them before now (which is why they're in the First Look section, you see) but you'll be hearing plenty about these games in the very near future. Roll on them newies, son...

Rocket Jockey

Future Sport Sim • Rocket Science • Jan '97

We've had jet skis in Wave Race 64, now try out Return of the Jedi-style Jet bikes in Rocket Jockey. You get to ride one of these mean machines in three different competitions. A football clone where you have to catch balls and knock them into the goals, a last man standing where you have to do the same to

other players and a gentler slalom/obstacle course that lets you get to know the controls.

The physics of the game give it a rather unique feel as you whizz round the arenas, firing off grappling hooks that let you turn corners or catch poles and balls. It's one of those games that may not look all that hot but has its longevity in the gameplay. We'll be seeing more of it soon, that's for sure.



PC

TWISTED METAL 2

A twist on the norm or electric boogaloo..?



Your car visually gets more damaged as you get hit by the various weapons.

With *Destruction Derby 2* currently hairing headlong and out of control into a field named "praise", it would seem a less-than-perfect time for *Twisted Metal* follow-up – yes! – *Twisted Metal 2* to make an appearance.

After all, with our attentions well and truly centred on Psygnosis' aforementioned, police-ticket-worthy racer, it would be all too easy to forget Sony's second foray into the needlessly violent racer. But, of course, that would be wrong because not only does *Twisted Metal 2* look good, but it's even more violent than ever. Nice.

The objective of the game shouldn't even have Ricky Butcher struggling to understand, with the oh-so-simple business of the day being to rid the different tracks/streets of all other opposition vehicles using a variety of gradually more entertaining weapons. Once all your opponents have bitten the homing missile, you move onto the next area.

Combos have been thrown in, all arms flailing, as well as a plentiful supply of pedestrians to be knocked over (you are actually awarded points for knocking over unsuspecting civilians). The locations – or battlegrounds – are eight in number and come with a built-in geography lesson. Hong Kong is by far the most exciting but Paris, Los Angeles, Moscow, the

Amazon, Holland, New York and Antarctica make up the others with tulip fields, windmills, the Eiffel Tower and the Empire State Building all thrown in for factual measure.

In all fairness, *Twisted Metal 2* is somewhat different to *Destruction Derby 2* in that the emphasis is very much more on weapons than the same old, same old track-traversing action. And with the 12 characters ranging from Simon Whittlebone, a Swiss businessman, to Mortimer the Undertaker, likely to raise a few more smiles than said racer. The game will damn-you-certainly be in for review in 30 days time so keep your eyes peeled on the sexy, throbbing machine that is GamesMaster. Uh huh, yep.


Each enemy, as in the first game, gets a gruesome moniker. Grasshopper, indeed.



The power-ups 'litter' the arenas. Look – that purple thing's a homing missile.

Each car has a different special weapon. You have chosen... wisely.



FOR 
 FROM Sony
 WHEN January '97

INITIAL DESIGN	PROGRAMMING	PLAYTESTING	DEBUGGING	FINAL VERSION
----------------	-------------	-------------	-----------	---------------



Twisted Metal 2 seems like a completely different game to its predecessor, which is a good thing.



FIRST LOOK FIRST LOOK FIRST LOOK FIRST LOOK

Legacy Of Kain

Adventure • BMG • February '97

According to BMG, people have been going "mental" Stateside for this vampire laden gofest. With some of the finest intro and between-level animated sequences you're likely to see at anytime, anywhere and a play area so large that even Les' hair couldn't fit in it, it's probably understandable. But, this is much, much more than merely a graphical tour de force. For starters, it's got a bloody great story, deep, involving puzzles and plenty of vampiric goings-on, which add up to screen after screen of floor-washed bloodshed. Needless to say, this is going to have the censors getting a bit hot under the collar but we, for one, frankly don't care. Should be one to watch...



WWF In Your House

Wrestle-em-up • Acclaim • February '97

Although the old magic that used to have you sitting round the box, laughing heartily and eating and drinking huge amounts has gone on the real-life WWF, there's no denying that it still gets a good run out on the consoles. And Acclaim's latest not only comes complete with the normal array of characters, special moves and rubbish, meandering drivel about "feeling the power" of the Ultimate Warrior but also – yep! – is In Your House. Like, great. Anyway, reports suggest it will be delivering ring-fulls of stretchy pants in February. Can't wait, us.





FOR 

FROM **Konami**

WHEN **January '97**

INITIAL DESIGN PROGRAMMING PLAYTESTING DEBUGGING FINAL VERSION

Improving on the somewhat lacklustre NBA In The Zone wasn't likely to prove too difficult a task for Konami. It's flabby performance smelled distinctly of sweaty groins and used jockstraps and didn't do much for the basketball cause here in beautiful Blighty.

And so, unsurprisingly, the work put into this sequel has already allowed it to surpass its predecessor. The addition of a smoother, faster game engine, some delightful graphical touches – including the ability to see the reflections of the players in the court floor – and an Edit Player facility, that allows you to create your own team, means that NBA In The Zone 2 may finally allow the too-often-distanced game of basketball to bask in some well deserved glory.

In the Zone 2 boasts an enviable array of playing options including a stamina factor, 12-man rosters, fake shots, selective dunk shots and no-look passing. Admittedly, much of these won't make a great deal of difference to the playing experience of those uninitiated in basketball speak but, put simply, the game is likely to be as comprehensive a

representation of the sport as ISSD was of that wonderful game, football. Being an official licence means that the game has 348 NBA players as well as 29 NBA teams and a selection of competitions incorporated into proceedings across the pond. There is also a trading option – essentially a transfer list – to allow for some much-needed wheeling and dealing should your season start going horribly wrong. Fouls have also been thrown, head first into the action with dirty deeds positively encouraged.

NBA In The Zone 2 should be readily available for a January release and we'll be paying it a visit this time next month. Should be good stuff, and with no NBA Jam around to steal its thunder, likely to prove more popular than popping round to Geri Spice Girl's gaff for some lovely tea and biscuits on a hot sunny afternoon.

The actions of the players are lovely, with realism being the order of the day.



Anternee? What next? Marrrrrcus? Timm? Lez? Wil? Oh, that's how you spell it anyway...

NBA IN THE ZONE 2

Konami. Tactics. Fast, furious action. ISSD on a basketball court..?

Fantasy Basketball

If taking control of someone else's team isn't what you're looking for then the inclusion of this excellent Create option will not only allow you to name your squad but also dictate the team members' size and colour. Yep, choosing the build of your player and tailoring it to the needs of your team is very much on in In The Zone 2, meaning that you can construct a team, take it all the way and claim all the glory. Nice.



Above: Tall players are obviously most likely to pull off the dunks.

Right: Change the names of your players.

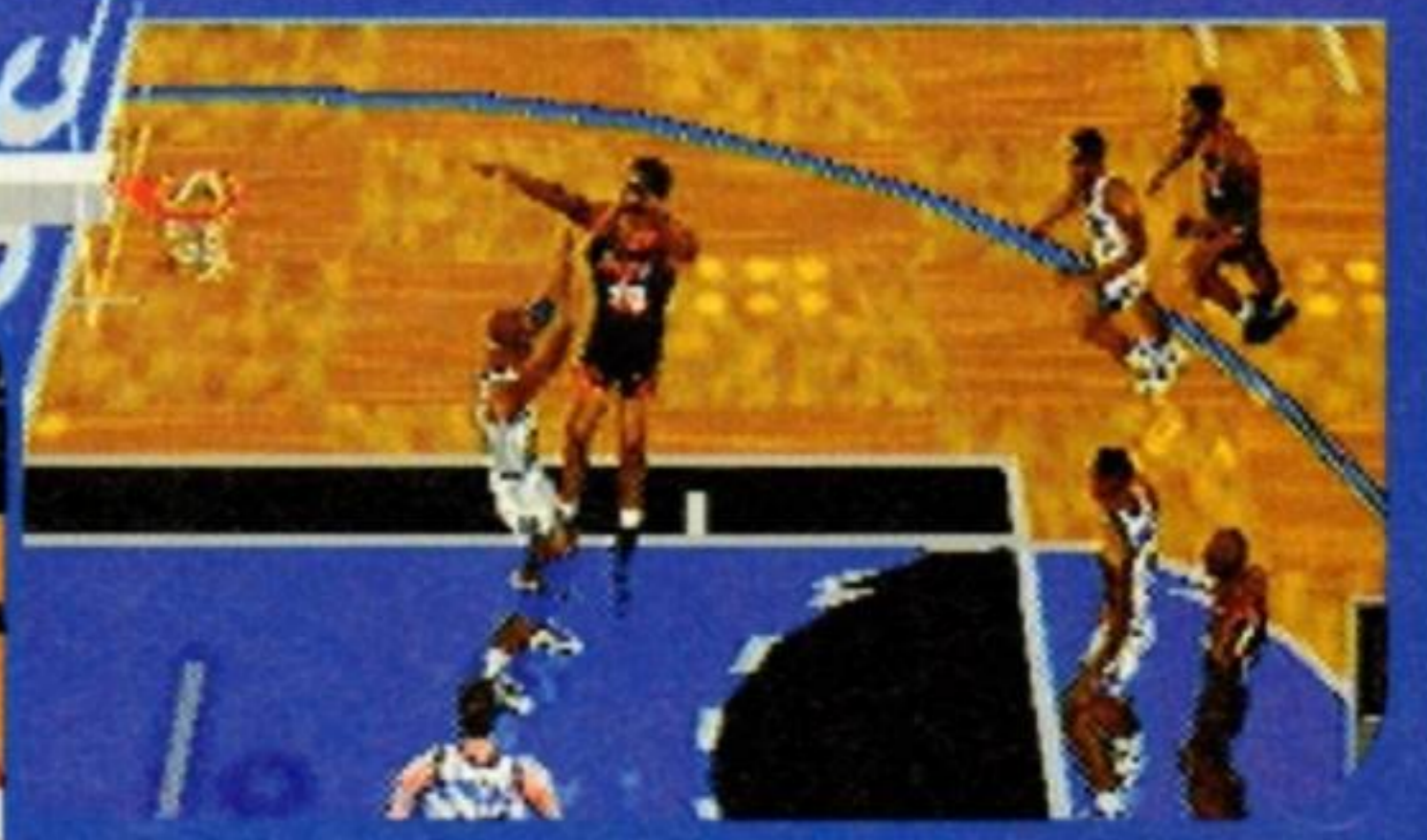
Choose the body shape to create original player.



29 NBA Teams means there's mucho variety.



Look at the reflections in the court floor. Oooh, that's lovely.



Chances are that, until you get to grips with the "shielding" option, you'll be shooting any chance you get from anywhere you can.

LOOK FIRST LOOK FIRST LOOK FIRST LOOK

Jack Nicklaus 4

Sports sim • Accolade • February '97

Take the expert knowledge of the "Golden Bear", Jack Nicklaus, get him to design a series of more-than-challenging golf courses, throw in some unbelievably good visuals and a course editor for good measure and the chances are you're likely to have the golf-playing fraternity wetting their pants in anticipation. You're also likely to have, potentially, one of the finest representations of this ever popular sport yet seen.

The early PC version is hugely promising with detail soaking the game like a particularly hefty wave and the PlayStation version isn't merely a conversion but a whole new game worked on from scratch by the lads at Accolade. Should be good stuff...



The Crow: City Of Angels

Beat-em-up • Acclaim • February '97

Based on the second movie starring some unknown French bloke which doesn't stand a hope in hell of matching the brilliant first film, Acclaim have turned this dark, moody movie into a scrolling 3D beat-em-up. Hmm, how imaginative.

You play the dark hero of the film (who will no doubt die before he reaches the end of the game) who has to hack and slash his way through the villains to seek revenge on those who did him in. The game is focussing on recreating the dark feel of the movie. You get to use all sorts of weapons that you will find on the bodies of anyone who you manage to do in. The movie is getting a rough ride but this should do better.



Since the untimely demise of *Ski Sunday* and, in particular, David Vine's duket – but experienced – tones, living room snow-based shenanigans have sadly melted away. In recent months, only *Winter Gold* on the SNES has had a go at reviving skiing's flagging fortunes, and that took an unfortunate head-first tumble off the side of a mountain.

So, with the competition nursing injuries back at the hotel, Sony's *Cool Boarders* has taken to the piste and discarded tired old skiing in favour of the craze that's sweeping the nation (of Andorra), snowboarding, setting the scene for some frighteningly fast downhill action, not to say a few close encounters of the black ice kind.

Never let it be said that *Cool Boarders* isn't comprehensive, though. Oh no. Not only can you choose your type of board and its colour but also whether you want to play as a man or woman and what type of sex you want. I meant, er, what type of... male and, erm, female... you want. Basically, this boils down to a spot of clothes preference with drab browns and bright reds being on offer. Crazy – but scream blue murder – if it isn't nice.


Anyway, after you've departed the gender scenes, you're into the game proper and that means mucho snowboarding. The speed of the game will be the main focus of appeal with the mountains and log cabins gliding past before you know it and lethal edges creeping up on you like murky Monday mornings. Best to learn those controls thoroughly.

But, the game isn't merely about obtaining the best time: points are also awarded for style and content rather like a good dosage of ballet or ice skating. So, if you pull off a rather smashing twist or tailback you'll gain yourself vital points in your quest for victory.

Perhaps, the only thing likely to come up against *Cool Boarders* is the fact that there are only three tracks, two of which you come to know like the back of your hand quite quickly. Admittedly, there's likely to be a couple of secrets in amongst the cold surroundings but, initially, the lack of variety might prove annoying.

Still, this looks like it could be a healthy spoonful of sport-like pudding and with a glowing smile of a two-player mode, could yet prove itself to be a barrel of laughs.



FOR 

FROM Sony

WHEN January '97

INITIAL DESIGN	PROGRAMMING	PLAYTESTING	DEBUGGING	FINAL VERSION
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COOL BOARDERS

Time to go out on the piste. Oh, has that been done before..?

Mucky, grey snow and lights in the cabin mean you're racing at night.

Each snowboard varies in its speed, handling and the like.



It can feel like you're part of a pinball machine through this tunnel section.



Yes, there are plenty of check points which must be met at all costs.

The sense of speed is awesome. So is the fear of falling off the edge...



FIRST LOOK FIRST LOOK FIRST LOOK FIRST LOOK

Tenka

Shoot-em-up • Psygnosis • Spring '97

With *Final Doom* currently well at home in amongst *Doom* and *Alien Trilogy* on your bedroom shelf, Psygnosis have come up with a pretender to the throne in the form of *Tenka*. Replacing bitmaps with polygons, introducing a host of never-before-seen weapons and using a multi-directional camera to excellent use, *Tenka*

boasts an impressive array of facts and figures. And with Psygnosis' usual Mr Sheen-like makeover not nearly in motion, probably about to do for the shoot-em-up genre what *Wipeout 2097* did for racers. Ooh, it's going to be good...



Independence Day

Shoot-em-up • Fox Interactive • Spring '97

Hmm. It might have been the most successful film of all time but *Independence Day* didn't exactly hold together very well. Blowing up an alien empire using an Apple Mac laptop, indeed. Still, Fox can see there's a place for some console-related japey as their forthcoming conversion goes some way to proving. Sadly, the game does follow the film's sieve-like plot but gives you the added bonus of flying a choice of fighter planes as well as constructing a computer virus. And graphically, it looks gorgeous with a host of fully 3D rendered locations. Possibly a preview next month, eh?





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Right at the beginning of the game you have to defeat the five bosses residing in each of the towers around your village.




The village where your quest kicks off: the people are mysteriously frozen. Ye Gads! Is there no end to this madness?



The Mode 7-ish maps featured in the game make you feel as though you live in a tunnel.



FOR 

FROM **Nintendo**

WHEN **January '97**

INITIAL DESIGN PROGRAMMING PLAYTESTING DEBUGGING FINAL VERSION

TERRANIGMA

Formerly a winner of an RPG in Japan, can Terranigma do the business in Europe?



The new year heralds a bit of a treat for RPG fans with Nintendo delivering unto the hordes the English translation of

the superb *Tenchi So-zo*, an action-orientated title with the Overton seal of approval and a development team well versed in the genre after successes with *Illusion of Time* and, before it, *Soul Blazer*. Oh, it's been re-christened *Terranigma*. Lovely.

You take the role of Ark who opens a forbidden box in his home village of Crysta – on the inside of the planet – setting off a disastrous chain of events that requires him to resurrect continents, revive lifeforms and re-establish civilization. Certainly, there's nothing small scale about the storyline and neither, you quickly come to realise, is there anything small scale about the game.

The whole thing is vast, with literally hundreds of locations to visit and many more characters to interact

with. It's mix of settlements and huge maps will almost certainly appeal to fans of traditional RPGs, whilst its emphasis on dispatching the enemies with a variety of weapons on sight instead of switching to a "battle screen" will make it easier for outsiders to get a feel.

Naturally, with this being an RPG and all, there's plenty o' magic to gather up, with attack spells being accompanied by summon spells, allowing you to bring friends from your past back to help you (with dragons and mermaids being among the more entertaining). For any RPG-er this will come as a particularly welcome sight.

Terranigma has been pencilled in for January although it might actually slip to February instead. Still, with *Tenchi So-zo* being so well received first time round, this European edition isn't likely to run into too many severe problems. Expect smiles all round in the crayoning corner of GamesMaster next month when we reveal the fella...



There are plenty of nasties to defeat in the game – you'd best be a bit silky with your staff.

FIRST LOOK FIRST LOOK FIRST LOOK FIRST LOOK

Final Fantasy 7

RPG • Square • Spring '97

The PlayStation's most hotly anticipated venture into RPG territory couldn't really be in safer hands than those of the developers at Square. Already well and truly quizzed in the dos and the don'ts of the genre, their seventh addition to the *Final Fantasy* family looked good from the moment the first screenshots started seeping out. However, until you actually see the thing living and breathing you don't quite realise how special this is likely to be. Graphically it's nothing short of stunning with its 3D twist on the traditional format making for a jaw-droppingly entertaining spectacle. Mark our words, this is going to be fabulous...



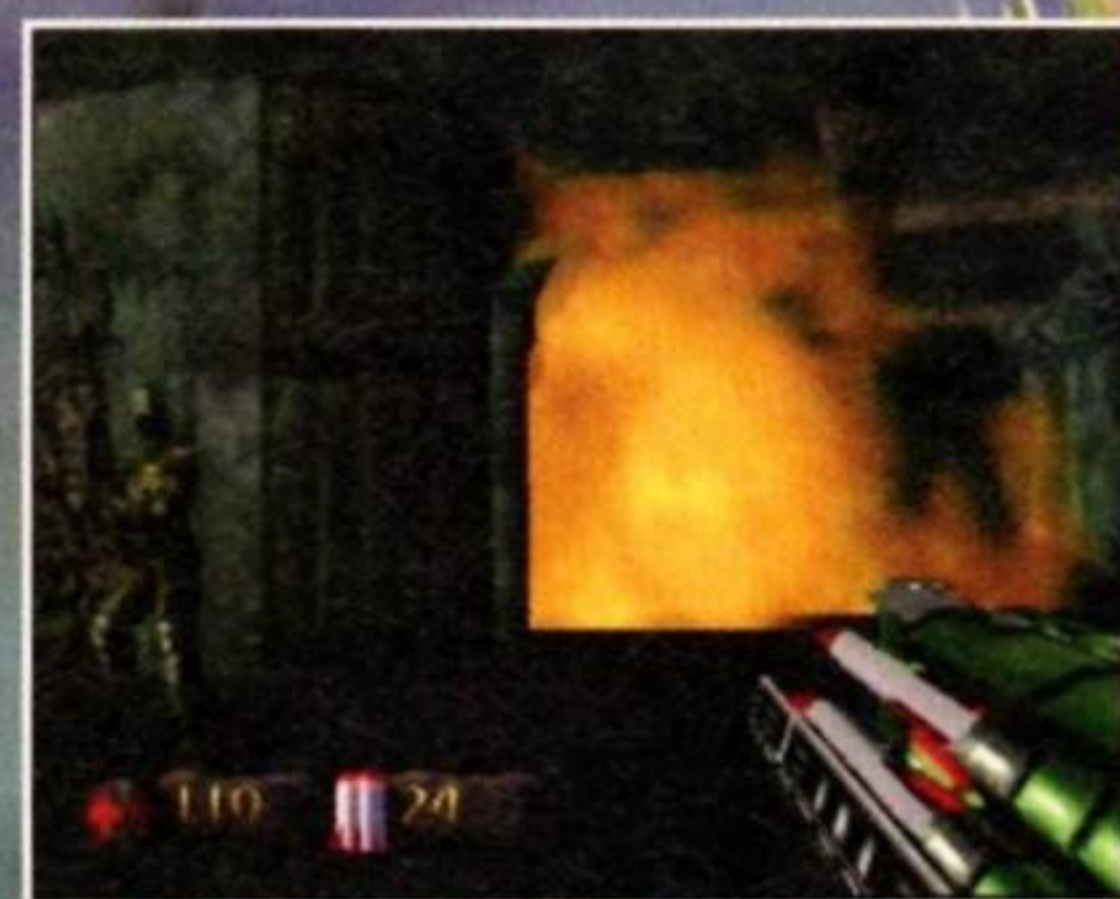
Road Rage

Futuristic Racer • Konami • Spring '97

A conversion of their own arcade machine, *Speed King*, Konami's freshly titled *Road Rage* will be hitting early next year. With high-speed japey a-plenty at the forefront of the game and the objective to beat off a series of gradually slipperier opponents on inner city circuits, *Road Rage* is clearly hoping to piggyback the success of *Wipeout 2097*. The tracks on offer seem a lot trickier than in *Psygnosis'* awesome racer, being that they're distinctly thinner and they're packed with even more tight and twisting corners. The pop-up seemed to be a bit of a problem when we saw it – let's hope that's rectified.



Turok: Dinosaur Hunter. Much has been said and little seen. But finally, Acclaim have opened their doors to a UK games magazine. Here starteth GamesMaster's exclusive first look at the forthcoming monster...



TUROK.

dinosaur hunter

Aclaim have had developers Iguana Entertainment working on Turok for two years now. So it wouldn't be unreasonable to expect them to have come up with something a bit special, would it? And it was with high hopes that we greeted the spanking new cart which arrived in the office. Were we disappointed? Were we chuff.

A bit of background: This first person 3D blaster sees you controlling the dinosaur-culling motions of native American Turok, a popular hero from one of Acclaim's own comic books. For what seems like – and in fact is – generations, the eldest-born fella of the

Fireseed family has fleshed out the role of Turok, defender of humanity against the threats boiling over from the Lost Land. This so-called 'sewer of the universe' is an interdimensional venue for a collision of past, present and future. And with the villainous Campaigner about to make an assault on Earth with an army of Bionosaurs from the Lost Land, things clearly need sorting out there.

The game is composed of eight main levels, plus two bonus ones. That was our main reservation about Turok when we initially heard about it way back in 'Nam. Just eight levels? Like, as in one more than seven? In a world

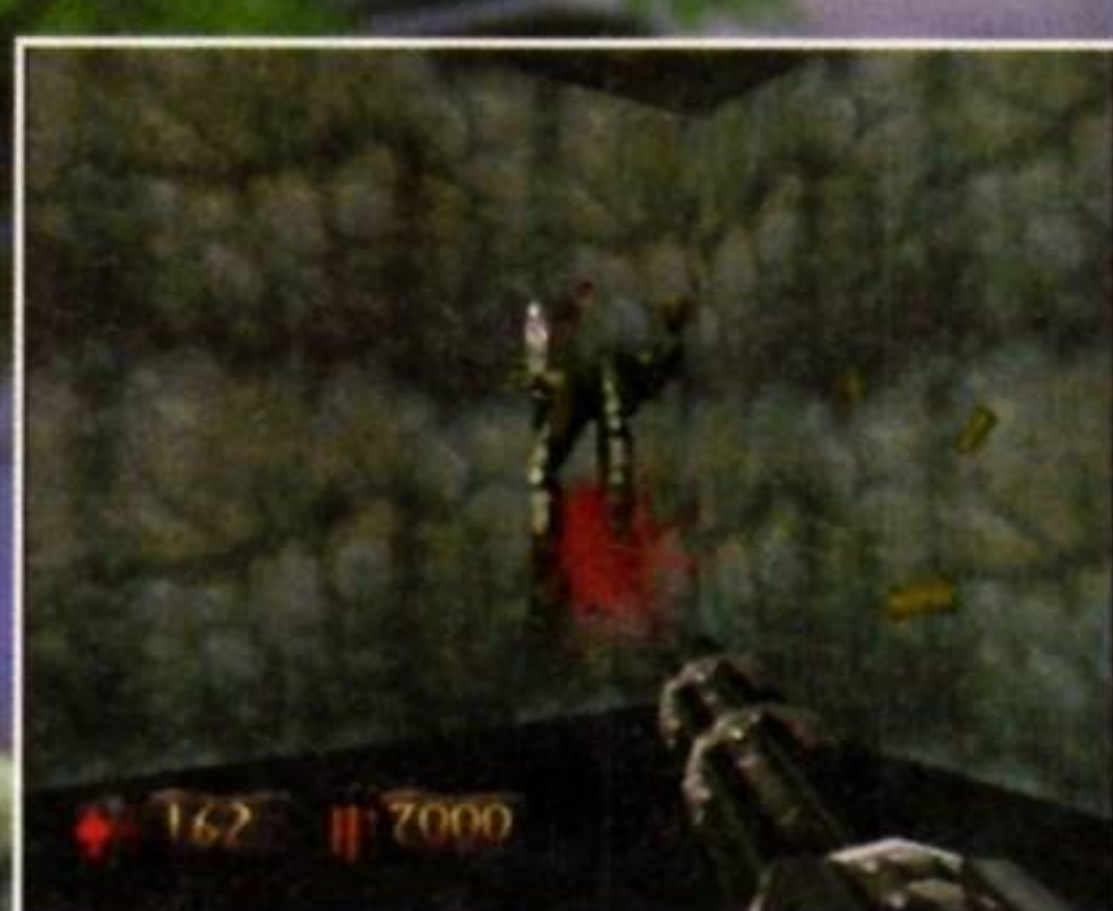
where developers are being forced to cram more and more in? Surely not, John?

But just a brief foray around the opening area reveals its expanse. The levels are HUGE, packed with places to explore and hidden bits to find. One minute you're traipsing about humid jungles, the next you're legging it 'round the tight corridors and tunnels of some grim temple, then you're off for a dip in the local swimming baths. This Kellogg's Variety Pack of diversity should alleviate the worries over its level count. And with the levels packed with some very tough buggers, this isn't going to be any push-over.

Just look at all this...



You can carry on shooting the aliens when they're dead, bouncing them all over the shop. They'll eventually disappear.



Shoot an enemy and their blood slips slowly down the wall behind them. The blood may turn green for a UK release.



You'll be cosily familiar with *Turok's* explosive quality pretty quickly. The Quad Rocket Launcher's a lovely piece of kit.



Here you have to negotiate a set of separated blocks – by jumping – while avoiding the billowing flames. Nice.



FIRST IMPRESSIONS?

Jeez Lou-freakin'-lise. The monster that is *Turok* is simply awesome. Oh, it delivers alright. Be gone those doubters who muttered such tawdry cliches as, "It won't be as good as *Doom*". The plain, blinding fact is, I've had a full go on it. And it will be. Bold, I realise, but – damn my pants! – if I'm not proven correct.

Oh, we're getting excited, sure, but, hell, once you've seen the strapping great shape of Acclaim's *Turok*, it all-too-quickly dawns on you that this is a game that deserves to be swamped in excitement. The weapons... ohmybloodyhell the weapons! Forget *Doom's* BFG, *Turok* goes five better (at least) with its alien chain guns and, ultimately, the jaw-dropping Fusion Cannon.

Graphically, this is a game that makes full use of the N64's technicalities. The fact is that this is one game that just couldn't be ported over to the PlayStation. If it ever is, it'll have a severe makeover.

Frankly, I'm getting all sweaty just thinking about the finished version. Certainly, on its appearance, I'm going to have to be strapped down. This is one game that you'll definitely not want to miss...

Tim Weaver

Below: It's satisfying to find such a variety of enemies in the game. They all must die.

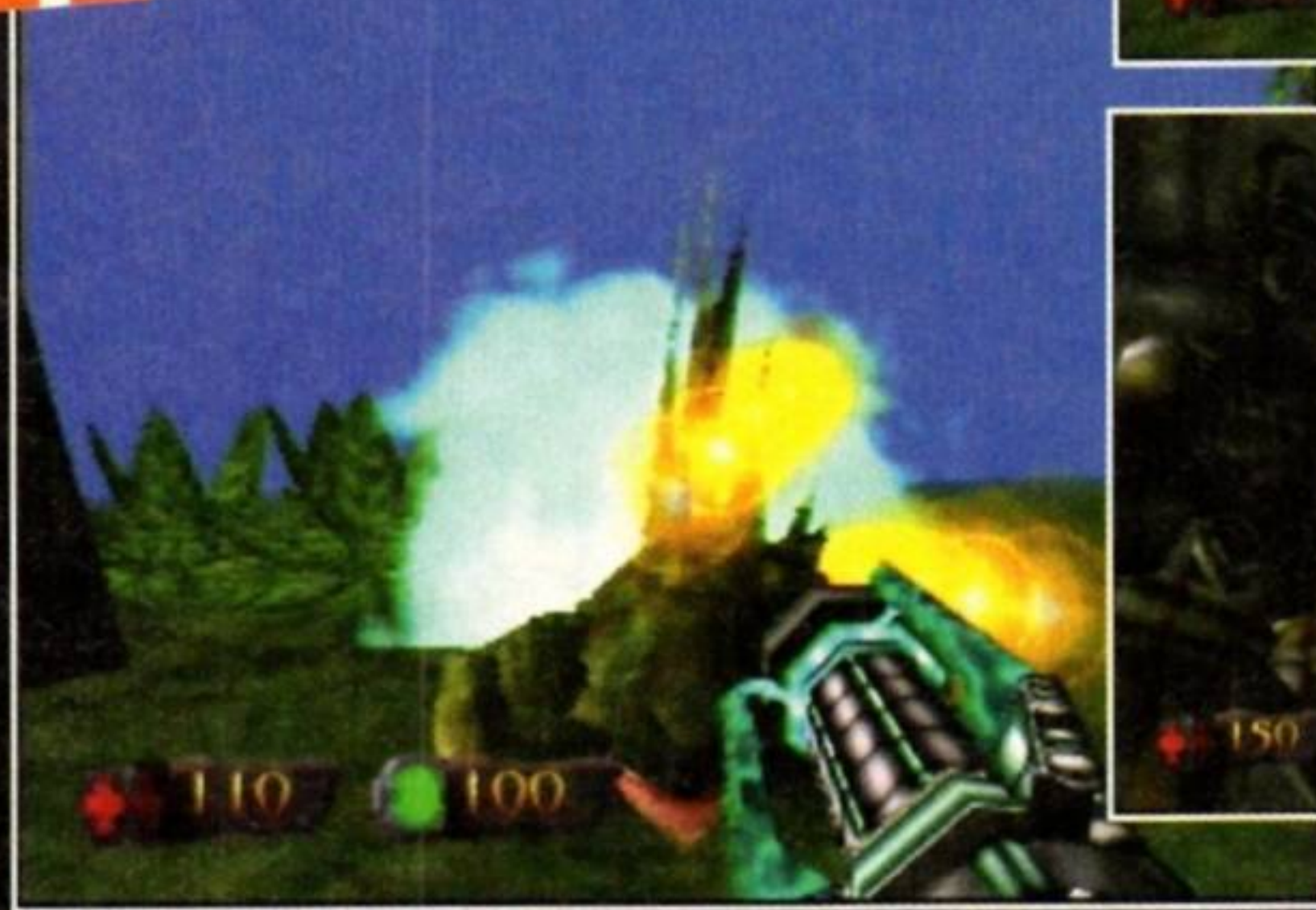


Hey, Good-Looking

You'll never tire of looking at the thing, either. The throng of drooling games journalists around GM's 29" glowing box was testament to this. The range of locations is certainly refreshing to see, and the graphics are truly outstanding. One thing that can only be appreciated by sitting down in front of the thing is the way that it all moves so realistically.

The animation shifts as smoothly as a buttered piglet. Acclaim's motion-capture technology has once again provided the goods, with the humanoid enemies walking, running and – yes! – slumping over holding their various wounds EXACTLY AS YOU IMAGINE YOU OR YOUR BEST MATE WOULD. If you'd taken one in the gut from a Quad Rocket Launcher, that is...

Turok looks like no other game in the *Doom* genre. Pixellation up close? Get out of it. Dinosaurs look clean in the distance, and keep their velvety texture when



they're right up in your face, and they do like getting in your face. The weapons jig about as if you really were carrying them – there's no up-down up-down by the numbers business here. And the level of detail extends to the background furniture: cobwebs drift gently in the breeze that spills along the corridors, flames spew from the gaping mouths of carved faces in the walls, flare from the sun sweeps across the screen as you look into the sky, vertical warp holes ripple and purl exactly like real water (and like the pools in *Super Mario 64*). Loads

of little touches that go a long way to enriching the dinosaur hunting experience.

The controls, admittedly, take a bit of getting used to. Even though we're *Quake* and *Terminator Future Shock* veterans, the idea of controlling your head movements separate to the direction you move in on a pad made us go a bit squiffy. But although, when you initially start

continued on following page



Death Of A Trailsman

Death. It's a funny old thing, really. Alright, not exactly "Ooh vicar, there goes my bra" funny, but a strange old bird nonetheless. One minute you're happily scampering about the dinosaur-pocked undulating terrain, the next you're plunging Wil-E-Coyote-like down some great misty cavern. A right barrel of laughs, that.

But there is a bonus to popping your clogs in *Turok* - you get to see the tasty regeneration sequence. Our fella with the pigtailed is scooped up and spun around like some freakish rag doll in a mystic vortex, before being carefully settled back on his buffalo-skinned feet. We reckon you'll be seeing this sequence rather a lot before you see the end of the game.



Left: Problems with the amount of blood and gore may arise. Oh yepper.



Above: Up Close and Personal with Mr. S skeleton. Bad time to choose weapons.



Below: As you've probably gathered the weapons are just freakin' phenomenal.



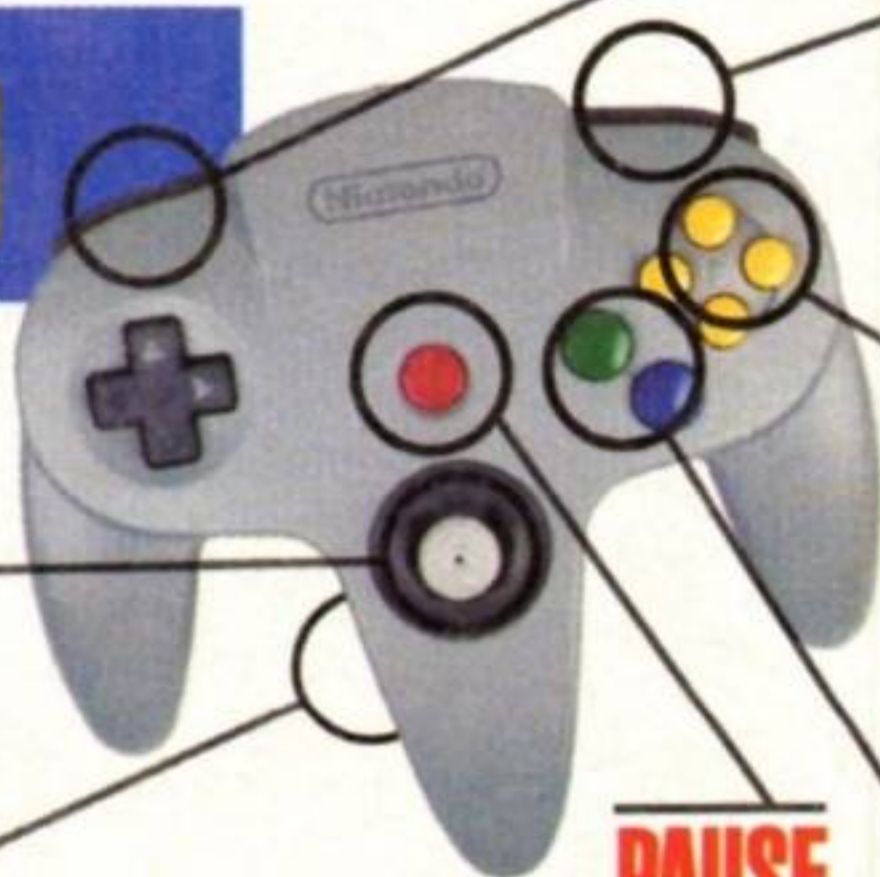
Above: One of the few occasions when nothing - that's nothing - is happening.



Movin' on up

HEAD
Similar to the mouse in great PC 3D-em-ups, this controls where you look.

FIRE
No surprise here. The Z-trigger is only there for a spot of trigger-fingering.



PAUSE
Obviously.

JUMP
Comfortably placed, and apart from the obvious, these allow you to surface when moving about underwater.

LEG IT
It takes a bit of getting used to, but each button moves you in its respective direction.

WEAPONS
These cycle up or down through your currently held weapons. Fast response.

Aqua Ma-Scene!

The swimming sections are distinct rivals for the likes of *Super Mario 64*, *Tomb Raider* and *Quake*. The sound effects are dreamy and the sense of 'being there' totally convincing - stop moving and the camera starts bobbing backwards and forwards, as if the currents are washing over your native American hide.

The swimming 'action' is dead easy to get to grips with too. Simply point your pointy head down using the analogue stick, and press forward. You'll be beneath the waves, 'porpoising through the briny' in no time - the forward button is very sensitive underwater, helping you to get out of tricky situations dead quick. To surface, keep pressing jump and you'll be able to skim across the top of the waves. Press jump again near a low platform to leave the water completely.

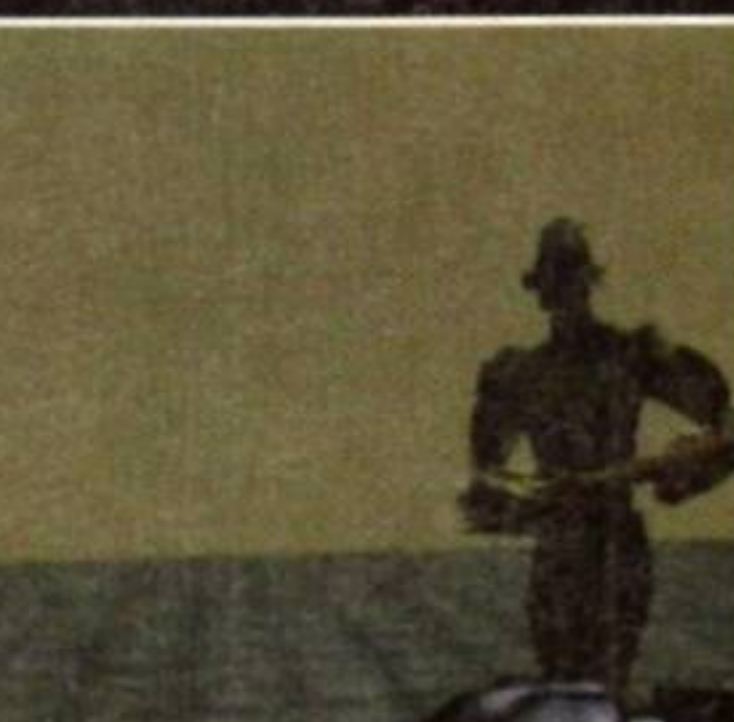
Your weapon automatically becomes the knife, but you won't meet anything that can't be killed with it.



← continued from previous page

thumping the dead sensitive analogue stick everything seems a bit here-there-everywhere, once you've relaxed into it it makes perfect sense. Negotiating thin ledges, bridges and the like is effortless - just hold the stick right down and use the yellow C buttons to move around. In the excitement of battle, though, things can become a bit manic, and trying to get your gun lined up on a target that's not quite at the top of the stick's reach can be trickier than Tricky his

Left: The AI in the game seems to be spot-on, with enemies chasing you at every opportunity.



Shhh. Don't tell anyone, but Les was scared. Oh yes. Really scared.

Mist-o-rama is the name of the game in *Turok*. Dooh, it's moodier than the Moody Blues.

Gunning For Glory!

One of the (many) things that impressed us about *Turok* is the choice selection of weapons at your disposal. They are the best we've yet seen in a first person shoot-em-up. Obviously, being a pre-production version, the cart Acclaim let us play around with allowed us to access all of the fiery devils with unlimited ammo...

Hunting Knife

The purest of weapons, *Turok's* blade is, unsurprisingly, not much use against the scabby old hides of the transit van-sized Bionosaurs and dinosaurs. In close combat with a humanoid, though, you'll find one slash will reduce them to tottering fops clutching their necks.



Bow & Arrows

Although you desperately want it to be, *Turok's* set of bow and arrows is a weedy old weapon to use, especially from a distance. But once you find the Explosive Arrows it becomes a deadly — and hey! — cheery friend. Make sure you're not close when the explosion goes off, mind.



Pistol

Yeah, yeah, like... it's a pistol. But like the knife, it comes into its own up-close. Just let one shot go and watch as the enemy staggers around before slumping to the deck. They'll then try to crawl away from you and it's up to you whether you finish them off or not. It really is that simple. Not effective on BIG things, though.



Assault Rifle

It's light, quick and accurate, like a striking slow worm but a bit more effective against dinosaurs, especially when you're close to them (it's a great 'ambush' weapon). But you'll be dying to get hold of the beefier guns after a while, even though this foxy old chick can still teach you a thing or two.



Shotgun

A classic "gonna make you squeal, boy" blaster that will evoke memories of *Doom's* dark, dank corridors. Trouble is, you won't feel half as safe with it as you did in *Doom* — there are dirty great dinosaurs, Bionosaurs and aliens fouling up the joint here. Good job you can get hold of explosive shells...



Auto Shotgun

Like some freakish frill-necked lizard, this is essentially the shotgun with a whirling collar of death. Unsurprisingly there's no loading time, so it's quick to use and, dammit, as far as 'primitive' weapons go almost as much fun as the chaingun. Almost.



Chaingun

Aah, the chunky metallic purr of a chaingun. This spinning shaft of doom, gobbing out its red hot seeds of fury, will please every *Doomster*. It's still one of the most satisfying weapons around. And the 'dangerous end' slowly revolves to a halt once the fire trigger is released. Like in *Predator*. A nice touch, that.



Grenade Launcher

The exploding tin turtles this pump action puffer vomits cause a satisfying amount of destruction. The grenades themselves, once fired, bounce around the place, hitting walls and the like, as you'd expect them to in 'real' life. Mmm, so incredibly beefy.



FIRST IMPRESSIONS?

Christmas Day: Jurassic Park. Sam Neill? Jeff Goldblum? Dickie Attenborough? Bunch of arse, mate. You want to send *Turok* in. Send him in with his Particle Accelerator and Fusion Cannon and see those sorry testicled Raptors run for cover. OH YES!!!

Sorry, got a bit carried away there. But the weapons in *Turok* go straight to your head, y'see. They really are the thing about Acclaim's premiere N64 title that sticks in the mind as I sit here doing a bit of cold *Turok* turkey. We might be banging on a bit about them, but just remember the first time you found the BFG in *Doom*? Multiply that feeling by about seven and a half.

I must admit I'm still a bit worried about the amount of levels in there, though. But from what I've experienced so far, it seems to be more of a case of quality and not quantity. It's going to be the N64 first person shooter that all others are measured against. Even *Doom 64*. But I'm desperate to test out the full version now to really test it out...

Marcus Hawkins

Pulse Rifle

Now this is more like it. Hissing out its fizzing flecks of blue damnation, this is clearly a toy for the big boys. Great when you get in close to your target, as a massive blue flare — just one of the sumptuous lighting effect in *Turok* — engulfs the victim.



Mini Gun

You can't help but smile as this beautiful banshee unfolds herself and thaws out. She squirts green lightning-fast bursts of luminous energy, which cause nothing but explosive havoc once they reach their goal (or a wall). Again, the lighting effects are supe-oib.



Quad Rocket Launcher

A heavyweight weapon which unleashes four-way heat-seeking death unto the world. The smoking trails the weaving weasels of destruction spew as they find their soft targets are absurdly realistic, and give you the feeling that you're really holding a meaty giver of MAAAAAASSSSSSSSSSSACRE!!!! Ahem.



Particle Accelerator

A right royal ruiner in the hands of someone who knows how to use it. You hold down the fire trigger and its end spins away, charging up. Release fire and a blue burst is coughed up. On hitting its target, it'll instantly freeze them, suitably accelerate their particles, and cause a huge explosion. Best used from a distance.



Fusion Cannon

A weapon capable of extinction. There's no 'Pass Go and collect £200' with this abolition-baby. Press fire and it briefly charges up, before sending a red pulse into the distance. Give it a few seconds and almighty hell breaks loose, rubbing out everything in the vicinity. Satan in a shoota.



Chronosceptor

The stick of doom. Once you've collected its various scattered pieces while on your trek to defeat the Campaigner, *Turok* can assemble this alien weapon. Keep the fire trigger held down to charge up the staff of doom — the longer the better — then let go to launch a streak of rampant devastation.



Personal Effects

It's hard to get across in still screenshots just how – and we hate to use the word – *immersive* Turok is. But it bloody well is. It sucks you in with its atmosphere-drenched worlds and silky graphical style and flair, and won't let you go until you've explored just round that corner over there with the hope of seeing something else...

Just take a look at these series of shots, illustrating some of our current favourite effects in the game:

So enthralled were we by the aftershock that spins out from the heart of the explosion the Fusion Cannon causes, that we spent most of the time looking for weak-chinned dinosaurs to obliterate. A mesmerising effect.

Trance rating: 10/10



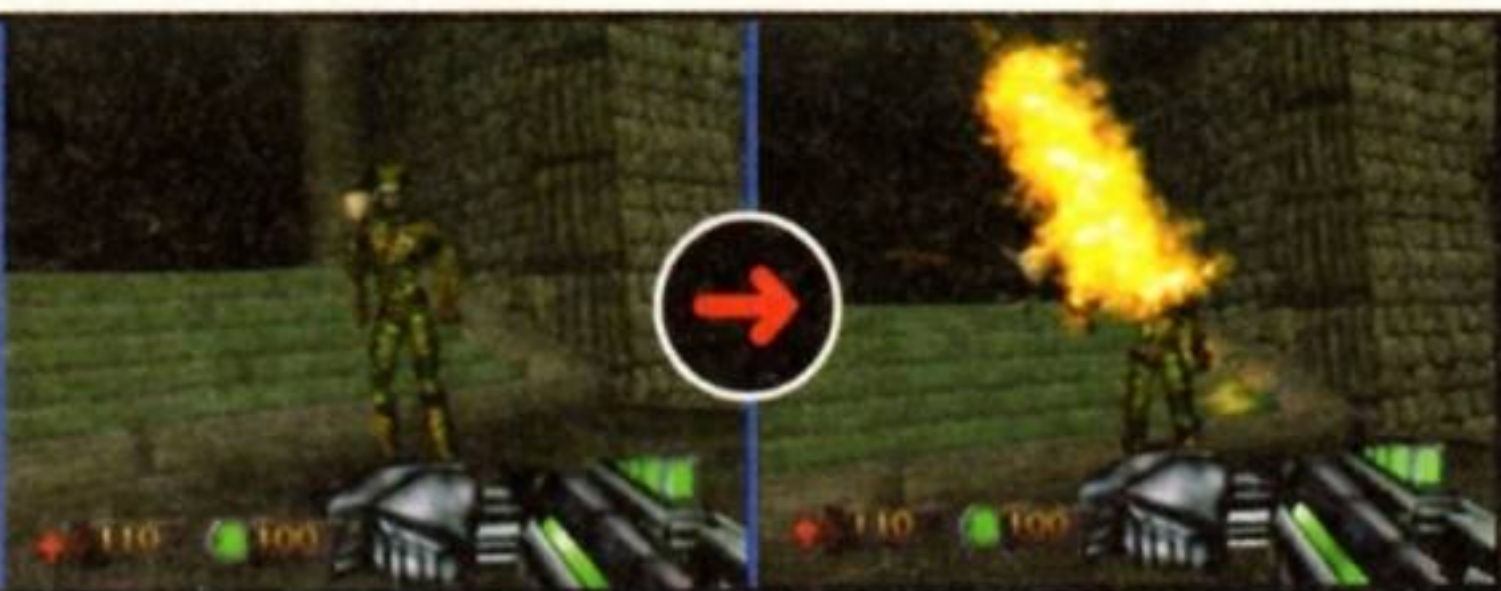
Both the explosive Shotgun shells (pictured) and the Pulse Rifle give off an impressive flare when you're at point blank range. As we've pointed out, the lighting effects are dead sexy, and these bursts are no exception.

Trance rating: 6.5/10



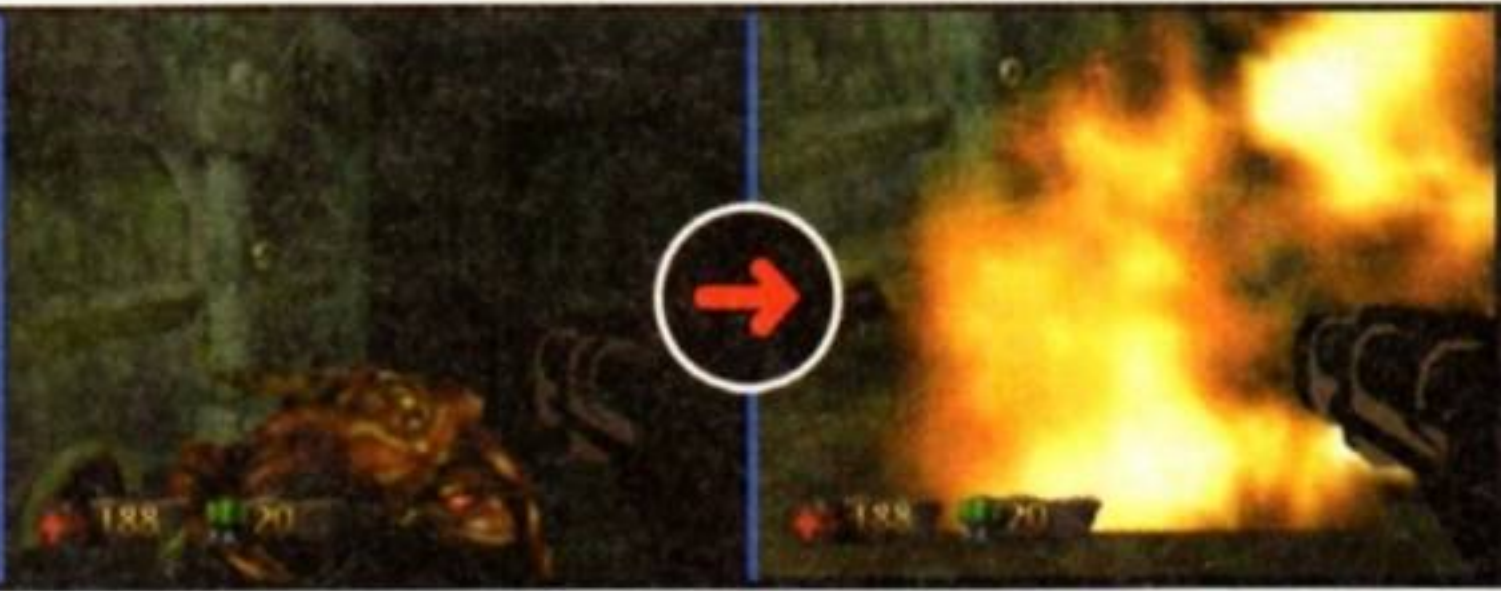
There are several of these feisty fellas. Stand in front of them (only when you're invincible, mind), and they'll spew out an impressive fireball, complete with ghoulish face at its front. Their screams are absolutely chilling.

Trance rating: 8/10



Watching grenades bounce off around a corner may not be the most captivating thing in this crazy wide world, but evading their cumulative explosions billowing along a tight corridor is still adrenaline-flushing stuff.

Trance rating: 6.5/10



Another little gem: quad rockets finding their victims through a misty haze. Smug grin on mug, watch as the unknowing gimps charge like headless chicken at you. Then watch those snaking vapour trails...

Trance rating: 9/10



If you've got time to take it in, the three-stage process of Particle Accelerator suffering is particularly absorbing. Watch as the victim is frozen, turns black and explodes in a bevy of blueness and 'bits'.

Trance rating: 9.5/10



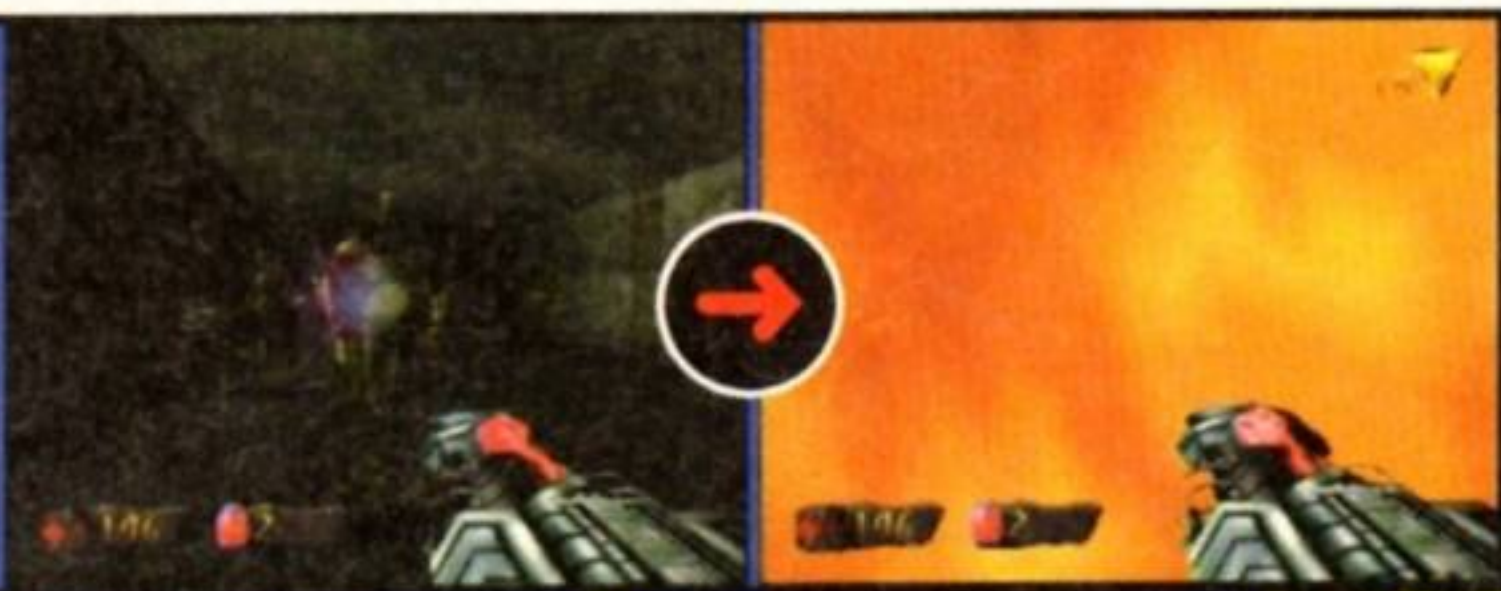
Weapons that charge, such as the slinky Chronosceptor, are a treat when used on a sluggish dino 'rushing' you. Once they get up close, release that trigger and marvel at the pretty blue swirls that KILL ITS SORRY ARSE.

Trance rating: 10/10



Sorry. But the Fusion Cannon... it's just a real beaut. It's not wise to trigger it off in a tight corridor, though – unless you're invincible. Or have a particular affinity for nuclear fallout. WE. ALL. LOVE. IT.

Trance rating: 10/10



The bow is the weapon most associate with Turok. Pity it's not much cop, then.

Warps And All

Throughout the game you can't fail to notice these mesmerising blue 'pools'. These are in fact portals, whose main purpose in life is to whisk you to the special warp area. Once here, you'll be able to move from level to level in search of the missing pieces of the Chronosceptor and the odd hapless dinosaur to test the dirty great wand out on...



The Stargate-style warps litter the game and add to the graphical sensation. More relevantly, though, these compete easily with those in *Super Mario 64*.



Sometimes, the warps take you to bonus levels with health, power-ups and sometimes weapons available for collection. In the warp area (above) you can move between levels.

New Power Re-Generation

If the version of Turok we played for this feature is anything to go by, the final game is going to be rock-solid in terms of difficulty. Admittedly, we spent most of the time strutting about in God mode, exploring the four levels in place, mooning at the aliens and trying out the vast arsenal of attack weapons on the dinosaurs, but we could tell that there's a strong challenge in there.

Consequently, power-ups litter the vast levels. There are the expected slabs of ammo (with explosive arrows and shotgun shells also to be had) and the like. The most abundant are the Health replenishers, colour-coded to show their power. They're everywhere, the triangular fiends!



Health comes in the form of small yellow triangles...

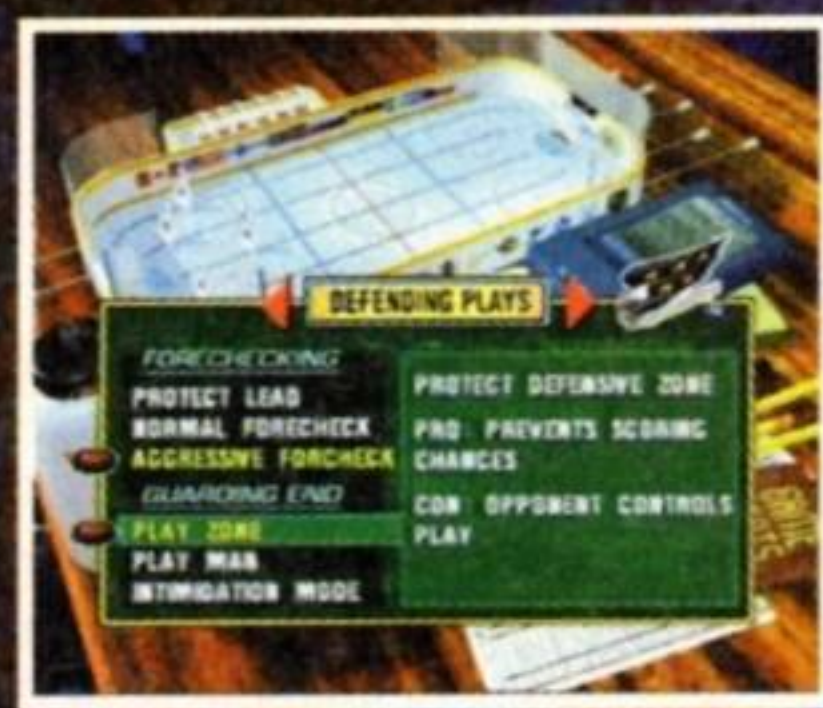
... rather like these. They're shiny and spin a lot.



IT'LL TAKE YOUR FACE-OFF!

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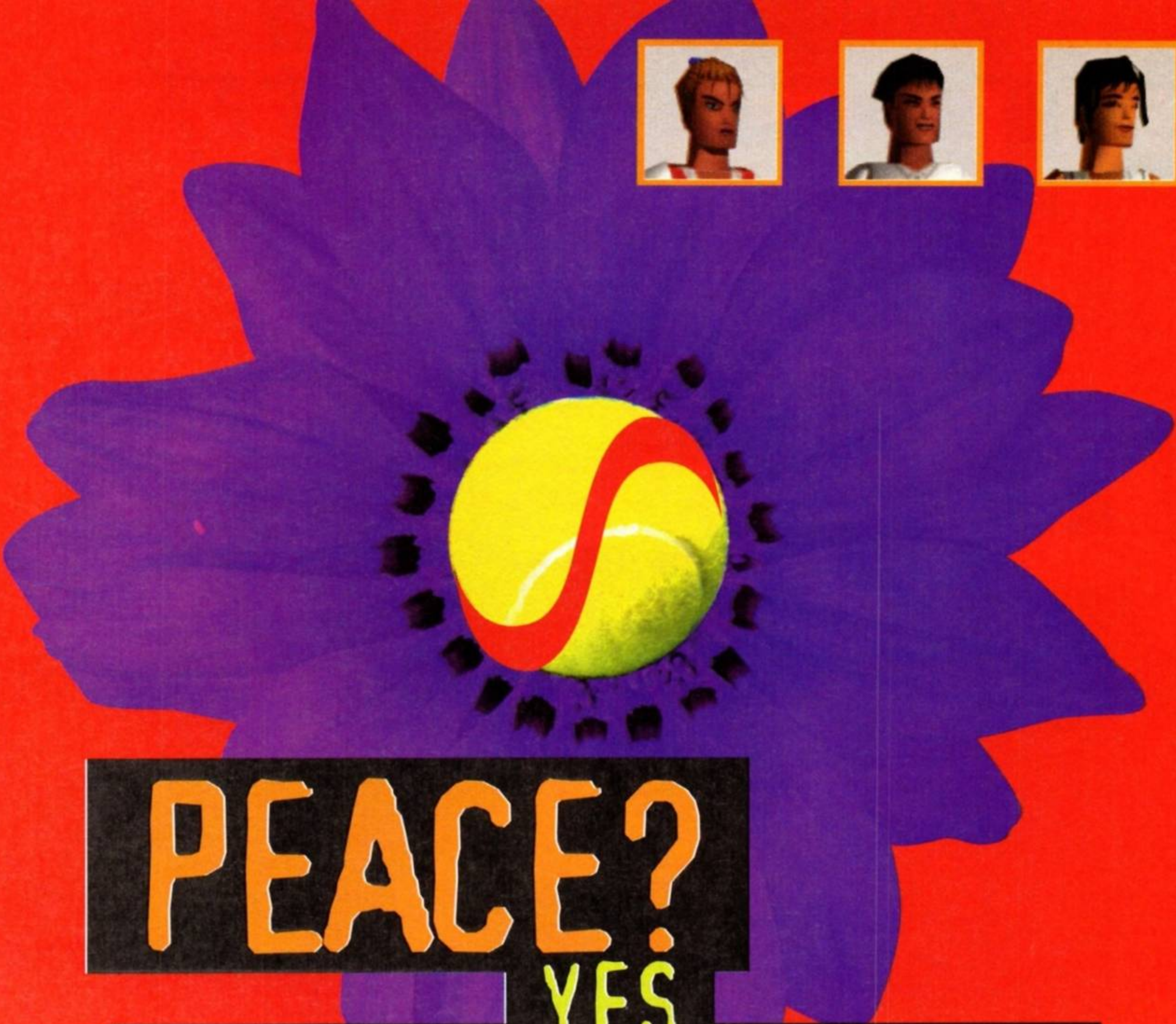
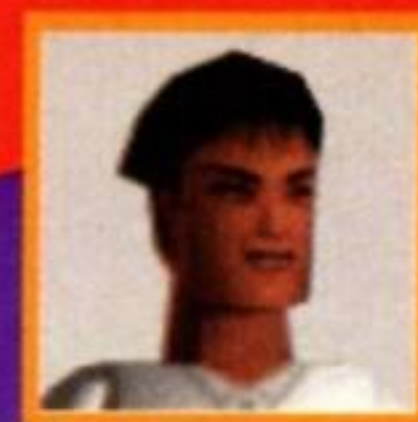


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- Multi-player options



Radical
ENTERTAINMENT





PEACE?

YES

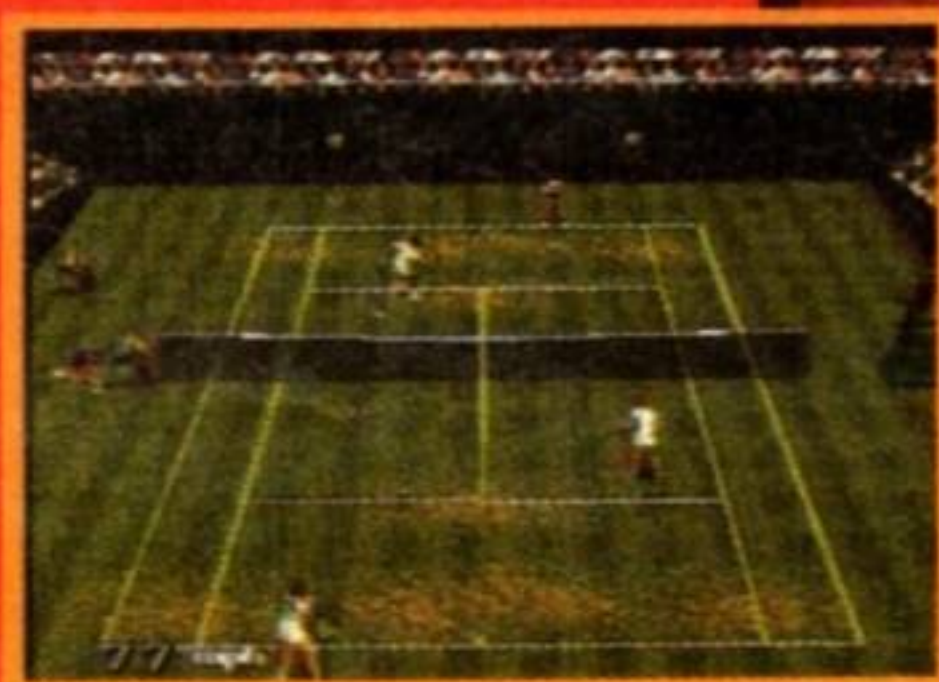
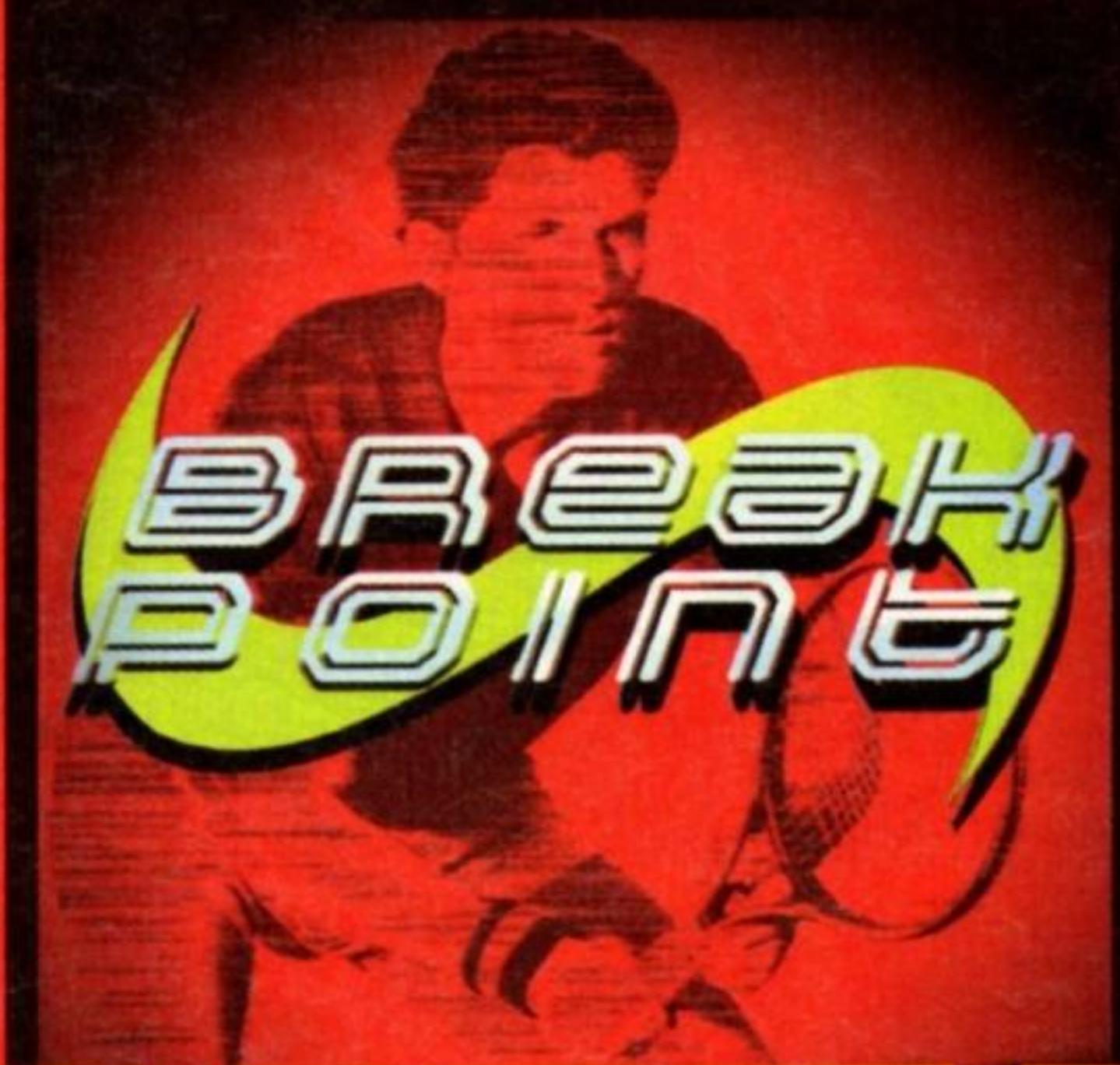
UNDERSTANDING

SURE

LOVE?

NOT ON THIS COURT

BREAK POINT WITH EXTREME PREJUDICE.



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reviews



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WAYNE GRETZKY'S 3D HOCKEY
Nintendo64



The four big hopes for Christmas are all here. EA's latest *FIFA* incarnation, Sega's *Virtua Cop* sequel, Nintendo's SNES platformer goes ape and we get our hands on what is going to be the biggest selling PC game of the year.

OUR REVIEWING GUARANTEE...

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

MARCUS HAWKINS



Position: Editor, GamesMaster

Presents? I want world peace, a lump of home-made Cheddar cheese and the rest of the team to do some bloody work.

LES ELLIS



Position: Deputy Editor, GamesMaster

A headlining gig at Madison Square Gardens, but I guess I'll have to put up with chocolate and socks. Cheers mum.

TIM WEAVER



Position: Reviews Ed, GamesMaster

I want Brett from Suede to come to my house for a lovely dinner and the plastic surgeon to finish my nose sometime soon.

AND OUR VERY SPECIAL GUESTS

They're all experts in their own fields, they are always on call and, well, they're cheap...

DAN GRIFFITHS



Position: Reviews Editor, PlayStation Power

Northern rock Danny Boy goes all 3D with *Disruptor* and *Hardcore 4X4*, along with his flat cap and whippets.

WILL GROVES



Position: Deputy Editor, PlayStation Power

The Bristol bower boy takes *Virtua Cop 2* and *Player Manager* outside for a quiet chat this month.

JAMES ASHTON



Position: Deputy Editor, Sega Power

Kerr-azy Little Jimmy A took time out from his Osmonds memorabilia to give *Krazy Ivan* a good gumming for us.





GM rates all the latest and hottest games

REVIEWS

AVAILABLE ON



REVIEWED



VS

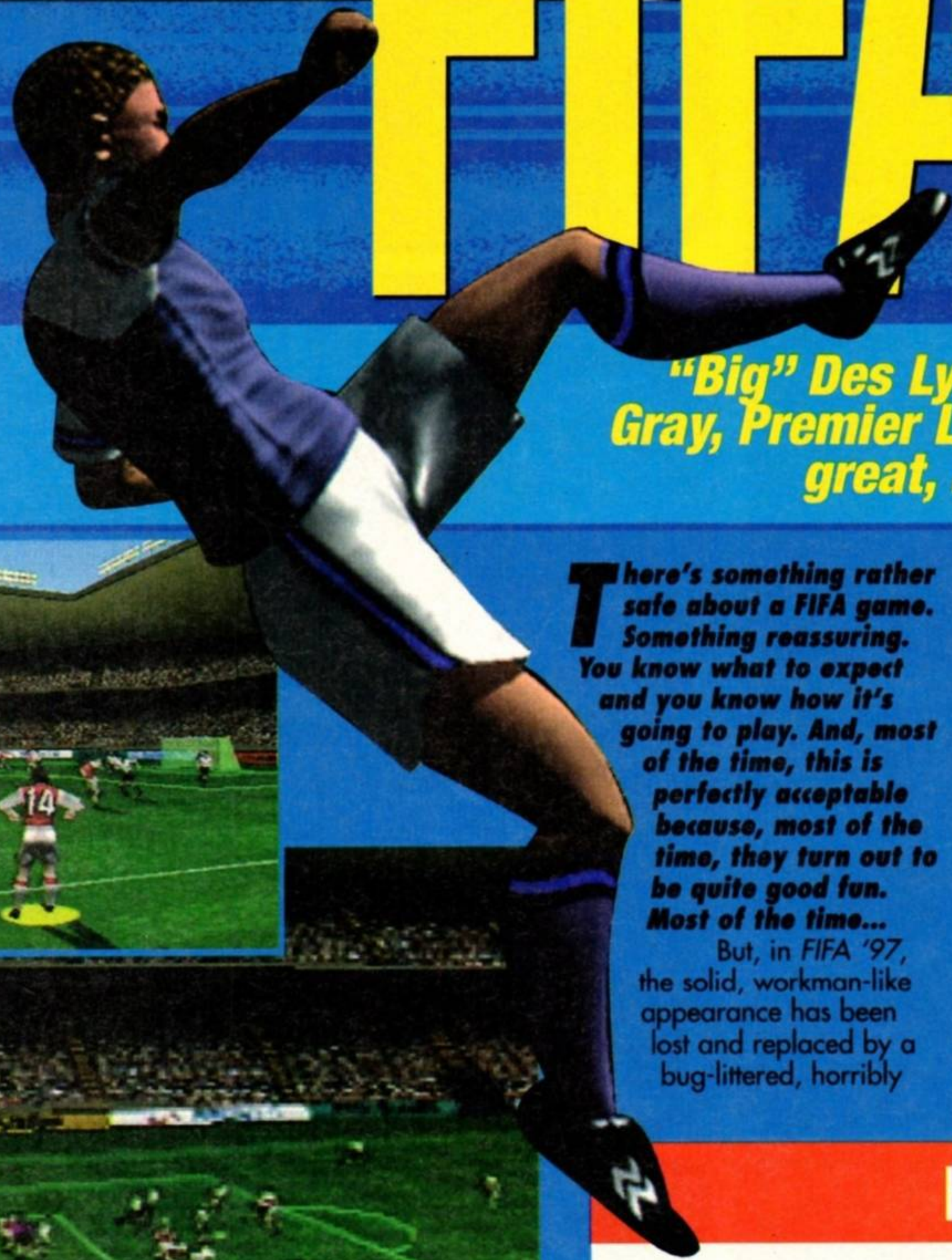
Goal by (26) J. McGinlay

FIFA '97: "Bug-littered and horribly slow." And, anyway, since when is John McGinlay likely to put one past big Dave Seaman?

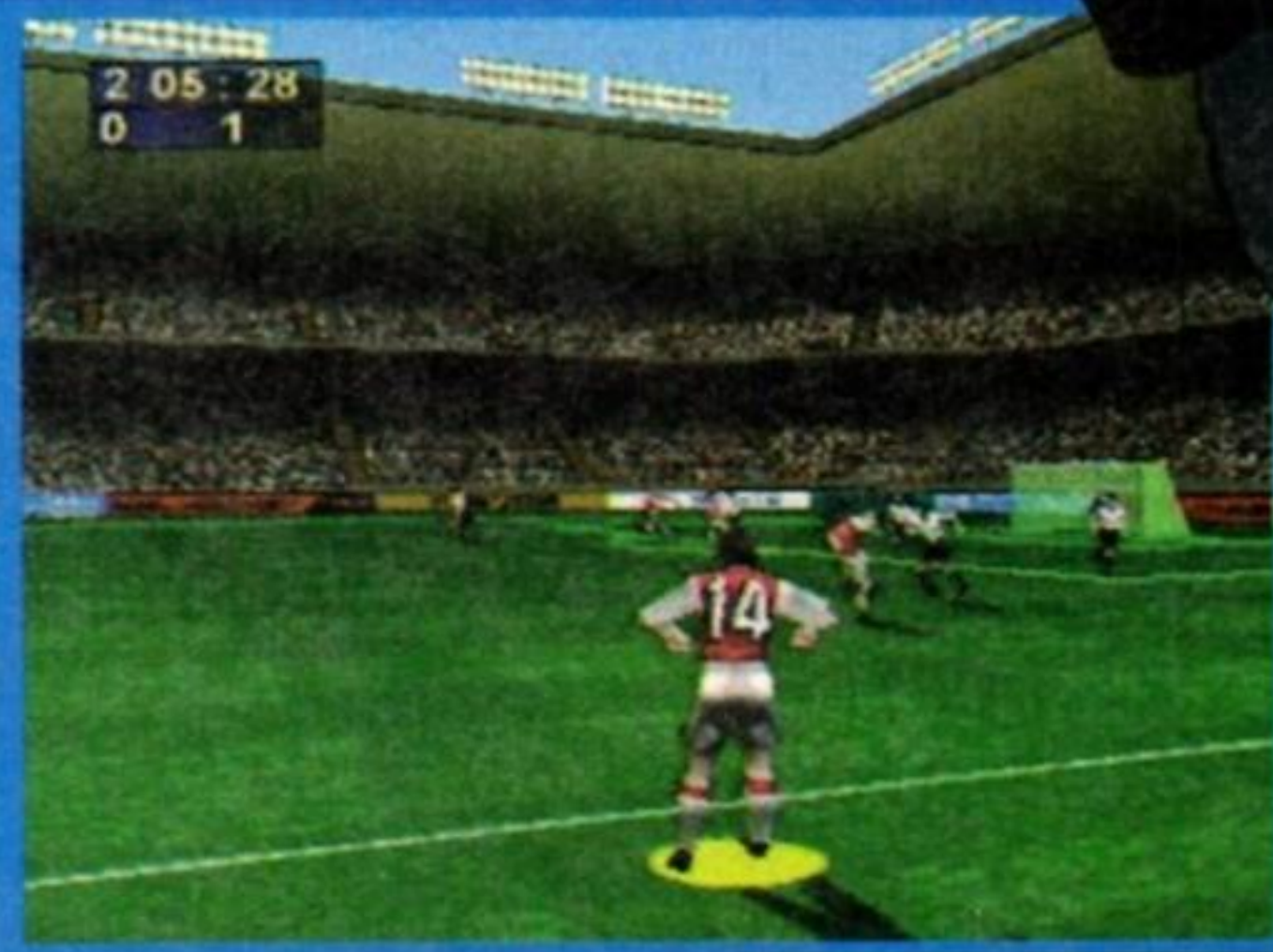


The views in FIFA '97 are, as mentioned elsewhere on this page, one of the best parts of the game. Here you can watch Nathan Blake's goal in all its Schmicahel-beating glory. Oh yes.

FIFA '97



"Big" Des Lynam, John Motson, Andy Gray, Premier League clubs... should be great, right? Well, no actually...



Tackling is likely to get your goat. Even tapping the goddam button set aside for tackling is useless. After a couple of years you'll probably suss it but don't hold your breath...

There's something rather safe about a FIFA game. Something reassuring. You know what to expect and you know how it's going to play. And, most of the time, this is perfectly acceptable because, most of the time, they turn out to be quite good fun. Most of the time...

But, in FIFA '97, the solid, workman-like appearance has been lost and replaced by a bug-littered, horribly

slow game engine that leaves you tearing your hair out in frustration. Indeed, the game has so many niggly little faults you'd be forgiven for thinking this a half-finished version. Shamefully, that can't even be used as an excuse.

Surely the biggest coup for FIFA '97 is the teaming of Des Lynam, John Motson and Andy Gray. Far and away the best frontman, arguably the best commentator (although, personally, I've always been a Barry Davies man) and Sky's very own Mr. Football should be a match made in sound heaven. And - damn it to hell - it would have been hadn't it been for the fact that the voices sound like they've been recorded in a studio run by a couple of chimps.

In short, the commentary is abysmal. It literally sounds as if each word has been pieced together

HERE INDOORS

If you get tired of the same old, same old (and let's face it, with the Barbara Cartland-like pace of the game, you're not likely to be the only one) then the Indoor option may offer some respite. With the ball bouncing all over the shop thanks to the invention that is walls, there's much to entertain with little one-two's being the order of the day. The speed of the game - thankfully - seems to have been upped a bit as well giving the game a real Sunday-night-down-the-sports-centre feel. The main problem, however, is that the camera angles at which you can view the action have been cut to four, none of which are ideal for playing. Still, it's all a welcome break from the funeral procession that is the grass-based game.



Reminds one of that tournament of old, Soccer Six, that use to be on the Beeb. Does it not, huh?

Quite what the bloke in the red shirt thinks he's doing, I don't know. Looks slightly wrong, anyway.



This is the Tower Cam and it's, frankly, a tad fart. Look at those sprites. They look like Lemmings.

The best view of all. You're able to gander away at the nicely rendered sprites. Lovely.





Above: As much as we don't like telling David Seaman how to do his job, he should really be coming out to narrow the angle a bit... Eh? What do you mean it's only a game?
Below: Ah, that's more like it. Arsenal on the attack. Probably going on to score.



England. Ha! Gave the old Dutchies a bit of a whupping.



Above: And the ball breaks loose. Wowsers, what excitement!

separately with Motty's voice drifting up and down the pitch scale in a weird – not to say, *frightening* – vibrato style. Even saying the words "Arsenal 1, Tottenham 0" takes on a strange Julie Andrews-ish "doe, ray, me" quality. What should have been one of the highlights turns out to be a totally horrible experience.

From there it does get a little better. Options-wise FIFA '97 has plenty on offer. The normal plethora of cups, tournaments and friendlies greets you with every FIFA team included as well as the premier division in each country and, before you chance your team selection on the field, you can tinker with formations and the like.

Despite being given this option, though, chances are you'll end up disappointed. Formations are restricted to traditional 4-4-2s and

4-3-3s whereas, really, it would have been nice to see the inclusion of, at least, a five-at-the-back playing pattern. Certainly, if this doesn't bother casual on-lookers it will nag at us over-the-top football fanatics no end.

Still, if the actual "playing" side had been up to scratch, this obvious omission wouldn't have made a difference. Problem is the playing engine is terrible. It chugs along at a rare old Bournemouth beach-front speed with the sprites stumbling about like they're part of a crusty old Chelsea pensioners day out.

Unfortunately, that's merely the start of it. Far too quickly you'll discover that, once you're one-on-one with the 'keeper, you can score from the same position every time. In fact, you can

continued over the page

LIGHTS, CAMERA, ACTION!

More cameras than a bunch of Japanese tourists walking around your local city centre. The view is slightly more interesting in FIFA though...



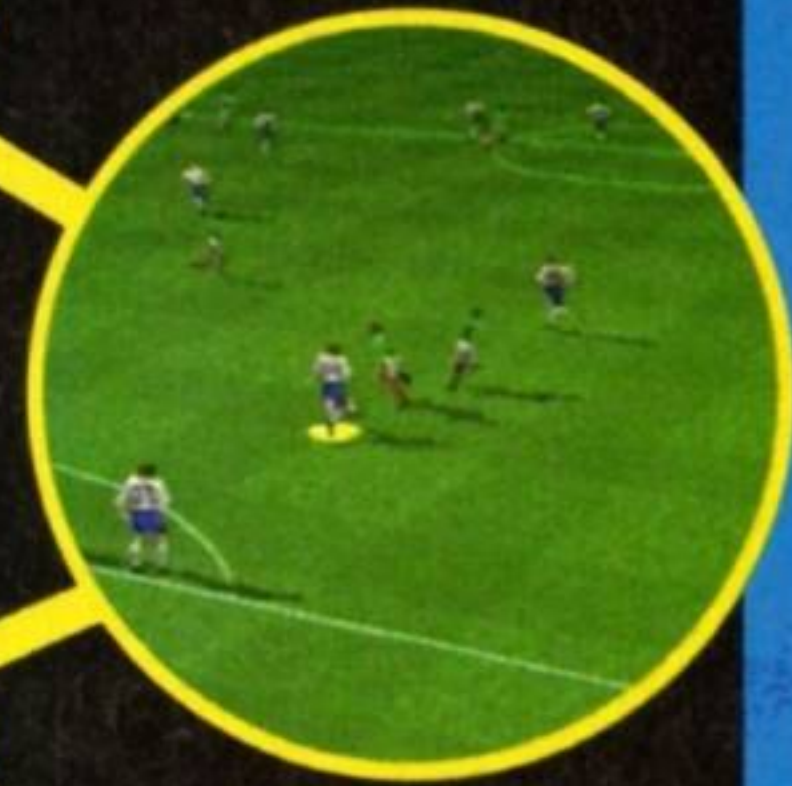
SIDE CAM



CABLE CAM



GOAL CAM



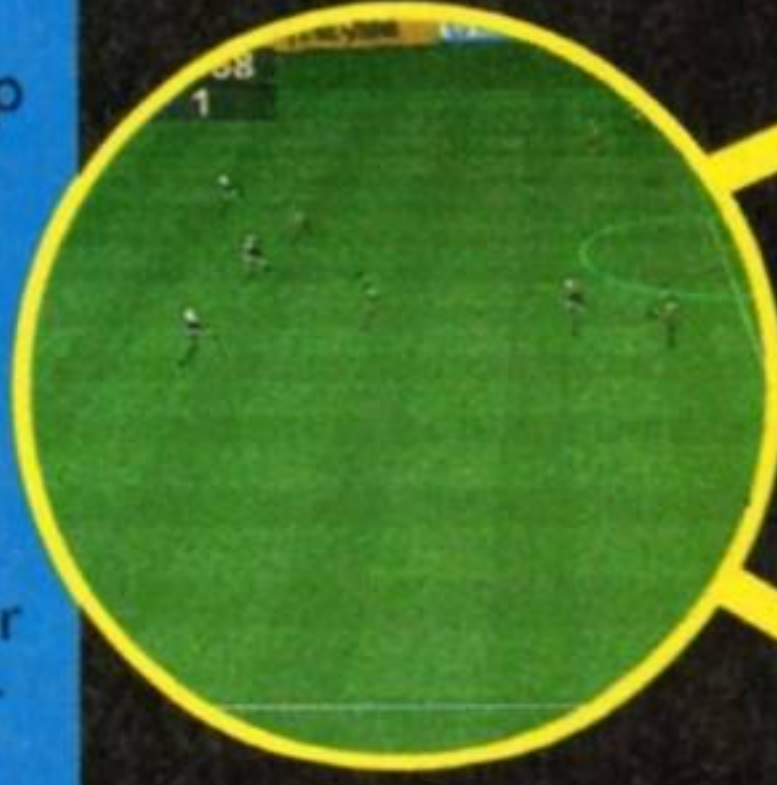
STADIUM CAM



SHOULDER CAM



BALL CAM



TOWER CAM



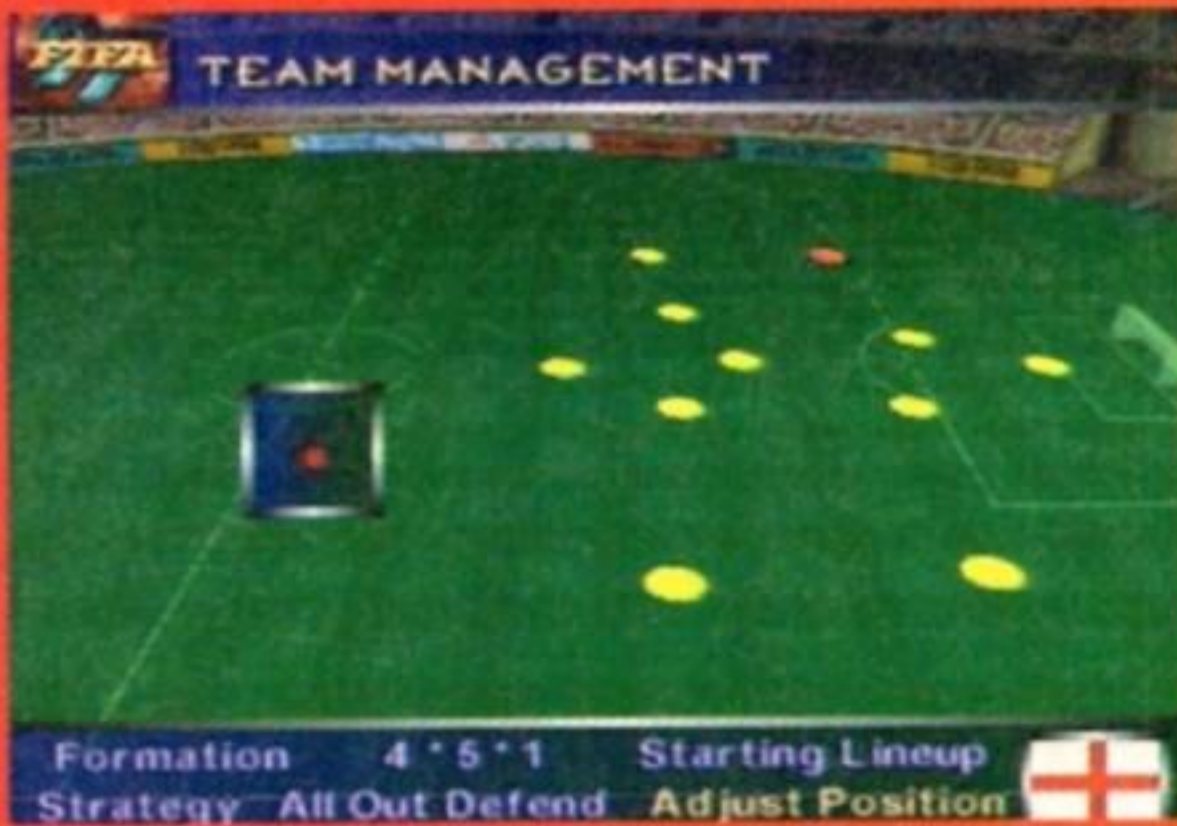
TELE CAM

PLAYER MANAGER

Formations might not be exactly weighing down the game but – hey! – you can fiddle with your strategies and the such like. Get a load...

PLAYING STYLES

There are five (not very) different playing styles to choose from. However, don't expect too much variety as they equate to the following: all-out defend, defend, all-out attack, attack and the equally imaginative normal. The latter is basically a safe-as-houses option middling somewhere between attack and defend. Like, thanks a lot, daddy-o.



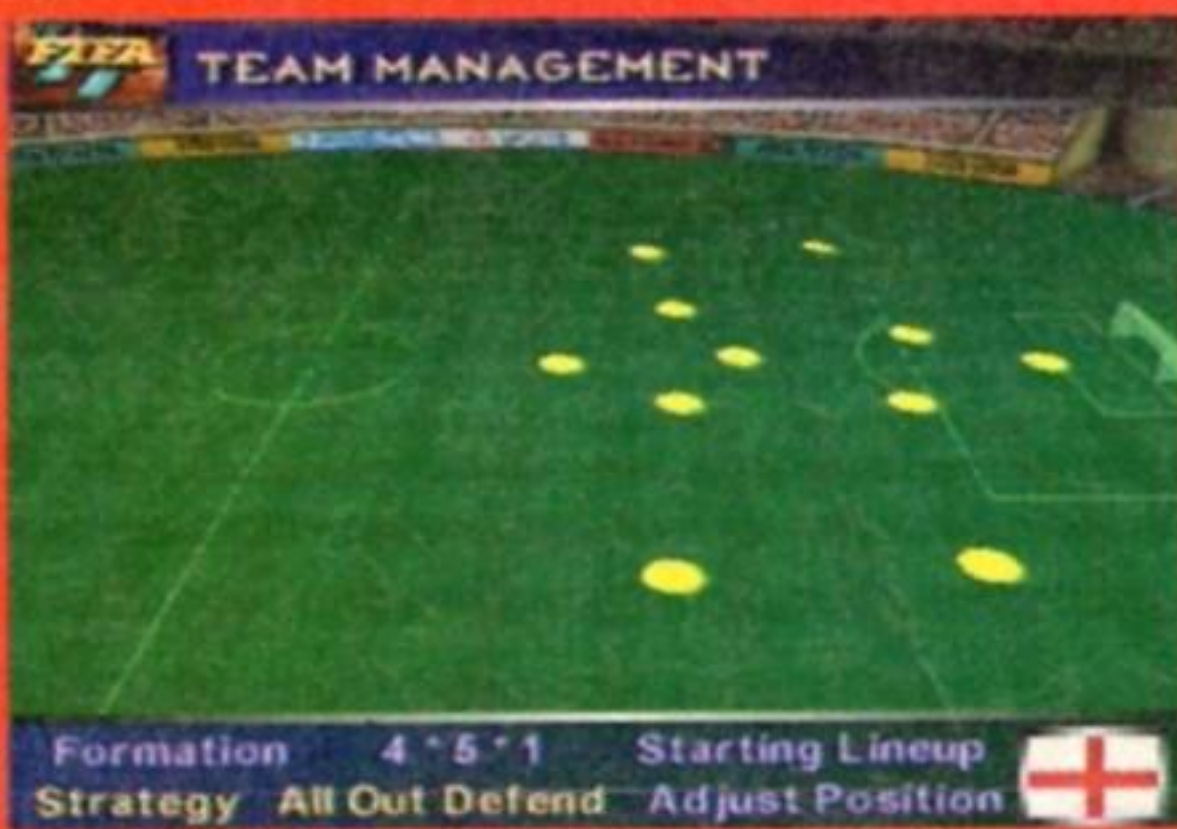
Formation 4-5-1 Starting Lineup
Strategy All Out Defend Adjust Position

TEAM SELECTION

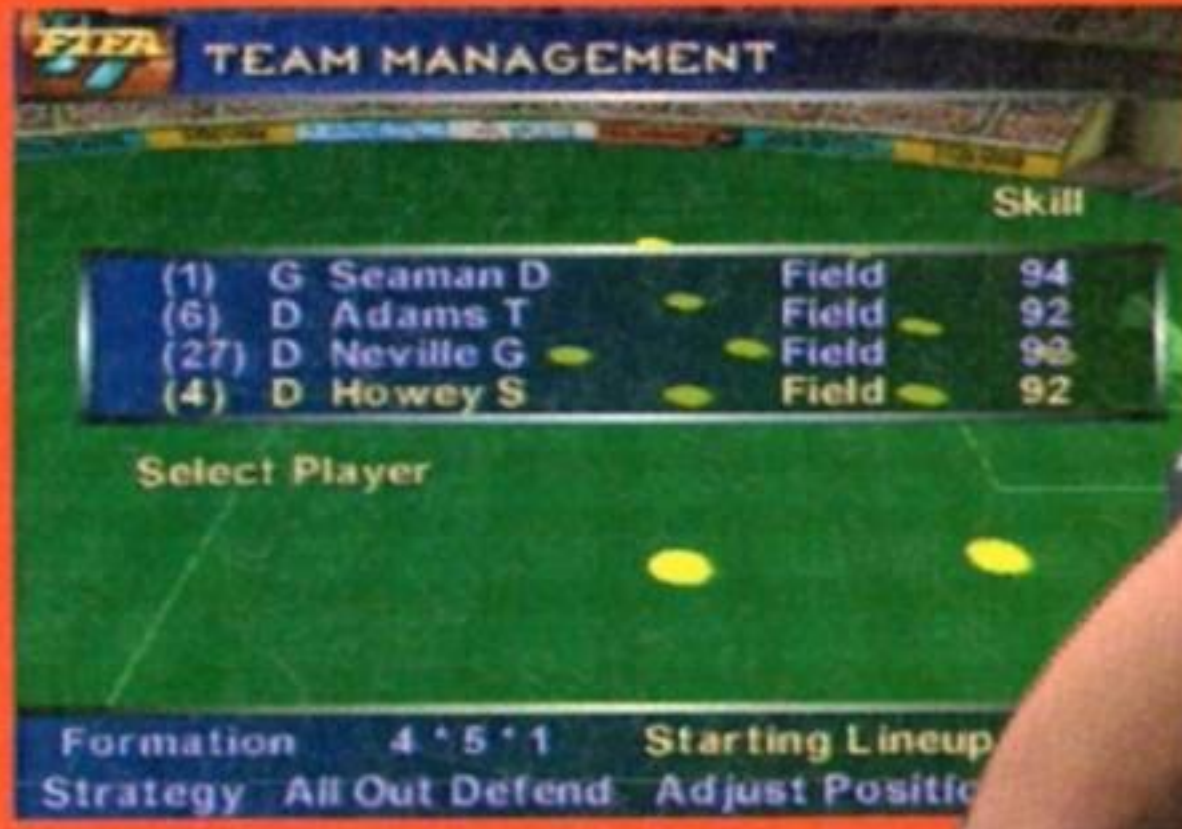
Standard who-in-squad stuff, here. Chopping and changing can often provide the catalyst to a winning streak. On the other hand it can also upset the team's balance. So, what do you do? Bring in fresh blood? Stick with the experienced campaigners? Admit to not giving a freak? Latter, methinks.

INDIVIDUAL POSITIONING

In amongst the cardboard thin tactical options there is the opportunity to dictate individual players' positioning. For example, here the right back is being moved about so the defence have a bit more of an attacking feel about them. Sadly, this proved about as successful as the Sinclair C5, with me going down 3-0 to Bolton. Bloody Bolton, I ask you...

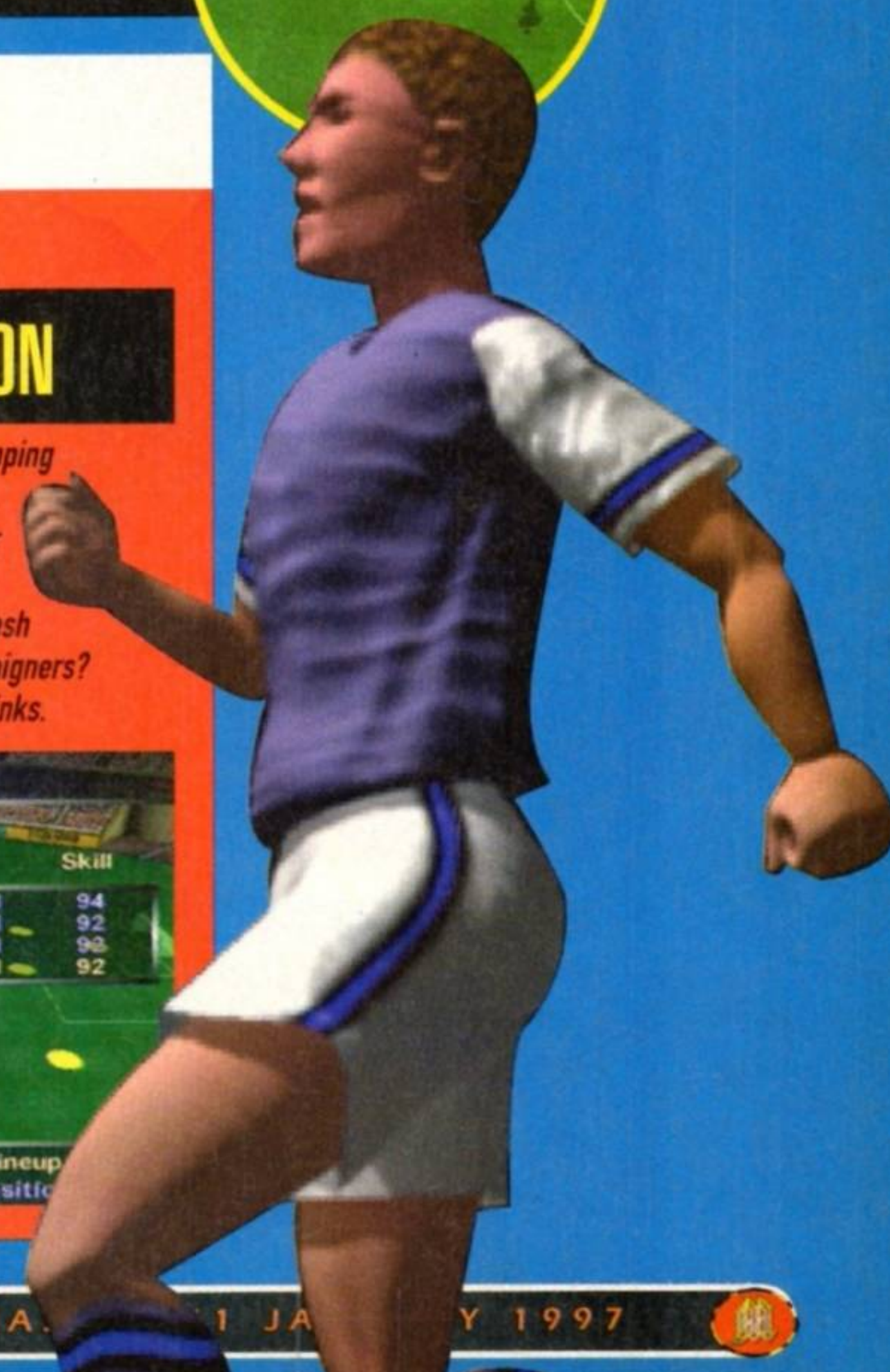


Formation 4-5-1 Starting Lineup
Strategy All Out Defend Adjust Position



		Skill
(1)	G Seaman D	Field 94
(6)	D Adams T	Field 92
(27)	D Neville G	Field 96
(4)	D Howey S	Field 92

Formation 4-5-1 Starting Lineup
Strategy All Out Defend Adjust Position





Round the 'keeper and then slot the freakin' thing home. Ah, schoolboy's own stuff, indeed.



The big A aren't likely to have much trouble dispatching Bolton.



Below: Arsenal. Again. Well, they're my team, aren't they?

ACTION REPLAY

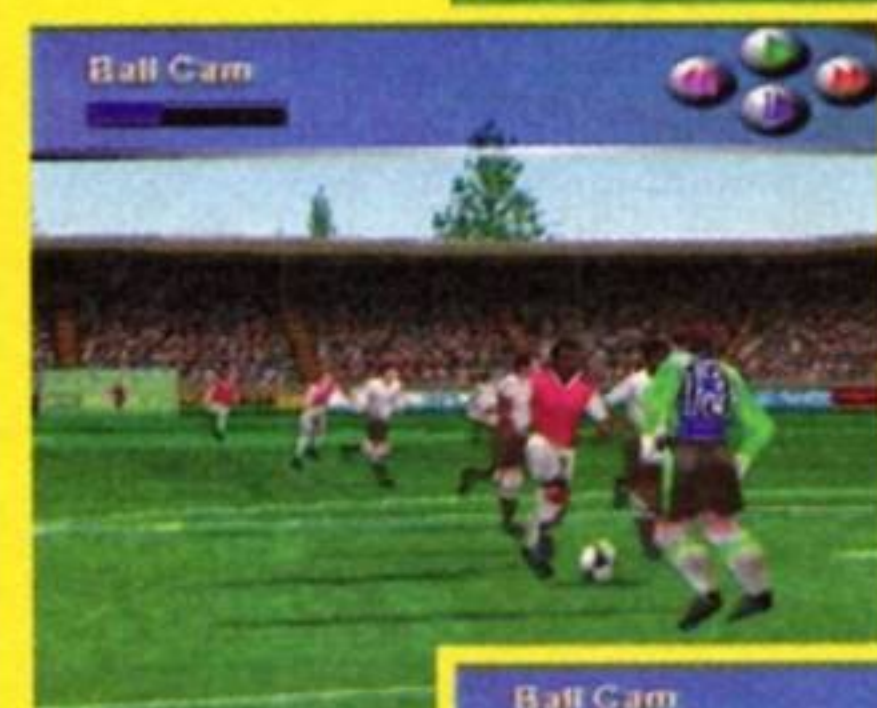
It's not often you'll score a goal of note (mainly because you can knock it home from the same damn place everytime) but when you do, you'll sure as hell want another look. Which is where the Replay facility comes in handy...



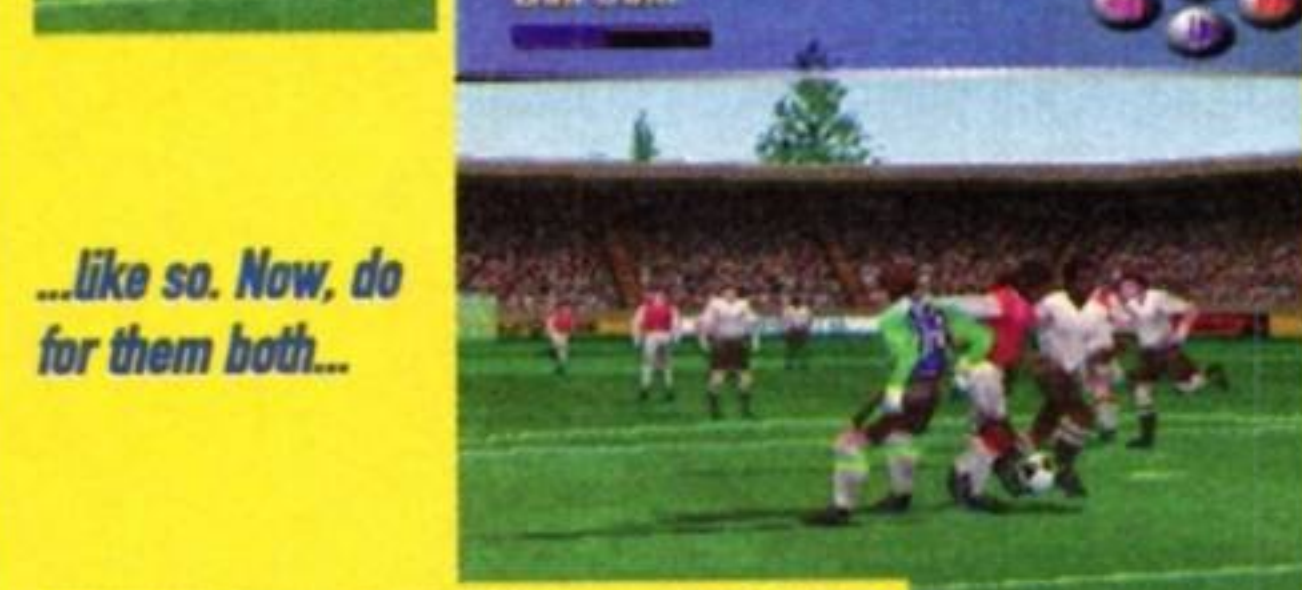
Eight steps to football heaven...



...close control a-plenty...



... keep your cool when faced by the goalkeeper...



...like so. Now, do for them both...



...and knock it home...



... almost there...



... turn away and run to the crowd...



... as the opposition rue the day they ever tried their luck with me...

← continued from previous page

score from anywhere as long as you're inside the penalty box thanks to the fact that the goalkeepers are completely and utterly useless. Frequently scores will fluctuate to ludicrous proportions with 5-5 draws commonplace.

The fact that tackles are impossible to time or, indeed, pull off in some instances doesn't help. You can intercept the ball by going across players but once opposition players are past you, you might as well give up and let them score.

The cameras on offer also frustrate. None completely satisfy, with the Tele Cam – supposedly similar to the view television audiences are given –

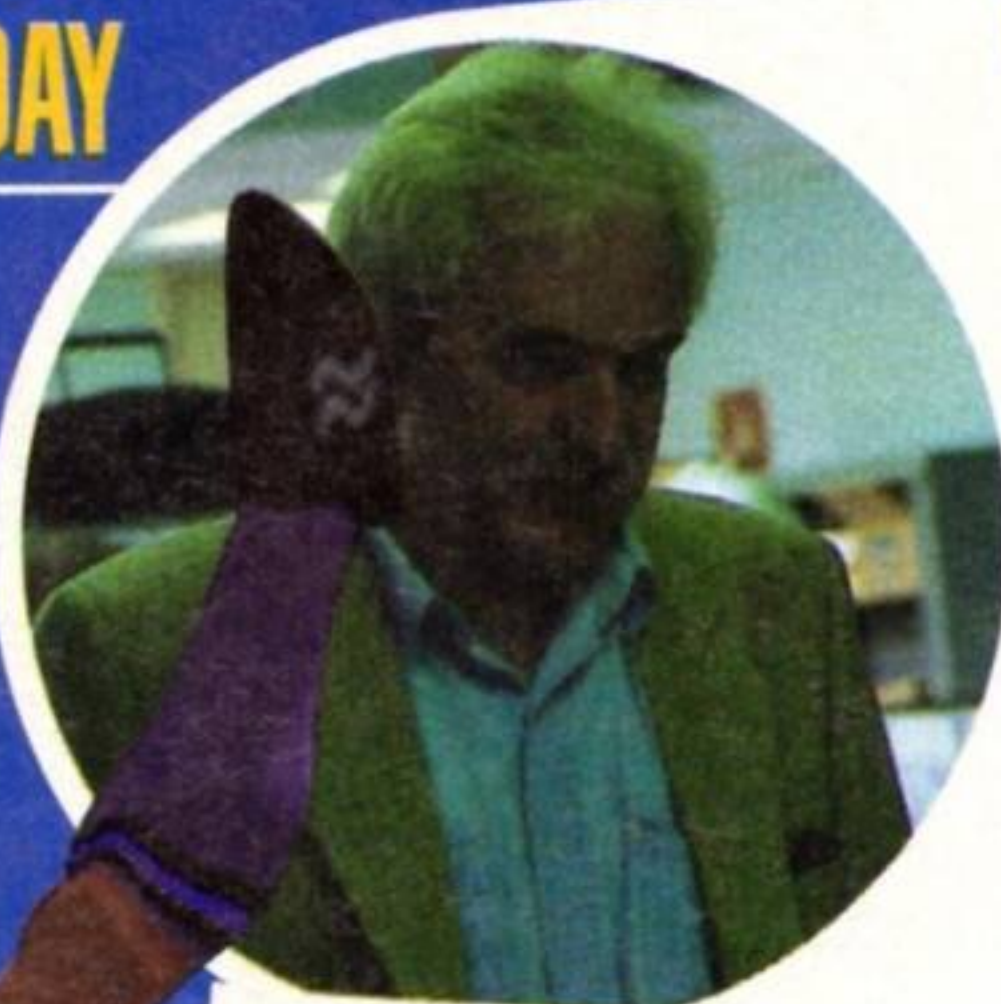
far too far from the action to allow any excitement. The rest are unuseable within the confines of the game and only come in useful when wanting to replay goals and near misses.

It's a shame, really. Because, being a keen follower of The Beautiful Game myself, means that, like many of you, I look forward to a good game of football. This, though, is far from good. The playing is messy, the options are lacking and the sound – which should have been the thing that the title was built around – is tragically poor. Perhaps now it's time to lay the FIFA series to rest. Football games are A Good Thing, FIFA '97 isn't.

Tim Weaver

MATCH OF THE DAY

Want to know more about the men behind the monster? Of course you ruddy well do, so here – for your perusal – is a quick A-Z of the three voices behind FIFA '97...



Des Lynam

Des, "Big" Des or the oooooo!!!!l!!!!d!!!!d Dezzzer (unofficial title, of course) is The Governor. Not only did he invent the word "professional" but he's the only bloke who could get away with wearing a tweed jacket and Amazon-style moustache on the same day. Ladies' man and partial to a bit of the old tippie, we're told, Des – or Ly, as we like to call him – is the business. Even if his cat was being systematically hung, drawn and quartered he'd remain calm. Whaddaguy.



John Motson

Who could forget old Motty stood in the middle of a snowstorm with only a microphone and sheep skin coat for company? Who, eh? Tsch. Feelings towards the Motster lie in one of two camps: you either love the bloke or you hate his freakin' guts. Here at GM, we would have rather seen Barry Davies in all his vocab-friendly glory. Still, you can't argue about Motty's prowess in the knowledge department. Bet he's really interesting to go for a drink with, though...



Andy Gray

Former Everton striker, Grayie now pulls the strings – along with Gorilla boy Richard Keys – on Sky's all-encompassing football coverage. Never more at home than when he's messing about with his video tapes and pretending he knows what the hell he's talking about. Graysville has, thanks to Sky, become a bit of a cult. Or, at least, something very similar. Anyway, he manages to assert his authority well in FIFA '97 with great phrases like "Yes, John" and "No, John". Good stuff.



FIFA '97

VERSION REVIEWED PlayStation
NO. OF PLAYERS 1 to 4
FROM Electronic Arts
AVAILABLE Out Now

GRAPHICS

Close-up the sprites move and look fantastic. Otherwise, the visuals vary in quality.

78

SOUNDS

The commentary is depressingly average but the stadium sounds are good enough.

74

GAMEPLAY

Slow, uninvolved on-the-pitch action with some major flaws on show. Careless.

66

LIFESPAN

Too frustrating to pursue and only in two-player mode does it really have anything to offer.

68

OVERALL

65

JUDGEMENT

Glitchy, blemished and unbelievably slow, FIFA '97 isn't even in the same ballpark as Actua Soccer. A real letdown.



IT'LL BLOW YOU AWAY.



30 ALL NEW COMBAT RACE CIRCUITS.
30 VICIOUS BATTLE ARENAS.
10 COMBAT VEHICLES.

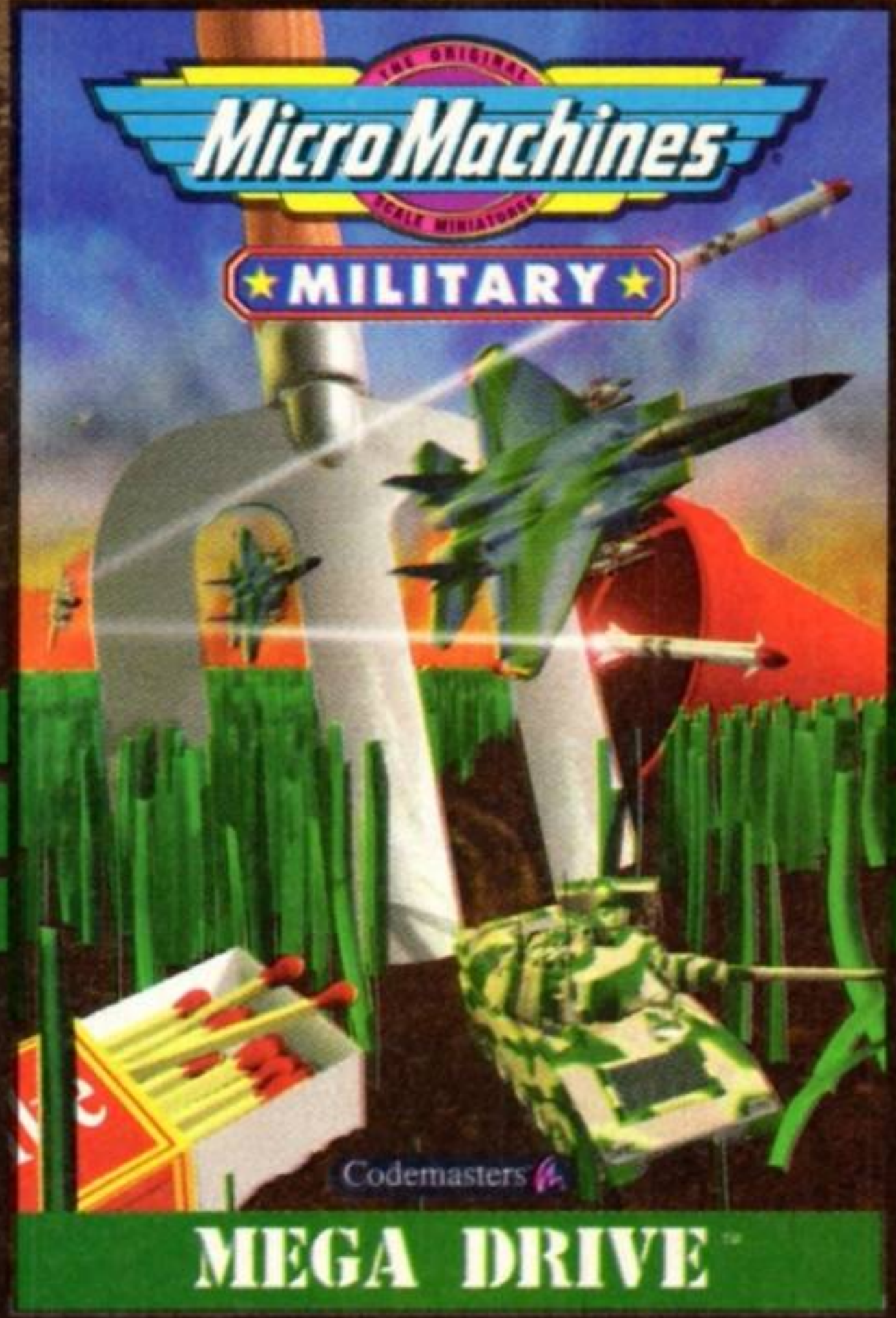
"Excellent...the best Micro Machines of them all...an essential purchase!" Mean Machines Sega 92%

Codemasters

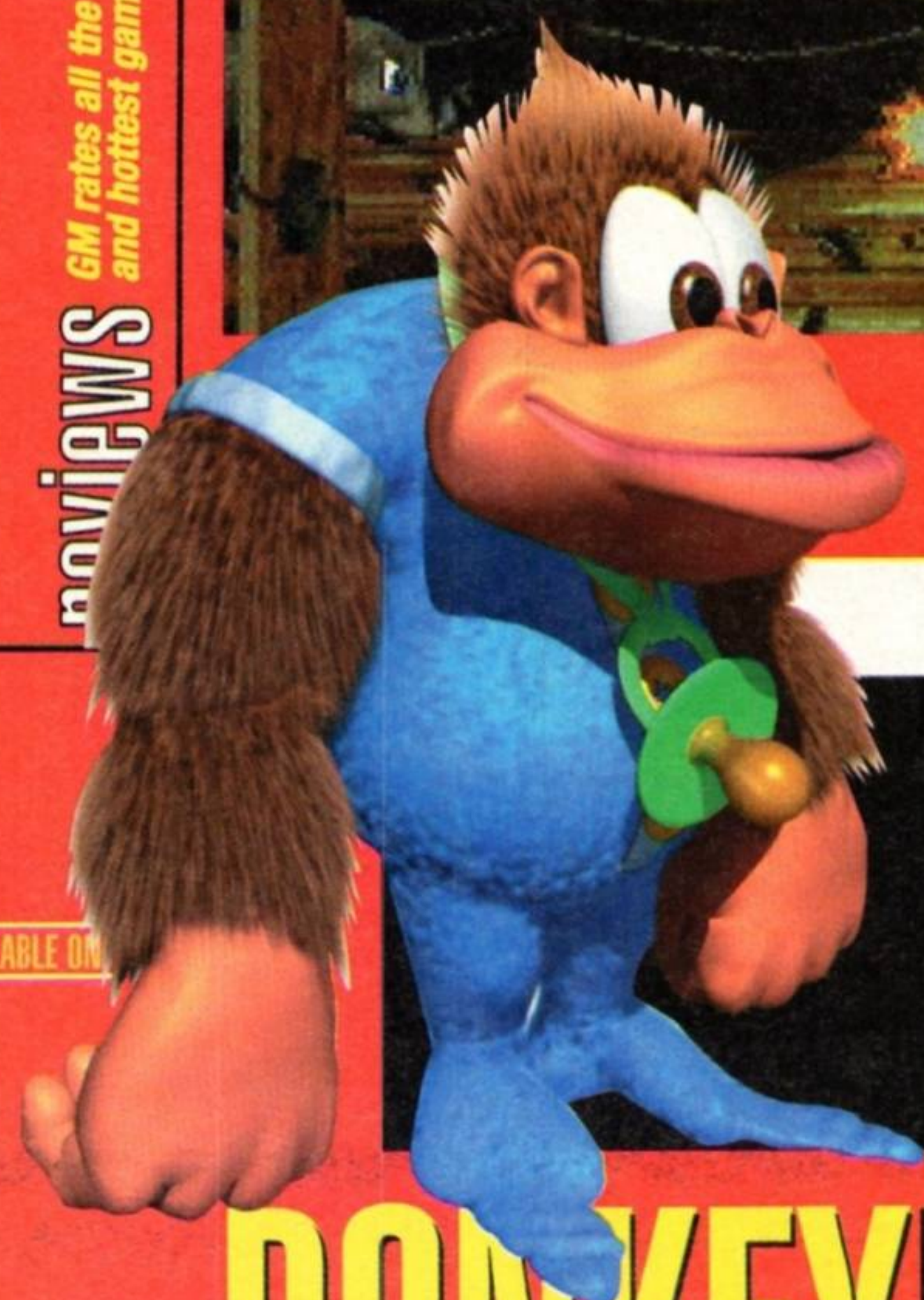
developed by
Supersonic

22.11.96

J-CART
JOYPAD CARTRIDGE

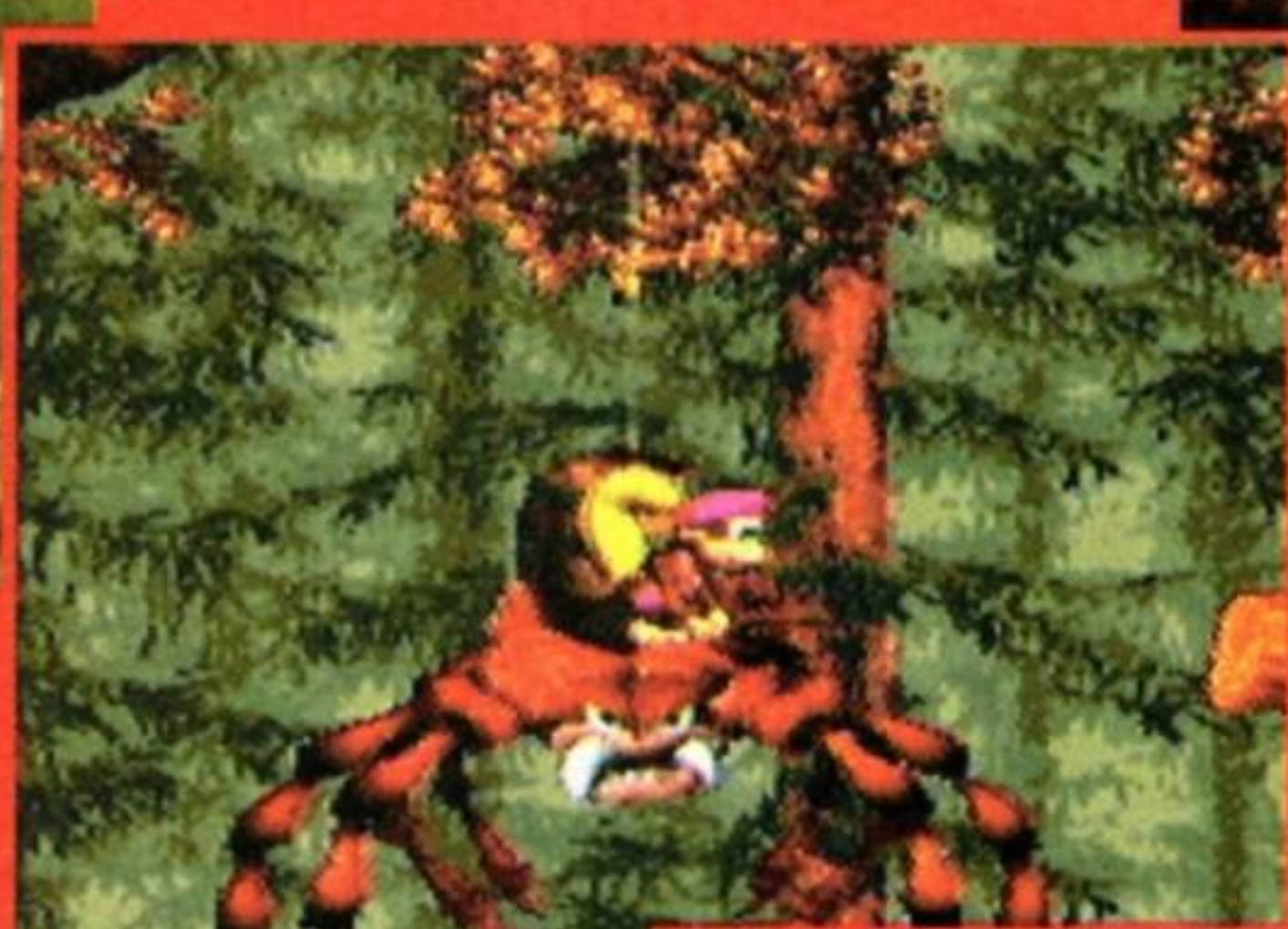


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Donkey Kong Country 3: "Somehow the pension-collecting formula still works..."

A superb level, this. Not only is it challenging but oh-so-beautiful with prime examples of parallax. Lovely.



Left: Second world end-o'-level nasty, Tricky.



KIDDY-ING AROUND

Having already applied for Weight Watchers on a Thursday night, Kiddy Kong ambles on into proceedings boasting a number of special abilities, the best of which is his prowess in the roll department. With the help of Dixie he can be catapulted against doors and thin walls and access previously closed-off areas of the game. Handy when hunting down those extra bonus points.



And so you complete another level. Pull the flag and you're well away.

WRINKLY THING

Well, base my steaming puddings if old Wrinkly Kong – Grandma figure and Save Game screen Queen – isn't playing her little, weak, heart out on an N64. And, if you listen carefully to the music that accompanies this section of the game, you'll realise she's playing the very, very fine Super Mario 64. Yep, the tune to this section is the very same that we've come to associate with the aforementioned Mazza on the 64. Tsk. Nice touch, don't you think?

DONKEY KONG COUNTRY 3: DIXIE KONG'S



You can cross from tree to tree at certain points. Useful.

SPRUCIE BONUS!

As mentioned elsewhere there are plenty of bonus levels to visit with different tasks required of you each time. And, blow my trumpet with some particularly moist lips, if we don't have an example right here...

It's oh-so-very tempting to give DKC3 a quick slap and send it on its way. Indeed, banishing it to the corner and making it write out "I must make sequels significantly different to their predecessors" 400 times would be far from an injustice. In fact, the damn thing would probably deserve it. And, who knows, a spot of mild reprimanding might see some much needed freshness appear in the inevitable DKC4 (or DKC64 for that matter).

And, yet, somehow the pension-collecting formula still works – albeit in a slightly unadventurous way – ultimately proving to be rather entertaining. However, in its quest to become genre king, it's only managed to confirm what we suspected all along: that the DKC series simply isn't – and never has been – good enough to topple the immortal Super Mario World or,

indeed, any other Mario game. DKC3 – or Dixie Kong's Double Trouble, as Nintendo would have it – boasts a couple of new(ish) features with a bold but slightly misguided pseudo-RPG element being one of the most obvious. Basically, each world is represented by a map with the two Kongs able to move from level to level within the worlds, occasionally interacting with different characters who may or may not have nuggets of advice for you. However, aside from this, there's very little that won't appear familiar. Everything is pretty much as you'd expect with the levels, objectives, graphics and sound – although undeniably smile-inducing – not likely to win any originality awards. If anything, DKC3 takes on the feeling of a data disk containing new levels rather than a whole new game and, although that isn't necessarily a bad thing, it's hardly going to win the game friends outside of the DKC fraternity. Still, credit where credit's due, Rare have put



The bonus barrel...

What is required of you...



BASH THE BADDIES!



Doing the business...

Collecting the coin. Nice...



MONKEYING AROUND

The very first level you'll encounter is Lake Orangatanga and it gives a good idea of what's to come, helping you get used to the puzzles and general "feel" of the game. So, without further ado, take our hand and let us lead you a merry jig through your first DKC3 experience...

Skidda's Row

The standard ol' snow-ridden level with a bonus game on the menu as well as a couple of inch-perfect jumps. Not too tricky, though, and you should be able to stock up on Bear coins.



Murky Mill

You'll spend much of the level as Ellie, with the stupid twonk running scared at the merest hint of a little old mouse. So, use the barrels that are dotted around to rid the level of all available enemies.



Belcha's Barn

This slightly surreal end-of-level adventure is the only part of the first world that comes with a teach-you-to-swear feature. Not tricky, just horribly annoying and frustrating.



Tidal Trouble

Mucho subterranean action for your enjoyment as well as the opportunity to take the slimline form of Enguarde the Swordfish. Watch out for the first of the world's two bonus games.



Lakeside Limbo

Fairly simple stuff with Ellie rearing her fulsome, grey head halfway through to help you complete the level. Plentiful supplies of bananas on offer to stock up with as well as a Bear coin to collect.



Doorstep Dash

A number of Bear coins to be had but the key to Doorstep Dash is, unsurprisingly, the doorstops which need to be pulled from the ceilings to open the passageways and allow you to pass.



DOUBLE TROUBLE

Donkey Kong, still Lord of the Jungle or finally tumbled from its tree..?

much work and thought into the layout of the levels because, although the game becomes tricky very quickly indeed, the objectives still remain fairly simple meaning that, at no time, are you left in any doubt what to do. Getting from A to B is made to sound simple enough but, naturally, in practice, it's anything but.

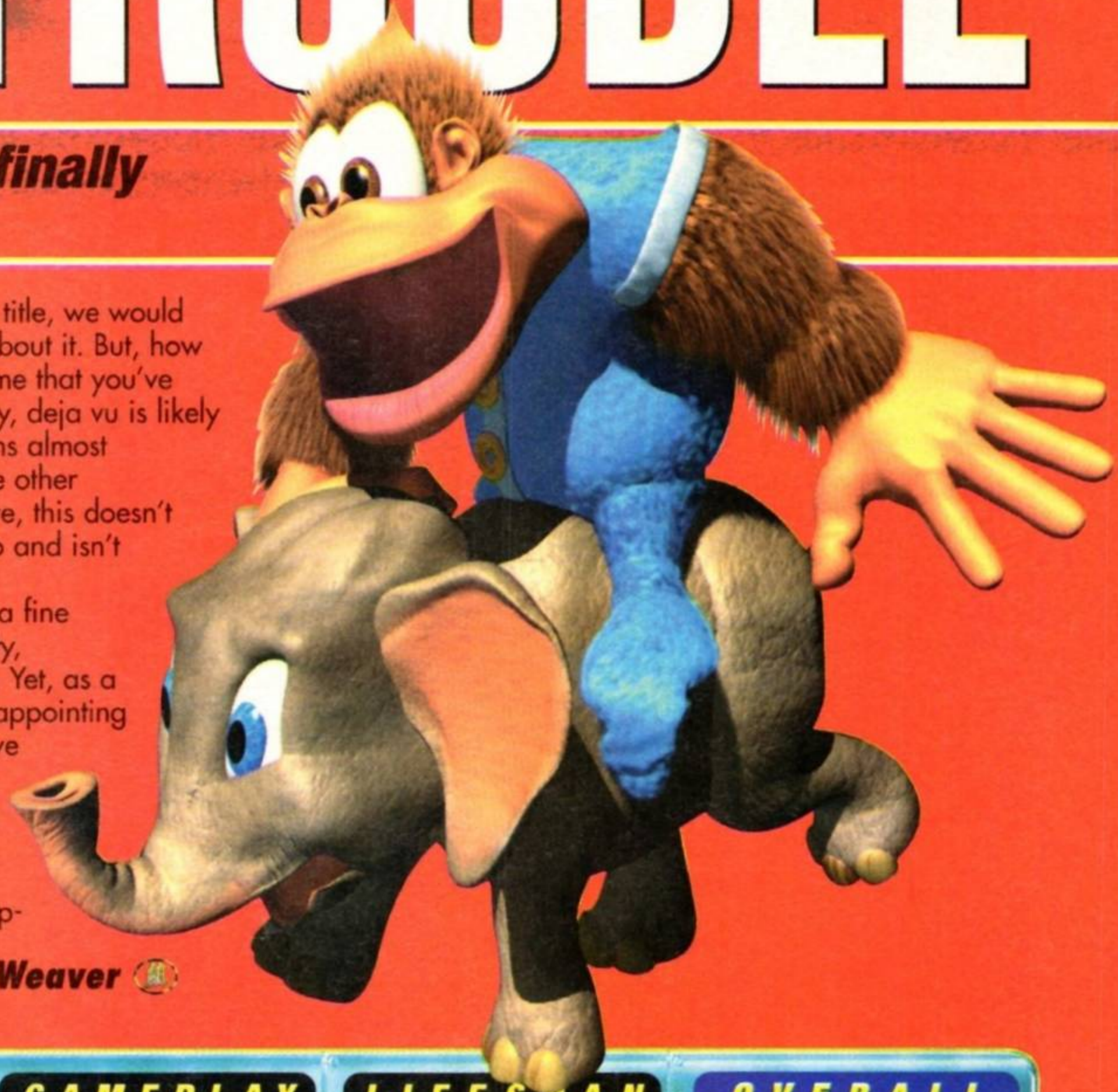
The two main characters - Dixie and Kiddy Kong - are both available to the player although the dumpy ass Kiddy is likely to have you tearing your hair out in frustration with his chubby legs hardly able to carry him let alone make inch-perfect jumps. Thankfully, you can switch between the two at will. At points in the game you also take on the form of Ellie the Elephant, Squawks the Parrot, Squitter(!) the Spider, Parry the Bird and Enguarde the Swordfish which provides a novel twist on the action, even if Ellie the elephant is a complete sod to control.

Perhaps I've been harsh here. See, DKC3 is a solid, sometimes wonderful example of platform

wizardry and, as a stand-alone title, we would have been ranting and raving about it. But, how can you get excited about a game that you've already seen twice before? Sadly, deja vu is likely to grab you by the nether regions almost instantly and, despite what some other magazines may have you believe, this doesn't improve on either of the first two and isn't worthy a 90%+ score overall.

But, that's not to say it's not a fine game. Far from it, DKC3 is pretty, amusing, challenging and huge. Yet, as a continuation of the series it's disappointing with things pretty much as they've always been. Which is, you know, a little disappointing. Still, Nintendo probably don't care an awful lot as this is guaranteed to sell absolutely ship-sinking amounts...

Tim Weaver



DKC3: - DIXIE'S DOUBLE TROUBLE

VERSION REVIEWED SNES
NO. OF PLAYERS 1
FROM Nintendo
AVAILABLE Out Now

GRAPHICS

Some wonderful examples of parallax scrolling but not exactly bursting with invention.

86

SOUNDS

Business as usual really with the music and sound effects exactly like DKC2's.

77

GAMEPLAY

Some of the characters are very frustrating to control but generally fine and dandy.

84

LIFESPAN

Well, it's all rather like the previous entries but, certainly, there's plenty here for a challenge.

83

OVERALL

83

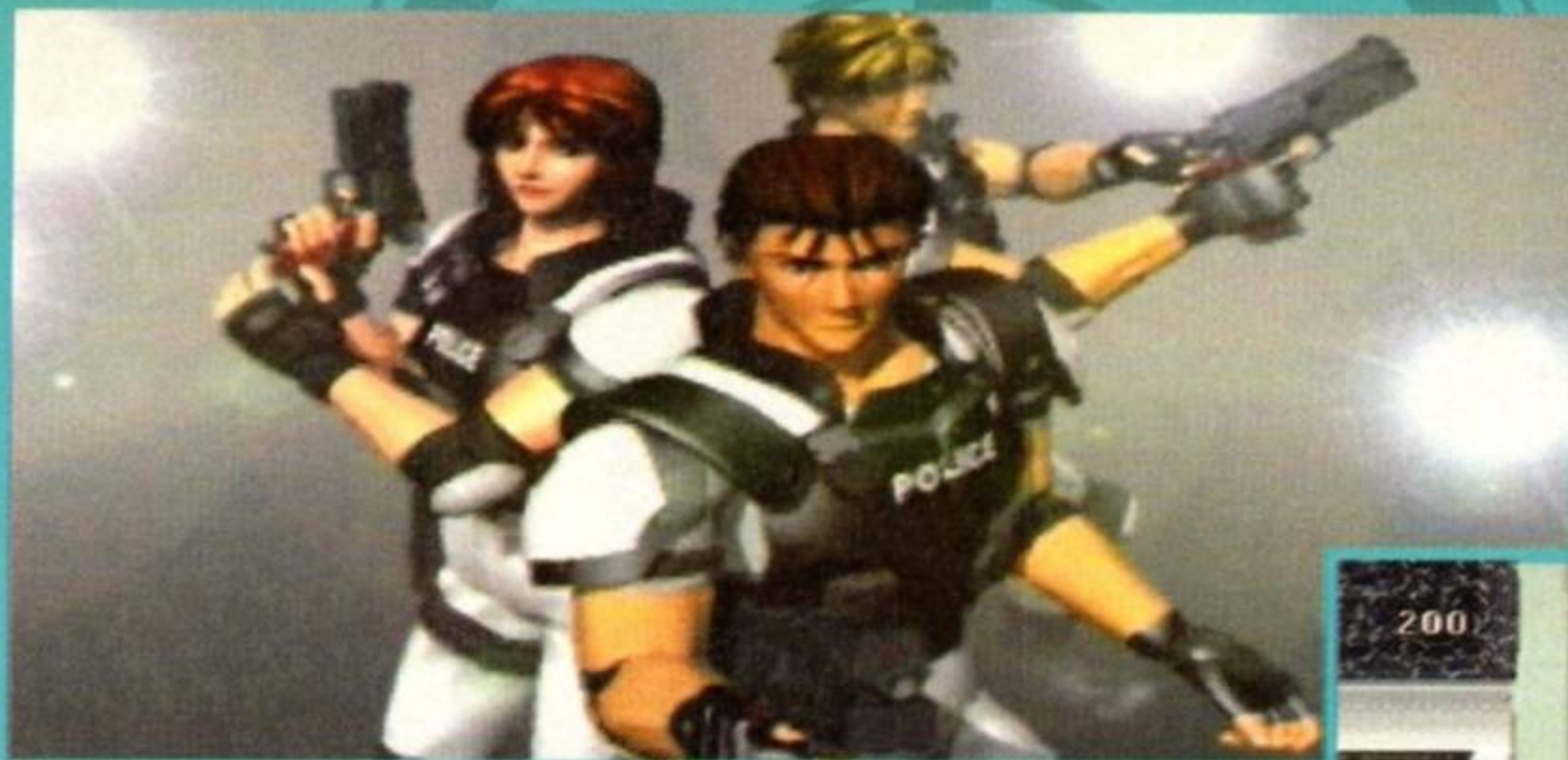
JUDGEMENT

A great platformer in its own right but the DKC series is crying out for some originality. Difficult to recommend it to veterans.

AVAILABLE ON



REVIEWED



The first boss giggles a lot and throws a series of objects, concluding with this van.



Possibly the very last place you'd want to be shot.



Some of the grunts try to get up-close and personal. Not a good idea.

Killing civilians is an activity that's harshly punished by the game.



Gun Lobbyists take heart.

One of the best reasons to own a Saturn was Virtua Cop and its light-gun side arm. Now, when the nasty men from the government come to take your real pistol away you'll be able to shoot even more 'live targets' than ever before, thanks to 1's superb sequel, um, 2.

Virtua Cop's main selling point is still present - you can shoot your foes at several different points on their polygonal bodies and in several different bonus-worthy ways. The traditional multiplier

(powered by accurate shooting and lack of innocent casualties) has now been replaced with a new three-shot system (see Three In The Head), but the vigilante's favourite, the disarming Justice Shot remains. Apart from these scoring subtleties, the gameplay remains much the same, apart from a few very nice touch-ups.

The backgrounds, as in the arcade sequel, are far more interactive than before. Chandeliers can be spun, monitors can be blown and bottles should be smashed. Very nice. It does seem a shame though that these shootable backgrounds couldn't have been made more, well, relevant. If, for



Kneeling gunmen are harder to shoot, unless they crouch in a line like this. Cheers, lads.

VIRTUA COP 2

Lawks a lordy, Sega have done the most explosive game yet...

DRIVE BY

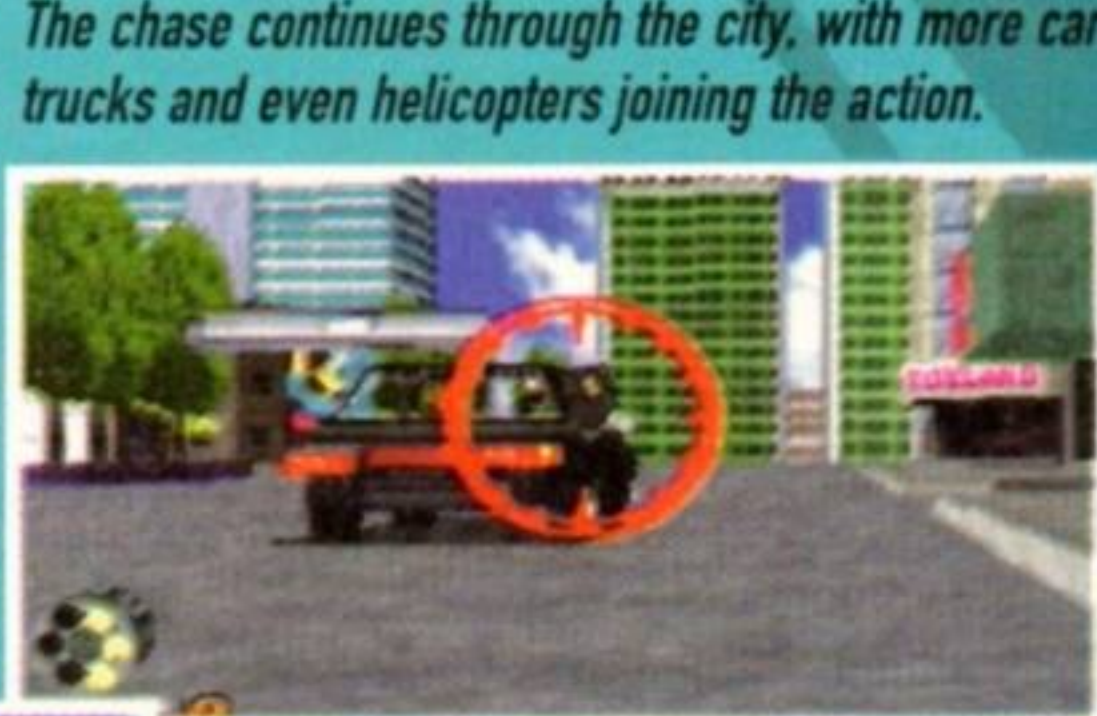
Cop 2's biggest and best set piece is the car chase near the beginning. Buckle up!



After the jewellery heist the bad guys climb into their cars.



Of course, you can shoot out the lights, windows and tyres.



The chase continues through the city, with more cars, trucks and even helicopters joining the action.



The coffee van (thrown at you later) ploughs into a handy road-block.



After a lengthy shoot-out the crooks split up to escape. Who will you chase?

Time for another chase, this time including the nicely vulnerable bikers.



After that it's off to the dock buildings for more frantic gun-play.

SIGHT FOR SORE EYES Your all-new sight makes its predecessor look drab, and thanks to a cunning colour-coded system, helps experts through the game.

Green or yellow

A warning, get ready to shoot.



Blue

Not any more they're not.



Just because your sight tells you to shoot the guy in black doesn't mean you can't pop bluey.



Your motor, ably driven by the lovely Janet, will propel you headlong into the action.

example, you shoot a huge airport terminal announcement board (and you do) it would be nice if it could fall on one of the evil gunmans' unprotected and delightfully vulnerable heads.

It's not as if there aren't enough of the bleeders. The number and variety of AM2's new evil-doers is more impressive than ever, and when the game does crank itself right up (which is most of the time) you'll be hard pushed to find a more frantic test of reactions and co-ordination.

On the downside, the Saturn has simply been unable to cope with the leap made by the coin-op and interactive furniture or not, the graphical

extravagance that set the newer coin-op apart is missing, particularly in the back drops. On the other hand the superb set-pieces, like the car chase and dock shoot-out, are in here, and the sequel's choice of routes (one branch per level and a Saturn-only branch in the final level) mean you're looking at a much bigger game.

If you've got the first game, then you should have the light-gun, which makes this an essential purchase. If you haven't, then this is the excuse you're waiting for to shell out for your very own plastic pistol. Happy shooting.

Will Groves

**A S T E R
T I P**

THREE IN THE HEAD

To rack up your points in Virtua Cop 2, you'll have to master the Three Point Shot. As you'd expect, you need to shoot a hoodlum three times — easier said than done, considering the number of bad guys knocking around and the fact that they tend to fall over after the first shot. Still, the Justice Shot, when you shoot an assailant's weapon from his hands, is still worth good points.



Once you've shot your way through the game you'll want to work on your shooting accuracy. Three Point Shots and Justice Shots are the true test of your light-gun prowess.

WOULD YOU DO THAT AT HOME?

Look at all that scenery. It's all very impressive but serves as much more than just eye candy. Most of this stuff is open for you to blast away at, if the various criminals you have to deal with give you time that is.



The chandeliers in the big jewellery store spin and dance when you blaze away at them with your light-gun.



At the docks, shoot these barrels for a Doom-style explosion to take out any enemies near them.



In the dock check-in building there's plenty of computer equipment and monitors to shoot from the walls.



The biggest and best piece of wanton destruction in the game comes when you shoot this Arrivals board.



VIRTUA COP 2	GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
VERSION REVIEWED Saturn	Doesn't make the jump that the arcade did, but better than 1, which was smart anyway.	Proper brain-melting tunes and shouting. Sounds just like an American cop show.	The light-gun fun is still there, and even with a pad it's challenging, but not too frustrating.	Much bigger than before, with branching routes and much more for you to shoot.	88
NO. OF PLAYERS 1 or 2	90	90	87	85	
FROM Sega	JUDGEMENT For a one trick game, Virtua Cop 2 is great. You'll be amazed at how much fun you can have shooting things. Well, surprised at least.				
AVAILABLE Out Now					

PREVIEWS GM rates all the latest and hottest games



GM rates all the latest and hottest games

REVIEWS

AVAILABLE ON

PC

REVIEWED



Destroying bridges at the start of each mission is a good way to give you some breathing space.



Nothing compares to the body count in Red Alert. This is death on a vast scale. Whole armies of soldiers being dispatched to die for YOU. It's not pleasant, but that's computerised war, so who cares? Just sit back with your mouse, pretend your name's Stormin' Norman and send 'em off to die.

RA sees you with the enviable task of masterminding an attempt to change the future by interfering with the past, using Hitler, Einstein and time travel. You can play the Allies or the Soviets and each requires different tactics to succeed. Playing either side involves taking control of tanks, commandos, V2 rockets, submarines, bigger tanks, transports, mine layers, paratroopers, still bigger tanks, harvesters, battleships, power stations, dogs, and the biggest tanks ever. We're talking full war-machine here. A lethal moving collection of metal designed with one aim. Kill.

The idea of playing this sort of game may seem crazy if you're used to Mario, Tekken and Sega Rally, but in its own way it's every bit as exciting as the instant kicks the consoles can bash out. The secret to Command & Conquer's success is that it was the best designed game in its class. There are loads of 2D PC war-games around but there are only a couple that people seriously play and Red Alert is about to make the top of that list.

Almost every mission feels as if it is different, even though they all involve shoeing in masses of enemy troops and obliterating whatever they were protecting. Each level has been designed with such care and thought that although it can often look a bit basic, this simplicity only adds to the overall feel. You can see everywhere and, using the streamlined controls, send people off to attack, hold or scout out. Meanwhile, somewhere else you're concentrating on a different problem, but at some point they must all be brought together.

In most missions you are given a small number of troops to start with and a mobile construction

COMMAND & CONQUER: RED ALERT

Biggest selling PC game of all time huh? That'll need a sequel then won't it? Here we go...



MUTUALLY ASSURED DESTRUCTION

The toughest of the first few missions for either side is this baby. Tactics for it could be broken down as follows but basically it involves slaughter on a fantastic scale. So many troops are hurled to their death it looks like the Russian Front. Rather worryingly, it also happens to be the most satisfying. Life's cheap.

Start off with some of the heavy artillery and some tanks.

Build a base, build more tanks and set off north.

Find the enemy and give it everything you've got.

Take out camouflaged turrets and other nasty things.

Admire pock-marked landscape and move on.

Locate enemy base and enjoy the final explosions as it dies.



Strafing barrels produces the most spectacular explosions in the game. Shame there aren't any screams like in *Syndicate*.



The panel at the side makes playing the whole game so instinctive. Use Windows 95 if you've got it though.

yard. By setting this up you can build ore factories that allow the collection of valuable supplies that in turn lead to you being able to build all the military units. The enemy meanwhile, is doing the same and attacking you, so there's always a tense race to win. If you lose then it gets a damn sight harder.

There are so many simple, complex and plain cunning ways in which to take on the enemy. One of the first Allied missions sees you as a female commando with a big gun at her side following a road and causing carnage. Sounds ricochet out of the speakers as she snipes down on enemy infantryman from a few hundred yards before setting off a ground-shaking bang using some explosive barrels. She gets captured later on and you (playing a spy that moves undetected past enemy units except dog patrols) break in to free her. She kills her guard with his own gun, clears a path in the enemy anti-aircraft defences and sets up an invasion force that destroys everything. This is one serious babe. Best to have her on your side. If they ever go for a female James Bond this is her.

MEGALOMANIACS OF THE WORLD UNITE

Even the resource part is brilliantly handled to make you want to keep on collecting the minerals that allow you to build. With pots of cash you can build more tanks and research centres that let you build more deadly weapons and trot off in search of someone dressed in a different colour to yourself. And when you find them...

If you have a PC which can run Windows 95 the whole game is now in crisp 'n' dry SVGA so everything looks amazing. Your rockets streak off towards their prey with a whoosh and leave a rapidly advancing trail of smoke before a crumpling sound marks their arrival at the same location as some poor sod. The scenery alters to reflect battles - a feature that constantly brings home the destructive power of your toys. Craters



The 'Valuable minerals' that are the currency in *Red Alert*. How original.

Knacker the buildings a bit before you actually send in the engineers. A great improvement.



DOGS OF WAR

Forget the mammoth tanks, screw the V2 rocket launchers and bury the harvesters. What you need, mate, are dogs. The ultimate weapons, with fur and the best of Red Alert's new units. These Alsations pad innocently around your base on patrol until they sniff out any enemy human. When - with a sound a bit like "rrrrroowwwah, rrrroowwwah" - they belt off, hurt themselves at the offending troops and sink their teeth into said throats. Our canine chums' attrition rate tends to be rather high when running at rocket launcher equipped troops but, hey, they are only dogs (and the only units that can detect enemy spies). In mission eight on the Soviet side you get to play with about 30 of them which makes Pedigree Chum adverts seem very appropriate indeed.



Take four blood crazed hounds and one vulnerable looking young man.

Mix for several seconds.



Enjoy the ripping sounds and new colour splats.

can be used as foxholes by troops so building infantry makes a lot of sense.

Most of the flaws of the original have been sorted out to further improve the gameplay. Sand bags now work properly, the engineers aren't annoyingly powerful and the designers have included planes and ships to expand the number of combinations with which to cause havoc. The whole result is pretty damn special.

This is brilliant. It'll run on any machine at the same speed so there's no excuse. The storyline branches so you can play through it in different(ish) ways. There are different approaches to each mission. It looks so cool, especially when there's a mass tank bundle in the middle of an enemy base, ships are shelling, you're dropping parabombs and planes are strafing overhead. The multi-player game will keep you going until the next one comes out. There is no reason for not buying this unless the idea of miniature war offends you or you don't own a PC.

Les Ellis

PLANE SAILING



More ships, more planes and, of course, much more death

Command & Conquer featured hard land campaigns with the occasional computer-controlled air or sea strike. *Red Alert* hands over control of these events to you and the result, as ever, is more havoc. Build an airfield (something almost every mission allows) and you can send off attack planes to strafe advancing troops, harass harvesters and destroy those lovely barrels. Naval yards and sub pens are sometimes available after six or seven missions and then you can build huge motherships. Which are great for destroying the enemy's even huger motherships. Although the sinking explosions do look a bit on the ploppy side.

<p>COMMAND & CONQUER: RED ALERT</p> <p>VERSION REVIEWED PC</p> <p>NO. OF PLAYERS 1 to 8</p> <p>FROM Virgin</p> <p>AVAILABLE Now</p>	<p>GRAPHICS</p> <p>Very detailed. The best yet in this genre. Small but perfectly formed.</p> <p>92</p>	<p>SOUNDS</p> <p>Tons of great effects and a hard rock soundtrack used throughout.</p> <p>91</p>	<p>GAMEPLAY</p> <p>Instantly playable and the tactics make it totally unstoppable.</p> <p>94</p>	<p>LIFESPAN</p> <p>Plenty of missions and you can play them all in different ways.</p> <p>95</p>	<p>OVERALL</p> <p>94</p>	
	<p>JUDGEMENT The best war-game just got better. The most addictive war-game ever, even arcade freaks will love this.</p>					
	<p>NEWS PREVIEWS REVIEWS SPECIALS TIPS LETTERS</p>					
	<p>43 GAMESMASTER 51 JANUARY 1997</p>					

NEW!
100%
For Next
Generation
Nintendo-
Heads



FIRST UP!



DOOM 64
New shots of this stunner!



CHAMELEON TWIST
Loose-tongued kid unleashed!



DARK RIFT
New 'ave-'im-up reveal!

your
12-PAGE
pullout N64 mini-mag!

ISSUE epsilon • January 1997 • £ZERO

64 fan

IN THIS ISSUE!

YOSHI'S ISLAND 64

ZELDA 64

STARFOX 64

MARIO KART 64

BLAST CORPS

SHADOWS OF THE EMPIRE

GOLDENEYE 007

KIRBY'S AIR RIDE

J-LEAGUE PERFECT STRIKER

**BLADE AND BARREL
DUAL HEROES**

**WONDER
PROJECT J2**

**ST. ANDREW'S GOLF
PRO-BASEBALL KING**

**YUKE! YUKE!
TROUBLE MAKERS**

AND M-M-MORE!

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THE GREATEST SHOW ON EARTH!

hot new games unveiled at
Japanese extravaganza!

7 TIPS

More stars than a clear sky over Bethlehem
SUPER MARIO 64!
Worlds 12 and 13 busted this issue!



WELCOME



Wa-how-how-how-zers. What a month. Not

only did the smooth, slinky, rinky speed of the very fine *Wayne Gretzky* grace our empty N64s but we jetted off to Japan in search of exclusives and came back positively laden with goodies. All of which will be given a thorough going over in the very next issue of this tidy rag. Yep, here at 64fan there's plenty to shout about, not least the fact that you can now pull us out from the main mag meaning you're getting two quality mags for the price of one.

Looks like 1997's going to a fantastic year for the N64 and here, in our lovely hands, you can come along for the ride. Until next month, dear reader...

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this still life is all i ever do, there by the window quietly killed for you

64

CHIANNI

THIS MONTH'S EXCITING EVENTS



NEWS



Show

take a look

More next month, but for now a quick flit over the highlights of the show. Onwards...



With 38 titles on show, as well as a number of peripherals – including the much discussed 64DD – this year's Shoshinkai show proved, more than ever, that 1997 could well and truly be Nintendo's.

The eighth show, held at the Makuhari Messe in Japan, not only allowed the company to showcase their plans for the previously titled Bulky Drive and the unexpectedly announced Jolting Pack – a joypad that vibrates in unison with explosions and the like on screen – but also the awesome Miyamoto-influenced *StarFox*

starfox 64

First impressions of this 64 update weren't good. At Shoshinkai it stole the show. Miyamoto-influenced fighter pilot action isn't likely to get much better than this. We await with tongues out...



zelda 64

Much talked about and still hugely promising but, once again, beset by delays, apparently. More news soon...



yoshi's island 64

Somewhat of a surprise entry at the show, this is much of the same with improved graphics. Nice.



goldeneye 007

Could fall flat on its arse but this Doom-a-like promises some swish graphical turns so we'll see, eh?



blast corps

Many were still confused as to the point of this Rare entry but, certainly, most hacks gave it a warm reception...





Time!

The greatest show on Earth has to be the one that puts an end to the myth that there is a shortage of N64 games. Just cop a look at this little lot. Shortage? Don't think so...

64 and *Mario Kart 64*, both of which had press and public drooling in anticipation.

Overall there were 23 playable titles including a couple of surprises, the main one of which was the slightly disappointing looking (but no doubt extremely playable) *Hexen*. However, elsewhere there was proof that the many third party developers were getting to grips with the machine's unrivalled hardware. GamesMaster's cover star, *Turok*, was one such example as was Konami's *Perfect Striker*, which moved and played like no other football game currently available.

Hudsonsoft's *Dual Heroes* was only running in a 30% version but still looked lovely and Seta's *Rev Limit* could easily better *Ridge Racer* and *Sega Rally*. *Zelda 64* was also given a video run-out but is still, disappointingly, at the very earliest stage of development.

Next month in 64fan, we will be detailing this amazing show in full, having jumped on a plane and experienced the sweaty excitement for ourselves. For now, though, you'll just have to be content with some of these pant-fillingly exciting prospects, safe in the knowledge that, by this time next



year, the N64 could quite possibly be ruling the world...

Zelda 64 is shaping up to be *Mario* with puzzles. We hope so.

holy cow!

Titus Take The Challenge

This month saw the official announcement of Titus' first N64 title, *Lamborghini Challenge*. An update of its not-three-bad SNES racer, the game will include a number of rather "pacey" vehicles including contributions from Porsche and Ferrari (as well as the car of the title), a real-time 3D rendered environment, pits stops, track styles and a choice of weather conditions. The game should see a release in the summer of 1997. Well, it's got to be better than *Prince of Persia 2*...

Nintendo Jolt Into Action

One surprise at the show was the new Jolting Pack. It's an add-on that fits snugly into your controller and vibrates at points in games. Imagine going off the track in a racing game and your controller starts vibrating in your hand. Weird. The first two games that will be designed to use this new gimmick are *StarFox 64* and *Blast Corp*. No prices or release dates have been set yet but it should be out within a couple of months in Japan with a US launch following soon after.

mario kart 64

Is phenomenally good and, more to the point, frighteningly fast. *Mario Kart 64* is going to be every bit as good as its SNES brother...



wonder project j2

Out very soon, this entry from Enix is a strange take on *Creatures* with you having to aid the young girl below in her growing up. Erm...



rev limit

Almost certainly better than the forthcoming *Cruis'n USA*, *Rev Limit* already boasts some super-fast action. Should be great fun.



shadows of the empire

Likely to have *Star Wars* fans everywhere hanging themselves in frustration. America has already labelled it a huge disappointment.



j-league perfect striker

Konami gave us a sneak preview and this – their follow-up to *ISSD* – is going to be fantastic. Certainly, the best footie sim yet.



pro-baseball king

Sprite-mongous baseball sim with stats based on the real Japanese league, but action looks straight out of *Mario*. Bound to be great.



st.andrew's golf

Looked good in early versions but, at the show, *St. Andrew's* looked like it had come straight out of *Atrocity Camp 5*. Hmm...



64 oozumo

A sumo-em up is, at least, original and with bug-eyed fatness played on to the full, probably shaping up to be a bit of a grin.



kirby's air ride

Already pretty familiar with just about every Nintendo-watcher and has hardly changed in the past six months, meaning it must be close.



yuke! yuke! trouble makers

Developed by Treasure – of *Guardian Heroes* fame – little is currently known about this except for its bold mix of gaming styles.



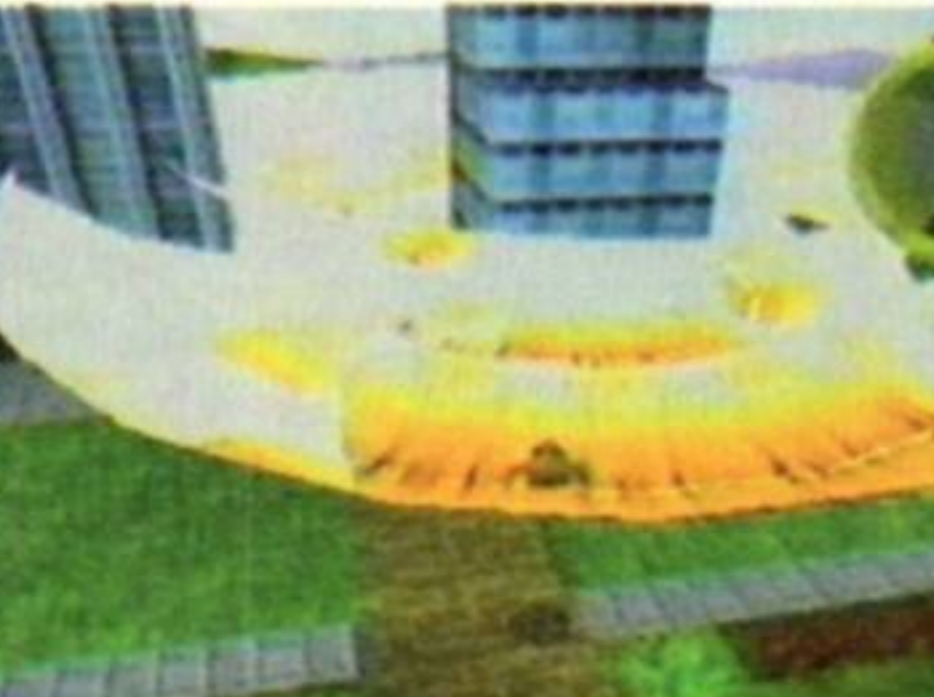
dual heroes

Already given an exclusive run-out in 64fan, Hudsonsoft's *Dual Heroes* looks hugely promising but is only at a 30% complete stage.



blade and barrel

Four-player action a-plenty is likely to be the main focal point of this shoot-em-up. Impressed many at the show, but time will tell...

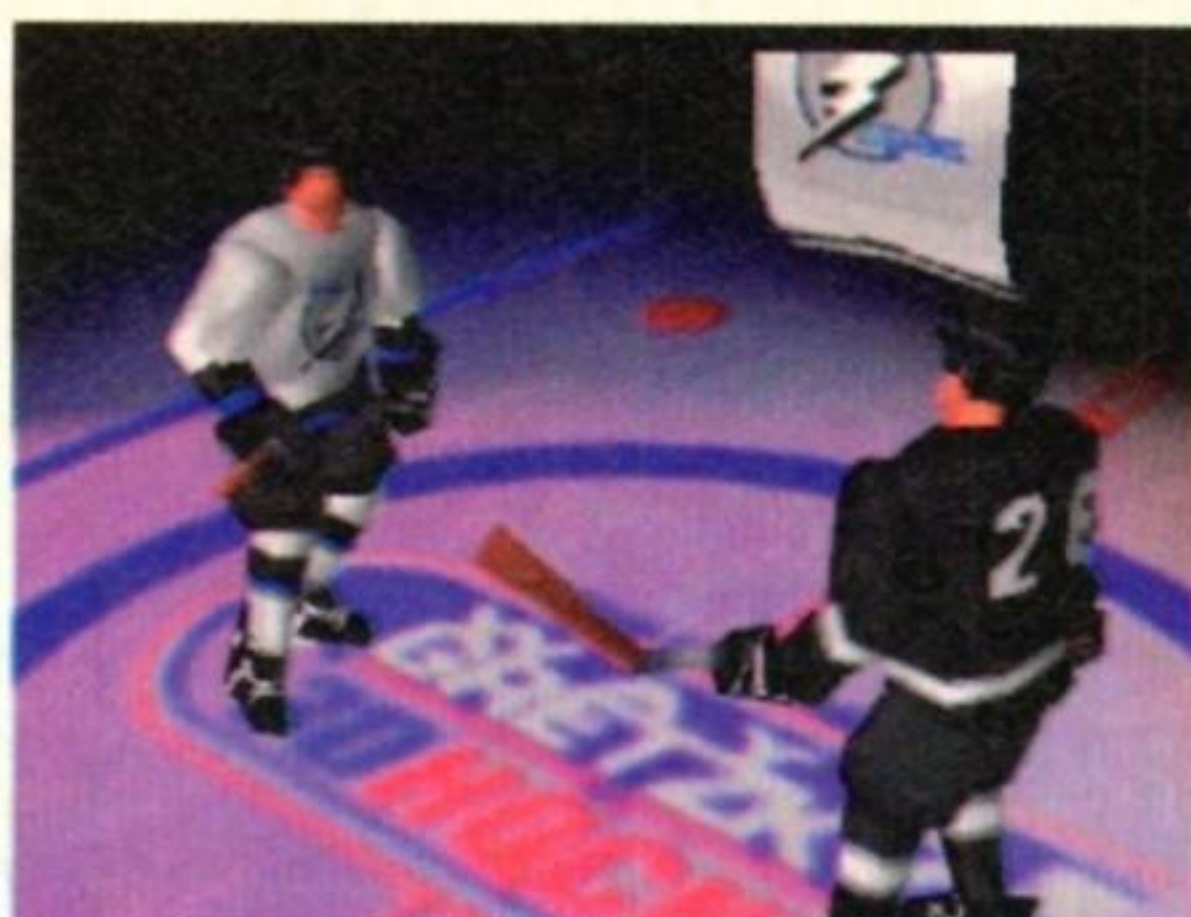


hot press!

After all the hype and delay, *Star Wars* blaster *Shadows Of The Empire* finally got its American release as we went to press. Initial reaction to the game in the US seems to be disappointing, although this could be down to the sci-fi mad community expecting too much. The Americans that we have spoken to seem to feel that the gameplay lets it down a bit. Next issue we're going to have a full review of Nintendo's big hope for Christmas so you'll know for sure then...



↑ Terrifyingly, the players rise up, rotating, from the ice at the beginning of the match.



↑ Look at 'em, squaring up to each other, trying to act tough. Go on, 'ave 'im.



↑ That's what hockey is all about, cut out all the messing about and start fighting.

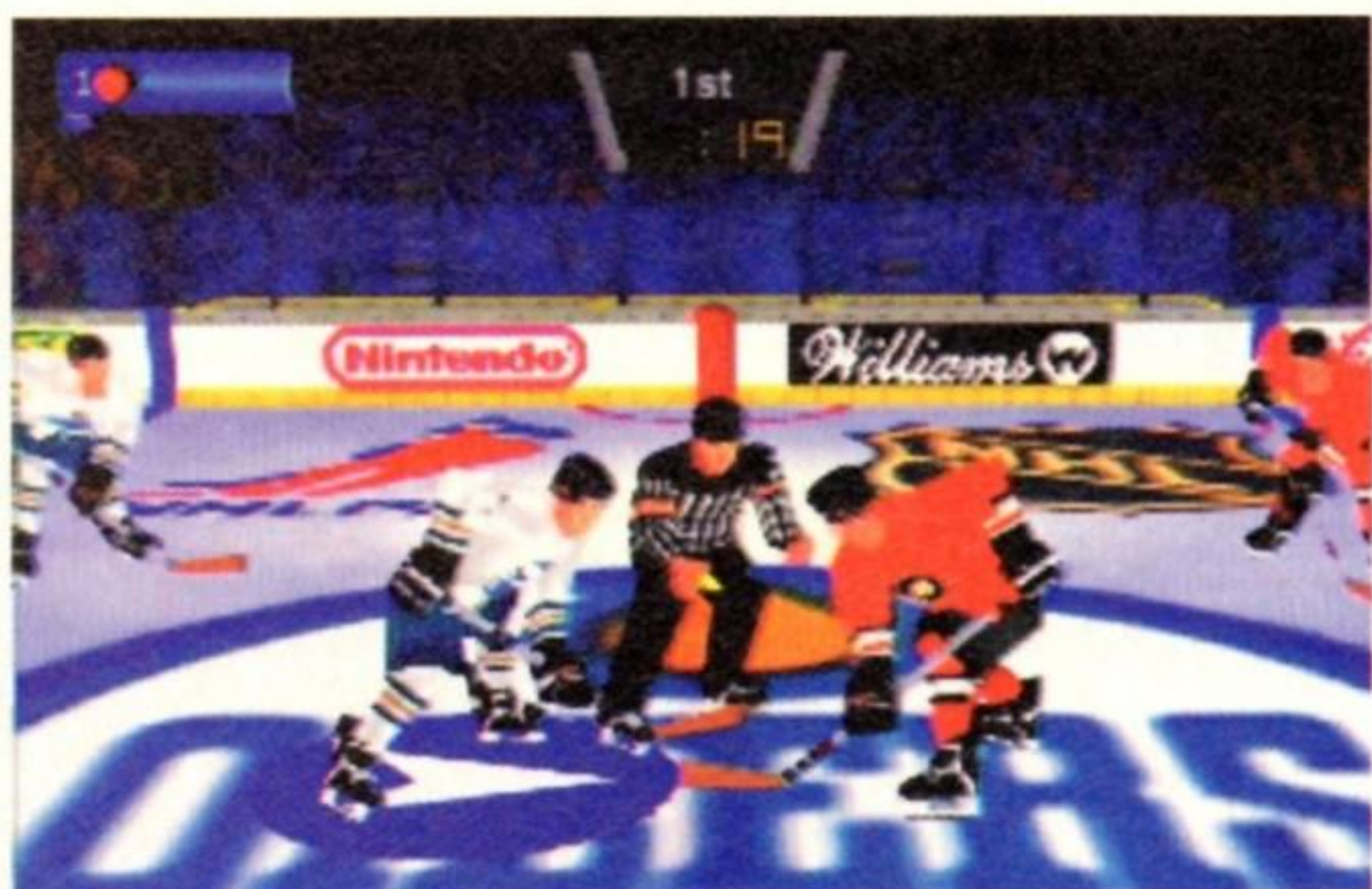
Wayne Gretzky's

Producer: Williams/Midway

Developer: Williams/Midway

No. of Players: 

Those big shoulder pads can be a bit too rigid sometimes. →



↑ Perhaps not the best place to stand, ref.

→ The idea is to get the 'puck' into the 'goal' using your 'hockey stick'.



Few sports lend themselves to the world of videogames as well as ice hockey. With its five-a-side teams and high speed, plus, of course, the possibility of the gloves coming off at any moment, it's almost as if it was designed to provide the N64 with its first sports game.

And, while it's entirely lacking the original thinking that has accompanied the first Japanese N64 games, this initial American offering is at least technically well up to scratch. The skaters slide about superbly smoothly and well-animatedly over

the ice, with no frames-per-second-related problems at all. (That's in the three-a-side Arcade mode, at least. In the proper five-a-side Simulation mode things do get just a little jerky, but three-a-side's much more fun anyway.) Although, it's slightly disappointing to discover that there are none of the reflections on the ice that make NHL '97 on the PC look so smashing. And NHL '97's players all have faces digitised from real players, but that's just silly.

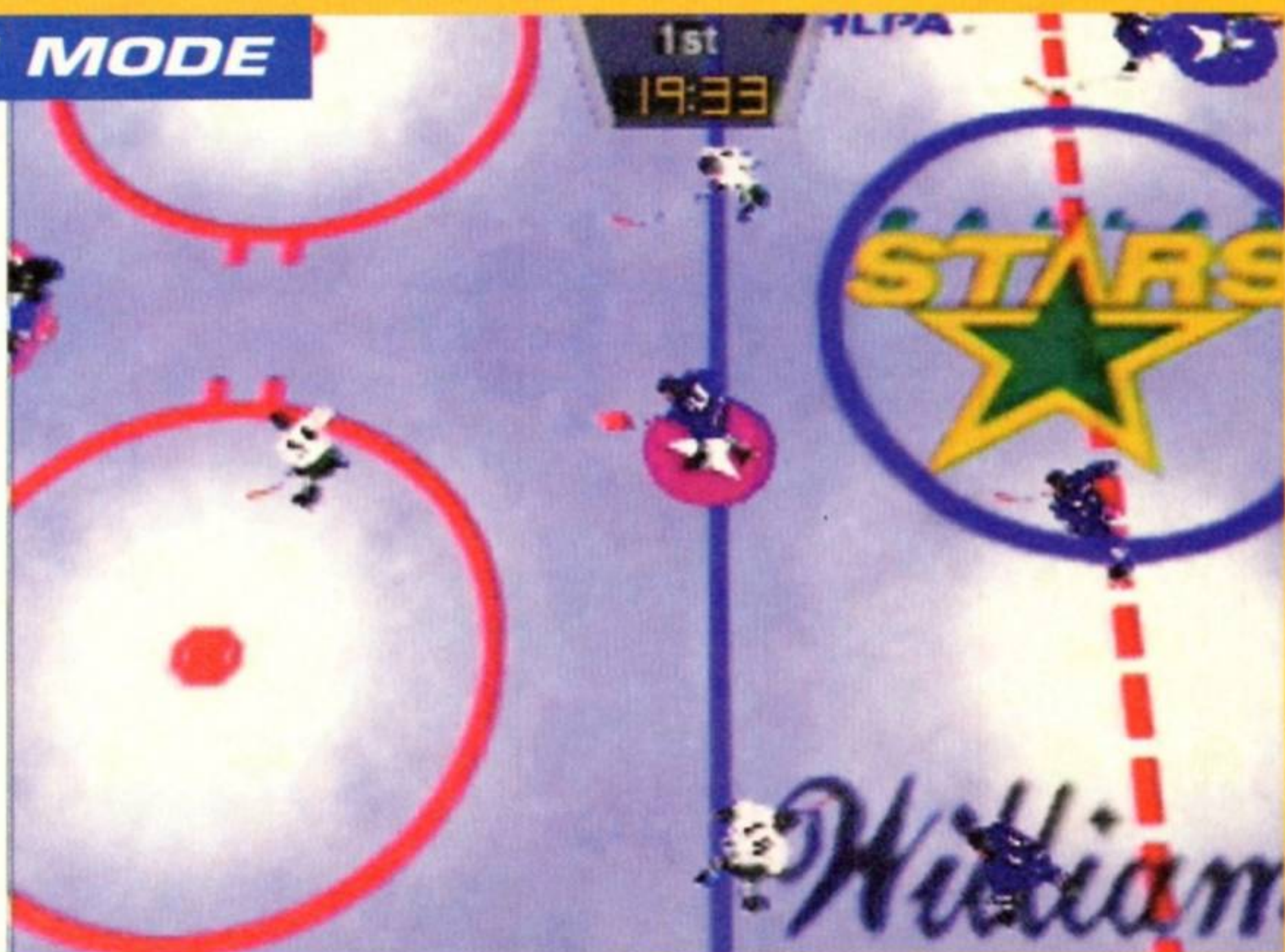
No, Gretzky has been constructed well, and because the players are all built from solid polygons they can be spun around and zoomed in on at will. Score a goal, for example, and the camera whizzes in to show the goalie hammering on the ice in frustration while the red flashing light behind the

SIMULATION MODE

fun and serious

You can take two approaches to Gretzky – an arcade one, or more of a simulation one – and there are numerous subtle and multi-hued variations in between.

Here, the full-sized rink is used, giving the full complement of five players per side room to spread out. Penalties are turned on, so the game will keep stopping every few seconds for no readily discernable reason. (Shh, but it's probably to allow the actually-quite-weedy players to get their breath back.) Player fatigue is on, so you'll need to make substitutions every so often. Periods are a concentration-taxing 20 minutes long. And the difficulty is set to Very Hard, obviously, so the computer players turn into blood-thirsty crazy people.



doing it properly

Gretzky is great fun against other people, but pales fairly rapidly if it's just you and your machine. Unless, that is, you happen to be American, whereupon you'll obviously want to start playing through entire seasons, copying the antics of your favourite ice hockey players. Have fun.

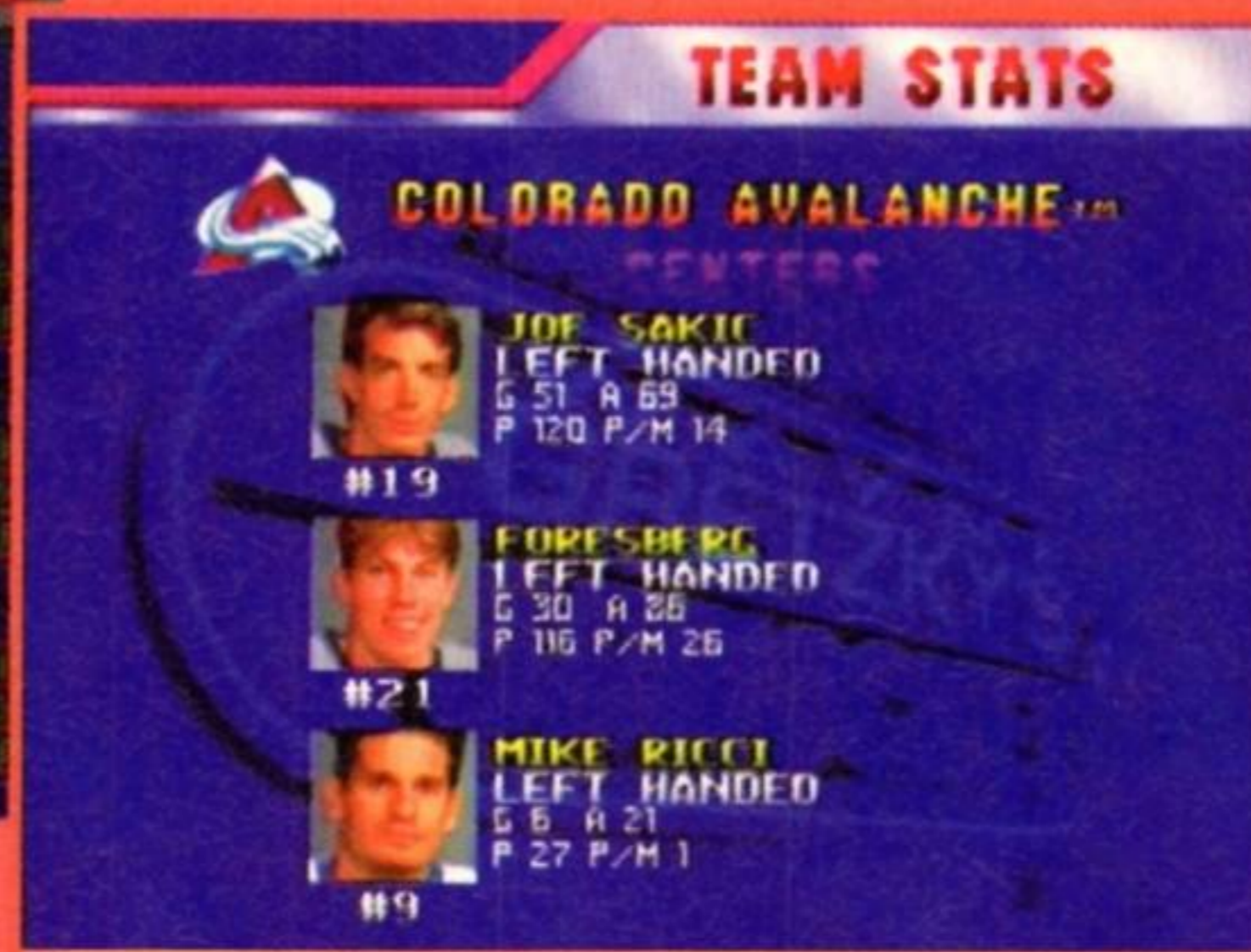


check

ATLANTIC
Philadelphia NY Rangers
Florida
Tampa Bay
New Jersey NY Islanders



You can go through the whole play-offs, for example, which operate on a football World Cup-type system of knockouts.



Or, if you really want to, you can sit there and play a complete 82-game season before then moving into the play-offs. Passwords keep your place should you have to stop for any reason, or – so that you can pass it onto your heirs when you die – you can save it into a Controller Pak.

3D Hockey



Puck: teeth. Teeth: puck. And further expensive dental treatment for our unfortunate player.

goal spins around realistically. Best of all, though, you can pause and invoke an action replay, whereupon you can flick from player to player and zoom right in on them until you can almost see the hairs in their nostrils. It's now that the game looks unmistakably Nintendo64 – the players even have 3D sticking-out noses that contour smoothly into their faces, and if you zoom in on the ends of their hockey sticks you can see ice spraying up where they're scraping the rink. Only the front-end presentation lets the side down, with weedy text-only menus that don't act as a good advertisement for what's to come.

Much effort has been expended in turning Gretzky into an exciting game

rather than just a dry simulation, too. Most noticeably, the puck leaves a trail of fire behind it as it darts about the rink at incredible speed. This a) makes it easier to follow, and b) means everything's a great deal more exciting. The players crash into each other really quite painfully, too, shoving their sticks between their opponent's legs causing them to smack horrifyingly into the ice. And I've no idea what that green thing on top of the goal is, the one that goes tumbling to the ground every time the puck goes in, but it's another nice touch.

The commentary's nothing special – the player's aren't referred to individually, for example, like in *Brett Hull* on the SNES – but it's reassuring when you're told that a nifty one-shot you've just pulled off was straight out of the text book, and somehow appropriate when the chap exclaims "That goalie's a wall!" when the goalie has just, via some special move, quite literally turned into a wall.

The 64's analogue joystick once again proves its worth here. It's ideal for guiding players about

play it again

Possibly the most exciting moment in *Gretzky* is the discovery of the Action Replay mode, which allows you to freeze the action and then steer the camera about at will. (Ow – Wil.)



You can zoom right out like this

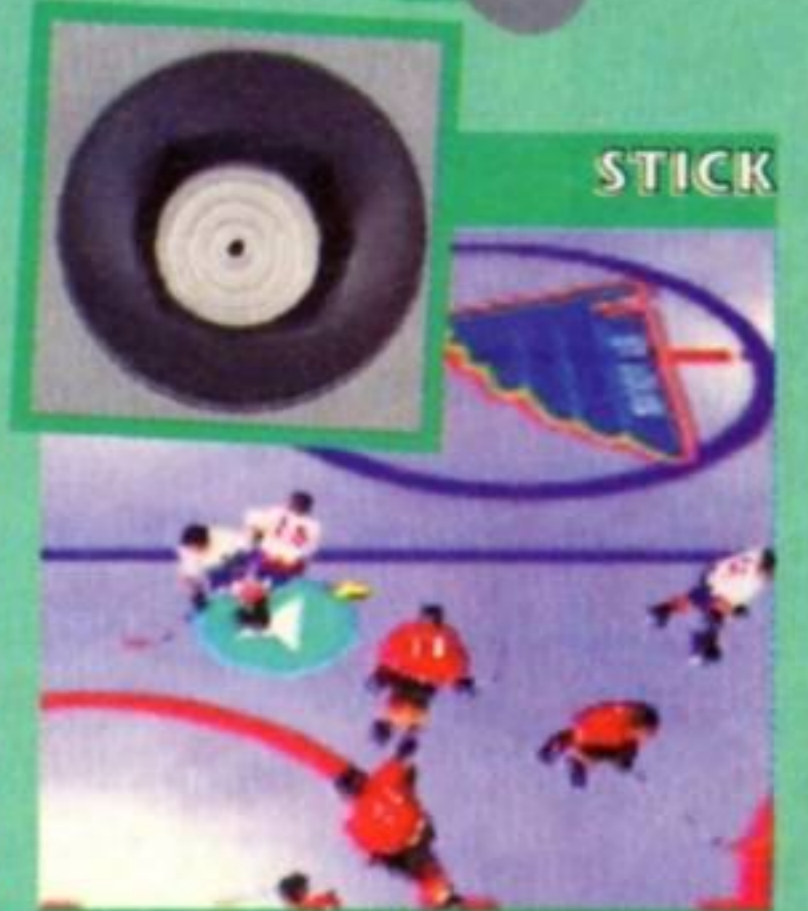
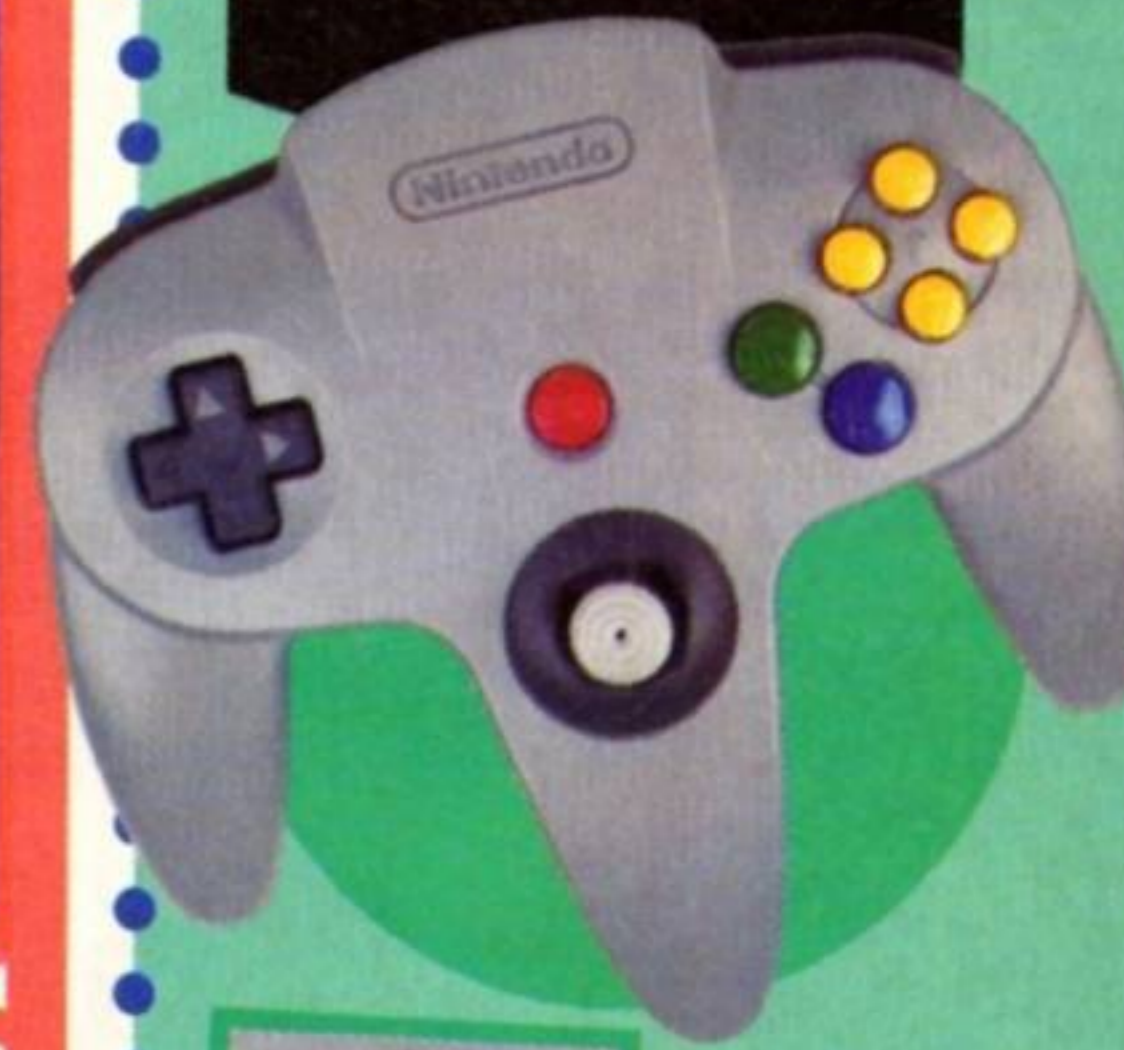
Or right in like this. (The players don't blink scarily like NHL '97's, though.)



In fact, you can even look at the inside of people's faces. Aarrghh.

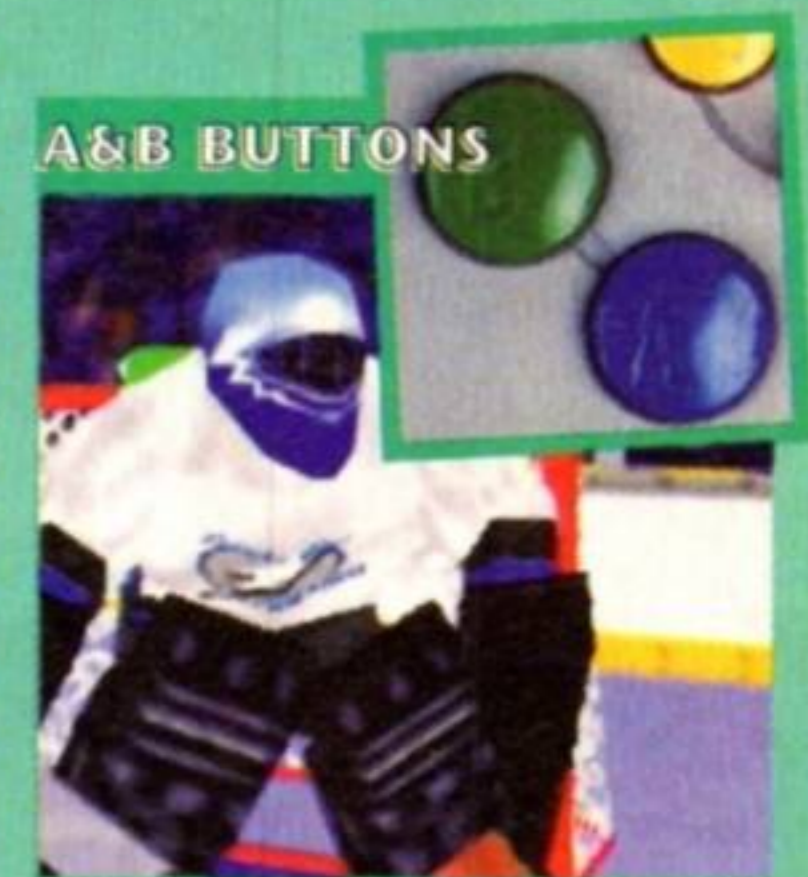
control panel

Gretzky's controls are simple to grasp, even with frozen hands.



STICK

The joystick provides precise control for swooping about the ice.



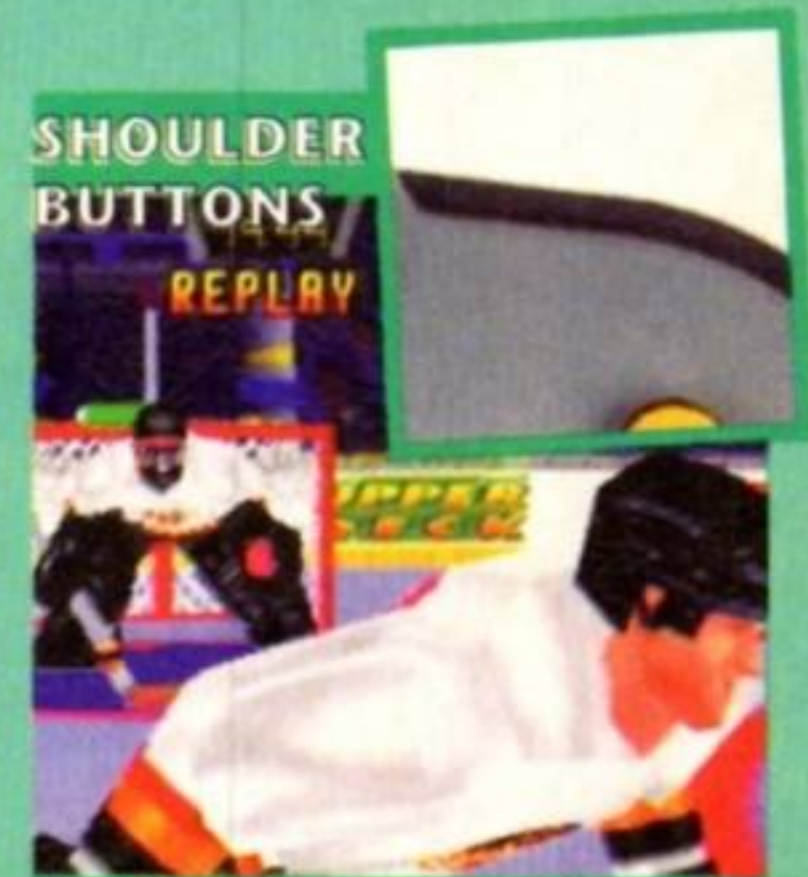
A&B BUTTONS

The green one passes and the blue one shoots, when you have the puck.



C BUTTON

These do Turbo and a range of intricate defensive moves.

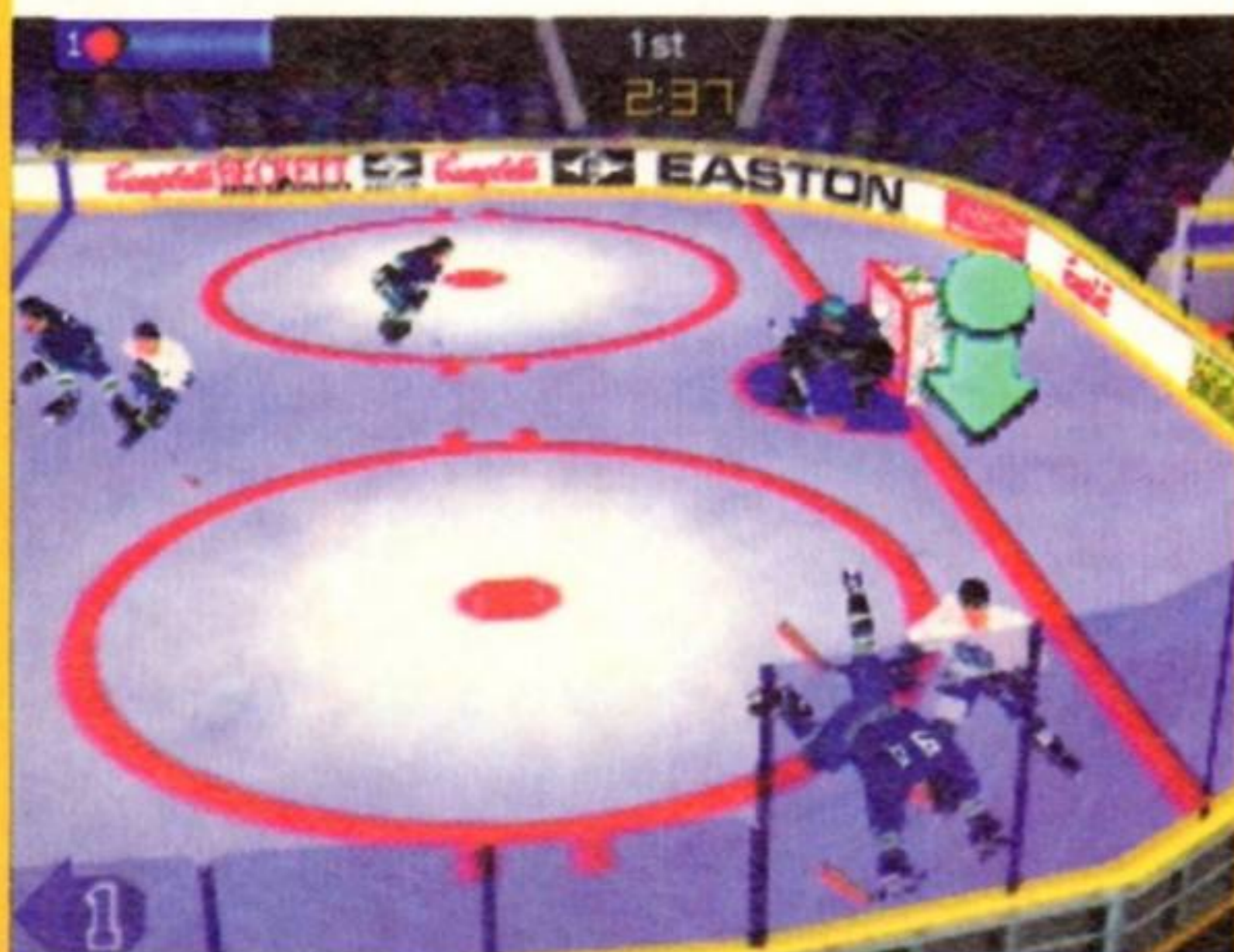


SHOULDER BUTTONS

L switches to whoever's got the puck, and R flips between two views.

ARCADE MODE

Compact rink, three per side, five minutes each way, and no stoppages or any of that other nonsense. Goals now come thick and fast, and anything goes foul-wise. Much better.



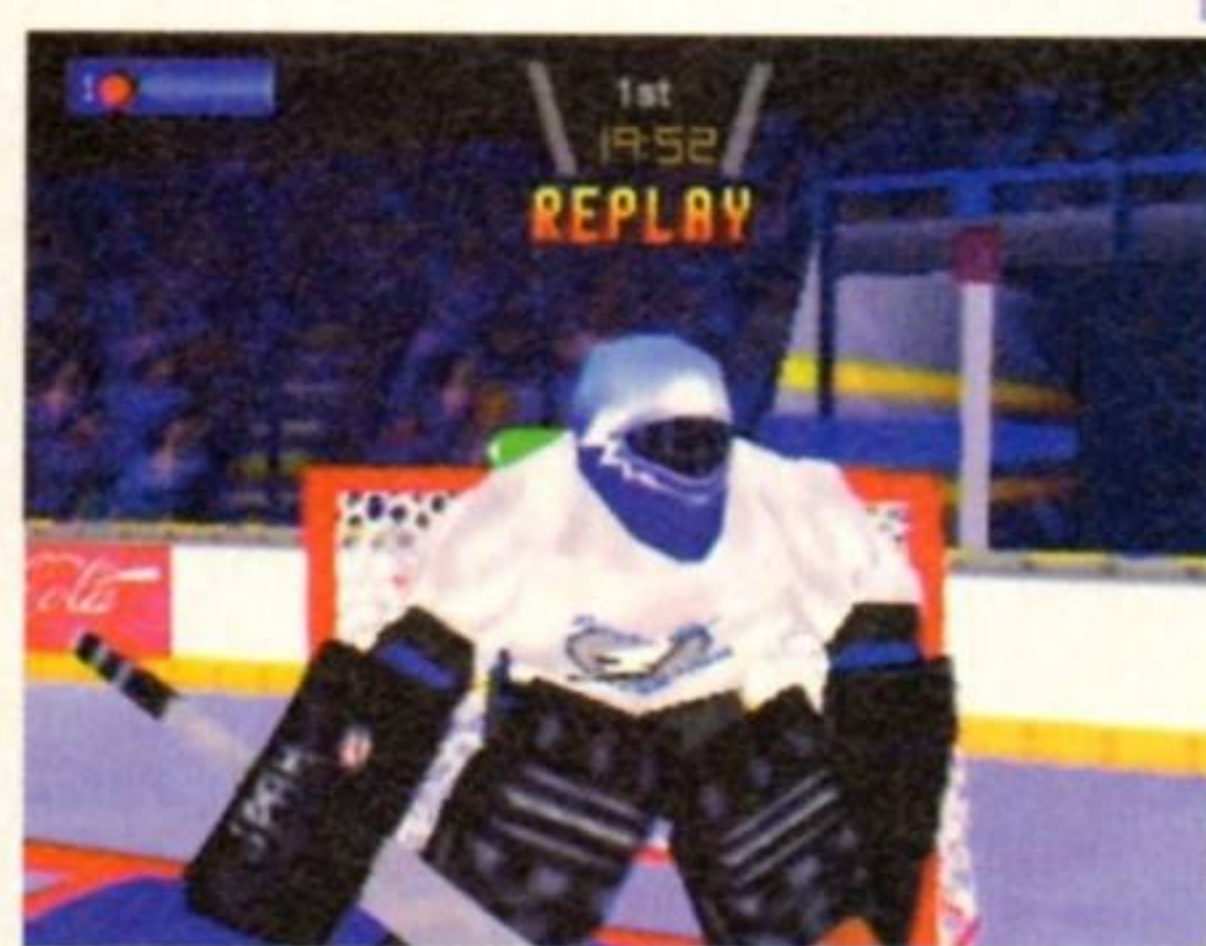
OR...

Or you can do just about anything you like – six players skating around a huge, empty rink, for example, or eight players in a little one. The possibilities, as weak-minded advertising copywriters invariably remark on these occasions, are limited only by your imagination.



Obviously, each button's action changes depending on if you're on currently in offence/defence. A or the Z-trigger shoots in offence, but in defence A causes your player to kneel down.

the ice, and because you're not just restricted to eight directions you can come belting up towards the goal at just the right angle to slide off to one side of it and pop the puck in behind the goalie. Passing is much more accurate as well, as you can



With so many skaters zooming about at such a high speed, the occasional 'mishap' is likely.

Peer at the goalies from the right angle and you'll find they have no necks. Erk.



pick the player you want out of two standing near each other. This saves a lot of confusion. Options-wise, well, there are hundreds. A range of camera angles can be employed to change the game's feel completely, from the 'in amongst the action' side view to the more strategic bird's-eye one. As we've already learnt, there are Arcade and Simulation modes. Penalties can be turned on (although it's best to leave them off, of course). The rink can be made smaller for three-a-side. You

can even, if you're so mad that people just don't know what you're going to do next, up the game's speed to Fast, rendering the puck virtually invisible. It is, though, still just an ice hockey game. And, while it's probably the fastest and slickest one yet, and is particularly fun if you can assemble four players and controllers and play with two on each side, it doesn't actually offer anything different to do. So those who've played the NHL games to death are unlikely to have Gretzky turn them into born-again hockey fans. But apart from that, Gretzky is a solid first 64 effort from our fellow Westerners.

Jonathan Davies



A large, hovering frisbee helps to highlight the puck.

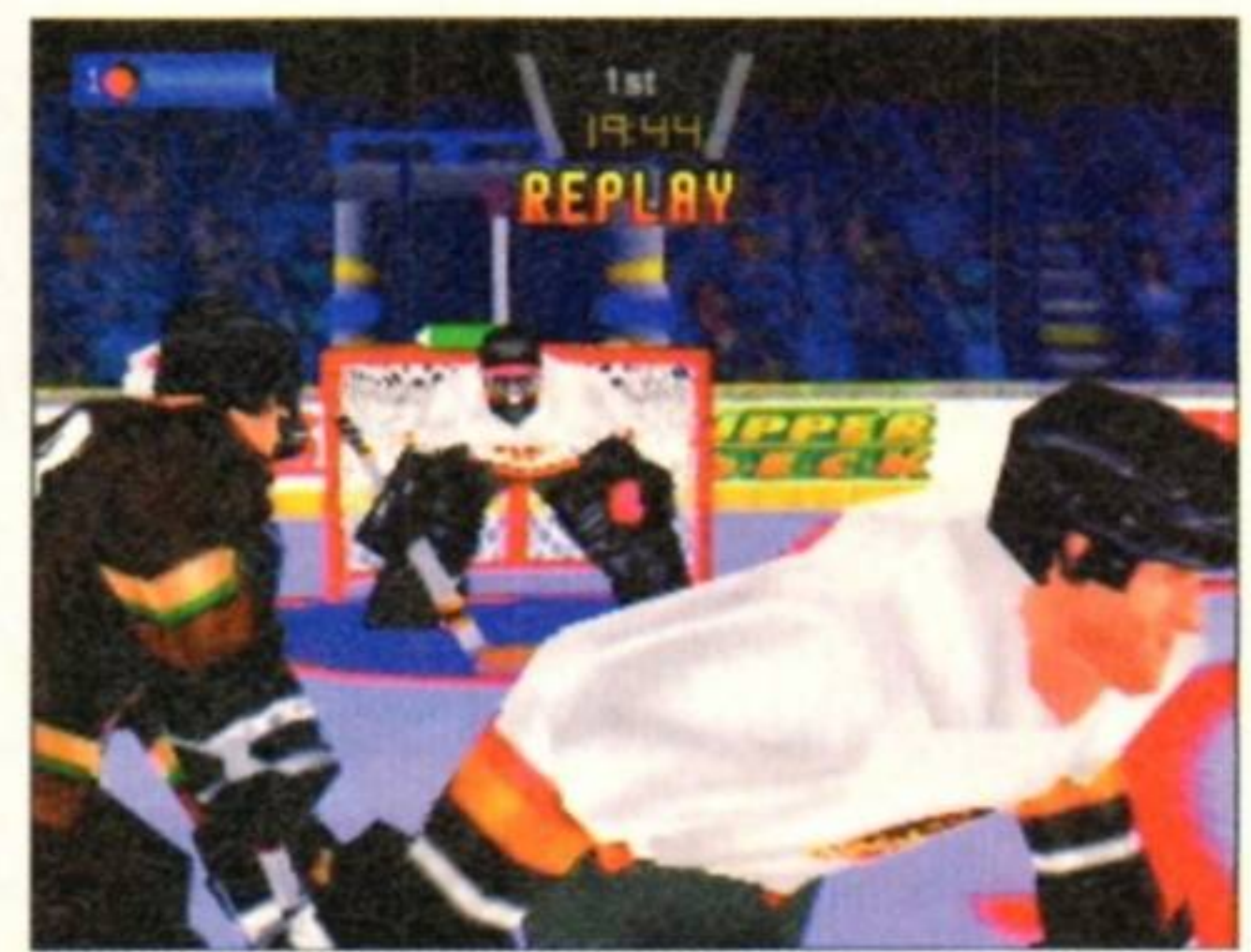
over, under

With everything being constructed from polygons, it's no problem for Gretzky to spin the rink around and zoom in and out of it. So it does. And you can pick two viewpoints and then flick between them at the press of a button, to the consternation of any fellow players

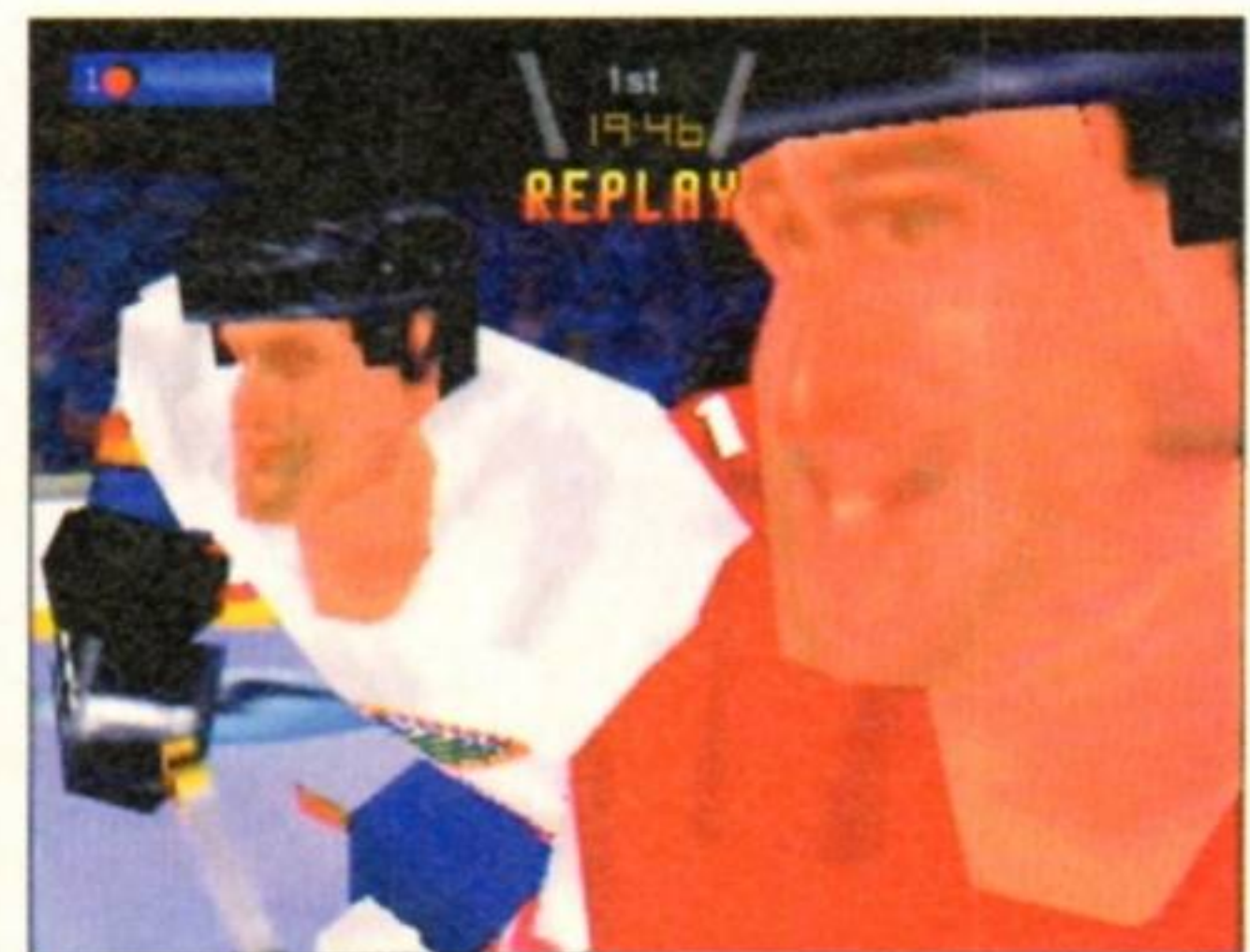
	<p>LOW SIDE CAMERA The default, and great for seeing what's going on amongst all those sticks and shoulder pads.</p>
	<p>MEDIUM SIDE CAMERA Shows about half the rink at once, so it's better for planning passes.</p>
	<p>HIGH SIDE CAMERA The famous Sensible Soccer view. Handy, but a bit too high to be useful for long.</p>
	<p>GOAL CAMERA #1 Great for seeing what's going on, but smacks of an old SNES game.</p>
	<p>GOAL CAMERA #2 Unexciting, and rocks downwards uncomfortably to fit the bottom goal in.</p>



The battle of the mafia. New York Vs Chicago. They'll end up making a movie about this one.



A replay of the player in white running away from the goal before the player in black could get him.



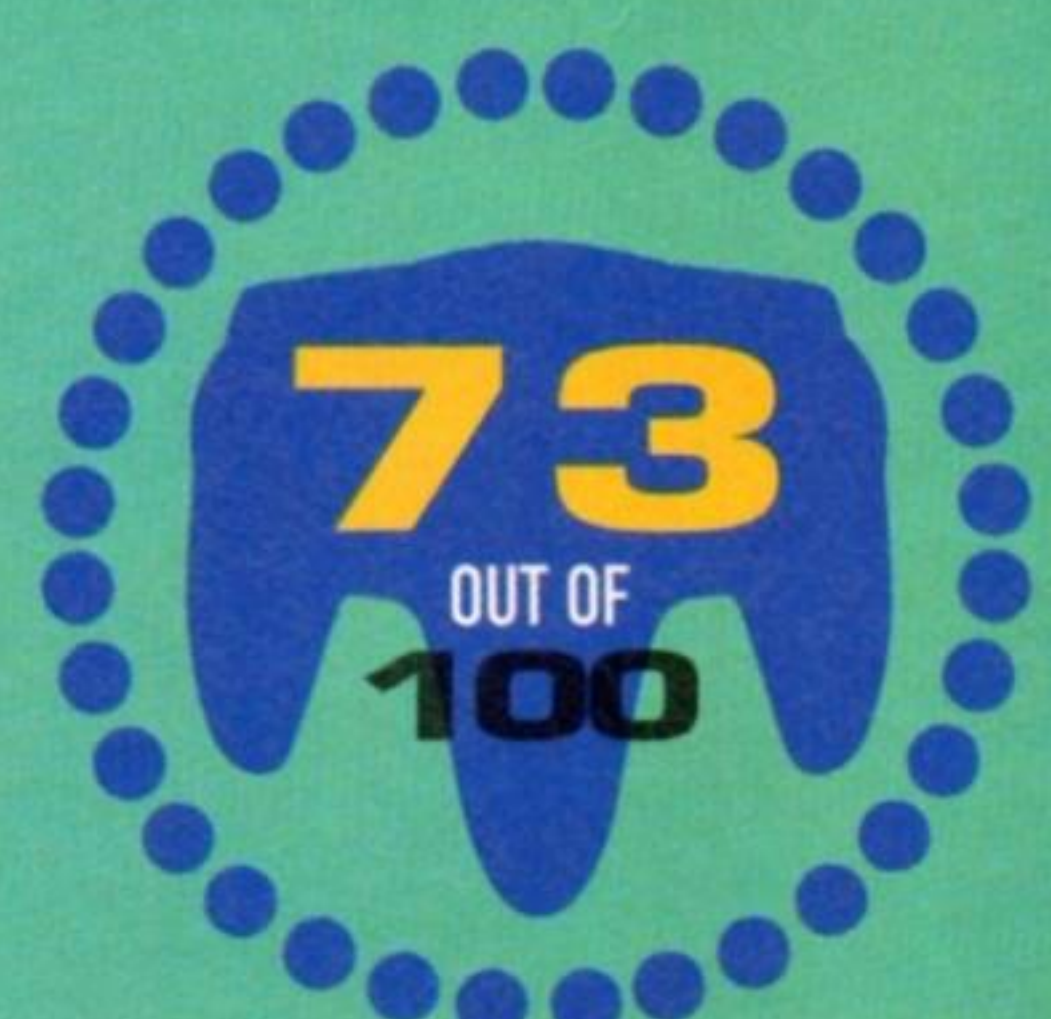
I think these two have been playing a bit too long, their faces seem to have been smashed in a bit.

end sequence:

<p>GAMEPLAY Zippy and violent, with a true feeling of skating over ice. The N64's controller really helps here.</p>	<p>41 / 50</p>
<p>GAMELIFE Unless you can be bothered with leagues and play-offs, it's not exactly immortal.</p>	<p>12 / 20</p>
<p>AUDIO Standard hockey effects, and the inevitable American guitar music.</p>	<p>10 / 15</p>
<p>VISUAL Excellent players, with everything getting the job done quite happily.</p>	<p>10 / 15</p>

OVERALL

It's ice hockey – but on the N64. and the fluid 3D graphics and arcadey feel make it that little bit special.



SUPER MARIO 64

courses 12 and 13

After last month's weird and slightly bizarre star grabbing antics we can now take you on to complete two new worlds and discover Mario's attempt to gain entry to the slightly deranged Dangerous Sports Club

with his new hobbies, wind riding, mountain climbing and shell surfing. Plus, the return of an old friend, or maybe that should that be fiend, from one of Mario's previous encounters. Here we go!

COURSE 12

tall tall mountains

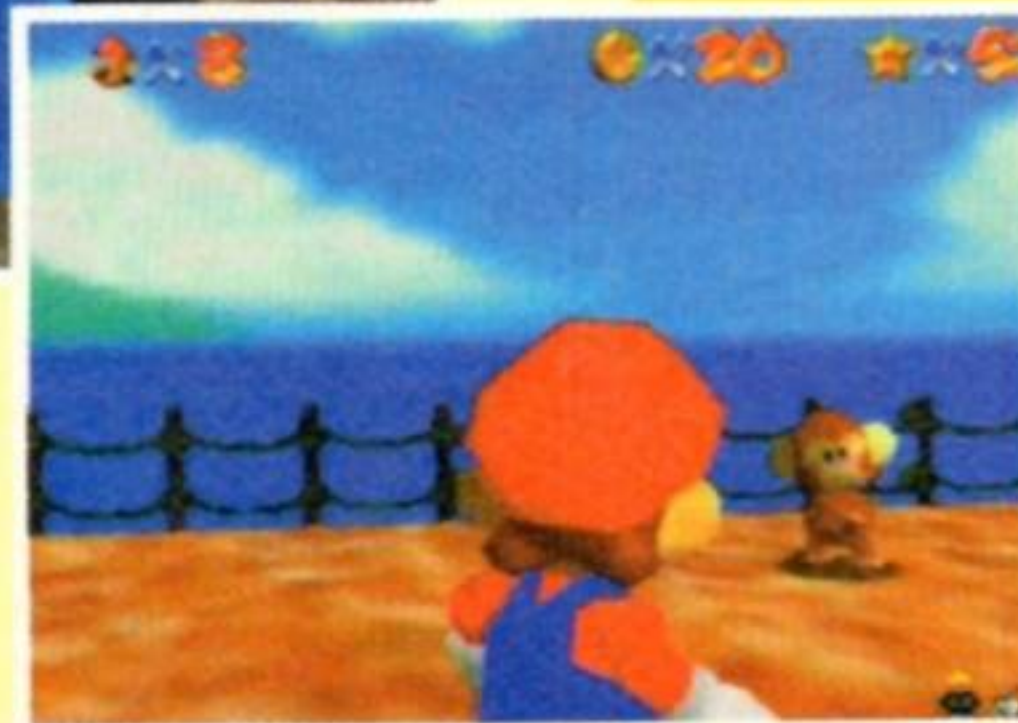
Star 1

Simply make your way to the top of the mountain. "Simply". Um, maybe not. One route sticks to the winding path, another involves climbing the ledges by the gopher holes, but you might find it helpful to consult a rough 3D 'map' by pausing the game. There are no bosses on this course.



Star 2

A caged star will appear unreachably high above the waterfall. Return to where you claimed Star 1 and you'll discover, instead, another cheeky monkey. If you can catch him, he'll agree to perform a small trick for you. Just follow him and watch as he leaps to the cage, sending the whole caboodle crashing down. The star can be collected from a ledge near the first monkey.



Star 3

The eight red coins aren't exactly hidden. Jump around the toadstool cluster for four, then press on to the Gopher holes and climb the vine-covered wall with backflips for the remainder. The star appears on a toadstool far below.

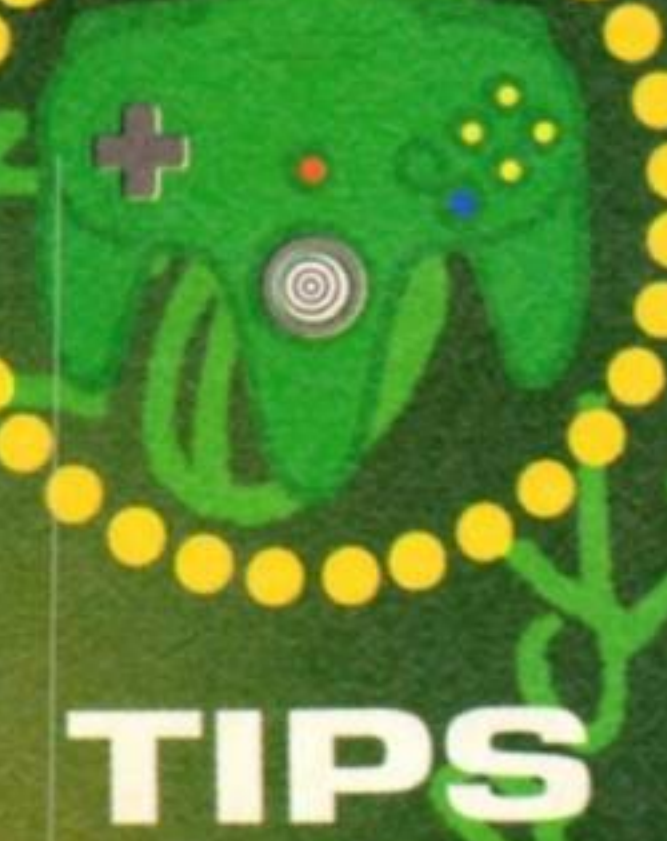


Star 4

The final stretch of mountain path before the summit has a large square indent in the rockface: a rippling secret entrance, no less. Inside, the bonus slide race will lead you directly to Star 4. Before you set off, though, look for a 1-Up and coin just outside the first chamber. If you die here or fail to collect the star, the game will restart you in this bonus section.



POWER-GUIN GAMI



TIPS

Star 5

Stepping on the purple !-switch creates two temporary cork blocks. The obvious one allows you to reach coins, but another one appears further on in the waterfall so that you can easily drop down to the niche containing the star. Expert players may find they can already make the jump to Star 5 without being patronised, however.



Star 6

By teleporting (see treats) or dropping down from near the gopher holes, you can alight on a very narrow ledge that leads around the base of the course to the cannon. From here you should be able to see the

distant toadstool and the star above it. Aim carefully, now.

The Pink Bomb himself is caught in a crevasse near the first monkey, circled buzzard-like by the Red Flyguy. After asking him to open the cannon, a neat escape technique is to let the Flyguy flame you and use this 'burning butt' turbo boost to run up the slope. Normally, though, the easy way to cross here is to Z+A "yahoo!" and keep the stick pushed fully forward when you land.



bonus star

For 100 coins you must do the slide bonus first (62) then drop over the railings without collecting the star at the end. You'll fall to a ledge behind the start of the course. With all the red coins (16), Goombas (9), Bombs (6) and lines of five scattered about elsewhere, you'll easily finish well over the century.

treats

A veritable feast of 1-Ups wait for you here. First, try just around the corner behind your starting position... Then in a yellow !-box on the toadstool cluster... On a ledge above the gophers... Look where the path asks you to leap across in front of the waterfall... On the slide race track... And although you can't eliminate them, stomping on those eight annoying Gophers will earn you a, by now much needed, 1-Up.



A warp point on one of the smaller toadstools in the cluster teleports you to the cannon's narrow access ledge.

The large toadstool supporting Star 3 has an updraft along its outer edge. One popular Mario 'danger sport' involves diving off the spots and hitting the air current at the last moment, so that you just catch a glimpse of the textured fungal underside on the long ride upwards...

Blasted off the mountain by the cloud? Did we mention that you take more damage without the Mario cap?



COURSE 13
tiny huge land

Although the pictures let you choose where to enter, the green pipes allow you to transfer at any time. Just to clear up any confusion we'll refer to Huge Land as the place where Mario is tiny and Tiny Land where Mario is, er, huge. Harumm.

Star 1

Huge Land. Near the purple !-switch is a green pipe surrounded by lurking Piranha Plants, which are fairly easy to dispatch once you learn their pattern. Punch out all five plants to make the first star appear.



Star 2

You can make your way to the top of the mountain by any route but use the highest green pipe, if necessary, to transfer to Huge Land. Just below the lake you'll see a yellow !-box at the base of the final slope. Star 2 really is that simple.



Star 3

One side of the course is plagued by a stream of rolling cannonballs. Find the square hole that is their source and use the nearby pipe to transfer to Huge Land if necessary. Just beyond the hole is a fenced area where a giant Koopa Troopa will challenge you to another race. We haven't found any canny shortcut as yet (using the pipe resets the race, and you don't need one if you cut it fine enough) so follow him first time to observe his route and then perfect your own racing technique to bring it under 25 seconds.



Star 4

Tiny Land: visiting these five 'special places' will earn you the Star. Look in these locations:

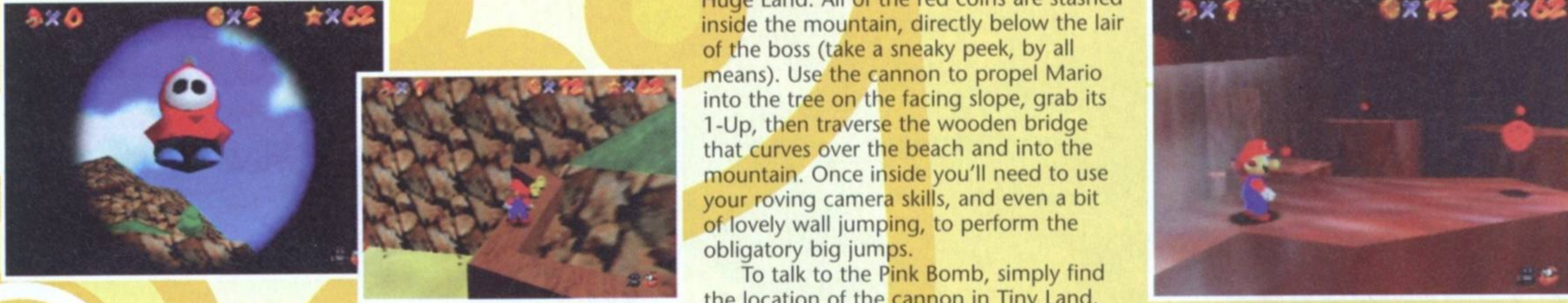
- the other side of the mousehole in the wall near your starting point
- the square hole that is responsible for all those awkward cannonballs
- the shrunken aperture of that cannon
- the pool at the very top of the mountain
- the entrance to the red coin cache (see 5)



Star 5

Huge Land. All of the red coins are stashed inside the mountain, directly below the lair of the boss (take a sneaky peek, by all means). Use the cannon to propel Mario into the tree on the facing slope, grab its 1-Up, then traverse the wooden bridge that curves over the beach and into the mountain. Once inside you'll need to use your roving camera skills, and even a bit of lovely wall jumping, to perform the obligatory big jumps.

To talk to the Pink Bomb, simply find the location of the cannon in Tiny Land.



Star 6

More than a hint of *Zelda 3* to this elusive star. Travel to the summit of the mountain in Tiny Land and butt-slam the centre of the small pool: you'll create a hole that drains the water. Green-pipe it to Huge Land and return to the summit, where the full-size hole will let you drop down inside the mountain.

The boss isn't quite the traditional *Mario World* Wiggler, as you jump on its head three times to defeat it. The ten coins here will grant recovery in the unlikely possibility of damage.



bonus star

Take it very slowly and strategically for those 100 coins. It's all very bitty but, with two worlds to cross between, the returns on some serious monster killage can be extremely profitable. The trick here is to use your butt-slam on those giant Goombas, thus earning a more valuable blue coin rather than a boring old

single gold (11x5). Giant Piranha Plants (2x5) and Koopa Troopas (2x5) will also fill out your coffers, not to mention the purple bomb (5) and cloud-riding Jugem (5). Don't forget that the easy-to-clear coin-covered bridges exist in both worlds. Lastly, the blue coin switch (10) is located inside the mountain with

all the red coins (16). If you have the Japanese version, you may not have worked out that more coins can be produced from the wooden posts by running around them a few times.

treats

Collecting the two coins on the beach produces a 1-Up (Huge Land). There's also 1-Up in the water near your starting position... In the tree... In the yellow !-box (Tiny Land)

Boss Bass returns from *SMB3!* His ability to swallow you whole represents the only instant death in the game besides a course-out fall, so use

the Koopa Shell to outsurf him. In fact, the epitome of cool is to surf from the beach to the cannon, turn left, jump to the first island and Evil Kniveel back and forth on the next updraft. Tricky but extremely impressive to watch.

Micro-Goombas can be tricky to stomp, so try Mario's 'low roundhouse' (hold Z, hit B) to chip

them high. Punching the Micro-Koopa is also a bit of light relief for you.



**TOMB
RAIDER
Tipped!**

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TENKA

Psygnosis' Doom Killer!
UNMISSABLE Preview!

ON SALE TUESDAY 31ST DECEMBER



Release: Summer '97 • Country: Japan • Maker: Nihon Supply System

CHAMELEON TWIST

Lick and learn, son

Despite the name, this has absolutely no connection with the helmet-swapping identically-titled Mega Drive platformer. No. Seriously weird and cute it maybe, but this features a polygonal chap with the hungriest tongue in the business.

Unsurprisingly, our fella's lick muscle forms a focus for the gameplay. He can use it in three different ways: to kill enemies by squeezing them, manipulating it into a club, and using it to move from platform to platform (lassoing poles and swinging from one to the next).

Two play modes are currently planned: Story Mode, where you'll take the blue chap through the tough 3D worlds, and a spicy-sounding Battle Mode, where it's hoped up to four players will be able to have a pop at each other in a mad split-screen Mario Kart-with-tongues fashion.



One of the many uses of the bald bluey's gob sock.



A big metal boss to make Ted Hughes a proud kipper.

Images ©Nihon Supply System



Release: Summer '97 • Country: US • Maker: Kronos/Vic Tokai

DARK RIFT

Swanky thumping new beat-em-up ahoy!

The first sound to skim across the lubricated lips of us Nintendo gamers is a thoughtful "Hmmm..." With the likes of *Killer Instinct Gold*, *Street Fighter EX* and *MK Trilogy* certain to do the business on the

N64, along come Vic Tokai – relatively unknown in the beat-em-up arena – with shots of a one-on-one smack-fest



The arenas are large, emphasising the projectile style of play.



Lush motion-capturing is pretty much the order of the day in Dark Rift.

they're currently developing.

Dark Rift features eight playable lively motion-captured polygonal fighters slugging it out in some beautifully dressed arenas. The developers – US-based Kronos – are shovelling in plenty of the kind of features that they hope will make this stand out from the fighting crowd, including an abundance of hard-hitting combos (with breakers, chains and blocks to boot), plenty of projectiles and the unique twist of different degrees of gravity. More as we get it...

Images ©Kronos/Vic Tokai

Release: February '97 • Country: US • Maker: id

DOOM 64

Four-player deathmatches on one screen? Shurely shum mishtake, Moneypenny?



The current lack of enemies in this version is glaringly obvious. Pity.



The lighting effects are vastly improved over earlier versions.

One of the games that 64fan is looking to with gaping mouths and oozing salivary glands is the sumptuous-looking blast-fest

Doom 64. And as you can see for yourself, It's on track to make every single version of *Doom* before it seem ready for pensioning off.

The engine has been given a right royal seeing to, with all manner of techniques being employed to ensure that *Doom 64* is the most atmospheric entry in the series yet. Perspective correcting, anti-aliasing and the like are being used to polish off the solid gameplay, ridding the claustrophobic environments of the irritating 'up close' pixilization that has previously dogged the game.

As you'd expect, the game isn't a simple port with a few neat examples of N64 hardware flare in the graphics

department. Yes, all the weapons have been

redesigned, but as well as all the regulars there are set to be some totally new items of destruction. Nice. All your favourite (or most hated) monsters are back as well, but back with a bit of a sharp redesign. It doesn't stop there, though. There are set to be a wholesome 24 brand new levels in the finished version, each covering a much larger area than those found in any of its predecessors.

One of the most intriguing elements, though, is the multi-player element that's already said to be up and running. As with *Mario Kart*, the screen will be split into quarter sections, with four-way deathmatches going on on one TV! Only a couple of months to dribble away...

Red sky at night, demon-fragger's delight. How spooky is this level?!

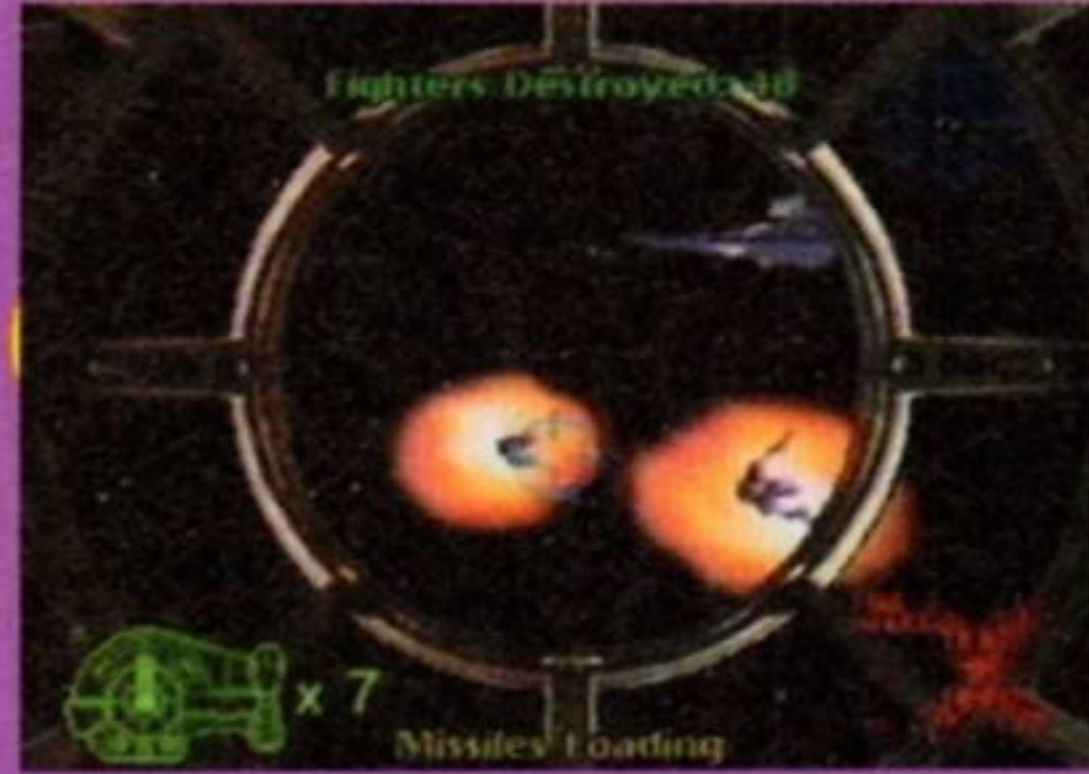
Images ©id software

TO BE CONTINUED...

HOW THE WEST WAS WON

Next month we'll be taking a look at the first batch of N64 games developed outside of Japan. Already, rumours from across the pond are hinting that *Shadows Of The Empire* is on collision course with planet Disappointment, while *MK Trilogy* has pulled off its last Fatalities. We'll set the record straight next issue with reviews of all these fellas...

SHADOWS OF THE EMPIRE



KILLER INSTINCT GOLD



MORTAL KOMBAT TRILOGY



CRUIS'N USA



64 FAN – issue zeta

festering within the week-old underwear of GamesMaster 52 – Wednesday 15th January 1997



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WHO THE HELL?

Bless my time-travelling tangerines if it isn't the famous old blue Police Box from everyone's — favourite sci-fi series, *Dr Who*. Yep, that's right, in a surprising turn up for the proverbial books, *Firo and Klawd* can enter the TARDIS and "warp" (or whatever it is *Dr Who* and his lovely scantily clad girlie assistants "do") to another part of the level. Great. Who would have thought of that then, eh?



Left: A nice little intro, I'm sure. But the gameplay needs more attention!

Below: A bleedin' awful section, this with balancing a-plenty on offer.



UNDER THE INFLUENCE?

Operation Wolf?

First-person? On-coming enemies? Grenades? Sounds familiar...

Final Fight?

Fisticuffs on the subway? Trains pulling into stations? Jeez freakin' Louise...

Super Mario Bros?

Well, could feasibly be any platformer you care to mention. Still, it's copying.



Ready yourself for some gun-related jappery in the beautiful surroundings of a scrap yard.

A bit of a bugger to call, this one. Because in its attempts to marry a host of well-loved classics, it's kind of succeeded. Kind of. Yet, in places, it doesn't "feel" quite right with sections seeming as though they've been totally forgotten about. Consequently, you're left confused as to whether *Firo and Klawd* is delightfully original or bone dry of any playability at all.

The story is pieced together in the form of a wonderful, if overlong, cartoon intro with Klawd, a blue cat, finding himself having to team up with grumpy copper Firo, an orang-utan. Proceedings take a turn for the worse, though, when said pairing come up against the Mob, setting the scene for mucho gunplay and scurrying around.

The main point in its favour is that, unlike so many other isometric efforts, *Firo And Klawd's* viewpoint works smoothly in conjunction with the action. Apart from a couple of frustrating balancing-along-beams sections — which is a horrible mistake in an isometric game — the controls are easy-as-pie to get to grips with meaning, consequently, that firing weapons in the direction of enemies isn't the problem that it could have been (like in Konami's *Project Overkill*).

Like *The Chaos Engine*, *Firo And Klawd* has two characters on-screen at all times meaning that, when there's only one of you, the computer takes care of your partner. Now, this is fine as long as the AI is up to scratch. Sadly, too often the secondary character is quite happy to sit back and let you bite the bullet while he hides away behind

walls and the like. Surely the whole point of having two players on screen at the same time is to allow for some shared responsibilities, is it not? You'd think so.

Some sections also lack refinement. For example, once *Firo and Klawd* have made their way to the underground and boarded a train we're treated to an *Operation Wolf*-style target game. Nice idea. Shame you can only move your sights from left to right even though grenades and knives are hurled at you from all directions.

But, despite several careless errors, *Firo And Klawd* proves quite enjoyable. It's not likely to keep you enthralled for days on end — even hours on end — but its cartoon gameplay and brainless fun makes it the sort of title you'll dig out from time to time and find really quite satisfying. Not bad at all...

Tim Weaver



At least there's the option to cower behind street stalls.

POST MAN

You can gain extra points by tearing down the many posters dotted about the levels. The posters — featuring the whiskered face of Klawd — bring different reactions from both characters. Which is, you know, a nice touch and that.



Look at Fat Boy, there. Oh, he loves it, doesn't he? Bless.



The enemies all look frighteningly similar. Perhaps a little more variety would have benefited, no?

FIRO AND KLAWD

Take an orang-utan detective, a street-smart cat and a whole lot o' rocking and rolling and you've got this little lot...

FIRO AND KLAWD VERSION REVIEWED PlayStation NO. OF PLAYERS 1 or 2 FROM BMG AVAILABLE Out Now	GRAPHICS A lovely intro and some gorgeously drawn levels but looks tatty in places. Very cartoony.	SOUNDS The music is a strange mix of bluesy stuff and manic Tom and Jerry-style capers.	GAMEPLAY Lacks attention to detail in some places but will please with its easy control method.	LIFESPAN In two-player it's excellent but, on your own, there's slightly less to excite.	OVERALL 79
JUDGEMENT Likely to surprise as much as it's likely to entertain, F&K sounds potentially horrible but actually turns out to be quite good fun.					

EASY ON THE CLUTCH

Learning to drive is a nervous business. Learning to drive an armoured power-suit with countless sharp things attached specifically with the intention of hurting aliens is even more nerve-racking. This is what it all the bits do...



The robot on the left is a drone. It wanders around the level laying mines (the yellow spikey things). Like a great malignant chicken, really.



Humans rescued.

Timer. If this expires a Black Knight appears. And that's bad news.

Currently active gun.

Ammo remaining.

Current missile.

Missiles remaining.

Specials remaining.

Current special weapon.

Gun temperature. If it overheats, your gun will stop working.

Humans available for rescue.

Damage report for locked enemy and name.

Damage report. Green good, red bad. Like apples.

Radar. Green dots for drones, blue for sentinets, yellow for humans and white for pick-ups.

HELP ME, MOTHER

It's not all death and destruction, ohmygoodnessno. The alien sentinets have a varying number of hostages on board which are released after you've blown the robotic nasty away. It's Ivan's job to pick up the hapless human cargo as they lie sprawling in the wreckage - a bit like the spaceship in Defender, or a giant mechanical hen, or something. Yes.



KRAZY IVAN

"Any old iron?" Dad, there's a strange man at the door with a funny accent...

That's the thing about Russians. They're all stark staring. Minds rotted away by ether and meths, there's not one single completely sane Russian anywhere on this old planet we call Earth.

I'm exaggerating of course. Videogames like *Krazy Ivan* make you feel like that. The Russian population has no higher proportion of madness than, say Chepstow. A preponderance for furry headgear, yes but strange disproportionate public lunacy? I'm sorry, I've just got caught up in the excitement of it all. Ivan is Russian and (completely coincidentally, there is no national link here and I have to apologise again for implying earlier that

there might be), he's mad. So mad in fact that he's had to be strapped into a 40 foot armoured robotsuit and sent off to battle either: a) a hoard of militant potato farmers, b) vodka-crazed Moscow tramps or c) AN ALIEN INVASION. Go on, guess.

No, there's no Care in the Community in Russia. If you're bonkers, you've just got to pull

The key to success in the game is careful ammo management. Use it up too quickly and you'll find things get very difficult.

yourself together, get out there and counter a full-blown alien assault on earth. And my, my is it full-blown. Those interstellar foreign types have landed in five different sites all over the globe and set up a Zonal Generator in each. These spew out little alien clone things and are each in turn guarded by around five Sentinets. It's these big robotic boss things that you (as Ivan) are going to spend most of you first-person, *Thunderhawk-2-meets-Doom*, gaming time aggressively rearranging.

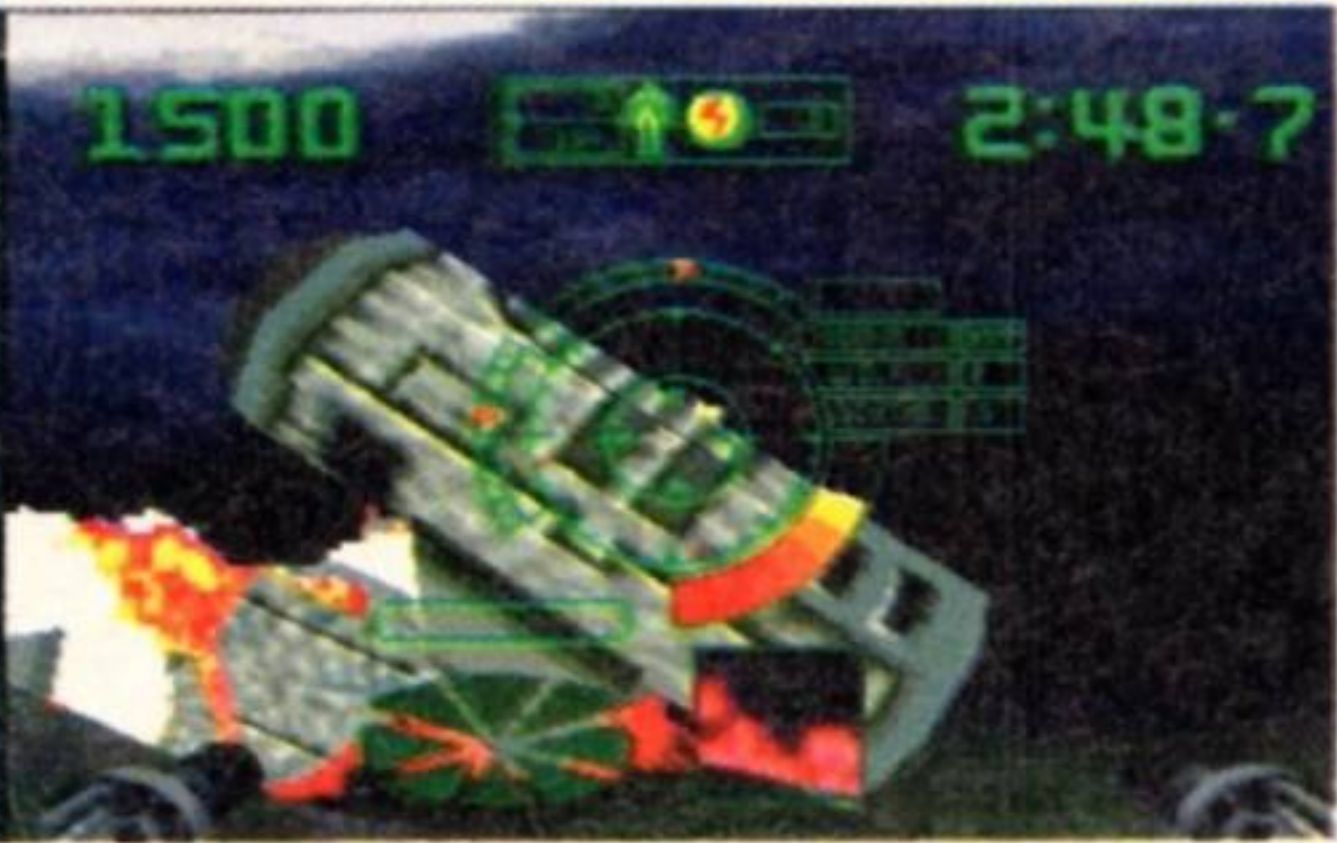
A year ago, *Krazy Ivan* came out on the PlayStation and was alright in a very-short-in-one-player-mode-but-a-bit-of-a-giggle-in-two-player kind of way. GM kind of liked it. A year later and with no two player mode available on the Saturn (HELLO SEGA, YOU GOT THAT LINK-UP CABLE READY YET?), it's all starting to look a bit Austin Allegro. The bland vomit-wash scenery pops up "bloody-hell!" suddenly and the five (that's just one for each finger on a normal Russian hand) levels are hardly what you'd call new and improved.

New old games are not what we Saturn boys want. New things developed specifically for our machine (or at least simultaneously with the PlayStation) are what we're after and, tch, the wait is nearly driving us mad.

James Ashton

The explosions are good but, alas, not as good as the old PlayStation or even PC versions.

When your enemies are down, show no mercy. There's a good chap.



KRAZY IVAN	GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
VERSION REVIEWED Saturn	Very blandety bland and the pop-up? It pops up like it's going out of fashion. Which it is.	Psygnosis are very good at their in-game music and this little lot ain't a bad effort.	Slapped about with the 'bit crap' stick. Robots, guns, power-ups, sigh. I'VE DONE THAT.	Without the two-player mode it's already on the trolley to the morgue. Finish it in a day.	65
NO. OF PLAYERS 1	72	81	70	55	
FROM Psygnosis	JUDGEMENT Last year's vintage is this year's vinegar. If it's robots you want, go knocking on <i>Virtual On's</i> door.				
AVAILABLE December					

PREVIEWS
GM rates all the latest and hottest games

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SEGA POWER

In Issue 88 of *Sega Power* you'll get the first look at three new basketball games, including the latest in the *NBA Jam* series and *Space Jam*, the game of the film.

**A Very merry Christmas
to readers old and new!**

We're also starting a brand new mini-mag, *Role Play Gamer*, which will bring you the best news, previews, reviews and tips on role-playing games from all around the world.

If that wasn't enough, we have a regular eight pages of ridiculously brilliant news every month, over 60 small tips and cheats (including the ones that you'll see in our rival mags a couple of months later) and

playing guides to the best-selling games.

Oh, and there's the EXCLUSIVE review of some piffling little game called *Doom*, or something.

**Issue 88 of *Sega Power*
on sale on the 19th of December**

Since the feeble *Onside* is the only PlayStation title that even attempts a football management element, the untapped market of *Stattoo*, tiny *Rons* and *I-can-do-that* merchants is begging to be dominated. And here's the first heavyweight contender, *Player Manager*. After a successful stint on the strange keyboarded devices that some people use, Anco have ported *Player Manager 2* over to the PlayStation, losing only the '2' in the lengthy conversion process.

First impressions are good, especially with the mouse (the joystick cursor is infuriatingly slow), and the initial hiring of staff, whose salary and availability depend on their experience is logical enough, if somewhat too close to boring for comfort. Once that's done, it's into pre-season proper and your first glimpse of your new club.

Luckily someone's cut the front of the building off, so that you can access each of the different rooms (physio, board, archive etc...) from the comfort of the car park. And that's when things start to fall apart. Yes, each and every room is drawn very nicely and



Plough your club's hard-won resources into your stadium for long-term revenues or take the money and run. The choice is yours.

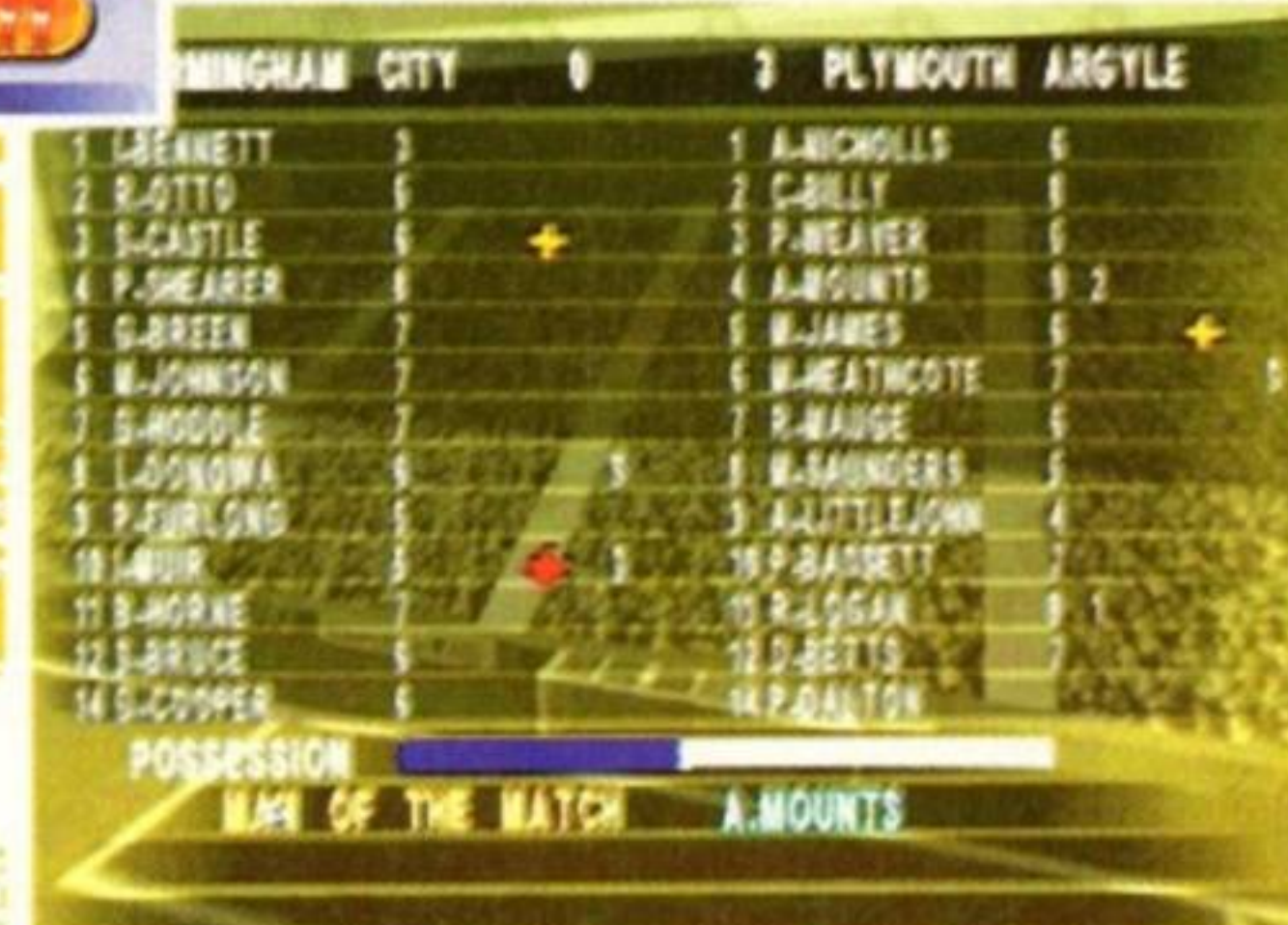
ERROR!

Bristol Rovers in Division 3? Huddersfield, despite their play-off triumph last year, still languishing in Division 2? Error! Swindon still in Glenn Hoddle's hands, while Crystal Palace are in the less-than-safe hands of Dave 'oops' Beasant? Error! Numerous 3rd Division players called away on international duty? Error! We could go on, and we should...



Cor blimey! Just look at that! It's only a statistical breakdown of your defeat against Plymouth! Cor!

PLAYER MANAGER



Think you've got what it takes to take over and manage a football club do you? Don't we all.

you can even look at a (static) aerial shot of your chosen club, but everything else is wrong.

Factually, clubs are lying in the wrong divisions, with the wrong players. Huddersfield still languish in the second, which they don't, whereas QPR have managed to retain their Premiership status, despite being relegated. Suspension of disbelief is one thing, but it's probably too much to ask of a football fan who wants to see what they could do in the real world of wing-backs, magic sponges and lumpy brown paper packages.

The menu system's pretty annoying too, with plenty of blind alleys and cul-de-sacs to be negotiated while travelling from one boring, incorrect fact to another clunky, inflexible feature.

Still, it's all worth it on match day, right? Well, no. Apart from the fact that you don't have enough of an idea of what's going on on the pitch, the three 'views' from which you can choose, are either too boring (yes, that's you Mr Lines-O'-Text), or unbelievably cheesy.

From slow start to clunky finish, *Player Manager* plods along competently enough, if you ignore the glaring factual

errors, but deprives you of control at several important points, or at least gives the impression of doing so. It may be the only pure football management game for the PlayStation, but it's just not quite up to scratch. Surely someone, somewhere, will be working on a more credible and playable alternative. Anyone? Hello?

Will Groves



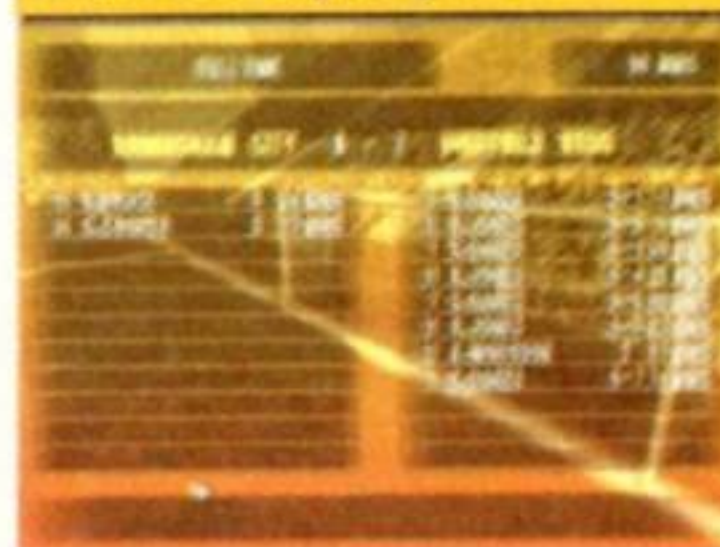
The start of your managerial career, Birmingham City. This is the very top of the game's menu chain.

VIEW TO A KILL

What could have been one of the games strong points turns out to be far from satisfactory. There are three views, none of which is really any good.

VIEW 1

If nice guy Gary Lineker still prefers to watch Wimbledon on Ceefax, then this will be his view of preference. Strictly text-based and very boring to watch for any length of time.



VIEW 2

An attempt to summon up the matchday atmosphere, this odd four way PlaySchool window affair fails. Dodgy renders and commentary are little reward for all your machinations.



VIEW 2

The most informative view shows you where your players are (roughly) so you can see where your formation's going wrong. Sadly, you can't really do much about it.



Your office. The nerve centre of your footy empire.

PLAYER MANAGER

VERSION REVIEWED PlayStation
NO. OF PLAYERS 1
FROM Anco
AVAILABLE Now

GRAPHICS

Generally static, and pointlessly dull and uninformative on match day. A wasted chance.

65

SOUNDS

Never a strong point in management games, and *Player Manager* is no exception to this rule.

40

GAMEPLAY

All the functions and info you need, but awkward, thanks to the super-slow cursor.

66

LIFESPAN

Well, stick with it and you could get involved, but you'll have to overlook a lot first.

77

OVERALL

66

JUDGEMENT As the only pure management sim on PlayStation, *Player* should be a success, even if it doesn't really deserve to be.



GM rates all the latest and hottest games

REVIEWS

In your time as a racing game fan the chances are you've taken the wheel of some fabulous vehicles. Perhaps you've tamed the beast that is the Lamborghini Diablo in The Need for Speed. Or even been the proud owner of the Angel car in Ridge Racer Revolution. Well, here's your chance to drive an altogether different type of car.

Hardcore 4x4 features the type of vehicle that will get beardy off-roaders all sweaty around the gills. Huge four wheel drive beasts, twice the size of most state supplied housing. Forget sleek, forget compact and welcome into your life huge, gas-guzzling monuments to the God of Raw Power. You've a choice of six trucks to claim as your trusty steed. Each is painted in a gloriously frightening colour and each has its own unique attributes. Once you're vehicled right up you get to pick yourself one of the six

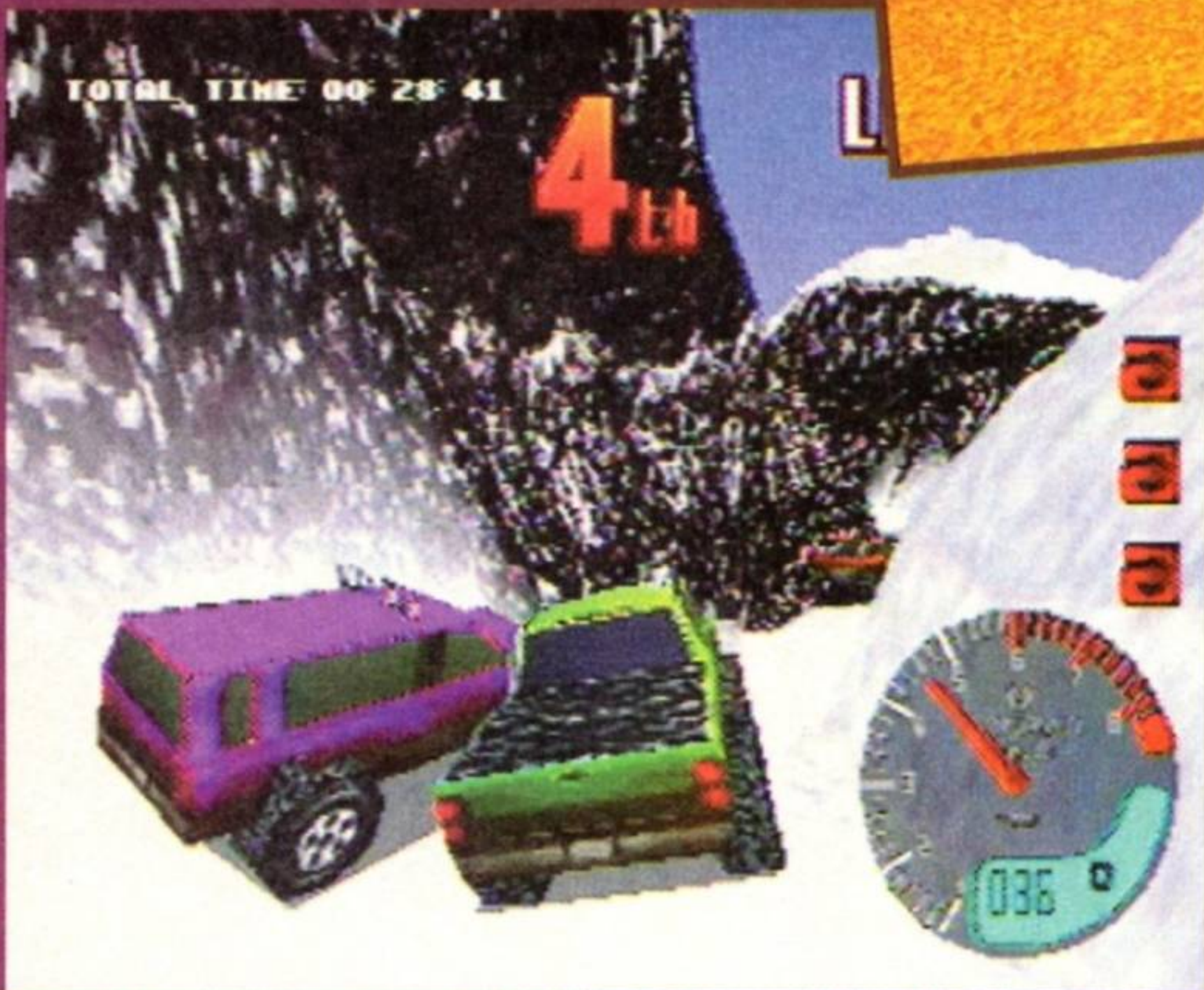
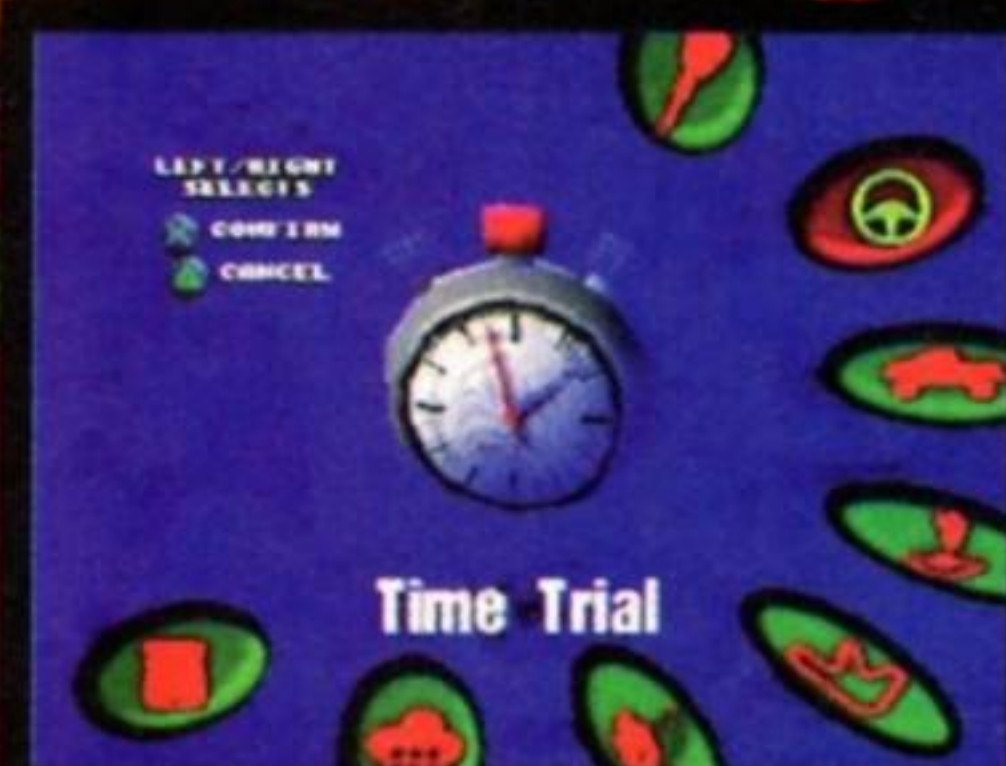
The icy track is even more difficult to negotiate than the others. Which isn't a good thing. 180° spins are unfortunately commonplace.

settings the actual tracks are surprisingly narrow. There are scant few places that allow overtaking – the most vital component of any racing game. Most of the time you're just

The occasional tippage of the vehicles is good for a laugh. Unless of course you're on the receiving end, then it's annoying.



Looks like you can just plough over the dunes here doesn't it? Well you can't.



WHERE'S THE TWO-PLAYER?

Yup, there's no two-player mode. No split-screen. Not even a link-up option. Oh dear. What we do have is a time-trial mode where you and a further seven competitors made up from your family and friends can race against each other. You even get to enter your names too. What joy! It's quite good fun but nothing like that one-on-one multi-player mayhem that games like Wipeout 2097 and Ridge Racer Revolution can dish out.

Enter your names then you're off – one at a time, around the chosen track trying to pip each other's lap times.

HARDCORE 4X4

tracks, each of which takes in some of the most fearsome and rough terrain yet encountered in any racing game.

So far so good but once you start a race you're in for a shock. Remember how Wipeout wasn't like any other racer and yet it was excellent? Well Hardcore is unlike any other racer and yet it isn't that good. There's such a thin line between new features being innovations and them being changes for the sake of changes. Hardcore's tracks are so bumpy that you haven't really a chance to think about racing lines or skillfully darting through gaps between the cars ahead. You're far too busy trying not to smack into another wall and be knocked on the back end by the ferocious competition so you wind up facing the wrong way for the 15th time.

You never get the chance to exert anything resembling 'skill' in the game. Each race is a lottery as to which way your truck is going to be thrown and exactly how unforgiving the rest of the trucks are going to be. Despite the wide open

following the back end of the truck in front, mule train-style. The promised short cuts simply refuse to materialise – try to take your truck up one of the interesting looking trails leading off the beaten track and you'll realise that they are merely part of the scenery. It all adds up to a different but unsatisfactory racing experience. And a damned shame.

Dan Griffiths

Ah ha! By going over this bump rather than round it you can get ahead of the competition.

A whole new slant on racing games. Hardcore 4x4 leaves the tracks and takes to the hills.



The tracks are surprisingly narrow, being for the most part two-car-wide channels which wind sharply through the scenery.

HARDCORE 4X4	GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
VERSION REVIEWED PlayStation	Pretty slick I guess. But just a little too samey and grubby looking for my expert tastes. 72	Really bad music meets perfectly adequate engine noises. Fair enough, could be better. 60	It's more frustrating rather than exciting. A real let down when compared to others. 66	You'll probably tire of this racer long before you get to master the old fella. Shame, that. 68	67
NO. OF PLAYERS 1	JUDGEMENT Sure, it's different from your usual slick 'n' polished racer, but it just isn't any fun which defeats the object a little bit.				
FROM Gremlin					
AVAILABLE Now					

AVAILABLE ON



REVIEWED



REVIEWED

Wow. This. Is. Fantastic. Super-fast, super-slick and with some of the finest visuals and music you'll likely to see all year, Tunnel B1 on the PC finally delivers everything that the 32-Bit console machines promised and came so close to delivering in spade-fulls. In short, this is wonderful stuff.

Set in a nuclear-threatened future, *TB1* requires you to race through 13 levels – or tunnels – carrying out certain objectives and de-fusing nuclear devices. However, enemies occupy many of the levels and so too storage boxes slowing up your progress and preventing you from achieving your goals. Naturally, and it shouldn't come as a surprise, you are armed to the teeth with anything from machine guns to rockets to lasers.

The speed of the game is phenomenal. Although at no time does it reach the giddy heights of *Wipeout 2097*, *TB1* manages to get up a cracking pace through the claustrophobic corridors with some handy driving needed to

end of the game, there's no denying that this is a supremely imaginative and horrifically addictive title. The words essential and must have spill over my full and pouting lips. Brilliant.

Tim Weaver

Before each level you are set an objective to achieve.

None of them sound particularly tricky but, in practice, you'll soon be struggling. Good stuff.



TUNNEL B1

And people thought tunnels were just motorway decoration...

weave your way through the plentiful obstacles. Helicopters and other shuttles will also try their best to prevent you from obtaining success which is where the fun of mines and missiles comes in.

Although some of the levels seem a little too similar to each other, especially towards the front

Right. All that red on screen signals my timely use of a flare. Wonderful indeed.

TUNNEL B1	GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
VERSION REVIEWED PC	Absolutely superb. Not even at the fastest points of the game do they dare to blur. 93	A carefully considered orchestral score and an array of heady sound effects throughout. 91	The keyboard isn't the ideal control method but no matter. Well thought out and implemented. 86	This game is very tough and with 13 levels it's likely to last a fair while. Grrreat. 89	89
NO. OF PLAYERS 1	JUDGEMENT Tunnel B1 is just what the 32-Bit console versions wanted to be: fast, smooth, beautiful and atmospheric. A truly terrific game.				
FROM Ocean					
AVAILABLE Out Now					

HOSER

A Canadian Expression

For People Who Toss Gum On The Street.

GUM.....ENJOY IT. WRAP IT. BIN IT.



AVAILABLE ON



REVIEWED





GM rates all the latest and hottest games

REVIEWS

AVAILABLE ON



REVIEWED

The transition from celluloid to computer has been a tricky one for the horror genre. Perhaps only *Resident Evil*, in recent times, has been able to induce any inkling of fear. Too often games like *Phantasmagoria* promise to deliver on the scares front and merely end up overdosing on the eye-candy: blood and gore.

With *Realm Of The Haunting*, however, all that has changed. Finally, a game has managed to conjure up the sort of jump-out-of-your-skin moments that, previously, only cinematic efforts could muster. Add in a brilliant plot, beautiful, vast environments and an intelligent use of FMV and you've got one of the finest adventure games of this year.

The premise is the traditional mix of death, strange dreams and nightmares with you taking the role of Adam Randall who travels to Cornwall after hearing of his father's death.

Naturally, things are not as they seem and the lad Randall soon finds himself embroiled in the sort of twisty-turny plot that makes the X-Files seem a bit like Tots TV.

The game proper is viewed entirely in first-person with only the FMV sequences giving you a chance to see "yourself". *Doom*-style combat scenes aside - where you enter your inventory and choose from a selection of collected weapons and let your foe have it - this is a point 'n' click adventure. Using the arrow keys and your on-screen cursor, you can explore and touch by merely clicking on objects. Puzzles consequently make up a fairly large part of the game.

With the controls mastered, you will soon find yourself totally immersed in *ROTH*. The first-person perspective works wonderfully in its favour with the claustrophobic, what's round the next corner feel so precisely grasped that it's hard not to find yourself with a sweaty brow at the prospect of looking behind you or reaching the top of the stairs. And

One of the finest locations is this church. At the end is a mysterious chair which kick-starts a smashing FMV sequence. Great stuff.

One of the many statues that come to life. Use your pointer to blast them away.

Left: A horrible moment is when this geezer jumps out behind you. Oooh, scary...

Below: The very start of your adventure is your father's drawing room. Plenty to discover.

REALM OF THE HAUNTING

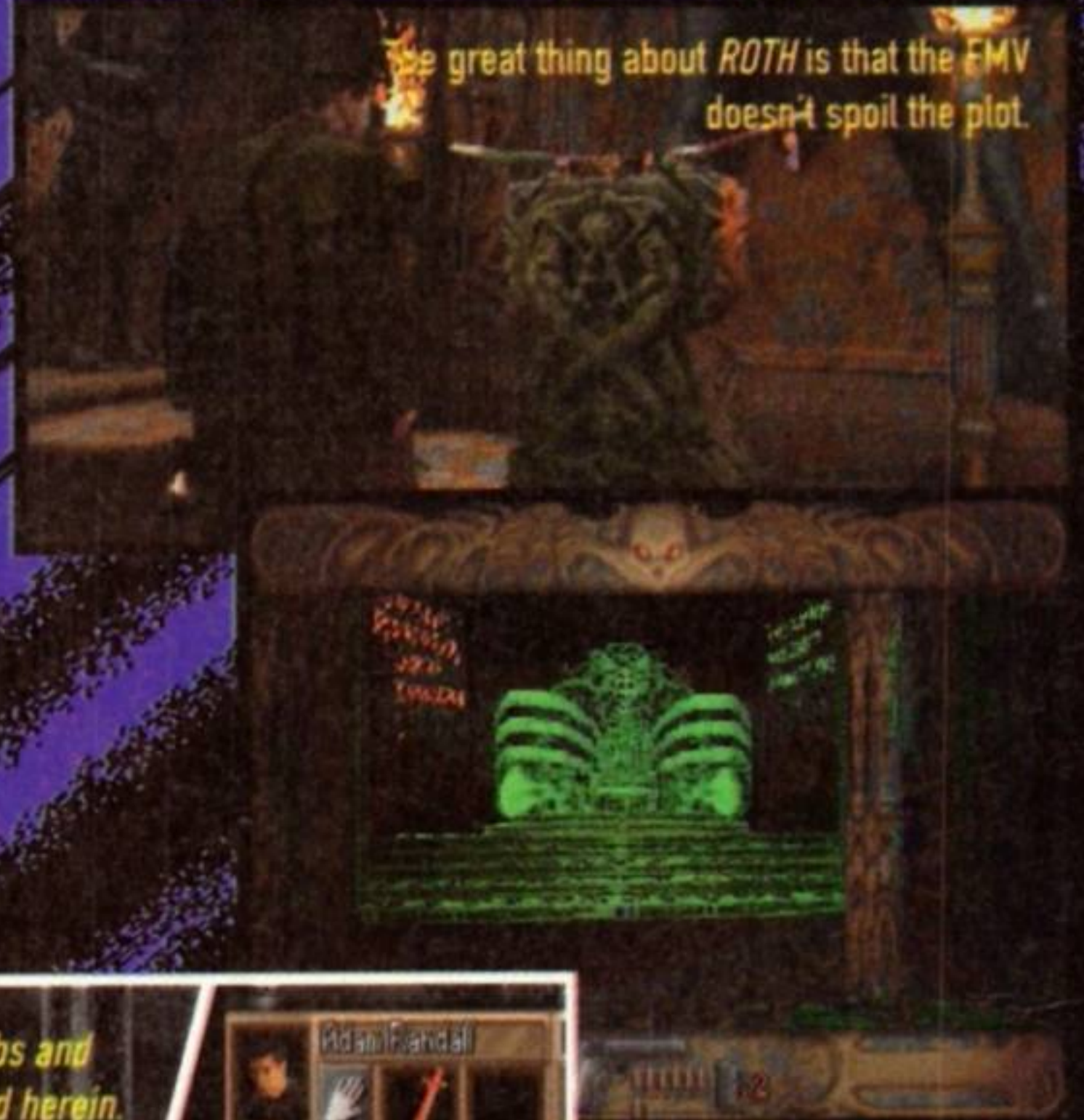
Makes *Resident Evil* look like *Rainbow...*

in this game, you do get jumped out on an awful lot.

Part of the reason *ROTH* succeeds is because of its fantastic music. A score that sounds more than a little like *Halloween* helps set the scene along with lengthy, bass-heavy sound effects and occasional, shocking keyboard screams. Without the music, *ROTH* suffers somewhat. With it, the game becomes pant-wettingly unnerving.

This is a big release for Gremlin. Much money was spent on merging FMV into proceedings and likening the surroundings in the game to those in the live action footage. And, thankfully, it works terrifically. *Realm Of The Haunting* is everything a horror game should be: huge, atmospheric, dark and, most of all, Freddy Krueger-scary. Awesome.

Tim Weaver



The great thing about *ROTH* is that the FMV doesn't spoil the plot.

INVENTORY

The inventory in *ROTH* is extremely well thought out. Divided up into five sections (as well as a Save Option), each one takes care of a different set of items. And, so, a little explanation maybe?

INFO
You can remind yourself of the people you have met.

BAG
Carries general items such as keys and oil lamps.

WEAPON
An array of weapons can be accessed from here.

MAGIC
Items such as orbs and statues are stored herein.

SCROLL
More books, letters and maps than scrolls, really.

Most things can be interacted with, including the writing on the walls. In blood.

REALM OF THE HAUNTING VERSION REVIEWED PC NO. OF PLAYERS 1 FROM Gremlin AVAILABLE January	GRAPHICS Only very rarely do they slip below par. Even the darkest parts are intricately detailed.	89	SOUNDS Games rarely make such good use of music. <i>Wipeout 2097</i> aside, this is near best.	93	GAMEPLAY Simple controls with spade-loads of variety. It's <i>Doom</i> , it's <i>7th Guest</i> , it's brilliant.	90	LIFESPAN An absolutely huge challenge and one that isn't likely to be put down for months.	91	OVERALL 91
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JUDGEMENT Frighteningly good. *Realm of the Haunting* deserves to be a huge PC hit. For the very first time, a game will petrify you.

A boardgame isn't the sort of thing you would normally expect to be risky. What's the worst you could do? Get a paper cut from the instructions? Or maybe if it was Operation you could get a mild electric shock if you shoved your fingers in the holes. But if you lose in Risk, the planet gets taken over by a foreign nation. And you wouldn't want to be responsible for the French taking over the world, would you?

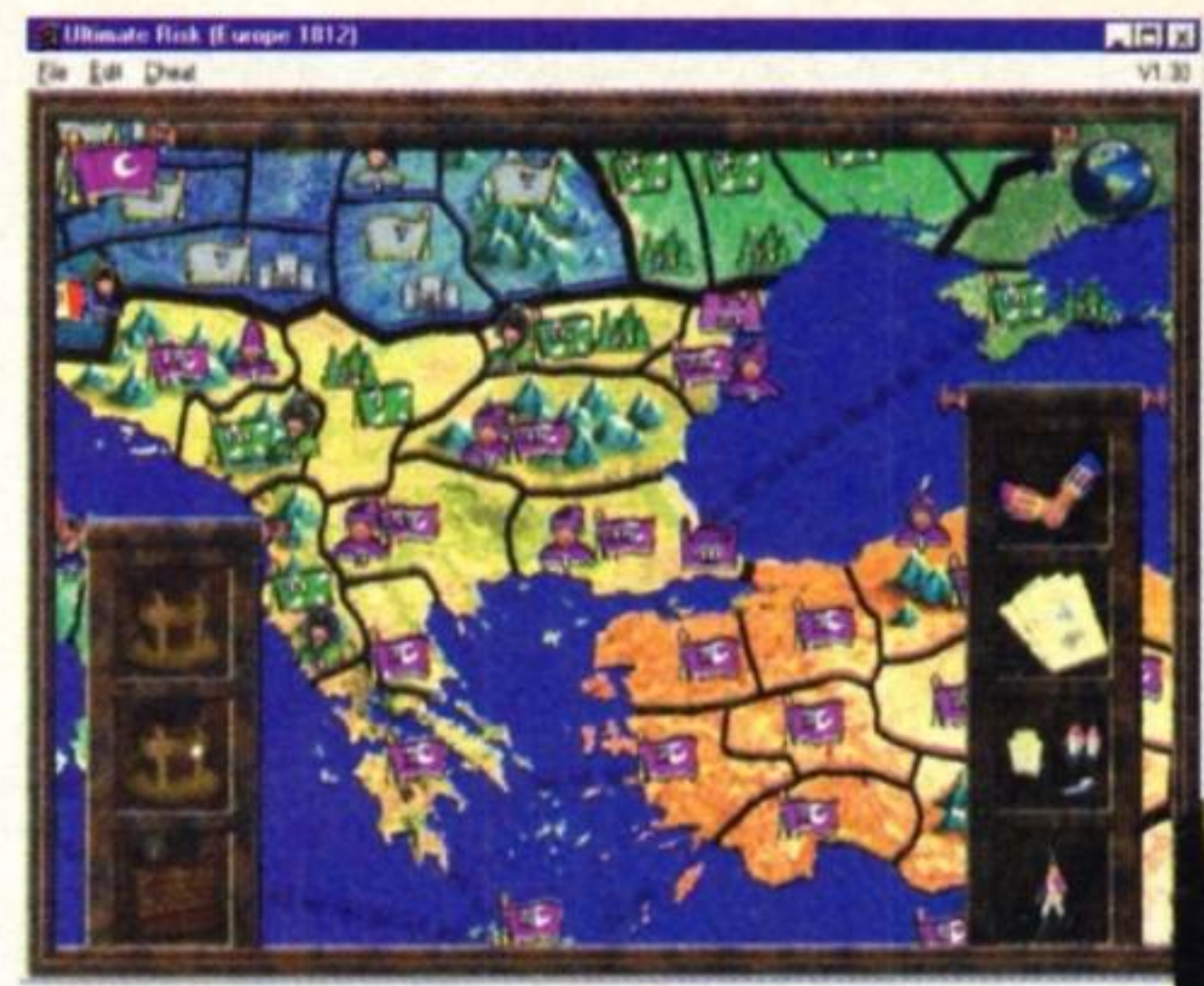
This latest version of the classic boardgame certainly serves as the definitive version. It's split into two games, *Classic Risk* which is the *Risk* game we all know and love with a few embellishments and *Ultimate Risk* which is a full-on, world domination,



winner takes all war romp. Both are extremely enjoyable and remain faithful to *Risk*.

Being so easy to lay prevents *Risk* becoming as intimidating as most wargames to play. Assigning units to your territories is a doddle and the battles themselves are sorted out for you. All you have to do is choose who you want to have a pop at. *Ultimate Risk* will present a hell of a challenge to the most experienced Riskers while a few games of *Classic Risk* is all it will take to win over anyone who may not have played the game before.

Risk is packed with plenty of new features that make the already good gameplay great. They combine to take this beyond a simple numbers game. Plus, instead of just playing computer



Exchange prisoners? In your dreams buddy.

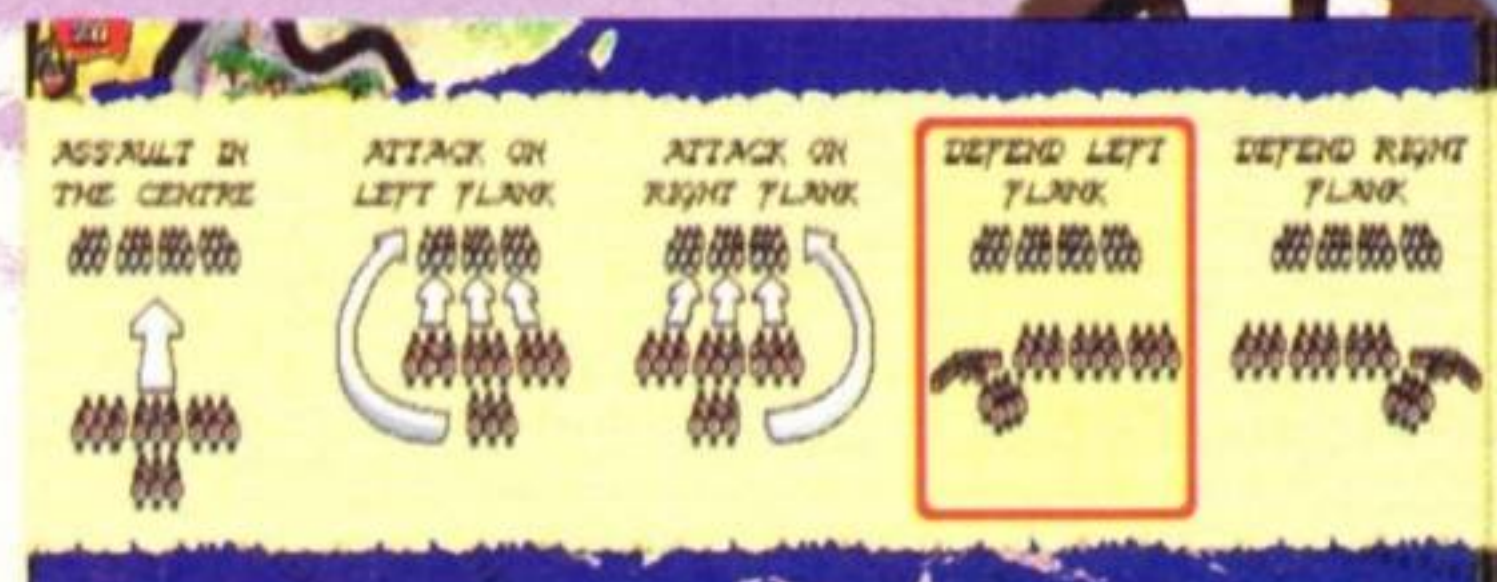
AVAILABLE ON
REVIEWED
PC

RISK

At last, boardgames get given a decent videogame seeing to, check out the best yet...

opponents you can play six player games via the usual modems or networks. *Command & Conquer* aside, *Risk* is the most entertaining and playable wargame around and goes to show that it is possible to convert boardgames to videogames and make them better. Top. **Les Ellis**

The French are invading. Notice how they didn't use the Chunnel.



Choose your strategy. If you have a General you get more choice.

RISK	GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
VERSION REVIEWED PC	The rendered stuff is good and all the in-game graphics are clear and well drawn. 80	A little weak as there is scope for some major effects which are sadly missing in action. 78	It's Risk, but there's now more to it. Very easy to get into and extremely playable. 88	Two Risk games. Megalomania is fun and you'll want more once you start to play. 86	86
NO. OF PLAYERS 1 to 6	JUDGEMENT The best boardgame conversion ever and a wargame that will appeal to non anorak-wearing wargamers too.				
FROM Hasbro					
AVAILABLE Out Now					

Doilk

An American Expression
For People Who Toss Gum On The Street.

GUM.....ENJOY IT. WRAP IT. BIN IT.





Well hello there. You'll be wanting a spot of laser death will you? Thought as much.



Tum te tum. Erk! There he is. Over by the boxes. Get him!

Disruptor uses the dreaded fog to obscure yet to be drawn scenery.



measly as measles isn't it? What this twelveness conceals is the fact that the levels are big and, thanks to highly cunning level design, finishing each one is no picnic. There's a far greater accent on accomplishing missions here rather than merely finding an exit and rubbing out anything that gets

Look at those screenshots. What does this look like? Think about it. That large gun jutting from the base of the screen? The presence of a load of spooky-looking alien adversaries standing there just asking for it? How about a healthy portion of screen-filling explosions and alien-ooze-based blood and gore? It can only be a clone can't it? Now what is the point of that? What, in short, do you get here as well as an obvious rip-off of the great game? Questions, indeed.

in your way, as you do with Doom. Don't get us wrong here, there are still plenty of baddies just waiting for to have the stuffing knocked out of them, it's just that the gameplay is a little 'cleverer' than Doom's simple show of strength.

It's all rather good. What could have been an aimless, pointless and all too familiar retreat of the old 3D blaster path is in fact an enjoyable excursion into pastures new. This comes surprisingly close to matching the magic that was crusty old Doom.

Dan Griffiths



A nice variety of baddies and weapons keep things moving along nicely.

AVAILABLE ON



REVIEWED

Well, the first thing you're going to notice is the half-baked plot about you being an, ahem, LightStormer, who must protect Earth outposts on alien planets which have come under attack by aliens who have decided they don't like their new neighbours. Immediately after this you're going to spot the fact that the game looks fantastic. Each screen-full of loveliness is far more detailed than anything you'd have seen in a 3D shooter before and, even more apparent, far more colourful. Also, when you're unfortunate enough to see one of the bad guys close up they look just as tasty as

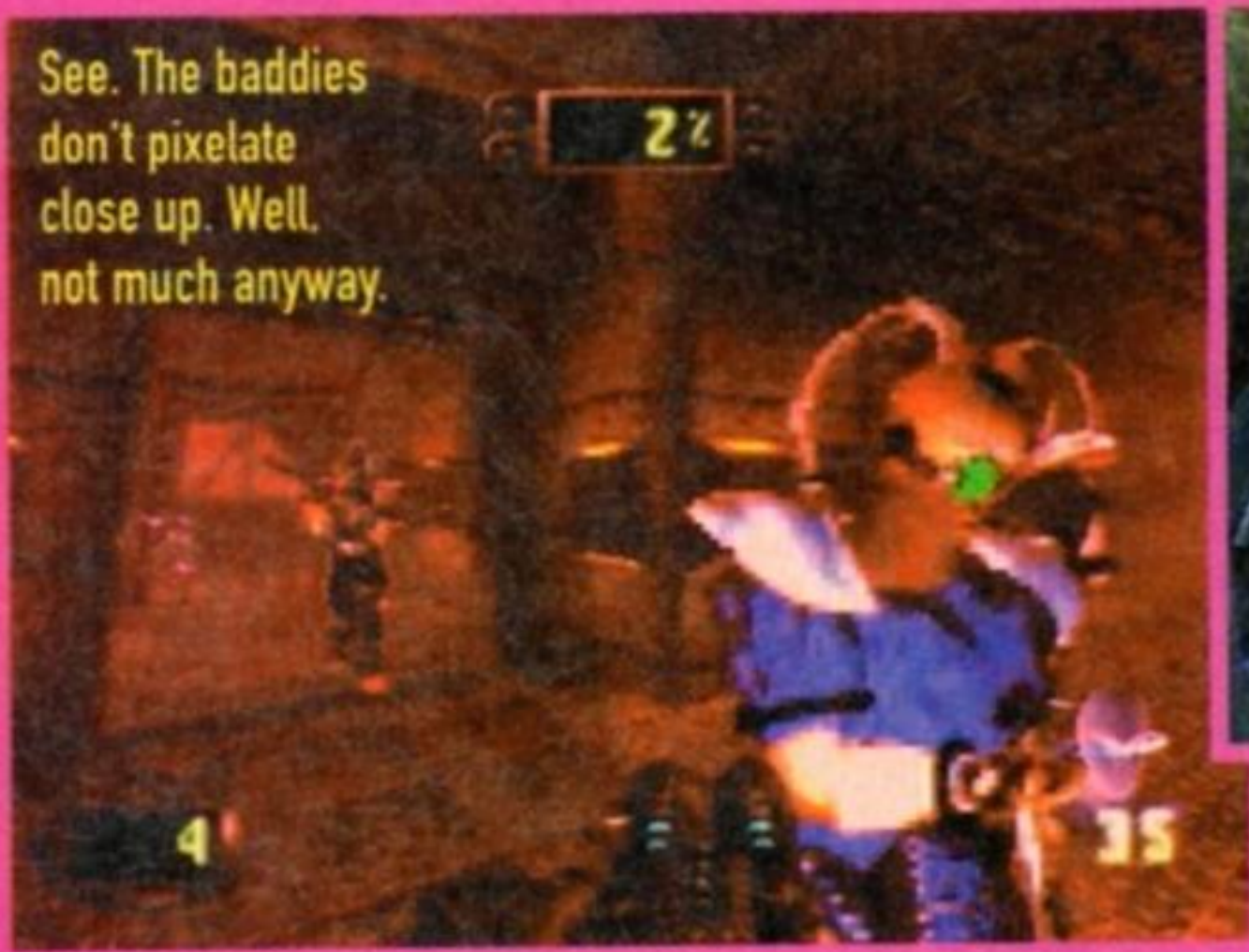
DISRUPTOR

The 3D war continues unabated. Step up Disruptor, young pretender to Doom's 3D crown...

COR, GIZZA GO ON YOUR GUN

In order to aid you in your alien-whacking quest there are of course the perfunctory complement of huge, bad-assed weapons which, in a rather cunning move, can be lifted from felled adversaries. Because of this, rather than run the other direction when a huge monster storms out of the mist towards you, you stick around and have a pop at him in an attempt to get your hands on his luscious weaponry.

Look at the size of that shootah! Kill him and it's yours.



See. The baddies don't pixelate close up. Well, not much anyway.



This little fella doesn't present too much of a problem to you.



They won't give up their weapons without a fight.



These robotic butterflies move quickly and pack some mean firepower.



And if it's a fight they want, it's a fight you'd better give them.

when they were miles away. There's very little of that Doom patchwork pixelation here.

Perhaps the next thing that's going to strike you is that this is tough. Oh yes. Your trigger thumb's going to endure a serious amount of chaffing. Each enemy can be thwarted by employing varying tactics but you're going to suffer hundreds of untimely deaths before you figure them all out. Still, you like a challenge don't you?

And finally you're going to notice that there are 12 levels. That's it. Doom's got 60, Disruptor's got 12. T-w-e-l-v-e. That's as

DISRUPTOR	GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
VERSION REVIEWED PlayStation	Lots of detail, lots of colour and lots of variety. Indeed, lots of top stuff all round. 86	Plenty of atmospheric effects and some quite marvellous and beefy gun noises. 83	It's very tough but exceedingly satisfying to play. Doom action with a few extras. 86	Not too many levels but they're huge and will keep you plugging away for bleedin' ages. 82	84
NO. OF PLAYERS 1	JUDGEMENT Bored by Doom? Want something a little different? Well here you go then. Disruptor will delight.				
FROM Interplay					
AVAILABLE Now					

AVAILABLE ON

Software houses are really tapping into the fact that loads of people who've never really been into games before are buying into the 32-bit consoles. All the classics are being tarted up and rolled onto the shelves. And here come Interplay with Atari's immortal arcade blaster *Tempest*.

The PlayStation release is a new version, *Tempest X*, featuring a load of spacey graphical effects, while *Tempest 2000*, last seen on Atari's Jaguar, has been ported over to the Saturn.



With *Tempest 2000*, you get the original game, *Tempest Plus* – basically a slightly-improved-graphically

Tempest), *Tempest Duel* – the two-player option, and *T2000* itself.

Each version of the game has you controlling a yellow fang-shaped 'shooter' which runs along/around the lip of a 3D grid. From the opposite end of this tunnel come a load of other shapes. You have to destroy them, prevent them reaching the end you're at (and nobbling you), and get to the next grid.

Doesn't sound the most absorbing shoot-em-up in the world, but you'll be surprised how this simple formula works so incredibly well. It's been an immensely popular game for years, and the new refinements – new levels, vastly improved graphics, techno soundtrack – only serve to improve the old devil.

However, if you don't have fond memories of playing *Tempest* in its early incarnations, I can't help but feel that it won't quite have that 'Wow!' factor when you pick it up – that sort of thing's left to the likes of *Resident Evil* and *Wipeout 2097*. But *Tempest* has never been about graphics – it's been about solid gameplay, which this has by the bloated skinful.

Tim Weaver

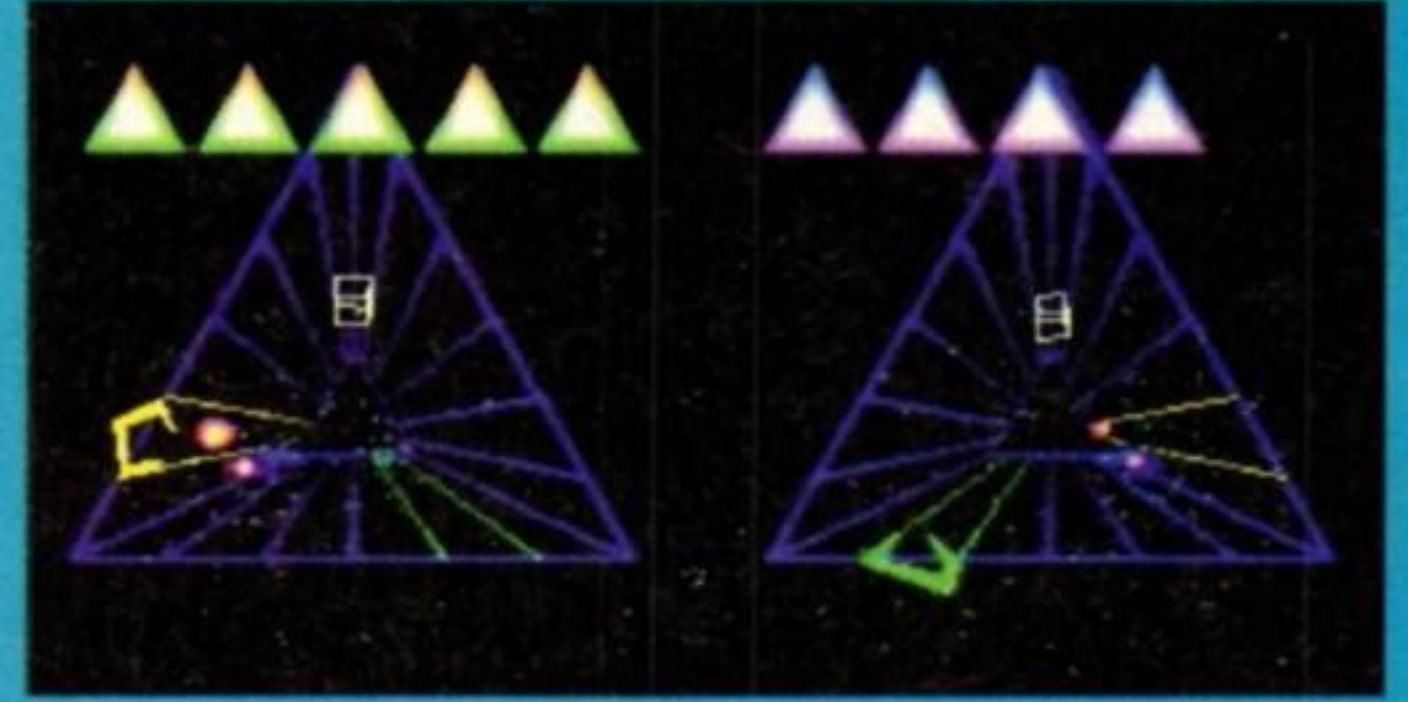
Tempest Plus lacks the crazy textures of *Tempest 2000*. Strange choice to include it...



TEMPEST 2000

Another golden oldie goes 32-Bit...

REVIEWED



Duel sees each player shooting at each other from either end of the 'web'.

TEMPEST 2000	GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
VERSION REVIEWED Saturn	Functional. They lack the oily pulsing of <i>Tempest X</i> on the PlayStation, but they do the job. 78	Angry tracks that perfectly complement the high-energy action on-screen. 80	Simple stuff that any fool can understand. On-screen action can be confusing at times. 86	The sort of game anyone can pick up and play any time. Time can seem to fly by as well. 84	83
NO. OF PLAYERS 1 to 2	JUDGEMENT This isn't going to appeal to everyone – especially those expecting gob-smacking 3D graphics. But it's still extremely playable.				
FROM Interplay					
AVAILABLE Out now					

Dizzord

A French Expression
For People Who Toss Gum On The Street.

GUM.....ENJOY IT. WRAP IT. BIN IT.





HEAVENLY

You thought 1996 was a great year for videogames. You're right too. New hardware and the kind of games that make you weak at the knees. Super Mario 64, Resident Evil and Tomb Raider have put gaming back on top of the world. Could it really get any better? Well, we've grabbed hold of a crusty old fairground Gypo and crossed her rather wrinkly palm with silver. This is what the old duffer's come up with for the new year...



SONY

As you would expect, Sony have a real mixed bag of early releases with plenty of top sequels and sports games to go round. Plus of course there's the long awaited *Final Fantasy 7* from master RPGers Square to look forward to. Expect some of these dates to change around March when Sony have to wheel out the big guns to try and steal Nintendo's N64 launch thunder.

Cool Boarders: We'll be taking to the slopes next month for a spot of reviewable skiing. Check out our preview on Page 23.



Soul Edge. The next great hope from Namco. Will there be a *Tekken 3* conversion later on?

RELEASES

Total No 1	PlayStation	Jan	Beat-em-up
Cool Boarders	PlayStation	Jan	Sports sim
Namco Museum 3	PlayStation	Jan	Retro-em-up
Porsche Challenge	PlayStation	Feb	Racer
Twisted Metal 2	PlayStation	Feb	Racing shooter
Jet Moto	PlayStation	Feb	Racer
King's Field	PlayStation	Feb	RPG
NHL '97	PlayStation	Feb	Sports sim
Soul Edge	PlayStation	March	Beat-em-up
2 Xtreme	PlayStation	March	Sports sim
Total NBA '97	PlayStation	March	Sports sim
Namco Museum 4	PlayStation	March	Retro-em-up
Carnage Heat	PlayStation	March	Shoot-em-up
Rage Racer	PlayStation	April	Racer
Final Fantasy 7	PlayStation	June	RPG

Final Fantasy 7

A year in the making should give some idea as to the sheer size of the forthcoming *Final Fantasy 7*. Emanating from the more-than-healthy Squaresoft stable, *FF7* presents the PlayStation with its first big stab at an RPG. And what a stab it looks like being.

Incorporating a nigh-on 3D environment where the characters can interact totally with their surroundings, *FF7* looks and sounds absolutely wonderful with the player able to play as one of up

to nine characters new to the *Final Fantasy* universe. Naturally, there will be plenty on offer for RPG veterans but this really could set the ball rolling on the PSX as far as the genre is concerned.

Final Fantasy 6 sold 2,500,000 copies and, if this delivers the proverbial goods, we could be seeing similar figures for *FF7*. The game will be released in Japan in January and an American and European debut shouldn't be too far behind. Saliva is already bubbling...



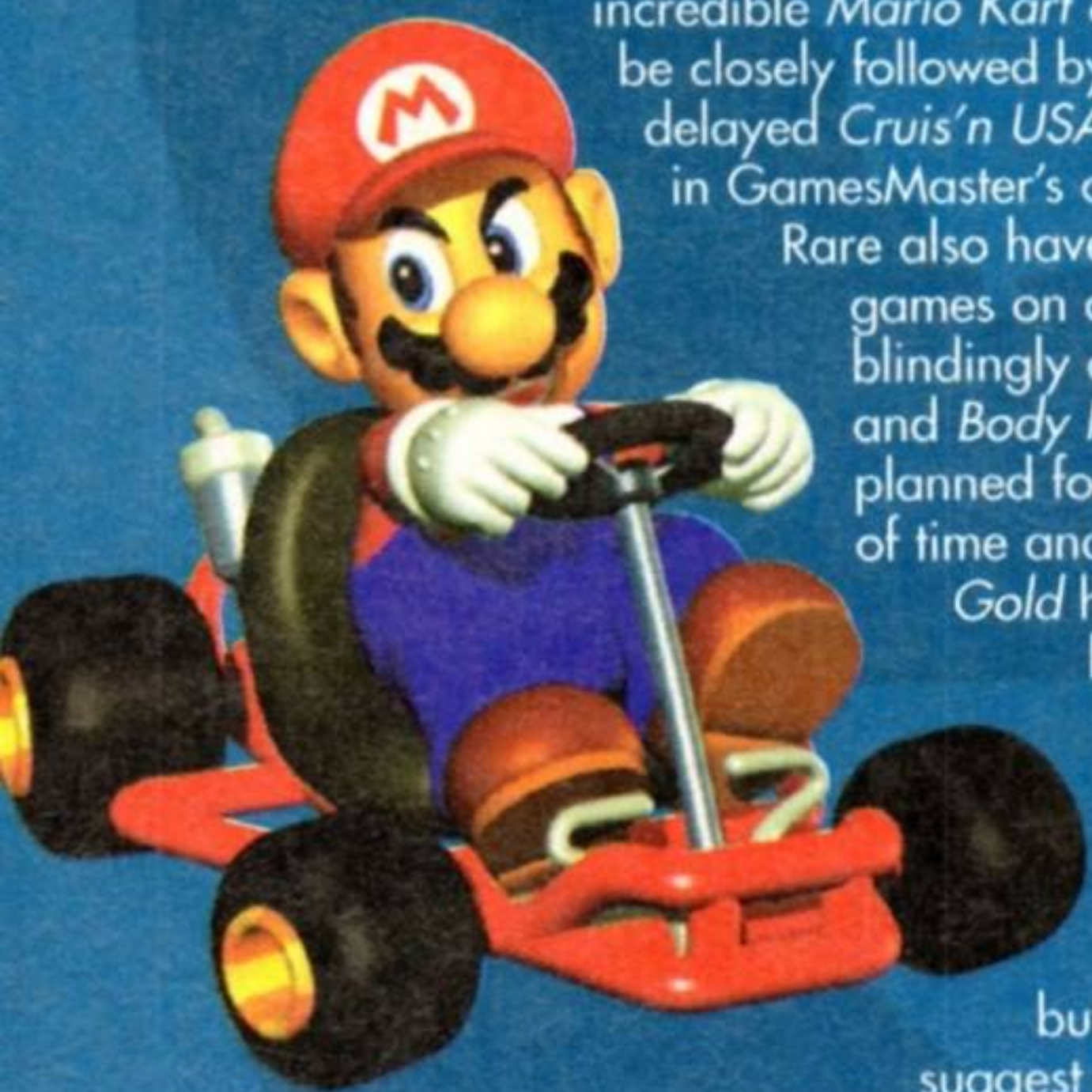
NINTENDO

Nintendo are back, and 1997 is going to be one of their biggest years ever. March 1st sees the UK launch of the N64, and the end of Sony's total domination of the console scene. The release of the N64 is accompanied by the stunning *Super Mario 64*, *Pilotwings 64*, *Wave Race 64* and the as-yet-unseen *Shadows Of The Empire*. None of these need any introduction to regular readers.

However, aside from the obvious importance of the launch (especially with the PlayStation becoming ever stronger), Nintendo have their fingers in a number of potentially exciting gaming pies. Pencilled in for an early spring release in Japan are platformer *Yoshi's Island 64*, long-awaited racing game *F-Zero 64* and the incredible *Mario Kart 64*, all of which will be closely followed by the constantly delayed *Cruis'n USA* (reviewed next issue in GamesMaster's own 64fan).

Rare also have a fulsome menu of games on offer with the blindingly original *Blast Corps* and *Body Harvest* planned for the same sort of time and *Killer Instinct Gold* having just been released in the States.

For the SNES little has been confirmed but rumours suggest that a further *Street Fighter* game could be channelled through Ninty as well as, later in the year, a second *Yoshi's Island* game. Certainly, 1997 promises to be a make or break year for the Big N.



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RELEASES

Super Mario 64	N64	March	3D platformer
Pilotwings 64	N64	March	Flight sim(ish)
Wave Race 64	N64	March	Racer
Shadows of the Empire	N64	March	Shoot-em-up
Killer Instinct Gold	N64	TBC	Beat-em-up
Yoshi's Island 64	N64	May	Platformer
F-Zero 64	N64	May	Racer
Mario Kart 64	N64	May	Racer
Cruis'n USA	N64	June	Racer
Kirby's Air Ride	N64	TBC	Racer
Buggy Boogie	N64	TBC	Racer
Climber	N64	TBC	Arcade adventure
Golf (working title)	N64	TBC	Sports
Tetrisphere	N64	TBC	Puzzle
Cu-On-Pa	N64	TBC	Puzzle
Blast Corps	N64	TBC	Shoot-em-up
Body Harvest	N64	TBC	Shoot-em-up



Wave Race 64: Like BEING on water. The analogue stick gives unrivalled precise control and it's dead, dead fast. Roll on March 1st...

SM64: It'll be worth the wait non-import owners. Trust us.

StarFox 64

Four years obviously hasn't managed to dampen the *StarFox* spirit if the anticipation surrounding the forthcoming *StarFox 64* is anything to go by. And our moles at the recent Shoshinkai show in Japan went off their freakin' trolleys at the new *Mario Kart*-style four-player option.



StarFox 64: It's no surprise that the characters are now rendered. And in the four-player game their heads move around the radar map at the bottom-left of the screen. Spooky.

SEGA

Sega will be bringing out the big guns in 1997 with a still-under-wraps mixture of arcade conversions and original titles. Already confirmed are *Virtua Fighter 3*, the phenomenal *Manx TT* and the conversion of Mega Drive smash *Sonic 3D*.

After that Sega are keeping quiet about their plans but price drops, budget ranges and big titles are all in the pipeline. Fighters MEGAMIX gets a release in Japan later this month and should be over here pretty soon.



Sonic 3D: This 16-bit beaut will look fab on the Saturn..



Mr Bones: Mad old thing made up of sub-games.



Mystaria 2: The Saturn once again proving it's a capable console if you 'fancy' RPGs.

RELEASES

Sonic 3D	SAT	Feb	3D platformer
Mr Bones	SAT	Feb	Weird-em-up
Bug Too!	SAT	March	Platformer
Virtua Fighter 3	SAT	April	Beat-em-up
Manx TT	SAT	May	Racer
Mystaria 2	SAT	May	RPG

EIDOS INTERACTIVE

If the name isn't familiar to you this outfit went on a spending spree and 'bought' US Gold, Domark and Core Design. While the Domark/US Gold angle have yet to really impress – mind you, the *Championship Manager* range is great – Core are riding the crest of a wave after the stunning *Tomb Raider*. Next year though the balance starts to be redressed with the promising *Deathtrap Dungeon*. Shortly after, expect to see *Incredible Hulk* and the highly anticipated *Swagman* and *Ninja* from Core.



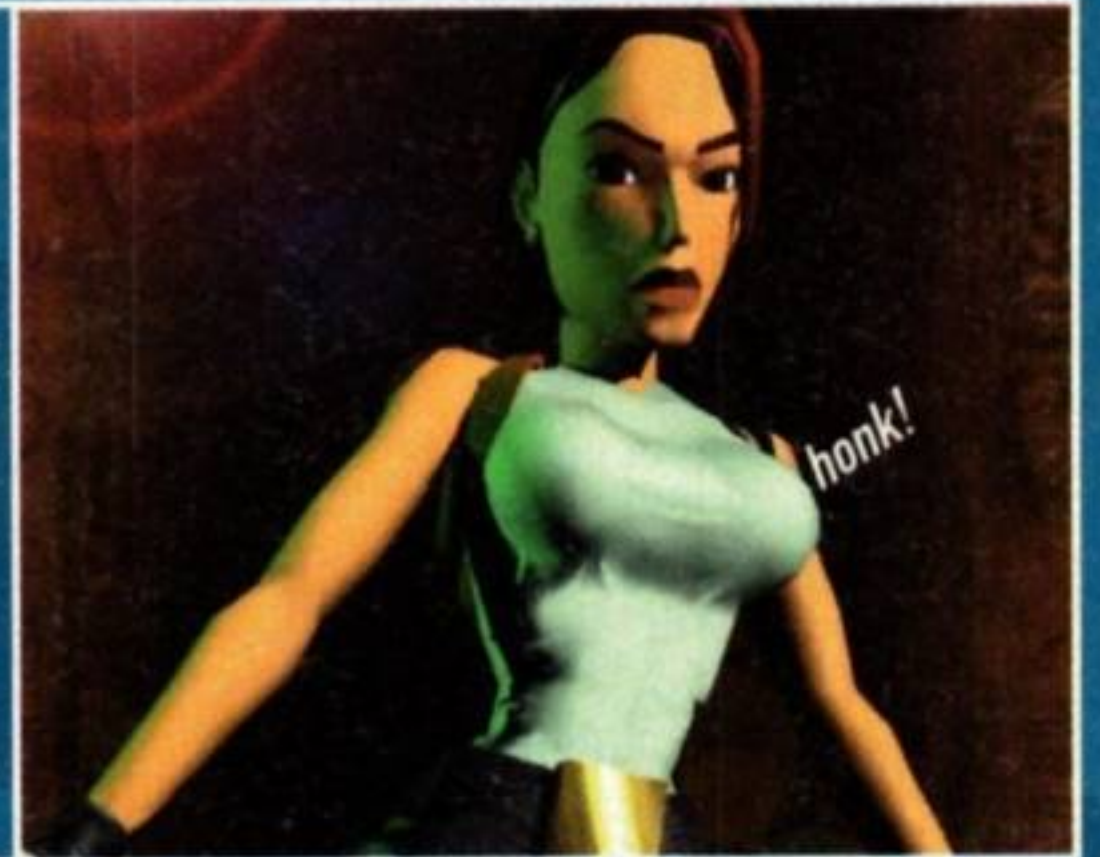
Deathtrap Dungeon: Eidos dungeon-based adventure features horrible traps and DEATH. Good 'un, yep.

RELEASES

Deathtrap Dungeon	PSX/SAT/PC	Feb	Action adventure
Incredible Hulk	PSX/SAT	March	Action adventure
Swagman	SAT	April	Action adventure
Power F1	PC	May	Racer
Ninja	PSX/SAT	June	Beat-em-up
Fighting Game	PSX	TBC	Beat-em-up
Championship Manager	PC	TBC	Footy manager
Tomb Raider 2	PSX/SAT/PC	Nov	Action adventure

Tomb Raider 2

The big news from the Core camp, though, is next November's follow-up to the breathtaking *Tomb Raider*. Core, speaking exclusively to GamesMaster, revealed their plans for a second game but admitted that proceedings were still very much shrouded in that damned stuff secrecy. Expect more very, very soon...



GREMLIN

Gremlin are obviously a little sore at EA getting all the attention as the number one sports game developer so they're looking for a big slice of that action. The already hugely successful *Actua* range gets boosted with three titles and the *Premier Manager* franchise comes back again. On the slightly more violent front (unless of course you've got Stuart Pearce in your team) they've got Egyptian-based flying shoot-em-up *Sandwarriors* and *Hardwar*, another *Elite* wannabe. The summer sees the release of *Arms Race*, a puzzle game crossed with a 3D tank shoot-em-up. Sounds a blast. Hah!

RELEASES

Sandwarriors	PC	Feb	Shoot-em-up
Premier Manager '97	PC	March	Footy management sim
Hardwar	PC	March	Elite clone
Actua Soccer (Club)	PSX/PC	April	Sports
Actua Golf	PC	April	Sports
Hardcore 4X4	PC	April	Racer
Actua Tennis	PSX/SAT/PC	June	Sports
Arms Race	PSX/SAT/PC	June	Puzzler shooter

CODEMASTERS

CodeMasters are relying on Little and Large for success early in '97. 'Little' comes in the shape of *Micro Machines V3* while the large comes in the bungalow-like shape of *Jonah Lomah Rugby*.

RELEASES

Micro Machines V3	PSX	Feb	Racer
Jonah Lomah Rugby	PSX	April	Sports game

ELECTRONIC ARTS

After the critical slating that *FIFA '97* received, you'd expect EA to steer clear of an extension of the licence but have, instead, confirmed that they'll be doing both *FIFA '98* (any bets against it looking exactly the same as *FIFA '97*?) and a *FIFA* management sim (no release dates set yet). Continuing on the sports front, they have *NBA Live '97*, *Ten Pin Alley* and *NFL Full Contact*. *The Need For Speed 2* is also well on the way.

Away from Grandstand territory, EA have Origin's *Privateer 2: The Darkening* and *Wing Commander 4* in development for the PlayStation as well as the mysteriously secret *Darklight* and *Perfect Weapon* (see this month's news for further details).

Bullfrog and EA are also teaming up to bring the long, long, long awaited *Dungeon Keeper* and *Populous 3* to the PlayStation and PC. The latter of these is likely to keep the readies rolling in with it being the first time the massively-followed *Populous* series has wound its way onto Sony's machine. Release dates for these are as vague as Trigger off of Only Fools And Horses.

RELEASES

NBA Live '97	SAT	Jan	Sports sim
Andretti Racing	SAT	Jan	Racer
FIFA '97	SAT	Jan	Footy game
KKND	PC	Jan	Strategy shooter
Perfect Weapon	PSX/PC	Feb	Beat-em-up
Soviet Strike	SAT	Feb	Shoot-em-up
Ten Pin Alley	PSX/SAT/PC	Feb	Sports sim
Crusader No Remorse	PSX/SAT	Feb	Shoot-em-up
Die Hard Trilogy	SAT/PC	Feb	Shoot-em-up
Wing Commander 4	PSX	March	Shoot-em-up
Darklight	PSX/PC	March	Space shooter
Moto Racer	PC	March	Racer
Shredfest	SAT	March	Sports sim
Need For Speed 2	PC	April	Racer
Battlestations	SAT	April	Shoot-em-up
Queen: The Eye	PC	April	Music adventure
Need For Speed 2	PSX	April	Racer
Blade	PC	April	Adventure
Perfect Weapon	PSX/SAT	May	Beat-em-up
Ultima Online	PC	May	Internet RPG
X-Files	PC	Xmas	Adventure

Theme Hospital

If you're a GamesMaster veteran you'll be familiar with the already-gorgeous sights of Bullfrog's *Theme Hospital*, thanks to our exclusive development diary we carried early in its life. Likely to be huge on its February release thanks to its brilliant twist on the previous outing *Theme Park*, you get to, like, kill and cure people. Sick, isn't it? Expect a preview next month.



WHAT THE EXPERTS THINK...

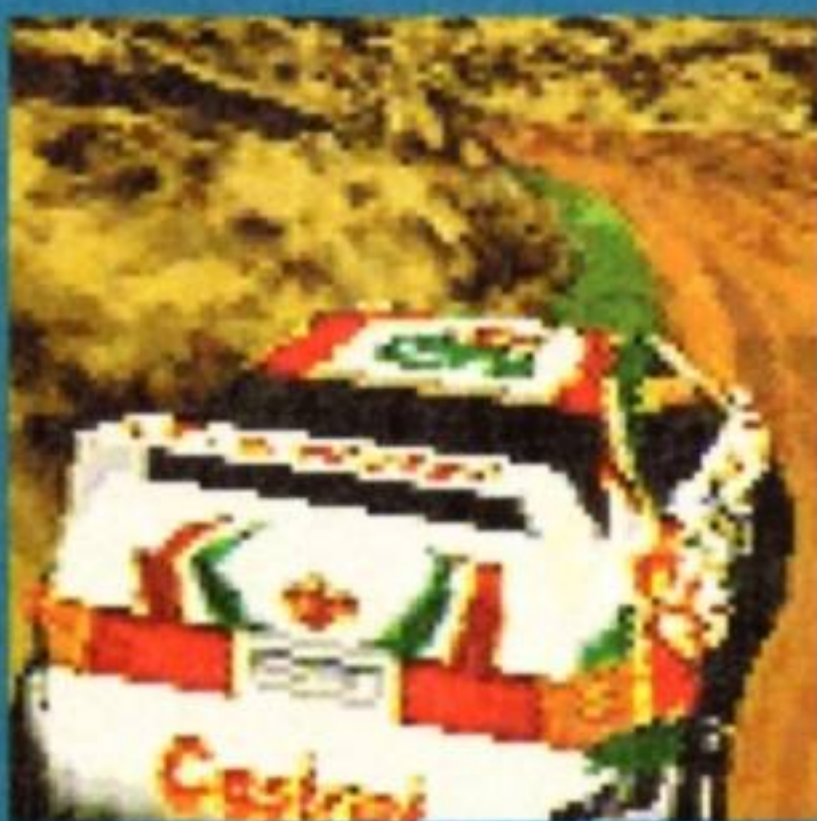


Rob Pegley (Official PlayStation Mag):

"It may not be the most technically advanced game of 1997, but I'm gagging to have a go on *International Superstar Soccer* for the PlayStation. The SNES version was the best footy game of all time and, quite rightly, I don't think they've tampered with the gameplay too much. But sprites are meant to be bigger, graphics generally better, crowd and commentary vastly improved and all in all I'm looking forward to giving that little runt, Weaver, a right pasting again. It'll be like old times."

ACCLAIM

After what can be best described as a 'pretty low' year for Acclaim (their US office lost \$200 million somewhere - careless, that), they have decided that the way forward for them is clearly licences (which is what got them into trouble in the first place). There's a whole bunch of TV and movie tie-ins, including the summer biggie, Batman And Robin. They are also one of the few to have several confirmed Nintendo64 titles in their extensive '97 line up.



Sega Rally: Your eyes aren't deceiving you - Acclaim will be releasing the PC DOS version.

Batman And Robin

Any film that goes up against this HUGE movie next summer had better be a cracker. Batman And Robin will clean up at the box office and no mistake, with big names like George Clooney, Arnold Schwarzenegger, Chris O'Donnell and Alicia Silverstone. The game is half-way through development and is already looking promising. It'll be a brave or slightly insane man who bets against this topping the charts.



RELEASES

Iron and Blood	PSX/PC	Jan	Beat-em-up
WWF In Your House	PC	Jan	Beat-em-up
Pegasus Prime	PSX/PC	Jan	Action adventure
Starting Grid	PC	Jan	Racer
SF: The Movie	PC	Jan	Beat-em-up
Dragonheart	PSX/SAT/PC	Jan	Action
V. Tennis	PSX	Jan	Sports
Turok	N64	Feb	Doom clone
Super Motocross	PSX/PC	Feb	Racer
College Slam	PC	Feb	Sports
Crow: City of Angels	PSX/SAT/PC	Feb	Beat-em-up
Magic the Gathering	PSX/SAT/PC	March	RPG
Space Jam	PSX/SAT/PC	March	Sports
Enemy Zero	PSX/SAT/PC	March	Adventure
Battlesport	PSX/SAT/PC	April	Sports
Killing Time	PSX/SAT	April	Doom clone
Stratosphere	PC	May	Shoot-em-up
Magic 2: Add on	PSX/SAT/PC	May	RPG
Rattlesnake Red	PSX/SAT	May	Action
Big Hurt '97	PSX/SAT/PC	June	Sports
Ultimate Racer	N64	Aug	Racer
Sega Rally	PC	Aug	Racer
Hercules	PSX/SAT/PC	Aug	Action adventure
Iron and Blood 2	PSX/SAT/PC	Aug	Beat-em-up
Constructor	PSX/PC	Aug	Strategy
Fantastic Four	PSX/SAT/PC	Aug	Beat-em-up
Hockey	PSX/SAT/PC	Aug	Sports
Quarterback Club '98	PSX/SAT/PC	Aug	Sports
Total Justice	PSX/SAT/PC	Sept	Beat-em-up
Virus 2000	PSX/SAT/PC	Sept	Shoot-em-up
Golf	PSX/SAT/PC	Sept	Sports
Striker '97	N64	Oct	Sports
Virtua Soccer	PC	Oct	Sports
NBA 5 On 5	PSX/SAT/PC	Oct	Sports
Batman and Robin	PSX/SAT/PC	Oct	Platform beat-em-up
Condemned	PSX/PC	Oct	Shoot-em-up
X-Treme Sports	PSX/PC	Oct	Sports
WWF 6	N64/PSX/SAT	Nov	Beat-em-up
Fighting Vipers	PC	Nov	Beat-em-up
Constructor Add On	PC	Nov	Strategy
Honda	PSX/PC	Nov	Racer
Machines	PC	Nov	Strategy shooter
Bloodshot	PSX/SAT/PC	Nov	Doom clone
Magic coin op	PSX/SAT/PC	Nov	Beat-em-up
Spirit Master	PSX/SAT/PC	Nov	3D Beat-em-up

WHAT THE EXPERTS THINK...



James Ashton (Sega Power)

"Manx TT. The next game from AM3 (the in-house Sega team behind *Sega Rally*, *Virtual On*, *Athlete Kings* and *Baku Baku*) and a conversion from the arcade smash hit. It's hoped that the Saturn version will include a couple of extra tracks to compliment the original two and that the game's legendary handling and 'feel' makes it through. With *Rally* behind them, only the best is expected."

KONAMI

Konami's attention in 1997 will be concerned primarily with establishing their N64 rumblings. They will be bringing the splendiferous *ISSD*, among others, to the party with them, albeit under a different name. The 32-Bit systems won't be ignored either with old fave *Lethal Enforcers* being given a new lease of life.



Goemon 5. SM64-like visuals and classic Goemon play.

J-League Perfect Striker

Or *ISSD* as it's known on the SNES and PlayStation. Historically, *ISSD* has always outplayed and outscored every other soccer game, including the beleaguered *FIFA* series. From what we have seen this latest incarnation looks like blowing everything else away. Superb animation and some amazing moves, backed with Nintendo's wonder joyypad will make this a real cup winner for Konami.



RELEASES

NBA In The Zone '97	PSX	Jan	Sports game
Lethal Enforcers 1&2	PSX/SAT	March	Shoot-em-up
Broken Helix	PSX/SAT	May	Shoot-em-up
Perfect Striker	N64	Xmas	Footy sim
Ganbare Goemon 5	N64	TBC	Arcade adventure
Mah-Jong Master	N64	TBC	Mah-Jong sim
Power Pro Baseball 4	N64	TBC	Sports game

SCI

After testing the water in '96 with just a couple of releases, SCI are diving in for real next year. PlayStation conversions of their top two PC titles (including deathmatch simulator *XS*) emerge in the summer after their next batch of PC games, including point-and-click adventure *Hopkins FBI*. No Saturn or N64 games are planned.

RELEASES

SWIV Data Disk	PC	April	Shoot-em-up
Hopkins FBI	PC	April	Adventure
Carmageddon	PC	April	Racing shooter
XS	PSX	June	Doom clone
SWIV 3D	PSX	June	Shoot-em-up



OCEAN

Ocean used to be known as the film licence company. They have lost that mantle to Acclaim lately but next year they want it back. The highlight should be their *Mission: Impossible* game for the N64. It will more than likely come out at the same time as the movie's sequel. Following that will be the Schwarzenegger-backed *Eraser* game, but no-one is holding out any hopes of that being good. If all that fails then they have some pretty impressive cartoon characters to back them up.



Guts 'n' Garters. Blending shoot-em-up and arcade adventure, with a splashing of RPG. You must stop genetic experiments. FACT.

WHAT THE EXPERTS THINK...



Marcus Hawkins:

"Nice of you to ask, cheers. Highlight of the year hardware-wise is clearly the UK release of the N64, so I can take home the office machine without fear of one of the team whining, "But it's my turn, Daddy". And F-Zero 64 and Zelda 64. Yeah yeah, looking forward to them. Tomb Raider 2, can't wait for that either. But I'm going to have to. And I plan to get matey with a couple of mermaids. Roll on Christmas 1997..."

RELEASES

<i>World Rally Fever</i>	PSX/SAT	TBC	Racer
<i>TFX</i>	PSX	Jan	Flight sim
<i>Offensive</i>	PSX	March	Wargame
<i>Total Driving</i>	PSX/PC	March	Racer
<i>ICR Racers</i>	PSX/PC	March	Racer
<i>GT Racing</i>	PC	March	Racer
<i>Worms: Directors Cut</i>	A1200	March	Strategy shooter
<i>Guts 'n' Garters</i>	PC	March	RPG/Shoot-em-up
<i>Mission: Impossible</i>	N64	April	Action adventure
<i>Euro Manager</i>	PC	April	Footy manager
<i>Shattered Reality</i>	PC	April	Elite clone
<i>Zoiks</i>	PC	April	Adventure
<i>The Race of Champions</i>	PSX/PC	April	Racer
<i>Project Aeros</i>	PC	May	C&C clone
<i>Breakpoint ATP</i>	PSX/SAT/PC	May	Sports game
<i>Arcade Pool 2</i>	PC	May	Sports game
<i>Ballistic Pinball</i>	PSX/PC	June	pinball game
<i>Dreadnought</i>	PC	June	Strategy shooter
<i>Guts 'n' Garters</i>	PSX	June	RPG/shoot-em-up
<i>Viper</i>	PSX/SAT/PC	Sept	Shoot-em-up
<i>UEFA</i>	PSX/SAT/PC	Sept	Footy game
<i>TFX 3</i>	PC	Sept	Flight sim
<i>Silver</i>	PSX/PC	Sept	RPG
<i>Guts 'n' Garters 2</i>	PSX/PC	Sept	RPG/shoot-em-up
<i>World's End</i>	PC	Sept	Shoot-em-up
<i>Worms 2</i>	PSX/SAT/PC	Sept	Strategy shooter
<i>Citadel</i>	PC	Sept	RPG
<i>Vanish Powers</i>	PSX/PC	Sept	RPG
<i>Deathrace</i>	PSX	Sept	Racer
<i>Tunnel B2</i>	PSX/SAT/PC	Sept	Shoot-em-up

VIRGIN

One thing's for sure, *Freak Boy* isn't going to be happening on the N64. Virgin took one look at *Super Mario 64* and told their development teams to start from scratch. So with no N64 stuff on the cards for '97 their year is going to be taken up with new titles from the likes of Capcom, Viacom, CIC, LucasArts, Bethesda and the hundreds of other developers that beaver away for the great God Branson. Highlights will be the LucasArts range finally hitting the PlayStation (that means *Dark Forces* at last) and *Dark Forces 2* on PC.

Resident Evil 2

As exclusively revealed in GamesMaster 48, Capcom's follow-up to their monster hit *Resident Evil*, is very much on the way. Indeed, Virgin have suggested that we could be gasping in horror at the ludicrous amount of undead as early as March next year. With two new characters, a clothes-changing option and even more bullet/blood rendezvousing, *Resident Evil 2* is likely to be one of the three biggest hits of next year. Providing the censors don't ban it that is.



Resident Evil 2. Judging by the volume of phone calls we get about *Resident Evil* its sequel is going to prove to be one prime porker of seller.

WHAT THE EXPERTS THINK...



Tim Weaver:

"Despite my short time on this wondrous ship they call GamesMaster, it has no doubt become rather obvious to you all that when it comes football, I'm a self-confessed sponge. Anything remotely connected with *The Beautiful Game* brings me over all funny, so you can imagine my sheer delight at the living, breathing sight of Konami's *Perfect Striker* on the N64. Looking at screenshots is one thing but to actually see it moving is something else. Believe me, this is going to be the finest football sim of all time. Oh, please let it arrive soon..."

RELEASES

<i>Deadly Games</i>	PC	Jan	Shoot-em-up
<i>Wizardry Gold</i>	PC	Jan	RPG
<i>Nanotek Warrior</i>	PSX	Jan	Shoot-em-up
<i>Wizardry Nemesis</i>	PC	Feb	RPG
<i>Calling All Dorks</i>	PC	Feb	Beavis & Butthead
<i>Screamer</i>	PC	Feb	Budget racer
<i>Grid Run</i>	PSX	Feb	Touch-em-up
<i>Lands of Lore 2</i>	PSX/PC	Feb	Adventure
<i>Pinball Graffiti</i>	SAT	Feb	Pinball
<i>C&C</i>	Win 95	Feb	Wargame
<i>Spot Goes To Hollywood</i>	PSX/SAT	March	3D platformer
<i>Tilt</i>	PSX	March	Pinball
<i>Deathdrome</i>	PC	March	Racer
<i>Herc's Adventures</i>	PSX/SAT	March	Adventure
<i>Megaman X3</i>	PSX/SAT	March	Platform shooter
<i>MTV's Slamscape</i>	PSX/PC	March	Racer
<i>Outlaws</i>	PC	March	Shoot-em-up
<i>Black Dawn</i>	PSX/SAT	March	Shoot-em-up
<i>Bubble Bobble 2</i>	PSX	March	Bubble-em-up
<i>Resident Evil 2</i>	PSX	March	Gore-em-up
<i>The Tone Rebellion</i>	PC	March	Strategy
<i>Ball Blazer Champions</i>	PSX	March	Future sports
<i>Little Thingies</i>	PC	March	Beavis & Butthead
<i>Wiener Takes</i>	PSX/PC	April	Beavis & Butthead
<i>Jedi Knights: Dark Forces 2</i>	PC	April	Shoot-em-up
<i>Dark Forces</i>	PSX	April	Shoot-em-up
<i>X-Car</i>	PC	April	Racer
<i>X-Wing Vs TIE Fighter</i>	PC	April	Shoot-em-up
<i>Grand Slam '97</i>	PSX/SAT	April	Sports game
<i>Deadly Skies</i>	PSX/SAT	May	Shoot-em-up
<i>4-4-2</i>	PSX/SAT	June	Footy game
<i>Agent Armstrong</i>	PSX/PC	June	Platform shooter
<i>Aqua'tak</i>	PC	June	Shoot-em-up
<i>British Open Golf</i>	PC	June	Sports game
<i>Galactic Mirage</i>	PC	June	Strategy
<i>Ignition</i>	PC	July	Racer
<i>Kick Off '97</i>	PSX/PC	July	Sports game
<i>MTV's Aeon Flux</i>	PSX/PC	July	Cartoon-em-up
<i>Treasures of the Deep</i>	PSX	July	Shoot-em-up

READERS UNITE!

and tell us what you really think of GamesMaster

Dear Reader,

Thanks for buying this issue of GamesMaster. I hope you enjoy reading it.

Here at GM we constantly strive to provide you with the type of magazine you really want to read. Oh yes we do. To help us achieve this, we'd like to find out a little more about you and your lifestyle, so we've drawn up this short questionnaire. We'd be very grateful if you'd fill it in and return it to us. It's a FREEPOST address, so no stamp is required. Please take time to read the magazine thoroughly and be honest with your opinions.

As a special bonus, all the questionnaires returned to us by Friday 26th January will be entered into a free prize draw. The first 10 taken out of the hat will win a game of their choice. But be honest - your answers won't affect your chance of winning. Whether this is the first time you've read Gamesmaster or you're now a loyal fan, we'd like to hear from you.

Many thanks for your time and help.

Cheers
Marcus Hawkins



ABOUT YOU

1. Are you?

- Male 1
 Female 2

2. Into which age range do you fall?

- 10 or under 1
 11-14 2
 15-19 3
 20-24 4
 25-34 5
 35-44 6
 45+ 7

3. What is your main type of employment? (tick one box only)

- Work full-time 1
 Work part-time 2
 Student 3
 Still at school 4
 Unemployed 5
 Retired 6
 Other 7

4. If you are still at school, how much money on average do you get through pocket money or odd jobs per week?

- None 1
 £1-£3 2
 £4-£6 3
 £7-£10 4
 £11-£15 5
 £16-£25 6
 Over £25 7

5. If you are a student, how much money do you have available on average each week for leisure and entertainment?

- None 1

- £1-£5
 £6-£10
 £11-£20
 £21-£30
 £31-£50
 Over £50

6. If you are in full time work, into which income range do you fall?

- 1 Under £6,000
 2 £6,000-£9,999
 3 £10,000-£14,999
 4 £15,000-£19,999
 5 £20,000-£24,999
 6 £25,000-£29,999
 7 £30,000-£35,000
 8 Over £35,000

7. If you are in full-time work, what is your job title or profession?

ABOUT VIDEOGAMING

8. How long have you been interested in playing home video games?

- Less than a year 1
 1-2 years 2
 3-4 years 3
 5-6 years 4
 7-10 years 5
 10-15 years 6
 Over 15 years 7

9. Which games machine(s) do you already own and which do you intend to buy in the next 12 months?

- | | Already own | Intend to buy |
|--------------------|----------------------------|----------------------------|
| Sega Master System | <input type="checkbox"/> 1 | <input type="checkbox"/> 2 |
| Sega Mega Drive | <input type="checkbox"/> 1 | <input type="checkbox"/> 2 |
| Sega Mega CD | <input type="checkbox"/> 1 | <input type="checkbox"/> 2 |

- 2 Sega Game Gear 1
 3 Sega 32X 1
 4 Sega Saturn 1
 5 NES 1
 6 SNES 1
 7 Nintendo Gameboy 1
 Nintendo 64 1
 Sony Playstation 1
 Other system 1

10. Of those games machines which you already own, on average how often do you play with them? (please use the key below and write in your answer)

- 1 = Every day
 2 = 3-6 days a week
 3 = 1-2 days a week
 4 = Once a fortnight
 5 = Once a month
 6 = Less often
 7 = Never

- Sega Master System
 Sega Mega Drive
 Sega Mega CD
 Sega Game Gear
 Sega 32X
 Sega Saturn
 NES
 SNES
 Nintendo Game Boy
 Nintendo 64
 Sony Playstation
 Other system

11. How many games have you yourself bought in the past 12 months?

- None 1
 1-2 2
 3-5 3
 6-9 4
 10-15 5
 16 or more 6

12. How do you normally buy your video games? (tick all that apply)

- 2 At a specialist games store
 2 At a High Street store (eg. Virgin, HMV)
 2 By mail order
 2 At exhibitions
 2 Second hand
 2 Other (please specify)

13. If you buy video games from shops, which shops do you buy them from? (tick all that apply)

- Boots
 Comet
 Dixons
 Electronics Boutique
 HMV
 Our Price
 Toys R Us
 Virgin
 W H Smith
 Woolworths
 Specialist store
 Other shop

14. How many games have other people bought for you in the past 12 months?

- None 1
 1-2 2
 3-5 3
 6-9 4
 10-15 5
 16 or more 6

15. How much say to you have in the games which are bought for you?

- A great deal 1
 Some say 2
 Not much say 3
 No say at all 4



16. How many hours a week do you play with video games?

- None 1
- 1 hour or less 2
- 1-4 hours 3
- 5-7 hours 4
- 8-14 hours 5
- 15-20 hours 6
- 21-30 hours 7
- More than 30 hours 8

17. Which type of games do you enjoy? (tick all that apply)

- Adventure
- Flight simulators
- Driving/Racing
- Football games
- Other sports games
- Beat-em-up
- Shoot-em-up
- Strategy games
- "God simulations"
- Other (please specify):

18. Which are your favourite three games currently?

- 1.
- 2.
- 3.

ABOUT GAMESMASTER

19. How did you first hear about Gamesmaster? (tick one box only)

- Saw it in the newsagent 1
- Saw an advert in a magazine 2
- Received a leaflet in the post 3
- Word of mouth 4
- Through the Channel 4 Gamesmaster programme 5
- Other (please specify):

20. If you saw it advertised in another magazine, which one was it in?

21. How long have you been reading Gamesmaster?

- This is the first issue I've read 1
- 2-6 months 2
- 7-11 months 3
- 1-2 years 4
- 3-4 years 5
- Over 4 years 6

22. How do you usually get your copy of Gamesmaster? (tick one box only)

- Subscription (by post) 1
- Delivered by newsagent 2
- Bought at newsagent on order 3
- Bought at newsagent not on order 4
- Bought at supermarket 5
- Bought at computer/games shop 6
- Passed on to me/Read a friend's 7
- Other: (specify)

23. How often do you read Gamesmaster?

- Every issue 1
- Most issues 2
- Occasionally 3
- Rarely 4
- This is my first issue 5

24. Which of the items featured on the cover of this issue of Gamesmaster made you want to read it?

-
-
-
-
-

25. Below is a list of some of the features in Gamesmaster. How important are they to you in deciding whether you buy Gamesmaster or not? (please use the key below and write in your answer)

- 1 = Very important
- 2 = Quite important
- 3 = Not very important
- 4 = Not at all important
- Network
- Previews
- First Look
- Reviews
- GM recommends
- Games Master(Tips)
- Consoletation Zone
- Letters
- GM says

26. Below is a list of all the regular features in Gamesmaster. What do you think of them? (please use the key below and write in your answer)

- 1 = Enjoy a lot
- 2 = Enjoy
- 3 = Do not enjoy
- 4 = Do not read
- GM Network
- This month in PlayStation
- This month in Sega
- This month in PC
- The Front Line (Previews)
- First Look (Previews)
- Reviews
- GM recommends
- Games Masterclass (Tips)
- Consoletation Zone (Tips)
- G.mail (Letters)

27. Below is a list of some of the areas covered in Gamesmaster. Would you like to see more, less, or about the same amount of coverage given to them in Gamesmaster? (please use the key below and write in your answer)

- 1 = More
- 2 = About the same
- 3 = Less
- News
- Previews
- Reviews
- Tips
- Readers letters
- Reader offers
- Competitions
- Interviews

28. Below is a list of best-selling games formats. Would you like to see more, less or about the same amount of coverage given to them in Gamesmaster? (please use the key below and write in your answer)

- 1 = More
- 2 = About the same
- 3 = Less
- Sega Megadrive
- Sega Saturn
- Sony Playstation
- NES/SNES
- Nintendo 64
- PC

29. What was your favourite ever free gift/promotion in Gamesmaster?

-
-
-

30. Why?

-
-
-

31. What sort of gifts/promotions would you like to see in Gamesmaster?

-
-
-

32. Do you subscribe to (receive directly by post) any of the following magazines?

- Computer & Video Games
- Edge
- Nintendo Magazine System (NMS)
- The Official PlayStation Magazine
- PlayStation Power
- Essential PlayStation
- PlayStation Plus
- PlayStation Pro
- Play
- Total PlayStation
- PlayStation Solutions
- Power Station
- Sega Power
- Sega Saturn
- Mean Machines Sega
- Total Saturn

33. How often do you read each of the following magazines? (please use the key below and write in your answer)

- 1 = Every issue
- 2 = Most issues
- 3 = Occasionally
- 4 = Rarely
- 5 = Never
- Computer & Video Games
- Edge
- Nintendo Magazine System (NMS)
- The Official PlayStation Magazine

- PlayStation Power
- Essential PlayStation
- PlayStation Plus
- PlayStation Pro
- Play
- Total PlayStation
- PlayStation Solutions
- Power Station
- Sega Power
- Sega Saturn
- Mean Machines Sega
- Total Saturn

34. Roughly how much have you spent on each, over the past 12 months? (please use the key below and write in your answer)

- 1 = Nil
- 2 = Under £25
- 3 = £25 - £49
- 4 = £50 - £99
- 5 = £100 - £149
- 6 = £150 - £299
- 7 = £300 or more
- Video games
- Compact discs
- Music cassettes
- Records
- Music videos
- Film videos
- Other videos

Please use this box for any additional comments you have about Gamesmaster?

-
-
-

Thank you for your help. If you'd like to enter the prize draw, fill in your name, address and telephone number, and return by the Friday 26th January. **NO STAMP REQUIRED IF POSTED IN THE U.K.**

Name:

Address:

County:

Post Code:

Tel (including STD):

Please tick this box if you do not wish to receive mail from other carefully screened companies.

If I win, the game I'd like to receive is:

NOW PLEASE SEND YOUR QUESTIONNAIRES TO:

**JAMES PENWELL
MARKET RESEARCH MANAGER (GM)
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FREEPOST
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10 Game Demo Disc

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The footy games you MUST own plus Essential scoring secrets

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Want the perfect multi-player Christmas bash? We show you how

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Part Two

Part Two available from 10 December ● £5.99 including cover CD

MORTAL KOMBAT finished!

THE BEST MOVES AND TIPS FOR MORTAL KOMBAT TRILOGY AND ULTIMATE MORTAL KOMBAT 3

Ultimate Mortal Kombat 3

gamesmasterclass

GM takes on Mortal Kombat, Syndicate Wars and Die Hard Trilogy

CLASSIC SUB-ZERO

Freeze D, DF, F, LP
Slide B + LP + BL + LK
Ground Freeze D, DB, B, LK
Fatality 1 D, D, D, F, HP (close)
Fatality 2 F, F, D, D, HP (close)
Animality [BL], U, B, F, U (sweep)
Babality D, B, B, HK
Friendship B, F, F, HP
Stage Fatality F, D, F, F, HP



CYRAX

Green Net B, B, LK
Far Bomb [LK], F, F, HK
Close Bomb [LK], B, B, HK
Teleport F, D, BL
Mid-Air Throw F, D, F + BL, LP
 (while opponent is in air)
Fatality 1 [BL], D, (roll)D, F, U+RN
 (close)
Fatality 2 [BL], D, D, U, D, HP
Animality U, U, D, D (close)
Babality F, F, B, HP
Friendship RN, RN, RN, U
Stage Fatality BL, BL, RN, BL, RN



ERMAC

Fireball D, DB, B, LP
Teleport Punch D, DB, B, HP
Telekinetic Slam B, DB, B, DB, B, HK
Fatality 1 RN, BL, RN, RN, HK (sweep)
Fatality 2 D, U, D, D, BL (sweep)
Babality F, F, D, F, HK
Friendship F, B, F, F, HP
Brutality HP, HP, LP, BL, HK, LK, BL, HP, LP, LK, HK
Pit Fatality RN, RN, RN, RN, LK



SATURN UMK3 CHEAT SCREEN

On the copyright screen press C, Right, A, Z, Y, C, Y, Right, A, X (it spells Crazy Cyrax). Shao Kahn should laugh if you did it right. Then at the menu cube press Up on Kombat and a blue question mark should appear. Press any button.

HUMAN SMOKE

How to play as Human Smoke: Pick Robotic Smoke, before Shao Kahn says "Fight!", hold Back, High Punch, High Kick, Block, and Run all at the same time. Human Smoke should appear where Robotic Smoke was standing, in his victory stance.

Harpoon B, B, LP
Teleport Punch D, B, HP
Throw BL (in air)
Fatality 1 RN, BL, RN, RN, HK
Fatality 2 F, F, B, RN
Friendship D, F, F, F, RN
Animality F, F, F, B, HK
Babality D, B, B, F, HP
Brutality HP, LK, LK, HK, BL, BL, LP, LP, HP, HP, BL
Stage Fatality F, U, U, LP



JADE

Boomerang B, F, (HP for high, LP for medium, and LK for low)
Shadow Kick D, F, LK
Projectile Evade B, F, HK
Fatality 1 U, U, D, F, HP (close)
Fatality 2 RN, RN, RN, BL, RN (close)
Animality F, D, F, F, LK (close)
Friendship B, D, B, B, HK
Babality D, D, F, D, HK
Brutality HP, LK, HP, LP, HK, HK, LK, BL, BL, HP, HK
Stage Fatality F, D, D, HK



PLUS don't forget to visit the **consoletationzone** p88

JAX

Missile B, F, HP
Double Missile F, F, B, B, HP
Bionic Rush F, F, HK
Ground Smash [LK] 3 seconds + LK
Gotcha Grab F, F, LP
Gotcha Throw LP, HP, HP, HP
 (throw distance)
Back Breaker BL
 (while in the air close to opponent)
Fatality 1 [BL], U, D, F, U (close)
Fatality 2 RN, BL, RN, RN, LK (far)
Animality [LP], F, F, D, F, + LP
Babality D, D, D, LK (close)
Friendship LK, RN, RN, LK
Brutality HP, HP, HP, BL, LP, HP, HP,
 HP, BL, LP, HP
Pit Fatality D, F, D, LP



KABAL

Fireball B, B, HP
Web Spin B, F, LK
Ground Saw B, B, B, RN
Fatality 1 D, D, B, F, BL
Fatality 2 RN, BL, BL, BL, HK
Babality RN, RN, LK
Friendship RN, LK, RN, RN, U
Animality [HP], F, F, D, F
Brutality HP, BL, LK, LK, LK, HK, LP,
 LP, LP, HP, LP
Pit Fatality BL, BL, HK



KANO

Spinning Ball [LK] 3 Seconds
Vertical Ball F, DF, D, DF, F, HK
Knife Throw D, DB, B, HP
Strangle Grab D, DF, F, LP
Knife Uppercut D, DF, F, HP
Mid-Air Throw BL
 (while in mid-air next to opponent)
Fatality 1 [LP], F, D, D, F(close)
Fatality 2 LP, BL, BL, HK
Animality [HP] BL, BL, BL
Babality F, F, D, D, LK
Friendship LK, RN, RN, HK
Brutality HP, LP, BL, HP, BL, HK,
 LK, BL, HK, LK
Pit Fatality U, U, B, LK



KITANA

Fan Toss F, F, HP + LP
Fan Lift B, B, B, HP
Square Punch D, DB, B, HP
Fatality 1 RN, RN, BL, BL, LK
 (close)
Fatality 2 B, D, F, F, HK
Animality D, D, D, RN
Babality F, F, D, F, HK
Friendship D, B, F, F, LP
Pit Fatality F, D, D, LK
Brutality HP, HP, BL, HK, BL, LK,
 BL, LP, BL, HP, BL



KUNG LAO

Hat Throw B, F, LP
Teleport D, U
Spin Shield F, D, F, RN
Dive Kick D + HK (While in air)
Fatality 1 F, F, B, D, HP (close)
Fatality 2 RN, BL, RN, BL, D
 (mid range)
Animality RN, RN, RN, RN, BL
Babality D, D, F, F, HP
Friendship RN, LP, RN + LK
Brutality HP, LP, LK, HK, BL, HP, LP,
 LK, HK, BL, HP
Pit Fatality D, D, F, F, LK



LIU KANG

Flying Kick F, F, HP
High Fireball F, F, HP
Low Fireball F, F, LP
Fatality 1 F, F, D, D, LK (close)
Fatality 2 [RN], U, D, U, U, BL
Animality D, D, U (mid range)
Babality D, D, D, HK
Friendship D, D, D, RN
Brutality HP, LP, HP, BL, LK, HK,
 HK, LK, HK, LP, HP
Pit Fatality RN, BL, BL, LK



MILEENA

Sai Toss [HP] 2 Seconds + HP
Teleport Kick F, F, LK
Ground Roll B, B, D, HK
Fatality 1 B, B, B, F, LK (far)
Fatality 2 D, F, D, F, LP (close)
Animality F, D, D, F, HK
Babality D, D, F, F, HP
Friendship D, D, B, F, HP
Brutality HP, LP, LP, HP, BL, HK, LK,
 LK, HK, BL, HP
Pit Fatality D, D, D, LP



NIGHTWOLF

Arrow D, DB, B, LP
Axe Uppercut D, DF, F, HP
Projectile Evade B, B, B, HK
Shadow Shoulder F, F, LK
Fatality 1 U, U, B, F, BL (close)
Fatality 2 [HP], B, B, D (mid range)
Babality F, B, F, B, LP
Friendship HP, RN, RN, RN, D
Brutality HP, HP, HK, HK, BL, BL, LP,
 HP, HK
Pit Fatality RN, RN, BL



NOOB SAIBOT

To Play as the dark shadow fighter Noob Saibot pick Kano at the select screen. Before Shao Kahn says Fight, hold Back, Low Punch, High Punch and Low Kick.
 To fight Noob Saibot select the 3 symbol once you beat the game or enter this Komat
 Kode: 1st player: 7-6-9 2nd player: 3-4-2

Projectile D, F, LP
Shadow Toss F, F, HP
Teleport Slam D, U
Fatality 1 B, B, F, F, HK (sweep)
Fatality 2 D, D, U, RN (close)
Friendship F, F, B, HP
Animality B, F, B, F, HK (sweep)
Babality F, F, F, LP
Brutality HP, LK, LP, BL, LK, HK, HP,
 LP, BL, LK, HK
Stage Fatality F, D, F, BL



REPTILE

Acid Spit F, F, HP
Slow Force Ball B, B, HP + LP
Fast Force Ball F, F, HP + LP
Slide B + LP + LK + BL
Invisibility U, D, HK
Elbow Attack B, F, LK
Fatality 1 B, F, D, BL (half Screen)
Fatality 2 F, F, U, U, HK
 (sweep range)
Animality D, D, D, U, HK (close)
Babality F, F, B, D, LK
Friendship D, F, F, B, HK
Brutality HP, BL, HK, HK, BL, HP, LP,
 LK, LK, BL, LP, HP
Pit Fatality BL, RN, BL, BL



SCORPION

Spear B, B, LP
Teleport Punch D, DB, B, LP
Mid-Air Throw BL
 (while close to opponent in air)
Fatality 1 D, D, U, HK
 (jump distance)
Fatality 2 F, F, D, U, RN (close)
Animality F, U, U, HK
Babality D, B, B, F, HP
Friendship B, F, F, B, LK
Brutality HP, HP, BL, HK, HK, LK,
 HK, HP, HP, LP, HP
Stage Fatality F, F, U, U, LP



SEKTOR

Missile F, F, LP
Seeking Missile F, DF, D, DB, B, HP
Teleport punch F, F, LK
Fatality 1 LP, RN, RN, BL
 (inside sweep)
Fatality 2 B, F, F, F, B, BL
 (outside sweep)
Animality F, F, D, U (close)
Babality B, D, D, D, HK
Friendship RN, RN, RN, RN, D
 (outside sweep)
Pit Fatality RN, RN, RN, D
Brutality HP, HP, BL, BL, HK, HK, LK,
 LK, LP, LP, HP



SHANG TSUNG

Fireball B, B, HP
2 Fireballs B, B, F, HP
3 Fireballs B, B, F, F, HP
Ground Fireballs F, F, B, B, LK
Fatality 1 [LP], RN, BL, RN, BL (close)
Fatality 2 [LP], D, F, F, D (close)
Animality [HP], RN, RN, RN (close)
Babality RN, RN, RN, LK
Friendship LK, RN, RN, D
Brutality HP, BL, BL, BL, LK, HP, LP, LP, BL, HK, LK
Pit Fatality U, U, B, LP
Morphs
Cyrax BL, BL, BL
Ermac D, D, U
Jade F, F, D, D, BL
Jax F, F, D, BL
Kabal LP, BL, HK
Kano F, B, F, BL
Kitana F, D, F, RN
Kung Lao RN, RN, BL, RN

Lui Kang 360 rotation
Mileena RN, BL, HK
Nightwolf U, U, U
Reptile RN, BL, BL, HK
Scorpion D, D, F, LP
Sektor D, F, B, RN
Sheeva F, D, F, LK
Sindel B, D, B, LK
Sonya D, D, D, RN + LP + BL
Stryker F, F, F, HK
Sub-Zero F, D, F, HP
Classic Sub-Zero BL, BL, RN, RN



SHEEVA

Teleport D, U
Fireball D, DF, F, HP
Ground Stomp B, D, B, HK
Fatality 1 F, D, D, F, LP (close)
Fatality 2 [HK] B, F, F (close)
Animality RN, BL, BL, BL, BL
Babality D, D, D, B, HK
Friendship F, F, D, F, HP
Brutality HP, LP, BL, LK, HK, BL, HK, LK, BL, LP, HP
Pit Fatality D, F, D, F, LP



SINDEL

Sonic Scream F, F, F, HP
Fireball F, F, LP
Air Fireball D, DF, LK (while in air)
Float B, B, F, HK
Fatality 1 RN, RN, BL, BL, RN + BL
Fatality 2 RN, RN, BL, RN, BL (outside sweep)
Animality F, F, U, HP (outside sweep)
Babality RN, RN, RN, U
Friendship RN, RN, RN, RN, RN, U
Brutality HP, BL, LK, BL, LK, HK, BL, HK, LK, BL, LP
Pit Fatality D, D, D, LP



SMOKE

Spear B, B, LP
Teleport Punch F, F, LK
Invisibility U, U, RN
Mid-Air Throw BL (while next to opponent in air)
Fatality 1 [BL], U, U, F, D, BL (full screen)
Fatality 2 [BL+RN], D, D, F, U, BL+RN (within Sweep range)
Friendship RN, RN, RN, HK (full screen)
Babality D, D, B, B, HK (anywhere)
Brutality HP, LK, LK, HK, BL, BL, LP, LP, HP, HP, BL, BL
Stage Fatality F, F, D, LK (close)
Animality D, F, F, BL (far)



SONYA

Ring Toss D, DF, F, LP
Leg Throw D + LP + BL
Wave Punch F, B, HP
Rising Leg Kick B, B, D, HK
Fatality 1 B, F, D, D, RN
Fatality 2 [BL + RN], U (roll) U, B, D
Animality [LP], B, F, D, F
Babality D, D, F, LK
Friendship B, F, B, D, RN
Brutality HP, LK, BL, HP, LK, BL, HP, BL, HK, LK
Pit Fatality F, F, D, HP



STRYKER

Baton Throw F, F, HK
Uzi B, F, HP
Grenade D, DB, B, HP (for high grenade) or LP (for low grenade)
Baton Takedown F, B, LP
Fatality 1 D, F, D, F, BL (CLOSE)
Fatality 2 F, F, F, LK (FAR)
Animality RN, RN, RN, BL (outside of sweep)
Babality D, F, F, B, HP
Friendship RN, LP, RN, LK
Brutality HP, LP, HK, LK, HP, LP, LK, HK, HP, LK, LK
Pit Fatality F, U, U, HK



SUB-ZERO

Freeze D, DF, F, LP
Slide B + LP + LK + BL
Ice clone D, DB, B, LP
Ice Shower near D, F, B, HP
Ice Shower mid D, DF, F, HP
Ice Shower far D, B, F, HP
Fatality 1 B, B, D, B, RN (sweep)
Fatality 2 BL, BL, RN, BL, RN (close)
Animality [BL + RN] F, U, U
Babality D, B, B, HK
Friendship LK, RN, RN, U
Brutality HP, LK, HK, LP, HP, HK, HK, HP, HP, LP
Stage Fatality B, D, F, F, HK



KOMBAT KODES

4-6-4-4-6-4 Unlimited Run
 0-3-3-4-6-4 Fight Shao Kahn
 9-6-9-1-4-1 Fight Motaro
 2-0-5-2-0-5 Fight Smoke
 7-6-9-3-4-2 Fight Noob Saibot
 4-4-4-4-4-4 Randper Kombot

1-0-0-1-0-0 Disable Throws
 0-2-0-0-2-0 Disable Blocking
 9-8-7-1-2-3 No power bars
 9-8-5-1-2-5 Psycho Kombot
 4-6-0-4-6-0 Randper Kombot
 6-8-8-4-2-2 Dark Fighting
 6-4-2-4-6-8 Galaxian
 0-1-0-0-1-0 Throwing Encouraged

3-3-0-0-3-3 Jade's Desert
 6-6-6-4-4-4 Scorpion's Lair
 0-9-1-1-9-0 Bell Tower
 0-5-0-0-5-0 Noob's Dorfen
 9-3-3-9-3-3 Blue Portal
 8-8-0-8-8-0 The Subway
 6-6-6-3-3-3 Graveyard
 3-4-3-3-4-3 The Roof

8-2-0-0-2-8 The Pit 3
 0-7-9-0-3-5 The Street
 8-8-0-2-2-0 The Balcony
 1-2-3-9-0-1 Soul Chamber
 6-0-0-4-0-0 Kombot Temple
 0-7-7-0-2-2 The Bridge
 0-0-2-0-0-3 River Kombot
 0-0-4-7-0-0 Kahn's Kave

Mortal Kombat Trilogy

Only additional characters shown

KOMBAT KODES

1-0-0-1-0-0 No Throws
 0-2-0-0-2-0 No Blocking
 0-0-5-5-0-0 Sans power
 0-1-0-0-1-0 More Throws
 9-8-7-1-2-3 No Energy Meters
 3-0-0-3-0-0 Silent Kombot
 6-8-8-4-2-2 Dark Fighting
 4-6-0-4-6-0 Randper Fighting
 9-8-5-1-2-5 Psycho Kombot
 4-6-6-4-6-6 Unlimited Run
 6-4-2-4-6-8 Galaga Game
 7-8-8-3-2-2 UpperCut Recovery

Handicapping

0-3-3-0-0-0 - Half Energy Player 1
 0-0-0-0-3-3 - Half Energy Player 2
 7-0-7-0-0-0 - Quarter Energy Player 1
 0-0-0-7-0-7 - Quarter Energy Player 2

Special Messages

2-8-2-2-8-2 - No Fear= EB Button, Skydive, Max Countdown
 1-2-3-9-2-6 - There is No Knowledge That is Not Power
 9-8-7-6-6-6 - Hold Flippers During Casino Run
 9-9-9-9-9-9 - Display Version Number

5-5-0-5-5-0 - Go See Mortal Kombot: The Live Tour
 4-4-8-8-4-4 - Don't jump at me - MXV
 1-2-2-2-2-1 - Skunky!! - E.F.
 0-0-4-4-0-0 - Watcha gun do?

Winner of first round fights...

9-6-9-1-4-1 - Motaro
 0-3-3-5-6-4 - Shao Kahn
 2-0-5-2-0-5 - Human Smoke
 7-6-9-3-4-2 - Noob Saibot

Stage Select

3-3-0-0-3-3 Jade's Desert Stage
 6-6-6-4-4-4 Scorpion's Hell Stage
 0-9-1-1-9-0 Shao Kahn Tower Stage
 0-5-0-0-5-0 Noob Saibot's Den Stage
 9-3-3-9-3-3 Ermac's Portal Stage
 6-6-6-3-3-3 Graveyard
 8-8-0-0-8-8 The Subway
 3-4-3-3-4-3 The Roof
 8-2-0-0-2-8 Pit 3
 0-0-4-7-0-0 Kahn's Kave
 8-8-0-2-2-0 Kahn's Tower
 6-0-0-0-4-0 Kombot Temple
 0-0-2-0-0-3 River Kombot
 1-2-3-9-0-1 Soul Chamber

RAIN

Control Ball D, F, LP
Teleport Kick B + HK
Lightning Lift B, B, HP
Fatality 1 (close) F, F, D+HP
Fatality 2 (sweep) D, D, B, F, HK
Friendship D, F, F, F, LP
Animality (sweep) BL, BL, RN, RN, BL
Babality F, B, B, HP
Brutality HP, HP, BL, LK, HK, BL, LK, HK, BL, HP, LP

RAYDEN

Lightning D, F, LP
Backward Lightning D, B, LP
Torpedo B, B, F (can be done in air)
Teleport D, U
Fatality 1 (close) Hold HP for 5-10 secs .. release
Fatality 2 (close) Hold LK for 3 secs release then tap BL + LK
Friendship D, B, F, HK
Brutality HP, HP, LK, LK, LK, HK, LP, LP, HP, BL, BL
Stage Fatality D, D, D, HP

BARAKA

Blade Spin F, D, F, BL, keep tapping Block to keep it going
Blade Fury B, B, B, LP
Eye Spark D, B, HP
Blade Swipe B + HP
Fatality 1 (close) Hold BL (B, B, B, HP)
Fatality 2 (close) B, F, D, F, LP
Friendship D, F, HK
Animality (sweep) Hold HP (F, B, D, F)
Babality F, F, F, HK
Brutality HP, HP, HP, LP, LP, BL, HK, HK, LK, LK, BL
Stage Fatality LK, RN, RN, RN, RN

JOHNNY CAGE

Red Shadow Kick B, B, F, HK
Green Shadow Kick B, F, LK
High Fireball F, D, B, HP
Low Fireball B, D, F, LP
Shadow Uppercut B, D, B, HP
Fatality 1 (close) D, D, F, F, LP
Fatality 2 (close) D, D, F, F, LK
Friendship D, D, D, D, LK
Animality D, F, F, HK
Babality F, B, B, HP
Brutality HP, LK, HK, LP, HP, HK, HK, HP, HP, LP, HP
Stage Fatality D, B, F, F, BL



Boss Characters

SHAO KAHN

Fireball B, B, F, LP
Hammer B, F, HP
Grab and Punch F, F, HP
Taunt D, D, LK
Laugh D, D, HK
Throw F, F, LP
Charge D, F, LP
Charge Up D, F, HP

MOTARO

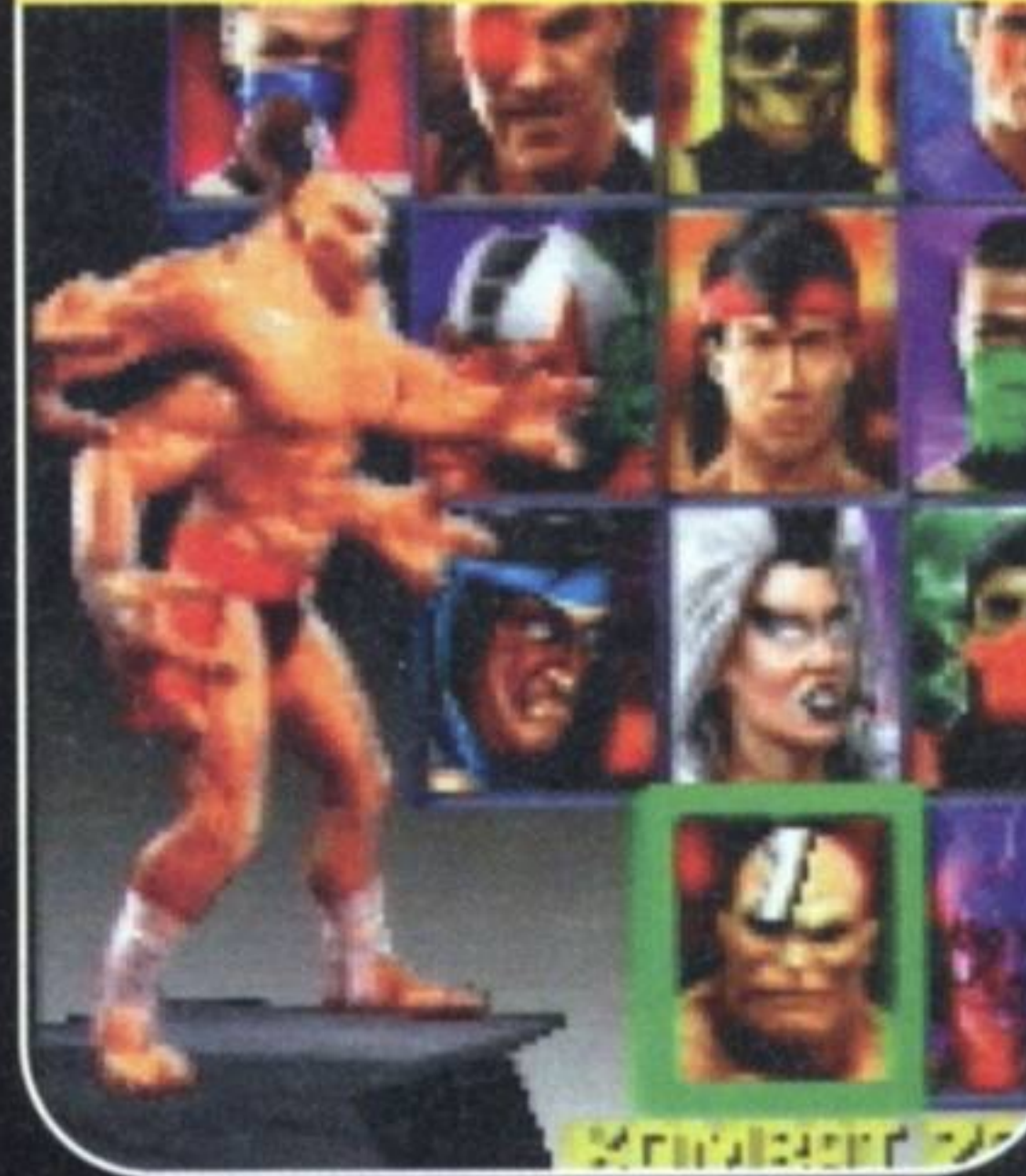
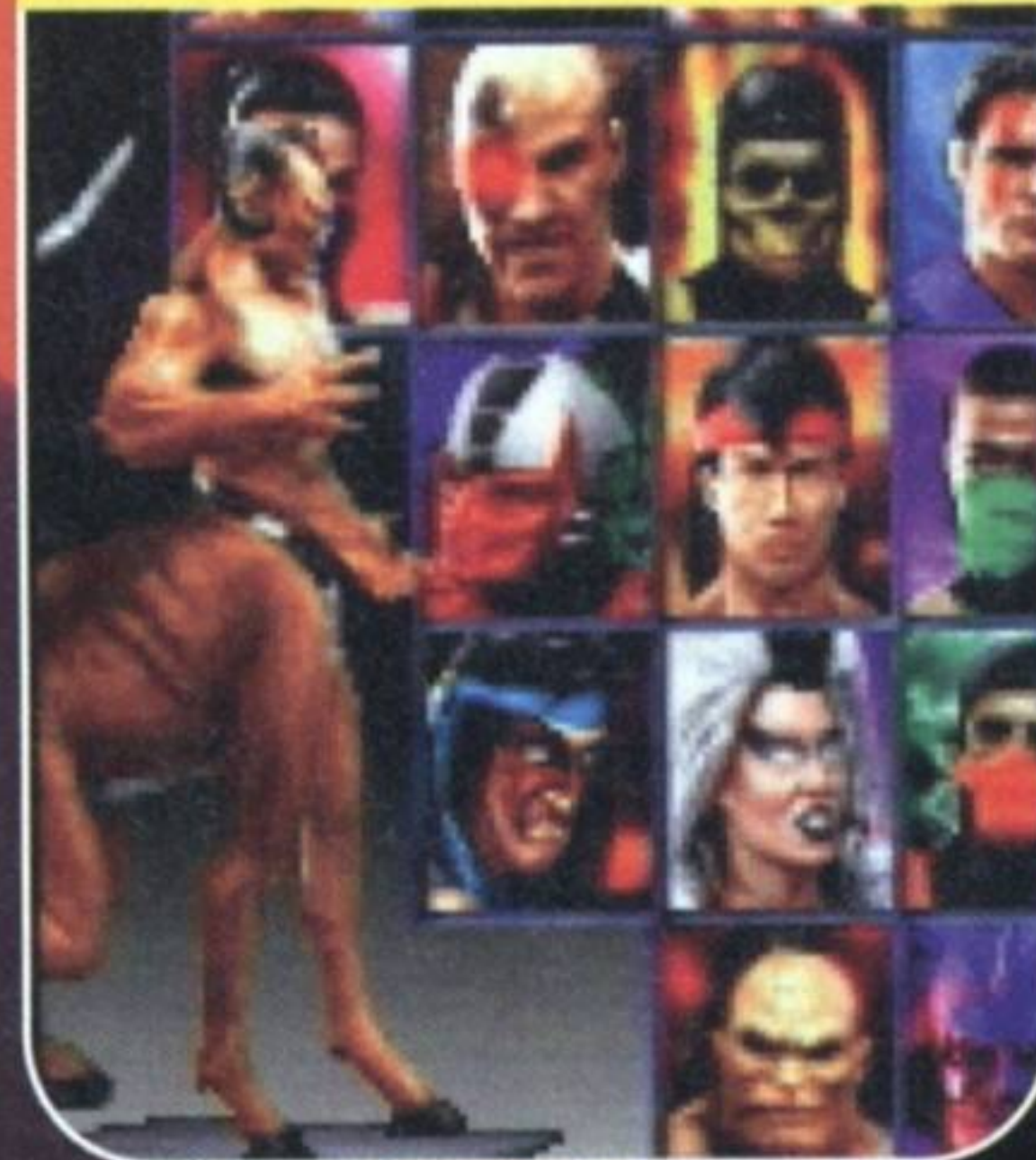
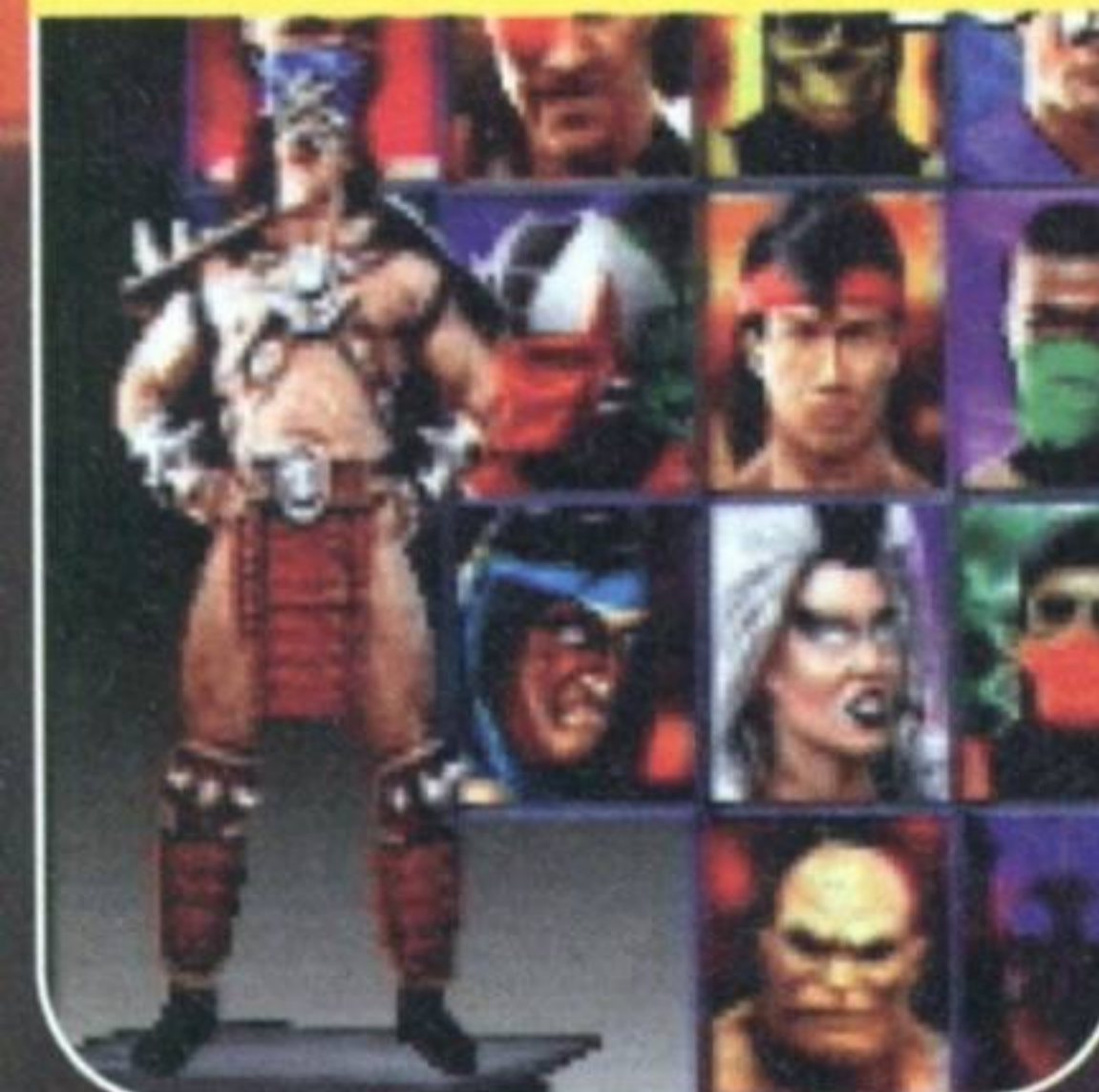
Grab and Smack F, F, LP
Uppercut D + HP
Throw (close) F + LP
Fireball F, D, B, HP
Tail Sweep B + LK
Teleport D, U

GORO

Grab and Smack F, F, HP
Uppercut D + HP
Throw (close) F + LP
Fireball B, B, B, LP
Spin B, B, F, HK
Roar D, D, LK

KINTARO

Fireball B, B, F, HP
Throw (close) F + LP
Uppercut D + HP
Teleport Stomp D, U
Grab Smash F, F, HP
Roar D, D, LK



Sneaky Tricks

Hidden Cheat Screen

To access the "?" on the Option Screen hold UP, L1, L2, R1, and R2, all at the same time, until the screen shakes and you hear a sound. There are now some new options.
 One Button Fatalities ON/OFF - Here's the controller configuration when doing one button fatalities, HP: Brutality, HK: Fatality 1, LK: Fatality 2, R2: Animality, R1: Friendship, LP: Pit, L2: Babality
 Instant Aggressor mode ON/OFF
 Normal Boss Damage ON/OFF
 Health Recovery ON/OFF
 Low Damage ON/OFF

Training Mode

Enable Low Damage and Health Recovery in the ? screen and disable the timer from the Konfig screen. You can select two players and beat on a character. This is the way to do combos without the opponent's energy meter running out or getting your arse kicked.

Play As Chameleon

You must be play as Human Smoke. Before any round, hold BACK on the control pad + HP + HK + BLOCK + RUN. Chameleon is a transparent character who morphs into any of the Male Ninjas like Ermac or Classic Sub Zero. While Chameleon is morphed you may do any of that characters moves.

Play Against Chameleon

You first have to beat the game, then pick box two at Shao Kahn's Treasures.

Select Stage

On the new and improved character selection screen move your cursor to Sonya, then hold Up and press Start. If it worked you will hear a booming noise and the screen will start to shake. After you've finished selecting your desired character you can scroll through the stages and choose whichever you want.

The Treasure Chest

After you beat Shao Kahn, you can choose a symbol. The higher skill level you choose, the more symbols you can pick from.

- | | |
|---------|--|
| Box 1: | Character Endings |
| Box 2: | Fight chameleon |
| Box 3: | MK1 classic endurance kombat |
| Box 4: | MK2 classic endurance kombat |
| Box 5: | Random prize |
| Box 6: | Fatality demo 1 |
| Box 7: | Fatality demo 2 |
| Box 8: | Fatality demo 3 |
| Box 9: | Super Endurance Kombat (all girls/roboninjas) |
| Box 10: | Battle with Shokan champions (bosses) |
| Box 11: | Mega Endurance Kombat (all ninjas incl. chameleon) |
| Box 12: | Supreme Fatality (shows no classic character fatalities, no Rayden 1 or 2, no Jax 2, no Classic Sub-Zero, no Rain, no Noob Saibot, etc.) |





SYNDICATE WARS *cracked!*

No sooner had we exclusively soaked you in a *Syndicate Wars* tidal wave in issue 47 than you were scampering back for more, writing in with gusto, begging us to wound Bullfrog's animal so we could prize open its mouth and gaze into the very heart of the beast. Yes... well... anyway... here's a wall-to-wall guide with everything you'll ever need to know...



General Tips

- During the early missions try to keep your agents together. This will allow you to let rip with a more concentrated amount of fire-power.
- Try to collect spare weapons during a mission and sell them at the end for much-needed cash.
- Start to research high explosives as quickly as you can. It will eventually allow you to blow up banks. These

- will give you access to underground vaults. Keep your eye out for the police, though.
- Try to vary the fire-power across your agents. Remember that, at first, the long range rifle won't benefit you as much as the sniper rifles as they take longer to reload. Basically, use your noggin and remember that razor wire is most useful for constructing booby traps.

- Be careful of enemies carrying high explosive. Once it blows you may be caught in the aftermath.
- Try to store up healing kits instead of wasting them unnecessarily. They will prove most useful in later levels.

Mission: London

Take at least one minigun and buy some body mods for your agents. Head through the portcullis then turn left towards the Unguided. This area should have a few of them in it who will be fairly simple kills unless you attract them all at once. Don't worry about civilians getting caught up in the crossfire, they are expendable. Once the objective targets are dead, collect as many uzis as possible and head home, but be on the look-out for more Unguided. If you find yourself overpowered, run back to the base where the lackies defending it will help you out. Oh, and the bank in London doesn't contain any cash. Figures.

Mission: Hong Kong

Start the mission with at least two miniguns and a persuadertron. The first thing you'll come across after leaving the IML link is a small group of enemy agents battling some Unguided. The best way to handle this situation is to try and leg it left up the road avoiding them until you meet up with a small army of civilians and coppers. Try talking to them and get them to add some extra power to your persuadertron. If that fails then start shooting at them. Keep your fire targeted on one enemy and then move onto the next, trying not to destroy the green vehicle as you will need this to get through the gates to the Yamaguchi compound. Once the agents are neutralised, get in the vehicle and drive across the bridge to the Yamaguchi compound where their security will attack you. Try to talk to them but, again, if that fails shoot them. Next, get the scientists, get back into your car and speed your arse back to the safety of the ILM link.

Mission: Beijing

You should start the mission with the same fire-power as before. Immediately, there will be four executives to persuade but remember that their security forces will attack anyone with a weapon drawn.

There's also an Unguided presence in the city centre, so keep your eye out for anyone you persuade as they'll suddenly be a risk. When using your persuadertron, you will find it hard to get close to enemies as their bullets will push you back. Simply put up your shield until you manage to persuade them. Now pick up the briefcases that have been scattered around in the blast.

Mission: Geneva

Start the mission with a persuadertron and as many miniguns as you can afford. Your main concern in the lovely Swiss capital is to keep the scientists alive, so shoot anyone else you see who might have a gun. The scientists are in most danger once you have persuaded them so ensure the area is clear before you do. Look out for an executive being escorted by security men because he's carrying some cash, so mug him. Avoid the Church enclosure at all costs.

Mission: Matochkin Shar

Equip your men with miniguns, KO gas and a persuadertron. You'll get jumped at IML as soon as you arrive, so be ready. The Bluesky Labs are defended by security forces which you would be better off persuading as they will help against the Unguided that attack you from all sides after you persuade the scientists. Watch out for someone shooting the scientists in a crossfire. Once the Unguided have been dealt with, head back to the IML where the Zealot ambush awaits. They'll be using ion mines so be sure to clear the area before your persuaded people catch up. At some point in this city drop, a Zealot convoy will enter the city and be ambushed by the Unguided forces. This convoy is in the possession of a large sum of cash which the Unguided are trying to steal.

Mission: Vancouver

Start the mission with one of them there persuadertron things. Head straight through the city to the elevated car park and kill the Unguided. A syndicate vehicle will arrive and two agents will get out. Kill them and steal their car. Now, if you attack the larger of the two compounds first you will gain access to a flying vehicle.

Do not start persuading scientists yet as you'll want them to follow you into the church grounds. Now that you can fly, try attacking the Zealots and have a rummage through their corpses for money and anything else of interest.

Once this is done, it's safe to start persuading scientists. Kill off all enemy syndicate presence and then take the poor old persuaded scientists back to the safety of the IML link.

Mission: Singapore

Equip your agents with KO gas. This mission needs tactics. All you have to do is get the centre vehicle to the rendezvous point. Unfortunately, the enemy syndicate have deployed a lot of forces there so you'll need to use the long rifles carried by the IML guards. Take out a guard at a time with the LR rifle then run back to the rest of your agents and minigun any retaliational strike. If they respond in force, use the KO gas to buy some time. As soon as one of the enemy has entered the objective vehicle there's little you can do so when the guards are dealt with, run into the bank courtyard and jump straight into the truck and shoot the remaining guards from inside. The truck then gets destroyed, the mission will be a failure.

Mission: Phoenix

The mission is broken down into two problems: the unguarded saturation of the city and the Zealot stronghold. The punks will be everywhere but you'll be better off later if you take them out at the beginning. Your first target should be punks robbing the bank next to the station. Use the KO gas and miniguns and take out the bank guards and any punks near the back of the bank. There'll be money lying on the ground now so grab it. The Unguided will probably be swarming all over you by now so use short bursts of minigun fire and a generous spreading of KO gas. When your weapon energy is depleted, run, picking off those who pursue you. Hide and recharge.

The Zealot stronghold has outer and inner guards. Take out the Zealots at the entrance and enter the temple area. The inner guards will call for flying car back-up when they start losing and if the situation gets beyond hope for them the temple security systems will activate, releasing crazy gas everywhere. Your best bet is to draw the Zealots out of the stronghold and hide around a corner for toe to toe fighting. Once the Zealots are dead, grab the objective item and run for the IML and safety.

Mission: Rome

There are four main areas that need clearing in Rome. The first objective area is a punk stronghold which the enemy syndicate will flood with satellite rain as soon as you enter the area. The best tactic is to run your agents into the area, kill a couple of Unguided and flee before

the explosions start. Stand across the street and sniper any punks that make it clear of the devastation zone. Behind you is another, smaller stronghold that can easily be stormed. Take out this area after you have sniped the spider droids. These machines are pretty tough so use the rifles and keep a distance from them. After the two strongholds, there's another Unguided area which is over the other side of the city. If you run in there, one of them will drop KO gas on you so, when you do enter, get off the ground level as quickly as humanly possible.

Once this zone is cleared you'll need a vehicle to get into the syndicate base (unless you destroy the gates). There are several cop cars behind the station, on the opposite side of the city, but be careful as there are some flame-throwing syndicate guards who'll attack the police station. Let them. Now, clear up any survivors and steal a car. The syndicate base has two big patrols and several men near the entrance. When you drive into the base stay in your car as long as possible, using it as cover. This should be enough to clear the first wave. Now ambush the patrols one at a time, using the rather tasty KO gas.

Your last objective is to get an agent who has holed up in the corner of the compound. The best tactic is to blow up the bank (and collect the money) then attack from that side. Watch out for the Cerberus IFFs. Once you have killed him there will be a Cerberus IFF to pick up. Hmm, nice.

Mission: New York

For this, the last of the missions, you need miniguns, LR rifles, RAPs, a persuadertron, a high explosive and medikits. As well as that, the police have upgraded their vault breach teams recently so be extra vigilant in battles. You should group all agents together and equip with LR rifles. You should then go to the East and pick off the small group of five syndicate guards with LR rifles and miniguns. Now quickly re-equip and take out the two flying vehicles. Don't be afraid to use the medikits at this point should you need them.

If the flying taxi lands and four syndicate guards emerge from the taxi, they should be killed with either an LR rifle or RAP but – on no account – should the taxi be approached. It's best to attack the taxi (now grounded) with either the LR rifle or RAP and then wait for the high explosive to go off.

Now is a good time to obtain some lasers to sell at the end of the level for extra money. With this small war finished, you should run East but only until you see a large number of enemies appear on the scanner. Take as many as possible out with your LR rifles. Be careful, though, because four of them are carrying high explosives. Once you have managed to stop their breathing, wait while the explosives go off and then continue to the next stage of the level.

Run towards the armoured syndicate car that lies just to the east of the previous battle. **TAKE NOTE:** You'll see a male civilian walking directly towards the car from the south. He should be taken out with LR rifles, leaving you to pick up both of the weapons he drops. The civilian is actually a syndicate agent who, if you don't pick up his weapons, will blow up, making it harder for

you to complete the level. Now, persuade the nearby target and then enter the vehicle and scale the map to the next target which'll be housed inside the door.

En-route, re-equip your agents and then look out for the flying vehicles that descend after you take out the raised compound. Using RAPs will prove most affective. When they've been destroyed, persuade Miss Taks, the next target, and get into the waiting police car and click on the evacuation point.



Okay so the second part of our complete Die Hard Trilogy solution is a little late but here it is. Continuing from part one in issue 48, here's a shot-by-shot guide to Die Harder...

DIE HARD TRILOGY

Sorted!

DIE HARDER STAGE ONE Dulles International Airport Terminal

So here we are, sat outside Dulles airport and all hell breaks loose. As you start to walk towards the building you can blast the luggage lying near the entrance, this will allow you to skip most of this opening sequence. If you want to do it the hard way then leave it alone.

Avoid shooting the police cars here because this will just cause them to open fire at you, something



Ah look at that. They're all huddled together for warmth.

which makes the job in hand a little tougher. If you shoot any other vehicle the driver will run away, sometimes in flames. Shooting them gives you extra points for showing mercy. The chopper flying overhead is also a rewarding target. Bring it down to earth with a bump and you will get a second pistol to use for the rest of the level. To tidy up this introductory stage you will be faced with a police/terrorist shoot out after a car chase. Blast them so that they don't get a chance to reduce your health before the action starts for real.

As you face the airport some terrorists will come up from behind parked cars and the airport sign. When these are dead there will be a huge explosion



Time to bring that helicopter down to earth with a bump we reckon. It'll crash on top of those cars making a bit of a mess.

and among the panicking civilians you will find a terrorist who rolls out of the building. Another will stand up from behind the hotdog stand with a hostage. Make sure you take a bit of time to aim to avoid killing the hostage.

As you go through the stage follow the arrows to your next targets. In the information kiosk there is a hostage who is dressed almost identically to a terrorist, remember it's the hostage who comes up first. Before you enter the main lobby, if you have not shot a single hostage you will find the first hidden path. You will get a chance here to shoot plenty of crates and luggage to arm yourself from. You could also get one of the well meaty explosive shotguns. You should see the mess this baby makes.

As you move through the lobby you will come across the gift shop. This is where two terrorist have an argument and kill each other. It's also blow up-able, allowing you to get another power-up. As you move on you will come across some seats with some packing cases behind them. Take the case that contains the grenades first as the others will blow up, taking everything in the vicinity with them.

Near the check-in desks there is a cola machine that contains some health pick-ups which you will probably need. By now the terrorists will be dropping their weapons and ammo when shot. Make sure you pick them all up by shooting them.

You will now walk through a small tunnel and face two terrorists. You have to get the power-ups from the suitcases before you shoot the terrorists or the screen will move on before you get time to get them. Next stop is at the top of the escalators. While picking



The cola machine is a source of extra health if you need it. We think those guys on the ground might want some for themselves.

off the terrorists here you will be able to blow up the gift shop window which will give you more health and some extra rockets.

You're almost at the end of this stage now. As you go back to the main escalators you will come across a whole bunch of bad guys. The monitors here will get in the way of your shots so you'll have to aim even more carefully. In the information kiosk there is a terrorist with a rocket launcher who will inflict major damage on you if you don't cap him first. There is a second hidden path here if you have managed not to shoot hostages, it will give you rockets, ammo and much needed health.

In the restaurant you can shoot the food on the tables to regain more health. You will now hear a huge explosion and be faced by a terrorist with a rocket launcher. Be quick to kill him because there are a load of terrorists running by the windows who carry extra weapons, if you can relieve them of them. If you manage to bag them all you get another secret path. The cola machine again gives you extra health. From here you will be faced with two taxis that drive straight through the windows. Kill all the bad guys to get yet another secret path.

After a major fire fight at the end you will now be faced with the boss of this stage who is armed with an M60. Kill him first (don't be shy about using your rockets if you have to) to get a sub machine gun for the rest of the stage.

STAGE TWO New Annex

Typical. Here you are, saving hundreds of lives and all this cop can do is warn you about the amount of noise you're making.

All the terrorists here are ignoring you. Shoot one of them and the whole lot will open up on you. Take care to miss that hostage down there. There are health and weapons power-ups in the boxes but the crates are very explosive. Once the hostage is clear you can use the barrels to take out the terrorists.

You don't have to shoot the next batch of terrorists because they can't see you. It also means the hostage

that they are using as a human shield will remain safe. After you jump down and look to the crates you have to rescue some hostages. Shoot the crates and they will run free. You will also be able to pick up some important power-ups.

When you are faced with the next batch of terrorists look out for the one with the rocket launcher. If you shoot him first he will misfire and take out all the other terrorists for ya. Isn't that nice of him?



STAGE TWO New Annex *contd*

After that there are a few crates that need shooting to allow more hostages to get loose.

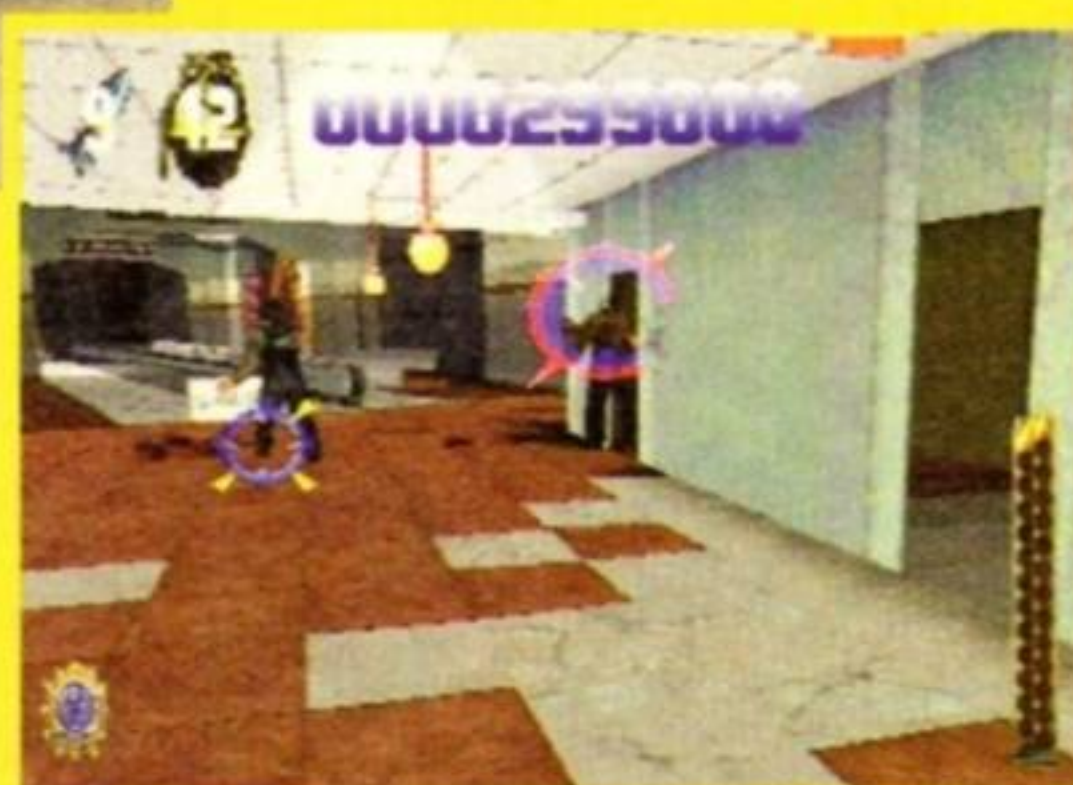
Some of the terrorists behind the display counters are dressed as hostages so you have to take even more care when deciding who to kill and who not to.



There's some health floating out of the game. Better shoot it, quick.

you will still get to the path. Things get a little intense by the escalators and the rocket launcher terrorist will fire again after you shoot him (he's got a bulletproof vest) so be quick to blast the rocket.

There is a hidden path nearby your care will be rewarded. If the hostages are killed by terrorists



Knock knock. Ha, stupid bloody terrorist looked out to see who it was. Somebody shoot him please.

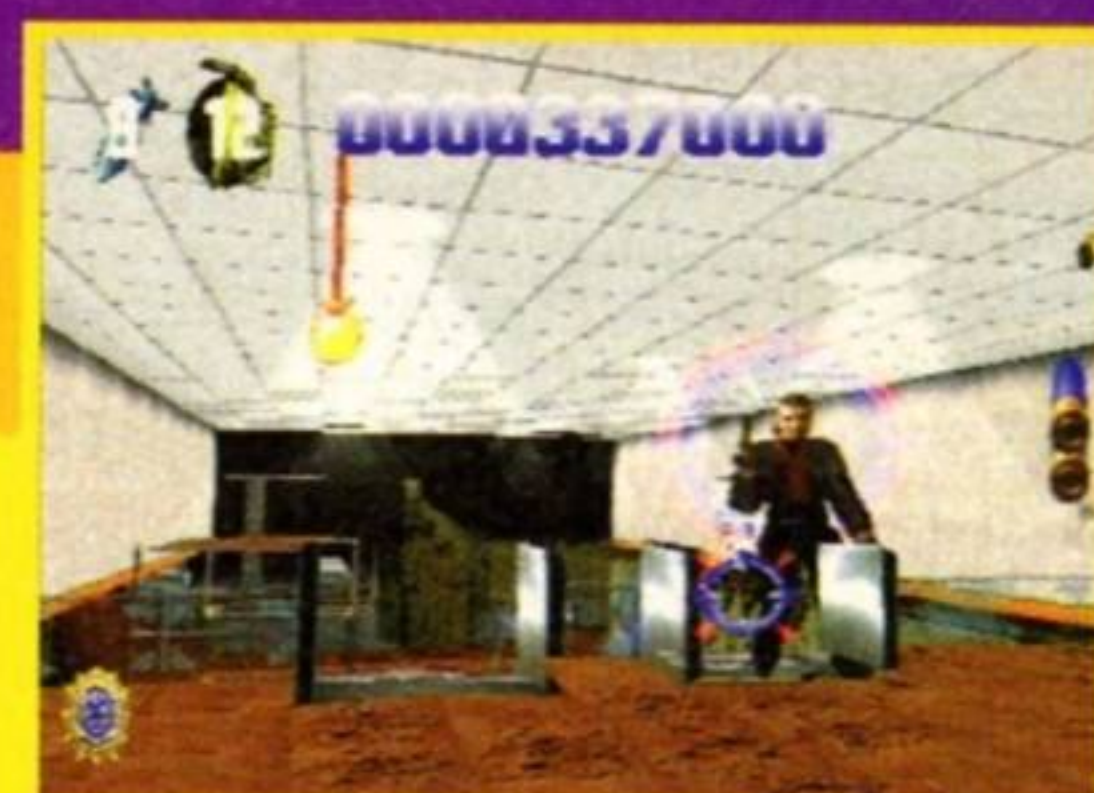
After the escalators there is a hidden path if you've been a good shot. You will be able to get a whole load of rockets, weapons and health.

Next you go up the escalators, blasting more of the scumbags as you go. As you approach the long passageway you will see one terrorist directing the others. The longer you leave him alive, the more terrorists you will have to face, so do him quick.

After the battle by the bridge you get a chance to blast a few crates to stock up on your ammo. Then reinforcements will jump down to attack from the surrounding balconies. During this battle, there are even more power-ups to pick up as you swing from left to right. If you've killed plenty of people and missed the hostages you will be rewarded with the gratuitous kill path.

On this path you will next be faced with a bunch of terrorists who will be tied up. Have fun, take the lot of them down in a free for all blast fest. After a few more fights you will be faced with a hostage who is running towards the terrorists. Kill him. When he's dead you will get a secret path. Avoid shooting the SWAT team members.

They're like the police, shoot them and they'll shoot back. As you move back to the unfinished rooms you can pick up dozens of weapons, ammo and health pick-ups. You can even get extra armour. The next scene is a SWAT battle where the SWAT guys are losing. Make sure you don't help them to lose by capping the wrong people. You'll now move and after a brief fight, jump through a window to reach the antennae. You can't stop it blowing up but you can kill everyone out here.



Actually, we've been to Dulles airport in Washington and it looks nothing like this at all.



They may look like innocent crates but blow them up and you'll reap some powerful rewards.

STAGE THREE Underground Tunnel

On this stage, every hostage you shoot will remove a power-up from the terrorists. In the tunnel you can use the barrels to kill the terrorists but don't shoot them if you are standing too close, or it won't just be terrorists who get wasted. After you jump down another hole you will see a hostage waving for help. He's a fake so blow him away. The crates down here can be used for cover against the first wave of terrorists or for supplies if you're a bit short.

During the next pitched battle you will come across a confused SWAT man. Select the single pistol and fire a single warning shot. This will wake him up and start him running. If you manage this the next terrorist you see will drop a weapon power up.

In the next tunnel sequence after a few twists and turns you will face two guys with M60s. They are wearing bulletproof vests so they'll take a few shots before they stay down. You will then look in the hole that they fall into, unleashing a new batch of terrorists. There is one tucked away somewhere in an air vent that is hard to notice but will cause loads of damage if you don't waste him.

If you shoot the terrorist in the second air duct (you won't see him but trust us, he's there) you will be granted another gratuitous kill path on the bridge. When you face the three bound terrorists shoot the middle one first, then the one on the right, then the

The tunnels are a dangerous place to be. There's lots of hiding places for the terrorists so watch your sights.

left-hand one. You will now get a machine gun for the rest of the level.

When you find the single female hostage shoot the terrorists in the order that they come on screen to get some extra health. Now prepare for a massive firefight to get out of this level. There is only one way to do it. Be quick with your trigger and reloads.



That suit will need to go to the dry cleaners or that red stuff will stain.

The three terrorists are spread out so you're going to have to move quick to avoid getting hit by all of them.



STAGE FOUR Runway

When the jeep parks on this level quickly shoot the terrorist leader first to gain a temporary machine gun. In the next battle, wait until the troops get near to you to allow more hostages to escape. There will be plenty of health to pick up later so don't worry about taking a few hits. When the second



jeep appears blow it up to deal with any loose terrorists. You will get a bonus for shooting the burning driver as well

After the two scouts appear and hide behind a crate a chopper will

That tower holds a load of power-ups that are guarded by one bloke.

turn up. Destroying this leads to a secret path. You can fully restore your health and ammo here as well as pick up a few weapons. Shoot the fleeing terrorist to get a machine gun.

The key to surviving the next gunfight is to take out the barrels when they are a long way off in the distance. If you are too close to them you will take a lot of damage but if they are in the distance you won't have to fight as many terrorists. When the terrorists blow up the antennae array a few hostages will run away on fire. End their misery for some extra bonuses.



Couldn't resist it could you? Those barrels were just begging to be shot.

When you come to the plane shoot the hostage who is running away. He is a terrorist and killing him gives you a machine gun. Be careful during the ensuing fight not to shoot the slow moving hostages. As you enter the hangar look out for the jeep. You have a few seconds to fire off your most powerful weapons to blow it up or it will run you over, taking two of your lives with it. When you turn back to the plane fire at the terrorist quickly and you will get some tracer fire.

As you move on you will see some crates near the barrels. Shoot the crates first to get some beefy weapons, saving the barrels for when the terrorists appear. When you start to follow the scout keep

A jeep with a full gas tank. You could have used it to escape, but no, you had to be the violent one and loose off a rocket at it, didn't you?

your sights high to take out the machine gunner on the roof of the storage shed. You will need to shoot the scout who leaves the building five times to gain access to the secret path, once you have survived the next fight. Watch out for the two leaders who

are involved in this fight. Kill them and the terrorists become less efficient. You'll also get some extra weaponry. The next section, after the secret path (if you earned it) puts you in a jeep. If you blast the enemy jeeps they explode, if you shoot the drivers they go out of control. The key to finishing this level is the chopper that attacks after the jeeps have gone. You have to shoot it with a pretty powerful weapon plenty of times to kill it, then the level will end.

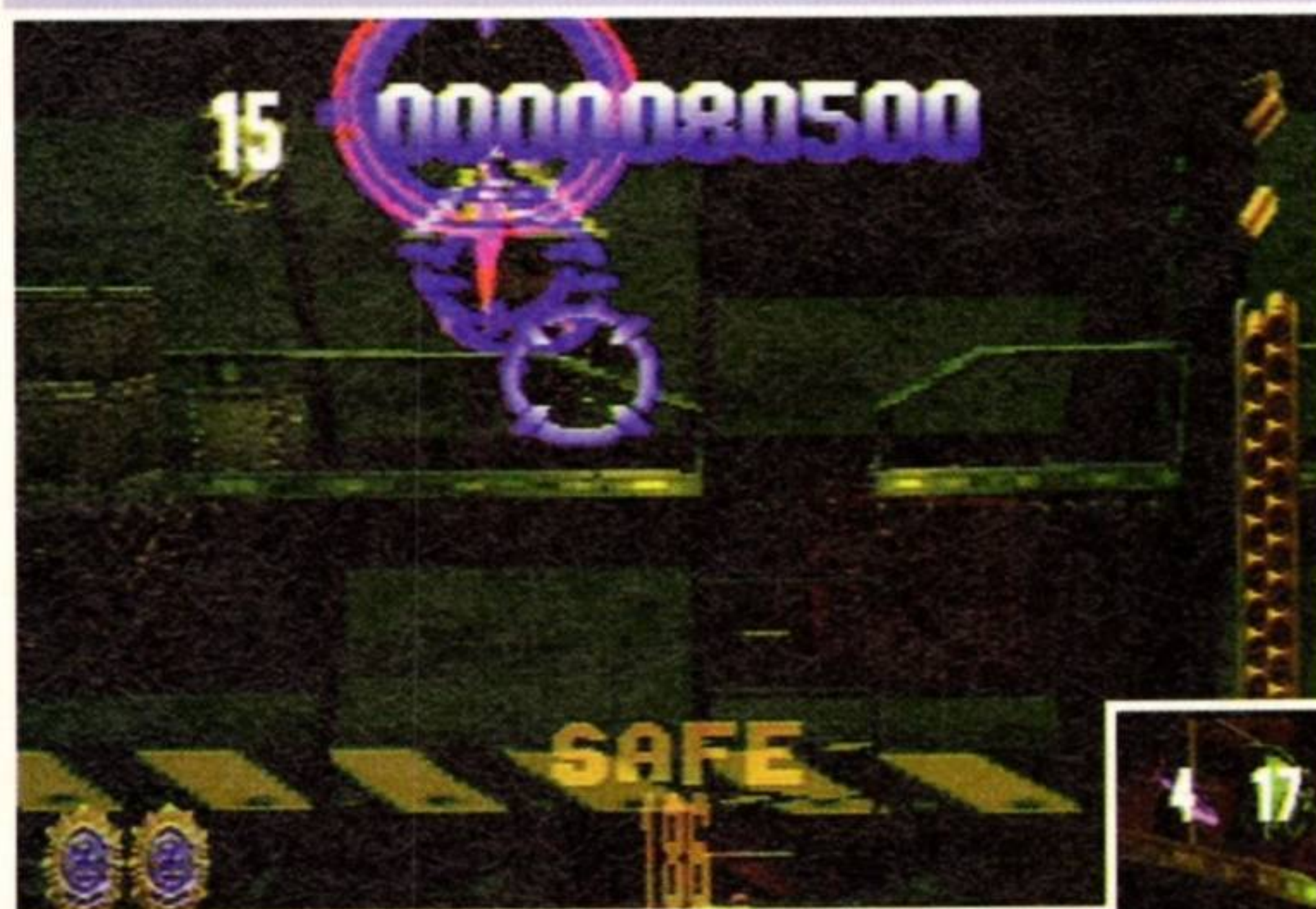
Forget the satellite dishes. You ain't got time to watch MTV anyway. Concentrate on those power-ups that surround the base of the tower here.



A great situation to be in. You've got a shotgun and some rockets and all you have in front of you are unguarded crates full of ammo and health.



STAGE FIVE Plane Interior



As soon as you enter the plane you will see a terrorist about to execute some poor hostage. Save him by blowing away the terrorist and you will get a second pistol to use. From now on you will lose a life for every hostage you kill. You have been warned. Most of the crates here are indestructible, until you reach the later stages where you might get the odd bit of ammo or health.



Now that's going to leave a nasty bruise in the morning. A terrorist meets the sharp end of your explosive shotgun.



The cargo hold is full of terrorists but there is no room for them to spread out. A few shots from a powerful weapon will deal with them.

Fire in the hold. We didn't think that humans fried as well as that. At least we'll all be warm.

After you go up the gantry and turn to look down you will see three crates. Shoot the one on top first, then the one beneath and then the last one to gain access to a secret path. On this path you will get three crates to shoot. Each contains a small power-up but if you shoot the bottom one first you will get a shotgun for the rest of the level.

As you move to the back of the plane, ignore the terrorist who jumps from the top gantry. If you let him kill himself something happens later on. As you near the exit you will see a second terrorist who is thinking about jumping from the top gantry. Shoot him before he hits the deck and you will get a sub-machine gun.

After another small skirmish you will hear a cry for help from another hostage. Save him and get a second pistol. The two crates here are also destroyable. Shoot the next batch of terrorists in the order they appear to get an AK-47. After you have killed the terrorists in the cockpit you take part in the classic scene where the plane is peppered with shots and grenades and you have to eject out.

STAGE SIX Church



Watch those windows, leaving them intact is the key to reaching the hidden bonus path.

At the start of this level if you shoot the terrorist who is walking out of the shed at the front you will get a machine gun for the whole level. Then take out the one at the back of the church to get tracer bullets. Take out the two other parachutists before they hit the ground and they won't open fire on you.

The walk through the woods is a long and nasty one. Eventually you will come face to face with a scooter heading straight for you. Take it in two seconds or it will ram you taking two of your lives. There is a terrorist walking around dressed as a hostage but he will soon fire at you if you give him a chance.

From now on, shooting hostages causes extra terrorists to appear so make sure as you walk through the woods that you only hit terrorists. If you do accidentally hit a hostage then the extra terrorists will appear from the air. If you haven't shot any hostages as you approach the church you will find crates with extra guns in them. Take care not to shoot the explosive barrels.

When you are at the back of the church, avoid shooting the stained glass windows and you will access the secret path back in the woods. Here you

can rearm yourself for the next section. After the woods section you will head back to the church. Take out the chopper that's racing towards you to get some more weapons. As you approach the church you will see terrorists talking to each other. If you open fire they will shout warnings to the others so stealth is a better option here. Again, there is a secret path near

the church that can only be accessed if you don't blast the poor hostages. On this secret path you will see a stack of crates to the side of the church. Leave these alone and you will access another secret path that goes over the church. This is where the more powerful pick-ups are. After another firefight you finally get to the front of the church. The terrorist leader is here, guarding some hostages so be careful when you take him out. The hostages now run all over



Parachutes are not a good sign. It means you've shot someone you shouldn't have and now have to pay.



the place, making the next batch of terrorists even harder to shoot.

As you walk away from the church now you face the boss. This guy is armoured so as soon as he lands in a heap start hitting him with everything you have. Now you are all set for a brief chase on scooters and the next stage.

Now that's embarrassing. This poor sod just popped out to the lavvy for a number two and gets blasted.



Ha ha, the bloke on the right has slipped up in the snow. Don't laugh at him though, his mate has a gun.



More stained glass windows to avoid shooting. Keep your sights low and they'll be safe from any stray bullets.



STAGE SEVEN Scooter Chase

Shoot the nearest terrorist to you to get a machine gun for the rest of the level. Shoot the next hostage you see as it's really a terrorist in disguise. A scooter will now rush across and you will follow it to a secret path, providing you have blown away the green trees that appear with a second scooter.

When you come to the bridge you will stop and fight the terrorists on foot. Watch



out for suicide scooters that will try to ram you and take away your lives. Shoot the chopper that appears to get a tracer rifle for the whole level. As you pass under the bridge you will be able to shoot some crates to rearm yourself.

After you stop again watch out for the scooters coming over the hill. Shoot the third one to gain a shotgun for the rest of the level. Shoot the fourth to get to the hidden secret path. You will now start to move towards a shed. You will be

attacked by another suicide scooter so take it out before it hits you. Another scooter chase ensues but this time as they all jump from the railroad bridge you get a brief chance to blast some crates and gain some ammo. Use it to blast the chopper that's coming up.

It almost seems a pity to scratch up all that lovely new paintwork. But it's their fault. If they weren't bad guys you'd let them live longer.

After you have raced the train you will head into a clearing. There are a few crates around here so stock up 'cause you're gonna need it. After this you will fall off your scooter, which then explodes. Everyone here is a terrorist so kill them all, including the one who looks like a hostage. As you get close to the shed you will see a female terrorist. Don't shoot her straight away as you need to get the armour from the crates behind her first.

You will now be faced by two heavily guarded choppers. You can't stop the first taking off so concentrate on taking out the guards, God knows there are enough of them. When they're dead and the chopper has gone, the level is over.



That jetski was going to cost you two lives so it's just as well you did the business with it.

STAGE EIGHT Plane Chase



They won't be showing this as an in-flight movie in the near future then. How about Alive instead?

This is it, the final stage. First off blast the four choppers that are circling the plane. Lookout for the pickups that fall off the back of the jet. You will now be taken to the front of the plane to kill the terrorists balancing on the wings. This is where you can restock on your ammo. Shoot the three terrorists who are on the body of the aircraft to move on to the next phase.

You will now be faced with a load of parachuting hostages. Some of them are terrorists who open fire

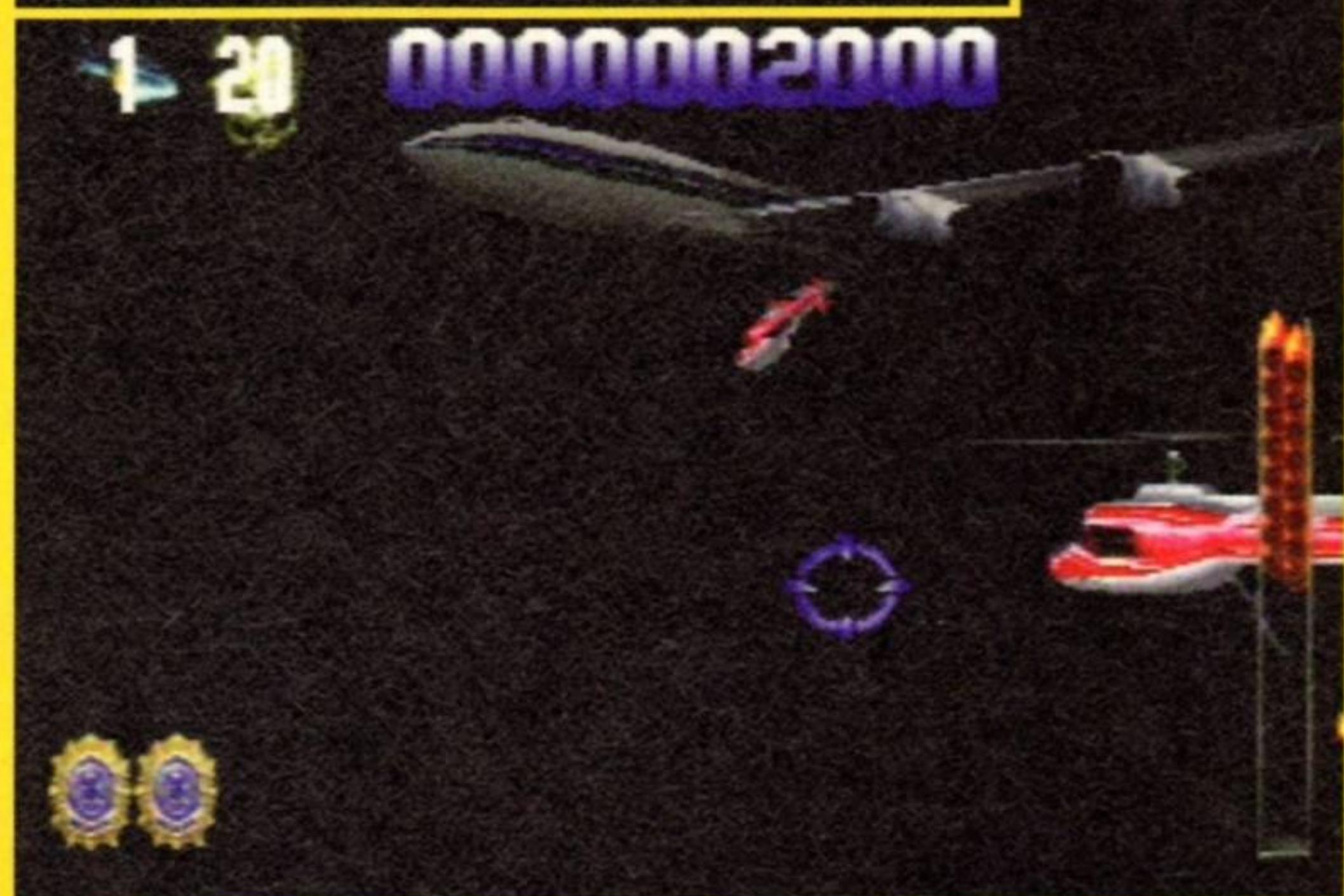
on you. Shooting them gives you extra health. As soon as you see choppers open up at them because after you have killed three you move on again. You will now chase a fast little chopper that fires at you. Take it out as quickly as you can.

This will be repeated one more time before you move on to the last job. You have to take out the four engines whilst hitting the enemy fire as well. When the last engine finally explodes you can sit back and watch the wonderful end of game sequence. Well done.



How are those blokes managing to stand up on the wings when the plane is in mid-air like this. Surely it's not possible without ropes and a safety net?

This stage is actually very easy, the only problem being that you won't have many lives left by now.



NEXT MONTH: A driving lesson through New York with Bruce as your instructor. The final part of our DHT playing guide.

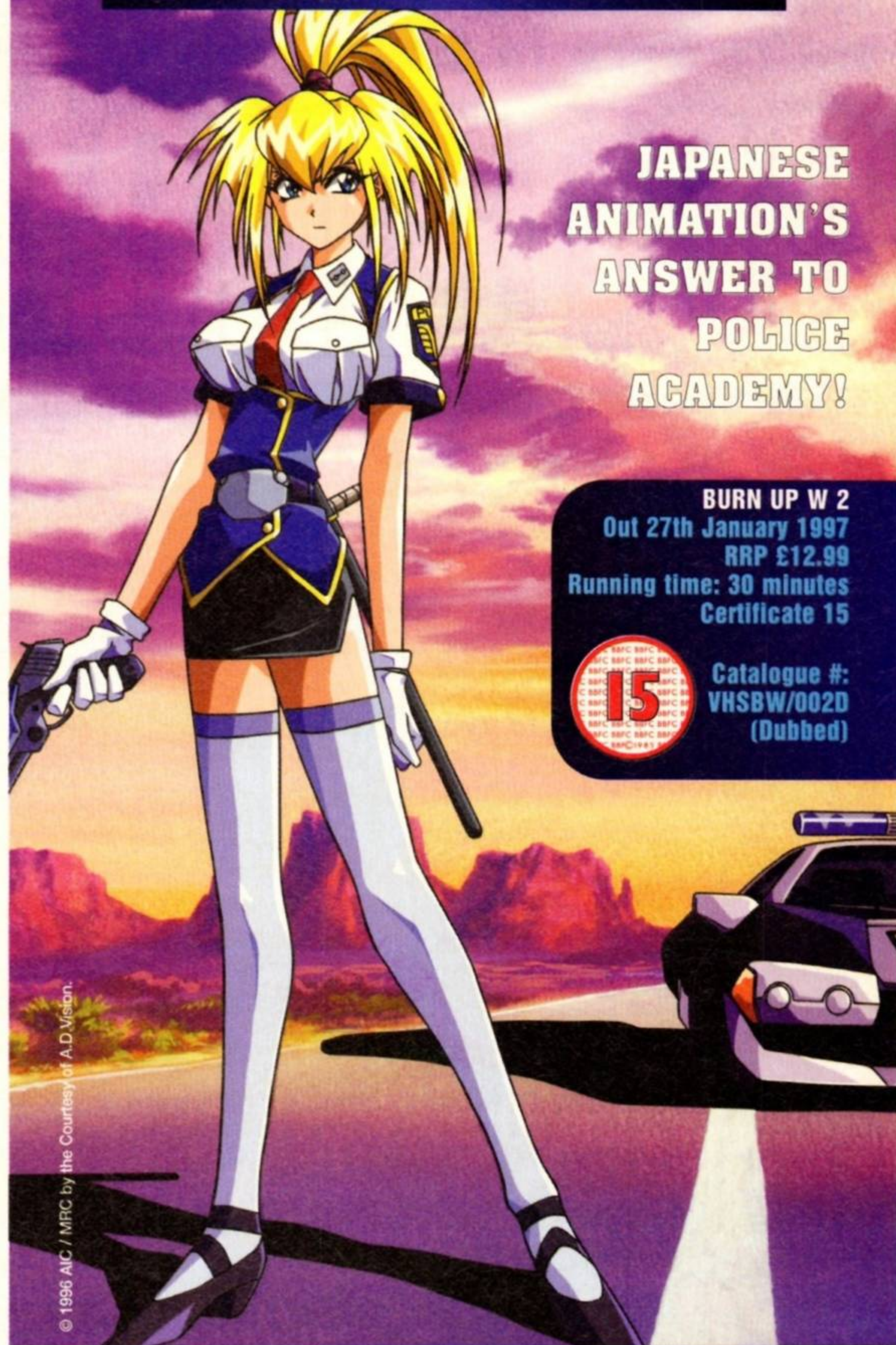


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Christmas isn't just about getting the family together and enjoying each other's company. It's about getting new games as pressies and getting stuck on them. Well we're here to help...



TIPS THIS ISSUE:

**Pandemonium
Blast Chamber
Star Gladiator
Sim City 2000
Soviet Strike
Resident Evil
Street Fighter
Alpha 2**

**Sega Worldwide
Soccer
Powerplay Hockey
Loaded
Duke Nukem 3D
Super Metroid
Killer Instinct
Urban Strike**

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PLAYSTATION



PANDEMONIUM

Dear GamesMaster,

For Christmas I've asked for the superb *Pandemonium* but don't want to have to wait until next year to be able to cheat if I get stuck. How about a little help. Have you got any cheats or anything? Eh? How about it?

Andy Tillman, Huntingdon.

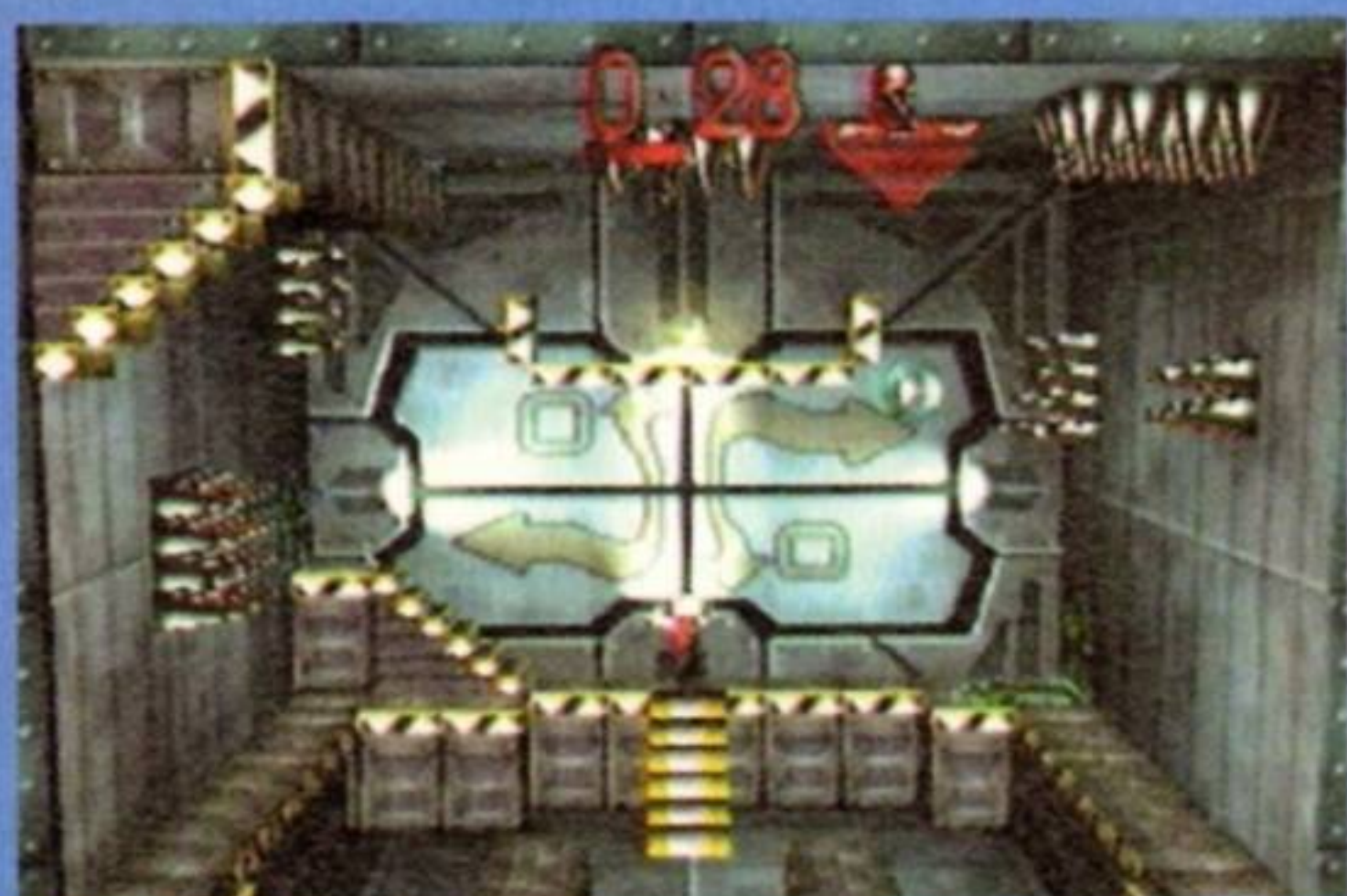
Cheats? Jeez Freakin' Louise, tips before you play it? Whatever next, huh? Of course I can help you. Simply go to the password screen and enter any of these you like:

- HARDBODY – invincibility.
 - OTTOFIRE – for a selection of weapons.
 - VITAMINS – 31 lives.
 - CORONARY – bucket-loads of extra hearts.
 - BORNFREE – skip levels.
 - CASHDASH – enter a bonus screen after completing every level.
- Not bad, no?

BLAST CHAMBER

Dear GamesMaster,

I know it's not all that good but my Gran is giving me *Blast Chamber* for the big C. I'm sure I'll enjoy it



and everything. But, I wouldn't mind knowing how to get infinite lives. Any ideas there big guy?

David Kelrose, Twickenham.

Plenty, the main one being that you should use your eyes to gander a-plenty at this: go to the Main Menu screen and, with controller one, press \square , \triangle , \square , \triangle , \square , \triangle and \square . Go to Game Options and choose Solo Survivor. Now rejoice as you find yourself with unlimited lives.

Nice.



STAR GLADIATOR

Dear GamesMaster,

I just couldn't resist buying myself *Star Gladiator* with some excess pocket change and, quite honestly, I haven't regretted it. The graphics are absolutely brilliant and it generally plays very well indeed (Yeeesssssssss? – Big Ed) so I think you were wrong. Anyway, the point is I've discovered how to access the three secret characters. Note: You have to make sure the controls are on the default setting.

For Bilstein enter the arcade mode whilst holding Select and then choose Gore. Now press \square , \triangle , \square , \triangle , \square , \triangle and then \square and \triangle at the same time to get it to work.

For Kappah enter the arcade mode, press Select and hold and move to Hayato. Now try a little dosage of this: \square , \triangle , \square , \triangle , \square , \triangle , \square , \triangle and then \square and \triangle together.

And, finally, for Blood enter the arcade mode again and press and hold Select opting for the newly acquired Bilstein. Press \square , \triangle , \square , \triangle , \square and

then move across to Kappah and press \square , \triangle , \square , \triangle , \square , \triangle then press L1 and R1 and let go of the Select button. Remember all of these can be saved onto a memory card.

Trev Davis, Oxford.

Good work soldier, but we're sure there's a damn sight more to be discovered in this gorgeous-looking specimen. So, set to work at once my people...

SIM CITY 2000

Dear GamesMaster,

I know Marcus harped on about this not being all that good but I'm actually really enjoying it. However, I could do with an injection of cash. Have you any of those things called ideas?

Kyde Remaud, Newcastle.

Of course we do, er, Kyde. To obtain an instant million all you need to do is the following: either choose to load a city or start a new one and then, once in, go to the City Info icon. On the budget screen press and hold R1 and then tap \square , \triangle , \square and \triangle then release R1. Next, press and hold L1 and tap \square , \triangle , \square and \triangle and release L1. Now repeat this procedure for both the R2 and L2 buttons and you will hear a cheer. Check your bank balance and it should suddenly look Noel Gallagher-like in its healthiness. Lovely.

SOVIET STRIKE

Dear GamesMaster,

I've ordered a copy of this ace shoot-em-up from EA and should hopefully get it in time for Chrimbo, so could you provide me with some level passwords (just in case) How about it then eh?

"Fat" Roger Gash, High Wycombe.

How about this? You write in wanting level passwords and you forget to mention for which game. Luckily for you "fat" Roger, I noticed you'd written "Soviet Strike is tops!" on the back of the envelope. So, enter these at the password screen...

- Level 2: Grandtheft**
- Level 3: Grozney**
- Level 4: Chernobyl**
- Level 5: Civilwar**

RESIDENT EVIL

Dear GamesMaster,

Whilst playing the excellent *Resident Evil* this last week I noticed that you could make it easier. Capcom said it couldn't be done but I've done it.

Start the game as Jill, enter the dining room and then return to the foyer. Wesker will then tell you to investigate the shots and you'll return to the dining room. Turn back to the foyer door and try to go through. Barry will mumble, "Lost your courage

already? That's not like you" but move to the bloodstain on the floor and look at it. Now, check out the grandfather clock and ready yourself as a zombie jumps out. Barry will shoot him. Now return to the foyer and accept the lockpick before entering the room in which the zombie is eating Kenneth. The game is now easier throughout.

Dominic Bradford, Halifax.

Re-he-he-he-heally? Good call, Pedro.



SATURN



STREET FIGHTER ALPHA 2

Dear GamesMaster,

I recently bought an imported copy of *SFA2* for the Saturn and love it to bits. But, I wouldn't mind a knowing if there are any cheats to be had.

John Anderson, Birmingham.

Do you people not know about using your Ps and Qs? Eh? Tsch. I'm just too nice. Yes I do know a few things about SFA2 on the Saturn so just sit back and pay attention.

Evil Ryu: Highlight the lad Ryu and press and hold Start on pad one for a second and then release. Now, shift yourself over each of the following fighters in turn: Adon, Gouki and Adon again, then move back to Ryu pressing Right, Up, Down and Left. Finally, press and hold Start and then tap your punch and kick buttons.

Super Akuma Gouki: Highlight Gouki and then press and release the Start button followed by Down, Down, Right, Down, Right, Down, Down, Down, Left, Down, Left and Down. Hold Start and press any button.

SF2CE Dhalsim (no power meter, teleport): Take your cursor to Dhalsim and press and hold the Start button for a second before moving yourself over Nash and Dhalsim. Follow this up by revolving the D-Pad from Left all the way round, press Start and then any punch button for the Dhalster.

SF2CE Zangief (no power meter, no lariat, flying power bomb or atomic suplex): Go to Zangief and press and hold Start for a second before traversing the following fighters: Sagat, Sodom, Rose, Birdie,

Nash, Dhalsim, Ryu, Adon, Chun Li, Guy, Ken and then Zangief. Press and hold Start and then a punch button of your choice.

99-hit Combos: Press and hold the left collar button and Start together, then select any character. Now pull off an original custom combo in training mode at any level. You should now have a shadow fighter and find that you can pull off superb 99+ combos with any character you like. Wow.

SEGA WORLDWIDE SOCCER

Dear GamesMaster,

Someone at school said there were some extra moves not listed in the manual. Is this right? Or am I being taken for a fool?

Simon Whittham, Edinburgh.

No, your friend is right, there are a host of extra moves to be had. And here they are in all their glory:

Overhead Flick: Forwards, Backwards, Forwards and B

Light Chip: C and C

Looping Shot: A and C

Shimmy: Tap twice to either side of the opposition player to get past with a wiggle of your hips



Backheel: Backwards and B

Low Shot: A and A (in the penalty area)

One-Two Pass: Right, Shift and B

Super Shot: Tap A once

NHL POWERPLAY HOCKEY

Dear GamesMaster,

I've been playing the excellent *Powerplay Hockey* for a while now and have heard rumours that there's a secret Red Army Team to be had. Am I on the right lines? Please put me out of my misery.

Tony Tucker, Dover.

It's really rather simple to access the Red Army Team. Simply hold A, Y and C at any time when the screen fades into the team select screen and you should be able to move to the left of the Mighty Ducks and play as the nigh-on perfect new team.

LOADED

Dear GamesMaster,

I've been hard at work on the bloody great - geddit? - *Loaded* and have expertly discovered a cheat screen. All that needs doing is highlight the BGM Volume option and then press and hold Left, Z, B, X, C and Right to get the screen up. Now press Pause and Left to access the menu. Good?

Kenneth Robinson, Cardiff

Ken baby, that's just groo-hoovy.

PC

DUKE NUKEM 3D

Dear GamesMaster,

I've got the bloody awesome *Duke Nukem 3D* and I'm playing it like a crazy man. But, it's ruddy difficult. So, being the kind souls that you are, could you help me out with some cheats or ten?

Ben Stewart, West London.

Play the game. When you feel the urge just type in one of these useful little fellas:

Dncornholio: toggle God mode

Dnstuff: gives weapons/ammo

Dnscotty??: warps to level ??

Dnitems: gives stack loads of items and keys

Dncashman: hands over cash when space bar is pressed

Dnview: changes perspectives to behind Duke

Dnrate: changes frame rate

Dnskill?: changes skill level to ?

Dnhyper: pumps the Duke up with enough steroids to make an Olympic athlete wince.



SUPER NINTENDO



SUPER METROID

Dear GamesMaster,

I'm still a trusty SNES owner and am deeply in love with the wonderful *Super Metroid*. I know you're going to tell me I'm out of date but would you have any cheats for it? I once had a load but I seem to have mislaid them.

Gerald Corby, Plymouth.

Ah, yes, the classic *Super Metroid*. What a lovely game. Anyway, how's this cheat for topping up your energy? What you'll need is at least ten missiles and less than 50 energy points. Once you've worked that little lot out, select your power bombs and morph into a ball. Now, hold Left, Right, Down and press fire until the bomb explodes. You will now be able to top up your energy. And the best thing is, this can be repeated as many times as you want.

KILLER INSTINCT

Dear GamesMaster,

I've really been hard at work on this brilliant conversion of *Killer Instinct* on the SNES and have discovered a number of secret stages. All you have to do is select a character whilst in two-player mode and hold Up or Down and the corresponding stage code on the first pad. Like so:

- Ice Temple:** Up and Quick Punch.
- Infinite Caves:** Up and Medium Punch.
- Ice Sculpture:** Up and Fierce Punch.
- Castle Rooftop:** Up and Quick Kick.
- City Rooftop:** Up and Medium Kick.
- Desert Rooftop:** Up and Medium Kick.
- Wooden Bridge:** Down and Quick Punch.
- Bloodbath:** Down and Medium Punch.

- Lava Bridge:** Down and Fierce Punch.
- City Street:** Down and Quick Kick.
- Castle:** Down and Medium Kick.
- Factory:** Down and Fierce Kick.
- Air Box:** Down and Medium Kick.

And remember the key, won't you?:

- A = FK
- B = MK
- X = FP
- Y = MP
- L = QP
- R = QK

Steven Smith, Cambridge.

Fantastic work, young man. Your name might be boring but your tips knowledge is anything but.

MEGA DRIVE

URBAN STRIKE

Dear GamesMaster,

Urban Strike! I'm stuck. So, perchance, have you got anything you could send my way?

James Watford, Dulwich.

Well, peel my tangerines if EA's classic *Strike* series isn't very much the order of the day this month. In answer to your question, young man, I do have something but I'm not sending it your way because WE

DON'T DO THAT. But, anyway, ready yourself:

- CAMPAIGN 1** - YT4SKBR67R6
- CAMPAIGN 2** - CT4SKBR67R6
- CAMPAIGN 3** - ZT4SKBR67R6
- CAMPAIGN 4** - 934SKBR67R6
- CAMPAIGN 5** - NT4SKBR67R6
- CAMPAIGN 6** - HT4SKBR67R6
- CAMPAIGN 7** - L67ZBR6SVV
- CAMPAIGN 8A** - GPV4FHBWVM6
- CAMPAIGN 8B** - B34SKBRS7R6
- CAMPAIGN 9** - W7FYWVYSXL9M



CUT OUT HERE, YOUNG TIPSTER

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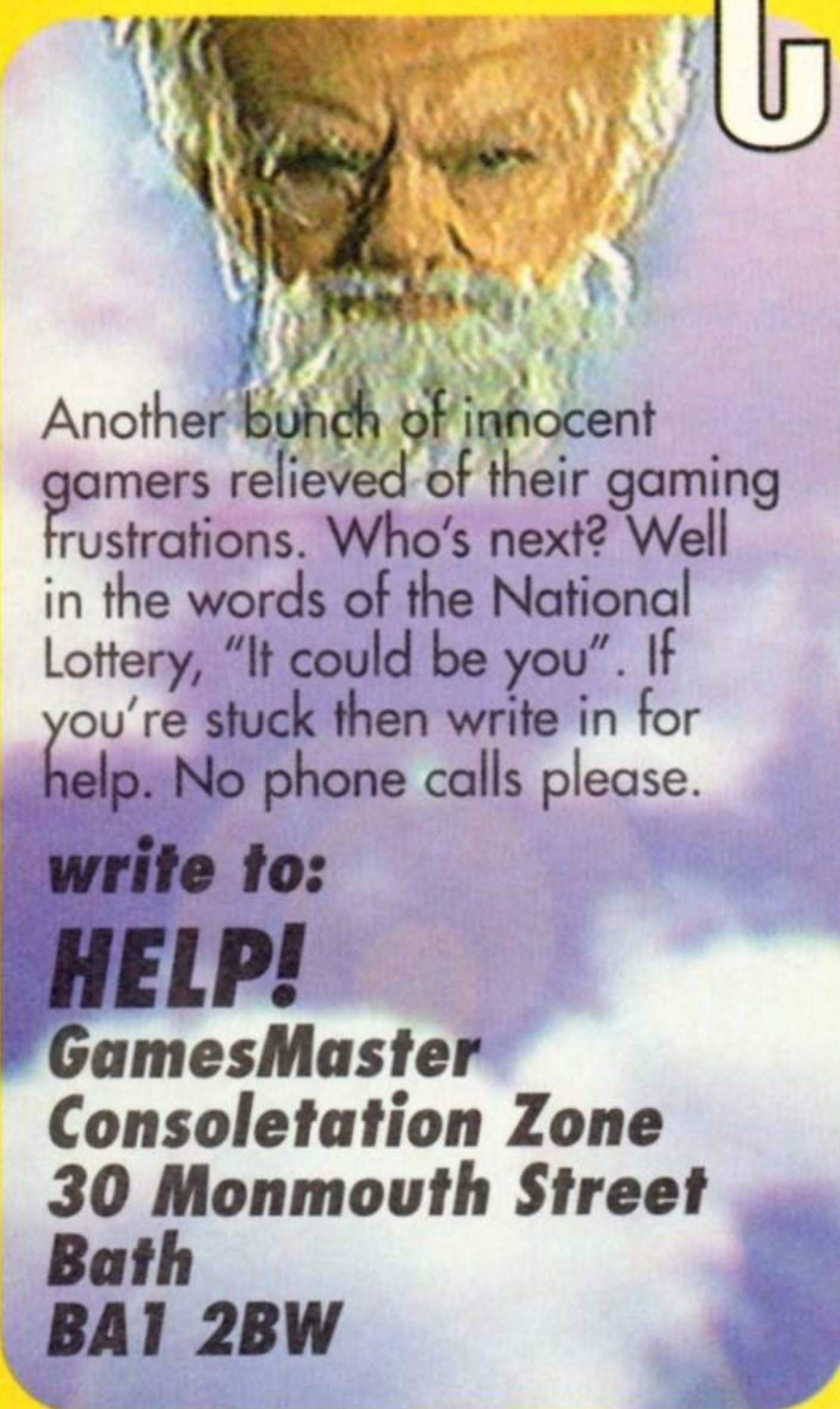
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Another bunch of innocent gamers relieved of their gaming frustrations. Who's next? Well in the words of the National Lottery, "It could be you". If you're stuck then write in for help. No phone calls please.

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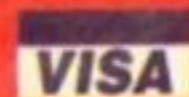
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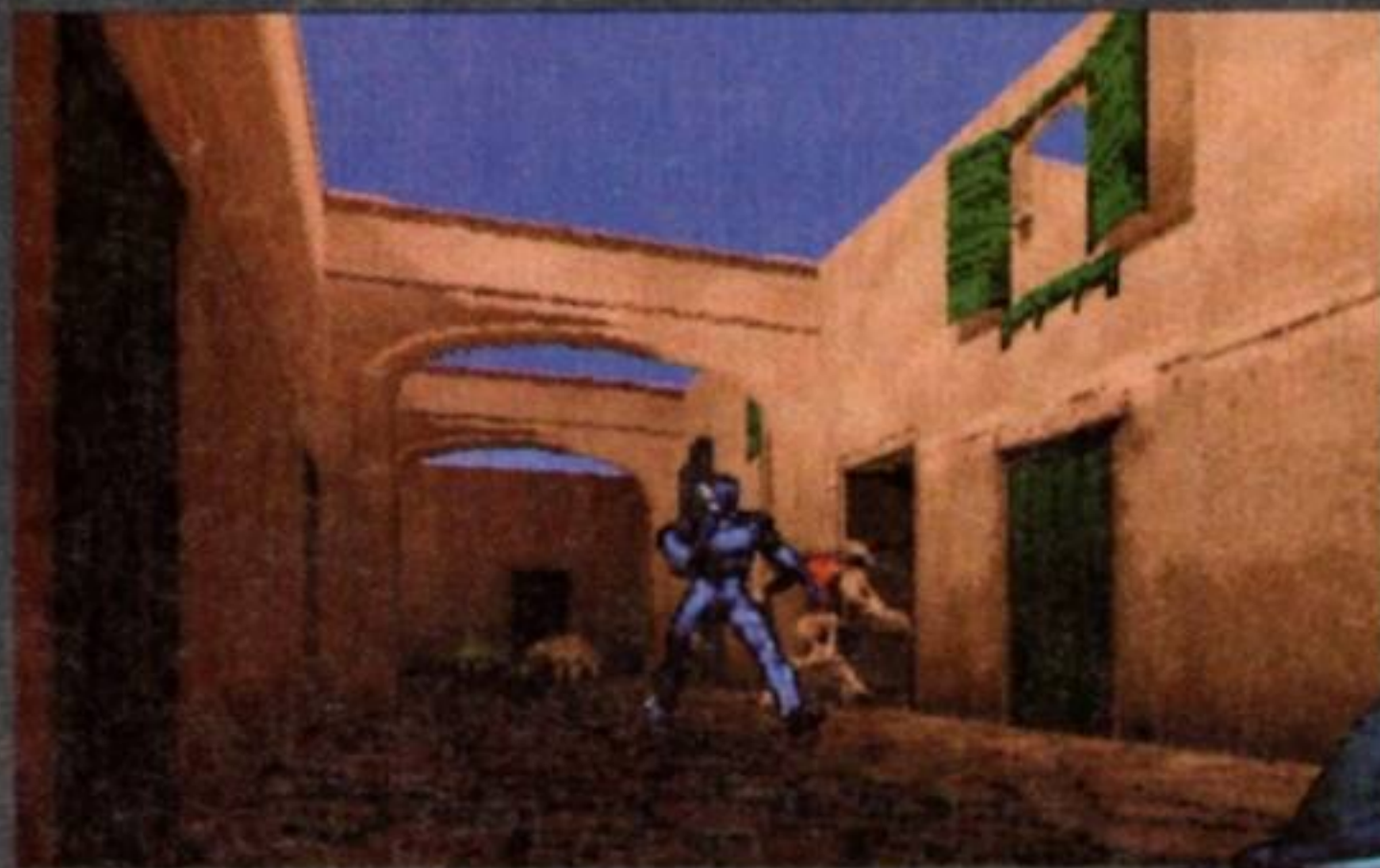


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the Making of

PERFECT ASSASSIN

Finally, a game that really can lay claim to looking like a comic book...



Many of the locations bring back memories of the classic Star Wars trilogy. This – for example – recalls the Tatooine spaceport.



Any character in the game can be interacted with.



Fans of *2000AD* and *Judge Dredd* are likely to already be pretty familiar with the work of Kev Walker. His artwork has been gracing the pages of said British comical stalwarts for a good few years and with the continuing success of his current work, which includes the critically acclaimed "The Inspector", likely to do similar things for a good while yet. Which is why news of the Walker-inspired *Perfect Assassin* from *Synthetic Dimensions* and *Grolier* is likely to be greeted with copious amounts of cheer from very, very many people indeed.

Originally intended for publication as a comic strip in *2000AD*, *Perfect Assassin* is a dream come true for Walker who, for a while, has wanted to branch out into videogaming. And, by drawing inspiration from his previous efforts in the comic book world as well as



Doof. A bit of sharp shooting puts an end to another life. Tsk. It's little wonder every bloody lifeform in the galaxy is scared of the lad Charon.

CHARON

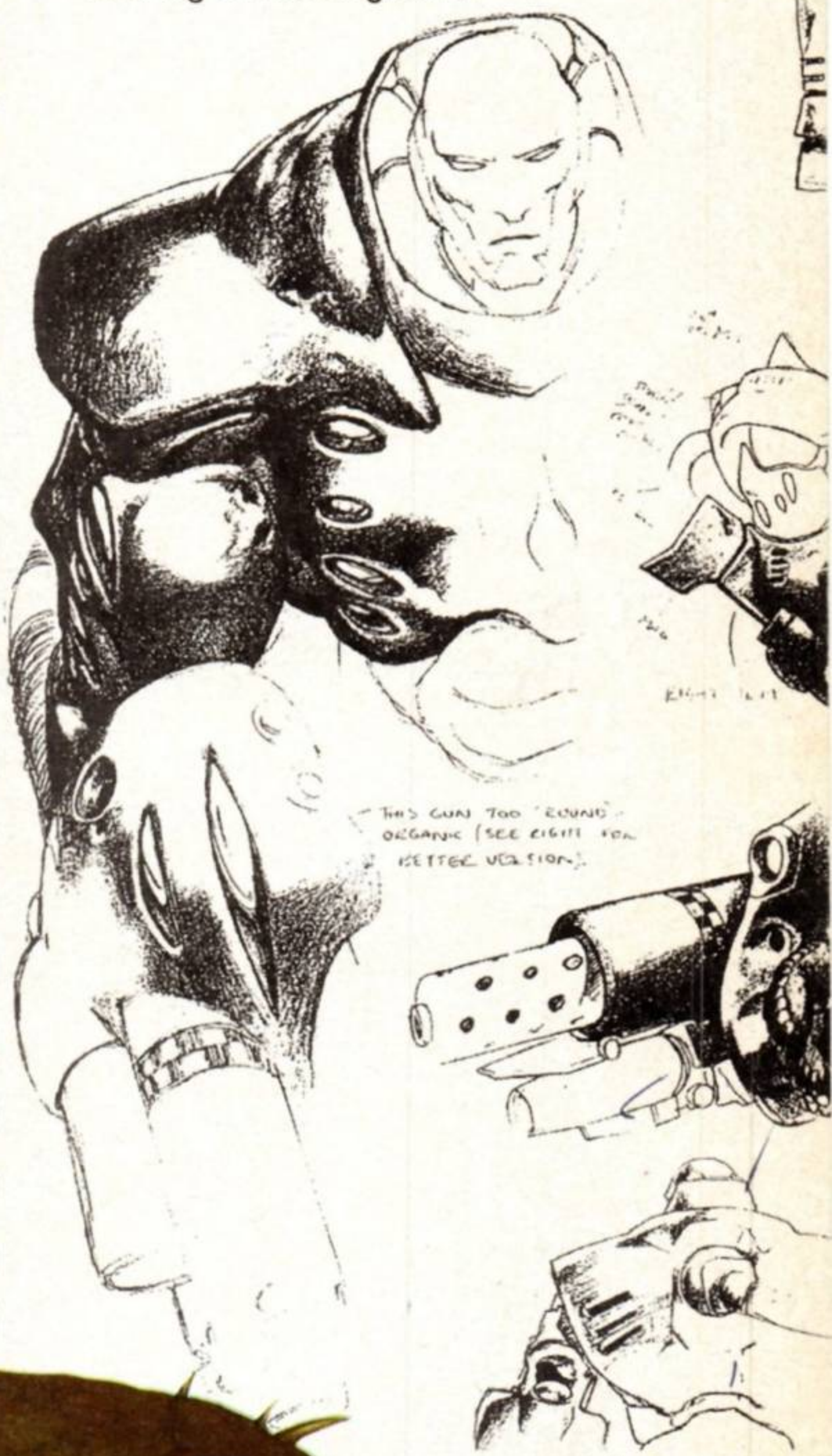
Born in the late 21st Century, Charon is the Perfect Assassin and the sole survivor of the human race. After 10,000 years he has evolved into a big Bio-Tech machine and boasts the sort of past that makes Grant Mitchell look like Frank Spencer. With his career spanning such professions as a hired killer and mercenary, it's little wonder he's feared throughout the galaxy. But his history is shrouded in mystery...

WALKER ROUND

After being kicked out of art college at 18 and then spending four years designing confectionery packaging for "people with no imagination", Kev Walker – the brains behind the *Perfect Assassin* feel – was offered the position of artist on "Tharg's Future Shocks", part of the highly successful 2000AD comic book series.

He soon branched out, however, moving onto "Rogue Trooper – Cinnabar", "The Harlem Heroes" and then his most renowned work, "ABC Warriors", which was one of the first comic strips to feature fully-painted drawings throughout.

Then, after a spell on "Anderson, Psi-Division" for the Judge Dredd Magazine, Walker moved to Los Angeles for three months to help the designers of Stallone's big budget Judge Dredd movie bring to life the feel of the comic book (although, sadly, the visuals were the only good thing about the project). He is now back working on the Magazine.



Nice floor design although we'd be slightly worried about the fact that plants are already growing through it.



An assortment of weapons are available for Charon's perusal. Of course, conversation is the key to progression but – hey! – sometimes there's nothing like a bit of gunplay.

Below: Now, correct us if we're mistaken (which we're not), but doesn't this geezer reside in Jabba's place in Return Of The Jedi?



a number of films and books, is currently watching the *Perfect Assassin* project come into fulsome fruition. If early versions are any indication, it could be first-time success for all involved.

The plot is complex, but fascinating, and sets you up as Charon – the perfect assassin and, apparently, most renowned, advanced and lethal killer in the universe – who lands on the planet of Kobrai Citadel with his memory wiped and only the slightest inkling of why he is there. Thus, your task is to discover who you are and why you have arrived on the planet.

Unsurprisingly, however, the main thrust of the game is exploration and interaction rather than

gunplay although, naturally, being that you're an assassin, there are plenty of aliens to put out of their misery. The problem, though, is that they may well hold vital clues to your progression so removing their heads from their shoulders may prove a little hasty.

The conversations make up a big wedge of *Perfect Assassin* pie and they're constructed in a unique way. Firstly each character speaks in their native tongue with sub-titles provided beneath so that some much-needed realism is added. For seconds, you can choose how to approach the questioning with the use of a mood gauge. So, if you feel the need to threaten someone then, by moving the needle onto the red area of

continued on next page →



For the thinkers among you there are secret locations to be found aplenty. Interesting.



In the middle are your memories and on the right is the "mood" gauge. Handy!



It's not often we're treated to such beautiful artwork as the stuff that accompanies *Perfect Assassin*. Lovely.





Again, GamesMaster brings you the very best in exclusive, o-r-i-g-i-n-a-l artwork. Jeez, we're nice.



← continued from previous page

the gauge, you can. Also, key words that crop up in conversations can be stored in your memory banks and dropped into future chats. It all allows you to piece together the reasons for your new found amnesia problem.

Another notable feature of *Perfect Assassin* is its size and the way it allows Charon to move within the 3D world. With 27 chapters it's likely to last a long, long while (especially considering that there are as many as five different routes to take through the game) and even though the game is played and viewed in "screens", it doesn't jump from screen to screen but moves smoothly backward or forward to allow

characters to move freely within the locations.

Being that the game originated from the sweaty palms of a comic strip artist you'd expect the visuals to come up to scratch and, indeed, they do with some photo-realistic characters and environments as well as real-time battle scenes and a number of different camera perspectives. The sound is also shaping up well with the aforementioned alien dialects a really interesting touch.

Perfect Assassin will be debuting on the PC with a PlayStation release barely days afterwards. The two

versions are believed to be almost the same which is good news and a release date hasn't yet been set but early February is, we hear, a distinct possibility. Certainly, if this early version is anything to go by there is much to get excited about. A preview will follow very soon...

With exploring to be done and puzzles to be solved, *Perfect Assassin* is going to be a rather exciting game. Oh, and for the Les-u-likes among you there's a wheelbarrow-full of shooting to be done.



That's a nasty injury you picked up, there. Charon seems to be getting a little spot of his own medicine. Ho ho.

THE UNUSUAL SUSPECTS

A world of rather strange alien life forms to meet and greet. So, let's get familiar...

K'LHANNA

A bit of female – or sort of female – interest arrives in the form of K'lhana (pronounced Klana). She has been given the task of contacting Charon and bringing him back to the Citadel in order to set him up with a job. Nice girl.



PRA'MIN

Being crustacean mercenaries means that the Pra'min aren't the sort of company you'd want at dinner. In fact, they're bad news all round. They deal in Kirith – the future's new drug – are hired killers and too stupid to care whether or not they're on the verge of destroying the universe. Which they are. Twots.



ARCHON

Perfect Assassin's very own Mr Satan, Archon is the Dark God, created in an alternate reality and based on Charon himself. The lad is hell bent on taking over the universe and was created by the game's resident evil, Fountainhead.



T'PROMIEL

Another potential enemy whose background is so complicated you need a BA Honours in Intergalactic Physics to understand exactly where the hell he's from. Still, he's been created by the mysterious Fountainhead and has been wounded, at the story's beginning, in a surprise attack by the Pra'min.



EXTRA DIMENSIONS

So, we know about the input of Kev Walker but what about the men and women who are bringing the game to life? Head honcho at Synthetic Dimensions, Kevin Bulmer, explains all...

GM: So, how did Synthetic come to team up with Kev Walker?

KB: Well, basically, Kev Walker had developed a story which he intended to incorporate into a comic strip. Before he signed a deal with a publisher he mentioned his story to a mutual friend who knew we had developed some unique tools to allow us to tell fully interactive stories properly. And, with the comic book industry in a bit of a trough at the moment, he suggested that we work with Kev to turn his concept into a game.

GM: Were any of you familiar with his work on 2000AD and Judge Dredd?

KB: Most of us had read 2000AD and Dredd.

GM: What input did Synthetic get into the storyline and art?

KB: To be honest, the original storyline was too linear. It wouldn't have worked because the game would have just ended up being one of those disappointing "interactive movies" where the player is incidental. So, we had to take the story and tweak it here and there. What most people don't understand is the sheer volume of material required for a truly interactive experience. It's tempting to make sure that every player sees everything in the game without fail but, of course, the game would become linear again. This is a trap that a lot of developers fall into. So, we dug our heels in and different players will experience different things. There's absolutely loads in there to find and to reward repeated play.

GM: The "feel" of the game is quite similar to that of Star Wars. Was this purposeful?

KB: Most of us at Synthetic Dimensions are Star Wars fans and I know that Kev is too. But, I'm not sure there are actually many similarities between the films and *Perfect Assassin* though. Yes, there's a fat criminal but that's about as far as it goes really.

GM: It's interesting that you have made the conversational pieces the central focus of the game rather than relying solely on gunplay. Why was this?

KB: The conversation is a crucial part of the game. Most titles reduce character interaction to murder or trade but, as far as I can see, this is not very realistic and not very rewarding.

We have all seen reviews in which the reviewer makes pointed comments about the daft plot being bolted onto the game when it was finished. *Perfect Assassin* isn't like that. It has a real story which was written before the game proper surfaced.

It's important that the player is able to enjoy the story. Early concerns were that the plot might be too complex to convey with a few simple canned messages. Speech is used to propel the narrative in virtually all novels so why not games as well?

A side benefit of the conversational interface is the detail the player can acquire about the environment. Kev had spent a lot of time detailing the world and the social structure before we saw his designs and, although it is entirely possible that more of this will be seen in other projects of his, we wanted to do justice to the breadth of his vision. If you ask characters questions their replies open other avenues of

discussion. I think that the rich world and the humour which is revealed through the conversation will create a new gaming experience which many people, including those who haven't played a game before, will enjoy. However, I think we have maintained an even balance between conversation and combat in *Perfect Assassin*.

GM: What, in *Perfect Assassin*, is going to have us sweaty with excitement, then?

KB: There are a number of unique things about *Perfect Assassin*. Firstly, it's a third person adventure game in a real-time 3D environment and has a fine mix of combat, puzzle solving and character interaction. The characters in the game are so rich and varied that you'll want to keep playing to find out what environment you arrive in next and what type of creature you will find there. Also, the conversational animation looks brilliant and rewards approaching new characters just to see what they look like in close-up.

Most of all, though, we respect our audiences and try to provide them with a challenging, enjoyable experience to which they can return again and again and still find something new each time.

GM: Uh-huh. So, it's coming out on the PlayStation as well?

KB: Yup.

GM: And how's that shaping up?

KB: The PlayStation version looks damn fine. I think it's unique among PlayStation titles because it uses our 3D system instead of the hardware to create the worlds. Those little glitches, distortions and tears you see on the consoles are acceptable when the camera is hurtling down a race track but, if it's still for any length of time, they just look awful.

Another problem would have been that the PC version of our engine uses all sorts of curves and irregular surfaces instead of the normal, flat polygons you might expect. This meant we either redesigned all of the maps or created a new approach to PlayStation 3D. In the end, we took the challenge and it's really paid off. The true perspective mapping works beautifully.

GM: Sounds great. So, have you drawn any inspiration from games around at the moment?

KB: No, there aren't any games out there which are too hot at the moment. *Tomb Raider* from Core is an exception and *Resident Evil* has its moments but I'm still waiting for a number of titles to be released this Christmas.



ROCHAN

Another assassin who, like Archon, emanates from an alternate reality and wants to have some gun/death interface with Charon. In fact, Rochan is under the control of Archon which means our hero is in for some two-on-one action. Interesting...

g-Quiz

Aah, the cool expanse of the GamesMaster letters pages. It's the funkiest, wordiest joint in 'tahn', the place to be seen. So, uh, BE SEEN!

DIP YOUR TOE IN

After our intergalactic shenanigans last month, we've come back down to Earth for a spot of 'normality'.

With the Beeb finally seeing sense and signing up the very splendid Simpsons family for a spot of Saturday evening ents – and with their mostly disastrous ventures into videogaming territory still all-too-fresh in our minds – what better time than now to start dissecting their numerous Internet sites with a particularly informative scalpel? What better time, indeed...

Although there are literally thousands of sites dedicated to the lads and lasses that make up the distinctly yellow Simpsons, only a few offer up anything remotely more interesting than profiles of each character. So, it was more than a slightly pleasant surprise to discover Chris Bennett's Simpsons Homepage (<http://pages.prodigy.com/PA/vbandv/simp.html>) in

which there are transcripts of every episode, a complete history of the universally-loved "Who shot Mr Burns?" series and, alas, character profiles with every single

person in the Simpsons universe given an extensive historical overhaul. All of which proves that fan pages are often the best places to look.

Overall: ***
And, yet, occasionally, there's official stuff that offers up something just a little bit special. And by tracking down The Simpsons Cartoon Studio (<http://www.foxinteractive.com/games/cstudio.html>) at Fox Interactive, you can find the perfect example.

This site is unique in that it gives you the chance to create and animate your very own Simpsons episodes. Of course, the whole thing

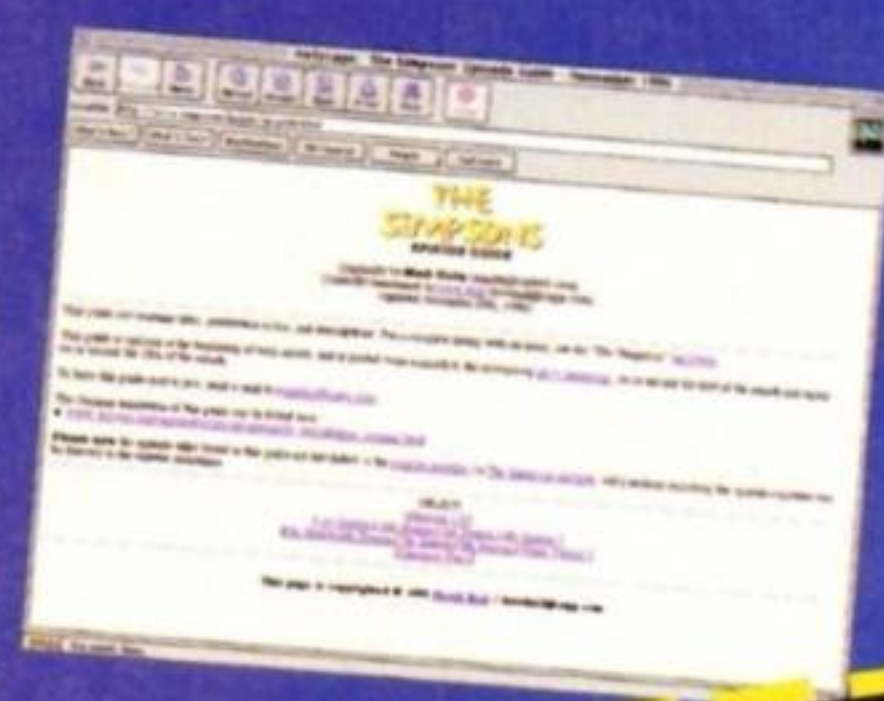
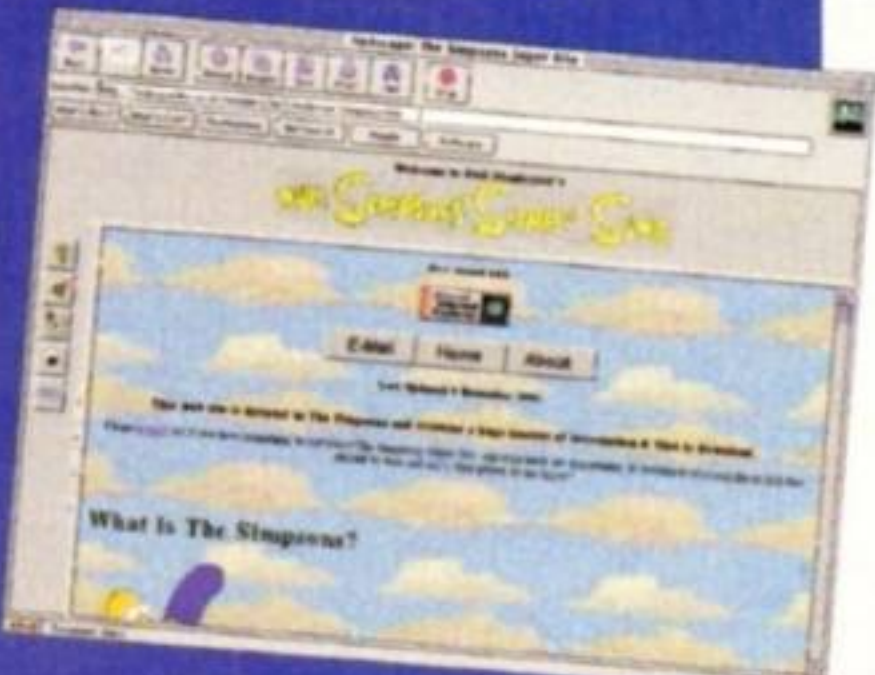
takes hours to load up but the experience of being given free reign over your favourite cartoon is unmatched. Supremely good.

Overall: ****
Coming back down to Earth – but not necessarily with a bump – we find ourselves embroiled in the fan-tastic Simpsons Super Site (<http://www.web.ukonline.co.uk/members/neil.henderson/simpsons.htm>). Its claim to encompass

just about everything Simpsons-like isn't far off with a healthy mix of samples, screen savers, transcripts and profiles. Nice.

Overall: ***
The Simpsons Archives: Guides and Lists (<http://www.snpp.com/lists/html>) is likely to appeal more to those of you who are real Simpsons buffs. Merchandise is given a good run out and there are interviews with the cast and crew behind the series as well as selected transcripts. Comprehensive.

Overall: ***
Anyone wanting a full run down of what they've missed would be well advised to check out The Simpsons Episode Guide (<http://www.snpp.com/guides/ep.guide.html>) whilst those in need of some Simpsons images – including Homer's top notch homage to The Texas Chainsaw Massacre – sounds and further links should take a gander at the fulsome Simpsons Page (<http://members.aol.com/patsqualle/simpsons/index.html>).



SCORING

- * A basic site with limited information. May only be useful as a general source.
- ** Competent all rounder which has some very good things. Some thin areas, though.
- *** An excellent site which may be able to offer specialist areas of interest.
- **** Simply fantastic. Packed with information and facts. The best in its field.

STAYIN' ALIVE

Dear Sir/Madam
How is the job? I hope by the grace of almighty living God it is going on very well. By the way I am a boy of 13 years of age and interesting with your magazine and I want you to send me magazine in which Peter Weller, Arnold Schwarzenegger and Sylvester Stallone in it and about them and if you can send two or one copy and if you can give me any magazine with question. Please can you give me any of the name which it is in the letter and give me their address. Please, who is the star of the week and if you can give me any castle of any of the star, please I know you will do your possible best to give me one. The Lord Almighty will bless you very much. Goodbye.

Your ever Solomon

P.S. Greetings from Ghana. Be good and stay alive.

Yes. Oh yes. Cheers. Write and tell us exactly what you want Solomon, mate.

X-FILES ALREADY?

Dear GamesMaster
What the 'eck is going on, eh? As I was browsing through my PlayStation magazine I saw an advert for a certain mail order software company, which, to my amazement, boasted that they had in their stock, amongst other things: Duke Nukem, X-Files (eh? I never knew that was a game), Batman Forever (huh?) and Die Hard Trilogy.

In disbelief I contacted them and discovered that DHT would be in-stock mid-December, but the rest of the games' release dates were unknown, likely to be early '97! Are companies allowed to dupe would-be customers by boasting about games they do not even have? Are they extracting the urine?

Dan Barker, Boston, Lincolnshire

Aah, now a lot of companies follow this route, eager to get

hold of your cash in a sort of 'pre-order' arrangement. Avoid this. Our advice is to never send any dosh for games you know aren't available – reading GamesMaster will keep you abreast of all the latest releases. Anyway, as you did, you should always ring the company to make sure the game is in stock. Ask them about their policy on delivery and return of faulty equipment. Make sure there are no hidden costs such as postage and packaging. And find out when you can realistically expect to receive your goods. Also, it's best to pay by credit card if you can, as you're legally entitled to claim compensation if the goods total over £100 and the company goes bust.

ADDER 'NOUGH?

Dear GM
I do buy your magazine from time to time for a fairly impartial view of current games. Just lately I have been somewhat concerned at your Saturn reviews (yes, I do own a Saturn and yes I am probably being a little defensive) – you seem to be a little critical of the latest releases.

Take *Fighting Vipers* for example – the game is fantastic? It is, in my opinion, a lot more fun and even more impressive than VF2! The graphics are



incredible, as are the lighting effects, as are the options and sound. Have you reviewed an official UK copy? Look, please try to be objective in your

The Harley Davidson of conversation...

- YES Your replies to all those letters up there
- YES Your thoughts on the TV show
- YES Your reaction to features in the mag
- YES Spice Girls Net sites, mmm...

The Jim Davidson of conversation...

- NO Why this console's better than that one
- NO Why UMK3's better than SFA2
- NO If you should buy a PlayStation...
- NO ... or wait until the N64 arrives

AND REMEMBER



COME ON, GET STUCK IN...

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BA1 2BW

Or hit us with that electronic mail
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Personal
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ellis@futurenet.co.uk
tweaver@futurenet.co.uk

reviews and don't be swayed like everyone else by the PlayStation hype. In my opinion the PlayStation and Saturn are equally competent machines, both offering excellent games.

Mark Howard, Nuneaton, Warks

Well Mark, unlike you we do have to be objective – being a multi-format magazine we can't afford to be subjective in our reviews. However, when a beat-em-up comes in that isn't as good as a beat-em-up on the same system WE HAVE TO BE HONEST.

As stated at the time, we tackled the import version, but we have since played the UK PAL version, and we're still happy with our score. Remember: 81% is still a very good score. It's a very good game. And yes, the PlayStation and Saturn are both equally capable of producing top notch entertainment. WE. KNOW. THAT. It's down to the software...

NEW STRIKE GAME?

Hey GamesMaster!
Have you heard? Electronic Arts are making a new game... *POSTAL STRIKE!!!* Ha ha ha.
Ashley Grove, Humberton, N.E. Lincs

Good one. No, really.

SFA2'S SCORE, THEN...

Dear GM
Just finished reading your December issue, and just a little disappointed at the score you gave Street Fighter Alpha 2 (or should I say the score the ponce gave it). Zy. Whoever heard of someone called Zy? Zy is not a name, it sounds more like a bloody PC game. But why give it a score in the 80s? I think it deserves more. Now here's some questions for you:
1. Why is Will leaving?
2. Who is replacing him?
3. Is it true that Les works for another mag as well?
4. How do you decide who is going to review the games?

Mark O'Connor, Dublin, Ireland

It got 86% because that's what it deserves, you fop. And, uh, 86 is, like, a top mark. You'd have something to whine about if it got 36%.

1. Will's only gone and got himself caught up on our sister-type mag PlayStation Power, Mark. He got promoted – he's dead good, you see – hence his shift.
2. Well, there are staff changes still under those secret "in the cafe on the corner" discussions. Watch this space, Mark...
3. Er, kind of. You'll find a lot of people at Future Publishing do the occasional review for other Future

mags, when they specialise in that particular style of game or have the necessary experience in that game format.

4. Well, we all have our particular specialities. For instance, Tim's a footy fanatic (as was our Will, who'll be playtesting *ISSD* on the PlayStation for us next issue), whereas Les is a 3D blaster fiend. Marcus is dead keen on racers and smack-em-ups. But we're all mad for games anyway, so we're all up for tackling every sort of game.

SPONGING FREAK 2

Dear Sir

I am writing to ask your assistance on a project I am currently doing for my GCSE coursework in I.T. I am researching how competitive the computer market is. To do this I will need to collect various bits of information. As I have been a fan of your magazine for such a long time I thought I could rely on you to find this information for me and send it to me by post. I will need information on the N64, SATURN and PLAYSTATION, varying from:

● Background info on SEGA, SONY and NINTENDO

- Release dates
- Software
- Screen Shots
- Graphs
- Sales Records
- Advertisements of the consoles
- Quality of games
- Proof of public opinion on all the consoles
- About the Virtual Boy and the Atari Jaguar and why it failed
- A free PlayStation to take my own screenshots

I know that the information I am asking for is a lot in such a small time, but the information you send me may improve my mark dramatically so I will be very grateful for any information you give me.

Michael Bennett, Ivybridge, Devon

Right, so basically you want us to do your G.C.S.E. coursework, then? Would you like a top grade while we're at it? A free PlayStation? Sotiently! Heck – have two! Sweet Mary Mother of Christmas. Hen-eee-way, leaf through the diary strapped like an insane freak to this month's cover and you'll find contact numbers for Sega, Sony and Nintendo (they should be able to help you with sales figures and the like). As for the rest... Quality of games? Take a swift look at our reviews pages... Proof of public opinion? Gaze at the very letters all around your begging one.

SONIC CD – GIVE US IT!

Dear GamesMaster

I am so sorry to say that I'm a 'late' Mega CD owner because I had just purchased a Mega CD 2 this year.

REVOLUTIONARIES

As you probably know, we're always looking to improve GamesMaster even more and as it's your magazine, we want to know what you think of its development. So, please name your three favourite bits of this issue in order of preference – they can be specific pages or sections in general. Whatever – just be honest...

1

2

3

And let us know which bit you didn't like this month (and why)...

Also, tell us which three areas of GamesMaster which you'd improve (and how)...

1

2

3

Please cut out or photocopy this completed form and send it to: Revolutionaries, Letters, GamesMaster Magazine, 30 Monmouth Street, Bath, Avon BA1 2BW. It'll help us to help you.

Win some stuff!

Every issue we'll put the Revolutionaries replies in a dirty great bag – the first one plucked receives a hoofing pile of gaming gear!

AND DON'T FORGET YOUR NAME AND ADDRESS

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I have a problem which I will definitely need you to help me solve. I will tell you what my problem is...

You see, I looked all around town for some games for my Mega CD. I went in every videogame shop and went to all the markets but I didn't have any luck. I even got a friend to look all over for me for some, but I was still unlucky.

The Mega CD game I was after more than anything else is *Sonic CD*, so I phoned Sega up and they talked about where to get *Sonic CD* from alright! The PC version! They were babbling on about the PC version all the time.

Could you please tell me how I can get a copy of *Sonic CD* for the Mega CD as I'm desperately in need



for it. I would be over the moon if you could help me out!

As an extremely huge fan of Sonic the Hedgehog I would really like to know if any Sonic games are coming out on the Sega Saturn?

Susan Laura Jones, Carcroft, Doncaster

Well Susan, welcome to the family. You'll find that new Mega CD games in the stores are a bit of a rarity. Your best bet is to trawl the shops that trade and deal in second-hand titles, or browse the small ads of magazines and your local papers. You'll find there are plenty of gamers trying to upgrade to PlayStations and Saturns, so you should be able to get hold of some bargains. Does anyone out there have a copy of *Sonic CD* which they might like to donate to Susan? It is the season of goodwill and everything. Send it in to us and we'll make sure she gets it.

And Sonic on the Saturn? Keep your eyes peeled for *Sonic 3D*, an update of the Mega Drive game!

ABOUT TO SPARK A ROW...

Dear GamesMaster I would first like to say thanks for producing the top quality magazine that is GamesMaster, month in month out. Very rarely do gamers get a consistent quality magazine as GamesMaster.

Anyway, the issue I would like to talk about is: do graphics make a good game? How many people say "graphics don't make a good game"? Countless numbers.



Very rarely do you read or hear that said today. Is it because graphics can actually make a good game? I believe that in this day and age graphics can. All you have to do is look at *Doom* and *Quake*. *Doom* is one of the greatest games of all time because of the tense atmosphere, which largely contributes to the gameplay, making it really enjoyable. It is the graphics that give *Doom* its atmosphere - the dark brown texture-mapped walls, the lightening of the dungeons, disgustingly detailed creatures to kill, etc. Graphics make *Doom* and *Quake* great games.

If *Doom* was first released on the humble Mega Drive without the 3D and texture-mapped graphics, it would have received average ratings and not that many

people would have bought it just like *Zero Tolerance* and *Bloodshot* on the Mega Drive.

Imagine *Ridge Racer* on the SNES. No detailed 3D graphics therefore no realism and no realistic speed of *Ridge Racer*. *Mario Kart* had the special *Mario* graphics.

I have made my point and would like to hear yours and that of your readers (and no slagging me off).

Abul Hanif

Good points there Abul, but we'd still say good graphics DON'T make a good game. They're an integral part in creating the whole awesome experience, but imagine *Doom* without the sounds or gameplay. There have been countless *Doom* clones since, some with terrifyingly better graphics, so how come few have come close to touching it? It's a combination of everything, y/see. Anyone else?

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NEXT MONTH IN GAMESMASTER



KILLER INSTINCT GOLD Vs MK TRILOGY

The big two Nintendo⁶⁴ batter-em-ups go head to head

Get the new year off to a cracking start!

Tomb Raider - the first half of our stonkingly in-depth guide

Virtual On - in-depth playtest of this striking Saturn arcade conversion

ISSD - is this classic set to be the king of PlayStation footy games?

PLUS! *Contra: Legacy Of War*, *Tobal No1*, *Suikoden*, *Cool Boarders*, *VF2 MD*, *SFA2 SNES*. And stacks of tips, cheats, previews and reviews!



Onsale
Wednesday
15th January
Happy new
year!

Some Games are Simply Streets Ahead of the Competition

"A
must-buy classic.
SimCity 2000 is a big
game in every sense -
there's never been a more
detailed or comprehensive
sim on the Super NES."
NMS - 93%



SIM CITY 2000

THE ULTIMATE CITY SIMULATOR

HOT PROPERTY FOR THE SUPER NINTENDO

- \$ Superb conversion of the PC CD-Rom smash hit
- \$ Build vast cities using past, present and future technologies
- \$ Improved graphics and user interface
- \$ Enhanced charts and graphs providing even more control
- \$ Totally customisable terrain
- \$ Battery back-up plus 256K S-RAM



SUPER NINTENDO
ENTERTAINMENT SYSTEM