

COMPUTER A N VIDEO GAMES

KILLER INSTINCT ON SNES!

JULY 1995
ISSUE NO 164



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P78



RISE OF THE TRIAD – More violent than Doom? P74

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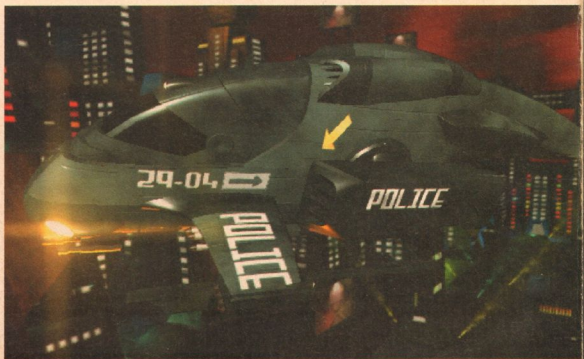


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STARING THE FUTURE IN THE FACE



The future isn't what it used to be. It's now a cold-edged 100,000 polygons-per-second reality. As the race to dominate the 32-bit really kicks off, we bring you a full report from what's possibly the most significant videogame show in years. Already things are starting to happen and it's this magazine that's going to keep you informed with the most comprehensive games coverage offered by any games title ever.





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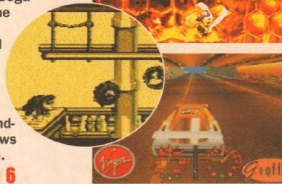
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Well, some of us are.

E3 SPECIAL

Was this the landmark videogames entertainment show promised? Was the Ultra 64 on show? Why did Sega launch the Saturn early? All this and a hell of a lot more in our extended E3 news coverage.

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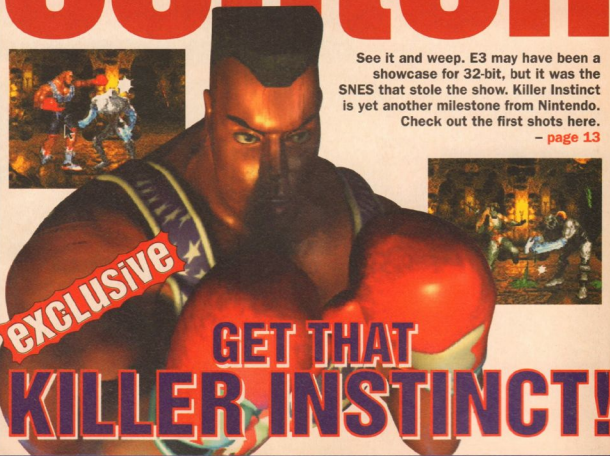
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CONNECTED

E3

After the relatively disappointing Winter CES show, the whole video games industry was fully geared up and ready to rock at the Electronic Entertainment Expo in sunny Los Angeles, or E3 to us bods who can't handle long phrases when we're jetlagged. Naturally, we were there. It's not all work, work, work you know...

There's no doubt that the E3 show was a resounding success, with over 40,000 visitors over the three days - there's even talk of a European version to be staged in London. However, while it was a chance for companies to showcase, as much as anything, their new technology developments, 16-bit was still the prevailing force. However, this looks like being the last charge for the old warhorses - expect them to be the minority next time around.

ULTRA SLIPS AGAIN

So do you want the good news or the bad? The bad? Well, you little gluttons for punishment, you, read on. But don't blame us if it makes you cry though...

OK, so the bad news. Nintendo have announced further delays to their cartridge-based Ultra 64 games system. The proposed release dates are December 1 in Japan and April for the USA and UK although it could slip further into the year. What's going on? Don't Nintendo love us any more?

But on a slightly more positive note Nintendo have confirmed that the Ultra 64 chip itself is designed, prototyped, tested and ready to be produced. Along with that they have also unveiled a preliminary design for the machine which can only be described as being 'very Nintendo'.

Aside from that though, they confirmed that they're still on-course for meeting their much-touted \$249 price tag, and from their bullishness at E3, nobody doubts that they'll succeed.

The software line-up still remains unchanged, with yet more third-party developers shelling out the rumoured \$250,000 for the full development kit. One thing has changed though, with Killer Instinct coming to the SNES, Rare are already crashing their way through the sequel, which could well be out in the arcades at the same time as the machine is launched in Japan.



SATURN LAUNCHED!



Sega, in a fit of total marketing genius, surprised the entire American public – along with most of the stores, by releasing the Saturn on May 11 without telling anyone. A rumoured 30,000 machines were available in the first week with another 100,000 allegedly following by the end of the month.

Whether or not this was a panic measure to steal the limelight from Sony couldn't be confirmed, but one rumour flying around was that a Sega Exec was quoted as saying the average price-tag of \$399 was too low and it could even increase by the end of the year. What with the Yen being so strong at the moment, it doesn't bode well for the potential UK price.

As for the machine's release date in Britain, Sega are aiming to launch their 32-bitter on September 9 – which they've labelled Saturday.

Comedy may not be on the cards, but gamstrels everywhere at least know how long they've got to save up for now.

But as for the software – talk about low-key! Considering the Saturn had just been launched, it accounted for only about 10% of Sega's stand – and to top that there was only one new title!

The one shining light which almost made up for the poor showing came in the form of the Saturn version of *Virtua Cop*. Without beating about the bush too much – it's flippin' ace! Everything about the game is a spot-on conversion from the original arcade game. It runs at the same speed, the frame-rate's just as smooth and all the sounds are ripped straight from the coin-op.



The only sore point is the lack of a UK release date, but that compensating factor is that Sega are also producing light guns which will work with the game. Aside from that the only other "treat" on show was the single-character *Virtua Fighter 2* demo which features Pal going through her paces. It's impressively fast and spot-on to the coin-op, but we'll be convinced when we see it running with a full background, another character, music, sound effects, game logic...

Finally, not that we're ones to gossip, but a little birdy whispered in our ear that, allegedly, Sega Of America have given up on the 32X. This is only a rumour, so don't read anything into it if you don't want to.

BURN:CYCLE FOR SATURN

Philips much-acclaimed, and highly excellent futuristic adventure *Burn:Cycle* is due to hit the Saturn later this year.

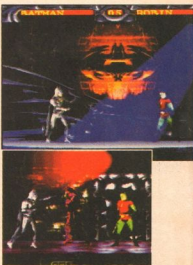
The game, which received a huge score when we reviewed the CD-i version is one of the most innovative CD-based adventures to surface in a long time. Currently it stands as one of the best-selling CD-i titles, and who's to say it won't have similar success on the Saturn when it appears again at the end of the year?

ACCLAIM GEAR UP FOR SUMMER

The Acclaim bandwagon continues to roll on undaunted by the loss of *Mortal Kombat 3*. In fact they're spreading their corporate wings to cover almost every format you can think of.

BATMAN FOREVER

The game was still in the very early stages of development when we featured it last issue, but it's come a long way since then. Most of the enemy characters have been added, and Robin's in there as well, although for some reason he's in the dodgy Sixties Burt Ward outfit. Expect to see the game in the Autumn on (deep breath) Mega Drive, SNES, Game Boy, Game Gear, 32X, Saturn, PlayStation and PC CD-ROM.



REVOLUTION X

This is a newbie. Acclaim have signed the rights to this rather surreal coin-op which managed to confound arcadesters the world over. It's destined to appear on most 16-bit formats plus Saturn, PlayStation and PC CD-ROM. Look out for it later this year.



CONNECTED E3

PLAYSTATION PRICE ANNOUNCED

In a two-fingered response to new-rivals Sega's surprise launch of the Saturn in the States, Sony announced that the US price for the PlayStation would be some \$100 less than the new Sega machine - clocking in at just \$299.

The worry for Sega must be that the PlayStation is going to be much closer to the Ultra 64 in price than the Saturn, and that when Nintendo get into gear that's where the market is going to form. Which leaves Sega with the dilemma of taking a massive hit on the Saturn's price, or really doing a number on the marketing.



RAYMAN'S REVUE

Ubi-Soft's much-delayed Rayman platformer finally emerged from the shadows to dominate most of their stand at E3. He's gone from being tied solely to the Atari Jaguar to emerge on Sony's PlayStation and Sega's Saturn too - with each version doing their respective machine justice.

As for the game itself, it mixes just about every platformer cliché imaginable, but with great visuals and sound. Time will tell if it's enough to prevent Rayman sliding into the little hole where the failed platform stars live.

IT'S RIDGE RACER — ISN'T IT?

Screamer. Doesn't sound much like a race game, does it - let alone one on the PC? In fact, that's what it is and a totally superb one to boot. Virgin, who are releasing it, had wisely hooked it up to a steering wheel controller to deliver maximum impact. We've got no doubt it's superb, but there's a little dissenting voice chattering away at the back of our communal mind...

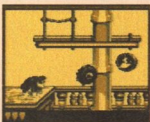
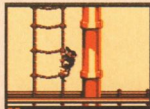
It's a bit like Ridge Racer, isn't it. In fact, it's a hell of a lot like Ridge Racer. Which isn't a bad thing at all, unless Namco decide that they want to release their race game on PC, at which point things could get a little messy.



KONG TAKES A BIT OUT OF GAME BOY

Donkey Kong Land, which will be Nintendo's biggest Game Boy title of the year, is still not ready to hit the shelves.

However, there is a silver lining to this particularly dark and gloomy cloud and that is it looks like it could even steal MarioWorld's crown as the best Game Boy platformer game ever. Time will tell, but we should have more pics and info in the next few weeks.



DONKEY KONG COUNTRY 2 UNVEILED

Nintendo finally put the follow-up to their monster-hit Donkey Kong Country on show - and met with mixed reactions. There's nothing wrong with the game, it's just that it looks a bit like they could have called it DKC: The Lost Levels. It's very similar to its predecessor, although a number of new gameplay devices have been included to spice it up. Another new addition is Dixie Kong, Diddy's chimp girlfriend, which gives the game a similar two-player and tag-mode option to the previous one.



CONNECTED

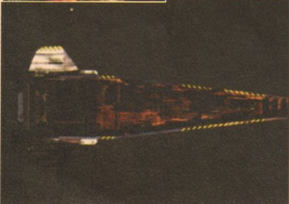


SONY PLAYS IT SAFE

The biggest line-up of singularly impressive software came courtesy of Sony Psynosis. On general show for the first time were fully playable versions of most of their key PlayStation titles.

WIPEOUT

We first featured this game in the May issue. At that time we'd only seen a few



static visuals, but now we've actually got to grips with it and played the game we can tell you this racer is nothing short of spectacular. Not

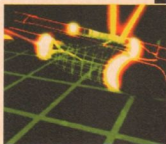
only is it fast, but the tracks have to be played to be believed. If this isn't going to become a PlayStation classic in the same way as F-Zero became one for the SNES, then a severe injustice has been done.

DEMOLISH-'EM DERBY

While not as instant to get to grips with as Wipeout - WE LOVE THIS GAME! It's like Daytona crossed with Ridge Racer and taken to the extreme. The car control



is incredibly realistic, the dozen-car pile-ups are more spectacular than those in EA's Need For Speed and the graphics, to quote a phrase, are 'to die for'. Just wait until you try the multi-player game!

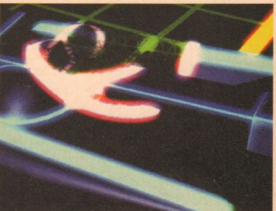


ASSAULT RIGS

This is a game almost purely designed for more than two players. As such the premise is dead simple: each player's tank is dumped into an arena with the express aim of blowing the heck out of the others.

DISCWORLD

Although not yet on dis-



play, Psynosis also revealed their smash-hit comedy adventure Discworld would be hitting the PlayStation at Christmas. So it looks as though this is destined to be the first game of its type on the console.

EA SPORTS TARGET 32-BIT

In a move

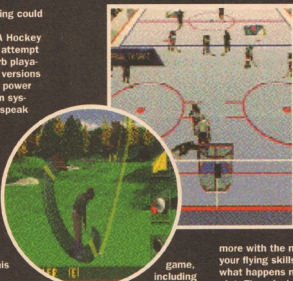
which will have millions of EA Sports fans breathing a collective sigh of relief, Electronic Arts have unveiled a PlayStation conversion of their excellent 3DO FIFA Soccer as well as an all-new version of the classic EA Hockey.

FIFA promises to be an almost straight conversion from the 3DO incarnation. The main differences will be in the player graphics, which are more detailed and just generally look better close up. First impressions put it above the forthcoming Konami soccer game, but that's still only very early so it's a bit unfair of us to compare the two. However, with PlayStation International Superstar

Soccer due, anything could happen.

Meanwhile, EA Hockey is quite clearly an attempt to marry the superb playability of the 16-bit versions with the graphical power afforded by modern systems. The results speak for themselves. Providing EA can flash things up enough, this is a sure-fire hit.

Elsewhere in EAworld, Origin are producing a PlayStation version of their superb space opera Wing Commander III. This comes at exactly the same time as they reveal plans for the fourth game in the series. It will see the return of the most popular characters from the



game, including Mark Hamill as Christopher Blair, although producer Chris Roberts is aiming to integrate the FMV sequences

more with the missions – so your flying skills determine what happens next in the plot. The missions themselves will also be updated, with you selecting multiple wingmen and generally having to think about things a

bit more rather than simply getting into scraps with the Kilrathi. Wing Commander IV: The Price Of Freedom is due to hit at the end of the year. We'll keep you posted on its progress and any conversion news.

M2, BRUTUS?

3DO have already stolen a major march over Sony and Sega simply by being the first company to put a 32-bit console on the shelves, and now there's finally full-on news and information about their next step – the eagerly awaited M2 accelerator.

The machine, as you would imagine, is purely designed to make everything else look instantly dated. There's no denying its power; from the graphic hardware to the sheer capability of the 64-bit processor at its heart. After seeing several demos

running we're more than convinced by its capability to, technically at least, eclipse most other consoles, but the question of what the software support will be like still remains.

In the mean time, here are a few shots of some real-time graphical

demons that we've managed to procure. These aren't so much designed to create a visual 'wow' factor, but to show just what kind of special effects the machine is going to be capable of creating through its operating system.



With all this technology they draw cows. Still the one on the bottom shows the graphic smoothing capabilities.



This dinosaur isn't that pretty, but he's drawn in real-time and made up from a humongous number of polygons.



Another demonstration of M2's real-time graphics capabilities. We reckon it could easily reproduce Virtua Fighter 2.



It's that damn cow again. She's here to show off one of the built-in special effects. Although 'Jog' isn't the best.



A close-up of dinosaur vs. bird. Only a demo, though, 'cos it would be pretty weird if it was a real game.

Let's face facts.



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KILLER INSTINCT

So you've read the big print on the front of the magazine. You're probably expecting an interview with the programmers, possibly a diary of a game and a couple of rough sketches. Would we do that to you? So stop reading this, take a comfy seat and prepare to be amazed by one of the most spectacular 16-bit games of all time...

**WORK
IN PROGRESS**

■ SNES

- **£Unconfirmed**
- **Beat-'em-up**
- **Rare**

- **Programmed by Rare** ■ **Initiated Jan '94**
- **85% complete** ■ **Ultra 64 version also planned** ■ **Arcade version also available**
- **Estimated release September/October**



You've probably already seen the news story about the Ultra 64 being delayed – but does it really matter as Nintendo prove that 16-bit is still strong enough to take on the 32-bit big boys!

KILLER INSTINCT

It's all too easy for some people to write 16-bit hardware off – but just let them try saying that to Nintendo. They've done more to prolong the life of the market than any other company. Constantly innovating, creating new ways to overcome hardware limitations and then getting

Rare to develop a SNES version of one of the most talked about coin-ops of the last 12 months.

But Killer Instinct on a 16-bit console? Isn't it supposed to be the flagship for the Ultra 64? Wasn't it produced on an SGI machine then running on a 32-bit coin-op? Surely shome misthake here?

It's all true though. Nintendo's announcement that they were converting the game was met with, quite fairly, general disbelief. But having now played the game we can tell you that this is one of the most remarkable carts ever produced for a 16-bit machine.

The finished game will clock in at 32-Mbits, which

doesn't sound too much considering the sheer volume of graphics which has to be crammed in. However, there's talk of an innovative data compression chip being built in to

the cartridge which could allow as much as 64-Mbits of data to be stored. If that turns out to be the case and it works, it looks like it could well be a trial run for the system that will be used





in producing the Ultra 64 carts.

THE GRAPHICS

What strikes you instantly about this game is its graphics. All the original SGI images have been used in the game with the animation being as fluid as ever. Their size is impressive too. Each fighter stands around a third of a screen high and even in the height of combat everything remains flicker-free and running perfectly. Definitely a thumbs up in the all-important 'getting things looking right' category.



THE SPEED

The pace of the SNES version of Killer Instinct is as brutal and unrelenting as the coin-op original. Everything from simple pro-

jectile attacks to ultra-combos run as smoothly as ever

THE GAME-PLAY

All the combos and specials from the original will be included in the SNES version – and there's talk about Rare including a few new features that weren't in the coin-op. There's no news on exactly what these are going to be, but as soon as we find out you can be sure we'll let you know.

INSTINCT COMES TO GAME BOY

Now we thought putting Killer Instinct on SNES would be a major challenge, but it's also coming out on Game Boy. As amazing as it seems, the conversion is well under way, although with a game like this on a machine which could never reproduce the same quality visuals, we're wondering whether it will work or flop. Miserably.



E3 SHOWREEL

ATARI VR ON SHOW

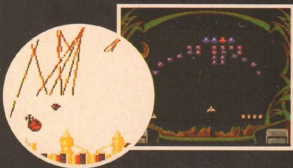
Winning the award for most innovative hardware and dumbest press kit picture is Atari. They finally unveiled their Jaguar VR kit which, despite rumours to the contrary, is actually dead good. On show for it was a 3D version of the coin-op classic Missile Command.

The game itself works perfectly with the VR system, clearly demonstrating that Atari's VR helmet will be one of the most responsive on the market. Shame they had to give out a pic that looks like something out of Country Living.



GAME BOY GETS BACK TO ROOTS

After the disaster that was the Game & Watch cartridge, Nintendo have unveiled four superb twin-game Arcade conversion carts. The pairings are Missile Command/Asteroids, Galaga/Galaxians, Defender/Joust and Centipede/Millipede. These should go down a storm.



KICKING UP A STORM

Novastorm may have received mixed reviews all round on PC and Mega-CD, but that hasn't deterred Psygnosis from developing a PlayStation version. They promise us that the game will be a lot more interactive, as well as better looking. Let's hope so, eh?



LANDS OF LORE 2 DEBUTS

After much dallying Virgin finally had something to show on the forthcoming sequel to Lands Of Lore. The follow-up looks like a decidedly better prospect, with awesome visuals and plenty of involving adventure gameplay.



BIG BOYS STEP IN

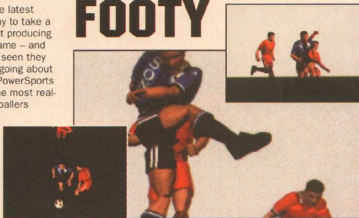


One of the biggest corporate names strutting their stuff at the show was 20th Century Fox. Considering their massiveness in the entertainment market, it's quite amazing that they haven't made an impact in the videogames side of things. This time out for them it's multimedia entertainment leading on the comedy package 'The Comedians' (one of whom is Whoopi).



MORE PLAYSTATION FOOTY

Psygnosis are the latest software company to take a concerted shot at producing a decent footy game – and from what we've seen they look like they're going about it the right way. PowerSports Soccer boasts the most realistic-looking footballers we've seen in any footy game, but they won't count for squat if they don't get the playability right. Here's hoping.



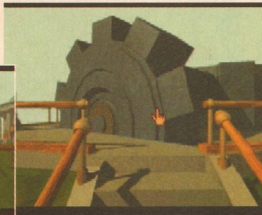
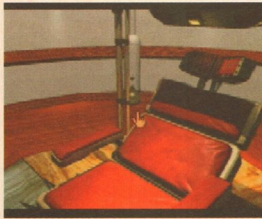
FINALLY, BLADE RUNNER — THE GAME!

It's been hailed as the greatest licence that never was, but finally someone has got around to signing the rights to Ridley Scott's cinematic masterpiece Blade Runner. The kids with the golden cheque book are Virgin Interactive

Entertainment, who've handed the job over to crack programming outfit Westwood studios. But don't hold your breath as the game isn't due for release until late in 1996.

EVEN MORE MYST

The latest chapter in the story of the much-travelled adventure Myst is that Psygnosis are now responsible for the PlayStation version. We just wish they'd hurry up and get on with Myst 2.



STREETFIGHTER FOR GAME BOY



This was originally a CVG April Fool several years ago. Remarkably, though, Nintendo are finally bringing out a version for the Game Boy. The graphics are large and well defined, although the tricky bit will be getting the controls to work with just two buttons.

VIRGIN GO A-CONQUERING

Virgin are hoping to emulate the massive success they had with Dune 2 with Westwood Studios' latest strategy game Command And Conquer. It features a similar sort of interface and strategic gameplay, interspersed with animations of sodding great explosions. It's due this summer and we're actually quite looking forward to it.



The new machines

- **PLAYSTATION**
- **Shoot-'em-up**
- **Sony**
- **£80**
- **Out Now**
- **No other versions planned**
- **No other versions available**



It may look like a standard, scrolly type of a blast fest kids, but when Gunner's Heaven is incoming on Sony's new toy, it's cataclysmic territory!

A couple of years ago, the Mega Drive was cast in a new light. This was solely thanks to a somewhat talented bunch of programmers called Treasure and their first release, called Gunstar Heroes. It did things (such as 'scaling' and 'rotation', the buzzwords of the time, ah, how long ago it seems etc, etc) with the hardware which not even the people who designed the Mega Drive thought it could do. Plus, it was probably the most playable platform/shoot-'em-up ever produced on any machine.

Now times have changed, especially with the advent of 32-bitery, but it would seem, games haven't. Behold Gunner's Heaven!, a PlayStation title 'influenced' slightly by Gunstar Heroes (although that's no bad thing). But without the two-player mode (which is a bit of a bad thing). All that would seem to have changed in the formula is that there are lots more huge enemies

wandering round each stage, instead of saving themselves for end-of-level duties, and that there are two characters to choose from - Axel Sonics (a boy) and Ruka Hetfield (a girl).

Now this might seem like a bit of a waste of hardware, and in fact it is, but at the end of the day if it's as playable as Gunstar you could run it on a Zircon X3000 Space Mainframe and we wouldn't complain.



▲ This is the first boss you fight. He might look fairly huge, but there are loads of regular enemies not much smaller.



gunner's



▲ The big bouncy gun does its thing. It's essential to use it here to destroy missiles fired at you by the boss. Who's now hiding.



YOU BRING OUT THE BOOST IN ME

Every so often you'll stumble across a glowing green star-shaped bonus, with the word **BOOST** emblazoned across it. Grab this and your weapon is automatically powered up to maximum potential. Understandably, this then unleashes a massive swarm of death upon the screen, with nasties coming a cropper left and right to the massive sprays of firepower emanating from your chap (or chapess). However, its effects are only temporary, so make sure you don't get caught out.



SHOOT EVERYONE

Given the odds against them Ruka and Axel have sensibly packed four guns apiece. And they're no ordinary guns either. These are nuclear-powered battery guns, which your character of choice can power up by collecting nuclear icons dropped by compliant enemies. While the two arsenals consist of similar elements, the actual weapons on offer differ somewhat between the two.



NORMAL

A rapid-fire attack which is best for taking out lots of little enemies. Axel's red laser is nice and powerful, but Ruka's (once powered-up) three-way blue laser is best.



FLAMER

Excellent for damage, but a bit lacking in other respects. Axel fires slow-moving fireballs, whilst Ruka has a short-range flame-thrower sort of effort.

HOMING

Pretty self-explanatory. This drains the power batteries like nothing on Earth, but is dead useful against bosses. Axel's single constant homing laser requires re-targeting against more than one foe, although Ruka's rapid fire job isn't as hot against guardians.



REBOUND

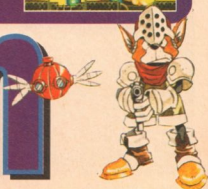
Bouncy green lasers are the order of the day here. Axel has the upper hand thanks to his big, fat and wide fast-firing lasers, while Ruka's globular shots, although handy, are limited by only allowing nine shots on screen at once (and some of them bounce around aimlessly for ages).

SMART BOMB

The one category in which Axel definitely has the upper hand is with smart bombs. Axel's blasts cover the entire screen, while all Ruka can manage is a feeble localised explosion.



heaven



MINE SWEEPER

It must be said that mine cart levels are the bane of the modern platform game, with such varied (and incongruous) stars as Taz and Asterix all too willing to participate. Luckily, while Gunner's Heaven features one such level, you yourself are kitted out with a lovely pair of rocket-powered roller blades, and your task is to decimate the trolley-bound forces of darkness surrounding you. And their big tanks.

Luckily, you're able to use uncanny leaping and low sliding acrobatics to dodge much of the flak that comes your way.



▼ **Hooray for homing lasers and their pals!**

▲ **Take too many hits in a row and your sprite is momentarily stunned, leaving them open to further enemy attacks.**



▲ **The swamp level is hazardous, dangerous and thoroughly capably murderous.**

SECOND OPINION

Well, Gunter's Heaven on the Mega Drive doesn't seem all that long ago, and as blasters go, it certainly was one. Gunner's Heaven is an excellent follow up, the only real niggle about this game is that it's on the PlayStation and we really wouldn't mind something a bit more ingenious than a horizontal-vertical scroller for our new machine. But like Raiden, which was a storming shoot-'em-up on the PSX, this more than makes up for the lack of 'Next Gen' ingenuity by having some lush backgrounds, great spot FX and excellent game design. Oh and it's rock too.

GARY LORD

▼ **Oh no, it's a big, scary boss robot from Hades!**

ALTERNATIVE

MEGA DRIVE

■ **Gunner Heroes**
 ■ **Sega/E39.99**
 Quite simply the best platform blaster ever. Tons of action, more originality than you'd ever believe and absolutely amazing bosses. Never a dull moment, and it's got a two-player mode too.

■ **ISSUE 142: 92%**



▼ **Well, that's Axel and Ruka if you ask me.**



VERDICT

PLAYSTATION

Gunner's Heaven Isn't a Next Generation game. There's nothing here which you couldn't, with a bit of effort, produce on a 16-bit machine. But that's not important, because it's also ace, and you'll need sharp eyes and strange alien elastic fingers if you want to get anywhere. Some of the bosses are a bit easy, but the levels themselves contain enough of a challenge for most players. As platform blasters go, this is dead smart. Although not as top as the two-player five year-old Gunter Heroes.

RAD AUTOMATIC

- **GRAPHICS 82**
- **SOUND 81**
- **PLAYABILITY 91**
- **VALUE 82**

OVERALL

89

GRAPPLE SOURCE

As a fully paid-up space ninja, you'd expect your little man to have some decent kit at his disposal. And he has. Like this nifty grappling hook thing. While it's useless for fighting with, the grapples is a defensive tool par excellence. You can fire it in any upwards direction and it'll jam into any solid platform it hits. Release the button and your interstellar commando spins right up to the end of his tether.



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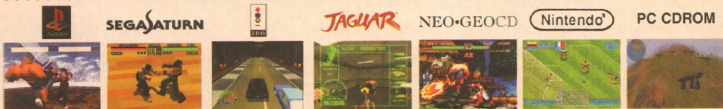
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The new machines

SEGA SATURN

- SEGA SATURN
- RPG
- Sega
- £70-80 (Import)
- Out Now (Import)



▲ Hmm... stairs. These zombies don't trick me!

BE A MAN - HAVE A FIGHT

Fighting. We all know it's wrong, but it doesn't stop anyone from getting their kicks kicking someone else in a game. Well, hail Odin, because once again hitting, hurting and all things pain-inducing are, as usual, intrinsic cogs in the gameplay. But, contrary to the usual RPG trend, there's no faffing about with runs and rounds and hit points. Press the B button and your character prepares his weapon. Now B and C are used to attack whatever evil is in your path, and A guards against hits (it's a good idea to get a shield for this, though). Using the L and R buttons on top of the pad shuffle Man In a Tunic left and right for extra dodging capabilities too. Hooray.



virtual

Hydlide to teach the world to sing in perfect har-mo-nee....

The great thing about high-spec PCs and Next Generation consoles is the new challenges they present to the world's acting community, Hollywood icons like James Dean and Rudolph

Valentino are already signed up to play marauding zombies in *Corpse Killer 2* from Digital Pictures, and rumours have it Kevin Costner has a personal interest in any further developments in the Theme Park saga. And then there's the opportunities created for previously unknown performers to get a foot in the door. In fact it wouldn't surprise us if the amount of



HEY - AN INTRO

Like every game in the world these days, Hydlide has a lovely intro sequence. But this one's actually pretty smart, with lots of digitised movie footage and such. Go on, have a look. Isn't it lovely? Couldn't you just marry it, eh? We certainly could.





◀ Sometimes the stress of adventuring can just be too much for a man.

A good suit is important for interviews. ▼



◀ Ah... a misty scrubland. But I'm too clever to fall for that old one!

hydlide

new acting jobs created by games halved the jobless figures overnight. Just imagine, instead of gassing about college-days fringe theatre appearances, the newly-prominent stars of tomorrow may well fondly reminisce about an early career break as 'Man With a Gun' in Lethal Enforcers 2.

Those with an interest in the arts and who'd like to nurture some emerging tal-

ent might like to give Virtual Hydlide a crack. You play 'Man In a Tunic', a hardened RPG character who due to an unfortunate nuts accident walks, thanks to a wonderfully emotive performance from the central thespian, like he's got an upturned porcupine in his pants. Your job, as director if you will of this digitised screenplay, is to waddle him through a succession

of harsh fantasy environments, doing battle with all manner of hideous monsters ('Man In a Goblin Suit', 'Woman With Sword') and finding some ancient lost treasure of some description. Or something like that anyway, you know what Japanese RPGs are like.



▲ Go wild in the country, where snakes in the grass are absolutely free.



▲ Oh no, Mark's back from E3 early! Someone distract him with a pie quickly!

VERDICT

SATURN

Virtual Hydlide makes a brave attempt to combat the problems associated with RPGs, but shoots itself royally in the head. Directly controlling one character around a free-form 360-degree environment should speed everything up, but man in a Tunic moves so slowly and the levels are so empty that Virtual Hydlide is at least as slow as any other RPG, but not as involving. If you can stand the (lack of) pace, you'll get on with VH, because as an RPG it's not bad, but as anything else it's poo.

RAD AUTOMATIC

- GRAPHICS 81
- SOUND 86
- PLAYABILITY 76
- VALUE 81

OVERALL ■

79



▲ The little circle in the corner is your compass. Follow the white line to your destination.



The new machines

■ SATURN
■ Sega

We all know Clockwork Knight was a bit pants – but can Sega's new Saturn platformer cut the mustard?

SEGA SATURN™

You've got to feel sorry for the Saturn, haven't you? I mean, it beat the other Next Generation consoles to the shops and launched with the superb Virtua Fighter, and since then it's done little to stun people (other than the excellent Panzer Dragon).

And, as a little Falcon Crest-style sub-plot, in the meantime it's been trying its hardest to revolutionise the staid and strip-mined world of platform games. And it hasn't done very well, let's face it. Clockwork Knight, pretty though it was, was hardly a testimony to ground-breaking game design. And then Jumping Flash! comes along. It's a bit of a bugger really, so far as Sega are concerned.

But, obviously loathe to bring out the hedgehog cavalry so early in the game, Sega have a new champion waiting in the wings. He's only a little chap, being an insect as he

is, but Sega are hoping his particular brand of platforming will prove to be as conversely huge as Bug is tiny. For you see, Bug is the latest practitioner of the burgeoning three-dimensional platform style. But instead of approaching the idea from a complicated first-person view and making things difficult for everyone,

Bug is the kind of 3D platformer your ill' sister could play.

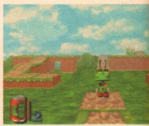
Bug himself is viewed from the standard



▲ When Bug goes a-climbin' vertically you get this ill' viewpoint of him.



▲ Anywhere where the trail is surrounded by a green verge Bug can't fall off the edge.



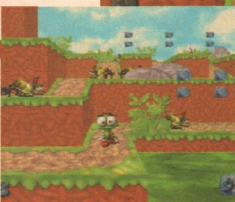
▲ Lots of gaps in the platforms could mean that you're (ahem) bug-gered.



flat-on third-person view, with the level twisting and contorting and crossing over into the distance and our hero cavorting to suit. Bug, with its cartoony graphics and cutesy character, could be a decent hit-esque title for Sega, and you can find out if it is in a future issue of your supersoaraway CVG magazine!



▲ Now, when I was a nipper the only thing I wanted to do bugs was tread on 'em.



▲ You see yer Next Gen platformers are gonna go into the screen y' know.

ONE

Do you know what's hot and what's not?

Find out by completing this couldn't be easier-to-follow test. All of the following items are pretty 'hot' just at the moment, but, tantalisingly, only one of them will be available in your local newsagents from 28th June. Ah, now, but which is it?

A) The molten core of the planet Mercury (planet nearest the sun with surface temperatures approaching those enjoyed by visitors to Scarborough, Naples of the North)?

B) Justine Carlson (award winning, smooth-talking, car-driving ad manager of our sizzling magazine)?

C) A nice meat Phal (taste-bud stripping ruby from your local Indian Restaurant or takeaway)?

D) Mr. Hugh Grant's underpants (dark-blue M&S Y-fronts once worn by the raffish English actor, now 'for sale' for the right price)?

F) A cup of tea ('in' hot beverage apparently created by pouring boiling water onto the dried leaves of an Indian plant)?

E) The One in July featuring all* the piping hot goodies over there? ☺

* Probably

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Baldies



Plus!

Exclusive First Review! Come on! Get slap happy! There'll be bags of gameplay but absolutely no hair — and that's a promise!

The new machines

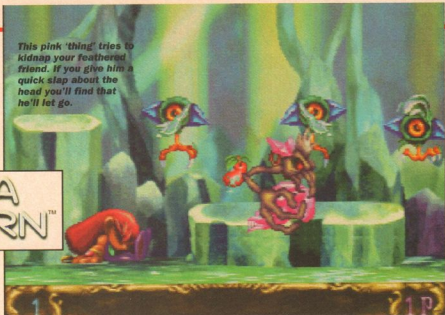
- SATURN
- Platform
- Sega
- £70 on import
- Out Now

SEGA SATURN™

OK, you were disappointed by Sega's first foray into the platform world on the Saturn – the rather lame Clockwork Knight. Have they learnt their lesson? Apparently not...



This pink 'thing' tries to kidnap your feathered friend. If you give him a quick slap about the head you'll find that he'll let go.



Your guess is as good as mine when it comes to fathoming out Astar's plot. It's all explained in the cartoon style intro but since it's a Japanese game the text and speech is, surprisingly enough, in Japanese. Let's say it's about rescuing a princess ('cos these

platform games invariably are) and that it's set over five large levels (because it is) which are broken down into smaller zones. Each level finishes with the obligatory boss from hell to dispose of.

Astar has a

number of attacking moves to kill such nasties and once the first level is completed a bird is rescued and will aid Astar in a similar way that Tails helped out Mr Hedgehog in Sonic 2. Except this bird isn't as crap as Tails and doesn't conk out at the first sign of trouble.

astar!



ASTAL LA VISTA!

Refreshingly Astar's intro strays away from pre-rendered Silicon Graphics footage and is cartoon based instead. There's still some clever effects though, particularly the flickering sepia tone style section where Astar reminisces about his kidnapped girlie. Aw, bless.





▲ One level features an arrow attack from three archers. The arrows are simple to avoid though, so the whole exercise seems pretty pointless to me.



▲ Beans meanz smart bombz. So collect them all up OK?



There are also magic beans which Astar can gather and turn into smart-bomb style weapons.

As a game Astar is very traditional in style. OK, so there's an intro, but it's cartoon based, there's none of your pre-rendered gubbins here. The game itself strays away from 3D in-er-face visuals that are becoming

so common in 32-bit games and apart from some neat sprite scaling and a wide variety of palette there's nothing on offer here that screams Next Gen. Still, it's playability that counts so does Astar deliver?

SECOND OPINION

Right, well, platformy shooters with nice Jap-style graphics are the sort of games I like to see on the New Machines, and if you take a look at Jumping Flash on the following pages you'll see and read exactly why. Which isn't really the case with Astar, because it's basically a 16-bit game but with some groovy rendered graphics. Gameplay is located in the mediocre department, afraid there's nowt new here.

GARY LORD

ALTERNATIVE

SNES

- Donkey Kong Country
 - Nintendo £59.99
- It might be Mario World with smart graphics, but that's one hell of a combination if you ask me. One of the best 'Next Gen' games so far and it's on the flippin' SNES!
- **ISSUE 157: 90%**



VERDICT

SATURN

Astar is another average platformer from Sega. Much has been made of the graphics and it's true that there's some smart sprite scaling, but other sprites such as the dragons in the volcanic level are laughable, and the parallax scrolling is horribly wooden! Gameplay is shallow with a strange difficulty curve. Levels start off difficult but there's a knack to each one and once that's discovered you'll cruise through. There's only five levels and with a price tag of 70 quid this is poor value and one to avoid.

RIK SKEWS

RA	■ G	PH	80
	■ ICS		81
	■ SOUND		72
	■ PL	BWA	40

OVERALL

62



▲ Each level culminates in a showdown with a boss. As they become damaged they break down into smaller but deadly foes.



▲ Astar has some subtle but clever programming tricks such as sprite scaling and this glimorous enemy sprite.



The new machines

■ PLAYSTATION

■ Platform

■ Sony

■ £70-£80

■ Out Now

■ No other versions planned

■ No other versions available



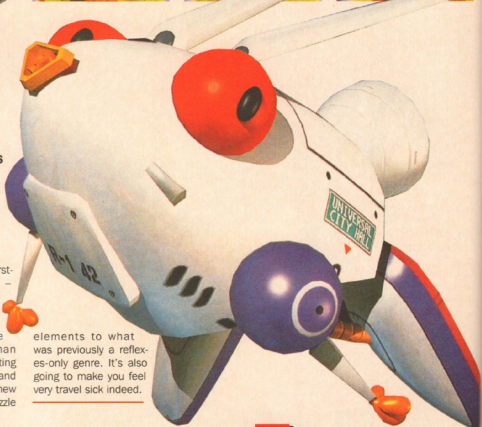
Jumping Flash. It's a gas, gas, gas. As they say. What it really is though is a Next Gen platform game that is so radically different to anything that's gone before. Oh and it's a gas as well (ie funny)...

Oh, don't you just hate titles with punctuated endings? Those stupid question marks and suchlike just get in the way of a sentence, and you're never sure whether to actually obey the literal command you're faced with or ignore it, and possibly muck up your reading flow. Jumping Flash! has one of these very titles. And, to cap it all, it's a platform game. Mind you, it also has a giant leaping robot space bunny, so it can't be all bad. And the main bad guy of the piece is the stupendously-monikered Baron Aloha, which is good for another few points.

The other little element in favour of Jumping Flash! is that, as platform games go, it's rather original. This doesn't mean it's got a mincart section or a shoot-'em-up level - it actually does something radically different with possibly the trestest game format of all. Jumping Flash! is a 3D platform game, with platforms on every horizon,

and it's viewed from a first-person perspective - through the eyes of your bunny, so to speak. This obviously means there's a lot more to the jumping tomfoolery than just running right and hitting the A button every now and again. Indeed, it adds new strategic depths and puzzle

elements to what was previously a reflex-only genre. It's also going to make you feel very travel sick indeed.



jumping flash!



SPACE HOPPER

Jumping. Every platform game character does it, one way and another. But R-1 (as your robot bunny character is so catchily named) does things a little differently. A single press of the jump button produces what you'd expect – a small jump. But press the button again whilst you're in mid air and Frisky (as we call him) leaps miles up into the air, and casts his head down so you're able to view the descent. The easiest way to line up your landing is by using Frisky's shadow, although a sight is placed in the centre of the screen for this purpose. If you still don't think you've got enough elevation, a correctly timed third press at the peak of Frisky's second jump is good for an extra few feet. It takes a while to get used to all this, your first few jumps are incredibly disorientating, but once you adjust to Frisky's eyes it's as instinctive as taking a wee.



▲ Of all the pictures to caption in the world, it has to be the one which doesn't make *Jumping Flash!* look exciting.



◀ Only you, giant robot space bunny, can save Stonehenge from evil aliens. Maaan.



▼ The Egyptian level is ace, especially as you can jump all over the Sphinx. Which isn't allowed.

**EYES DOWN**

The trouble with having three dimensions to peruse is that it's very hard to see exactly where everything is in relation to your own bad self. But fear not platfarns, for Frisky's incredible neck allows him to look not just around himself on the horizontal plane, but also to gaze up and even down – JUST LIKE REAL LIFE – by pressing the top buttons on the PSX controller. As always, though, there are conditions under which it's inadvisable to try this. The first is whilst moving, as you'll end up crashing into an enemy, getting lost or plummeting off the

edge of the level (which spells instant doom). The second is when you're already quite high up on a platform, as the glare from the sun can all too easily blind a sensitive bunny and disorientate the player even more.



jumping flash!



PLAYBOY BUNNY

Aah, what would a platform game be without a bonus bonus-collecting bonus level? Not much different, we reckon, but that's not the point. The point is that most levels have, secreted somewhere about their person, a bonus icon. They're usually rather hard to reach, but once you collect one you're whisked to a power-up Avalon. Balloons of various colours are scattered wantonly around the level, some on blocks, some on the floor. Your job is to bounce upon or shoot these, where-upon they release their iconic beauty. But beware, as you're only granted a limited time allowance in which to gorge yourself on bonuses.



◀ Shoot balloons to release the bonus goodies contained therein. Or jump on them. We're not bothered. Go ahead.



▲ This bit takes some explaining, but doesn't actually do anything. So don't worry.

▼ Frisky checks his descent. Use the gun sights or shadow to guide him.



ICON TINA TURNER

Power-ups. Bonuses. Icons. Call 'em what you like, they're the meat and potatoes of games character enhancement. Luckily for Jumping Flash! players, there are three whole dimensions of the bleeders to collect. Here's a quick run-down of what they are and what they do.

ACORN BOMB/LASERS/SWEETS BOMB
Three smart bombs, all with similar destructive functions. Collect the set!
HEALTH-UP
Grasping this power-up heals a small amount of damage Frisky may have incurred.
HEALTH-MAX
Heals all known wounds with a single easy-to-follow step. Particularly useful. Remember



the in-level locations of these. 1-UP
An extra life is yours for the taking simply by collecting the bunny-adorned 1-Up icon. MAGIC BEAN
It might look like a cold capsule or some drugs from Grange Hill, but this is in fact an invincibility icon. Mind you, it also



makes the screen oscillate with vibrant primary colours, so perhaps Zanmo did have a quick go at it. TIME-UP
Adds 30 seconds to your dwindling time supply. However, the time limits are fairly generous anyway, so these aren't that useful. TIME STOP
Freezes all ene-



mies, moving platforms, bosses, icons, magnetic walkways and all other things which utilise motion. Except yourself. Also turns the playfield a nice shade of sepia. COINS
Points. Just points, right? These coins bolster your score. So if high scores are important to

your well-being you'll like them. JETPOD
Your very raison d'être. Each level indicated on a certain number of jetpods, all of which require collecting before you're allowed to exit the level. Fortunately they're indicated on the horizon with a yellow JETPOD sign, should you gaze at the right spot.



WARREN EXPLOSION

Frisky, as a well-armed fellow, can carry up to three smart bombs at any one time.

There are various varieties of these, from bombs which look like acorns to ones which fire what look like green-and-yellow liquorice bootlaces. These are the ideal complement to his (pretty tame) blasters, which are useful for taking out regular in-level bad-dies, but which are almost useless against the giant bosses which occupy the third and final stage of each world.

Always keep your smart bomb levels topped up.



▲ This dragon boss doesn't normally look like this. He's just temporarily flashing after being shot.

▲ This game really does have the most amazing feeling of elevation.

**SECOND OPINION**

This new PSX platformer is what Next Generation gaming is all about, mainly because there's just no way that you could ever produce a game of this kind on a 16-bit machine. The idea of leaping from one platform to another is simple but not very innovative, and although it incorporates many elements of past games like Mario, Sonic it does so in a totally unique way. Plus it has that mad, Japanese feel to it: brilliance beyond belief.

GARY LORD

VERDICT**PLAYSTATION**

Jumping Flash! is a big leap forward in platform games. It's also the sort of game your mum would never learn to play in a million years. Once you've orientated yourself to the unusual viewpoint, and got used to the feeling of elevation, you still find yourself twisting and contorting in your seat as you take each jump, such is the level of realism. But it isn't just the spectacular feeling of being there that makes *Jumping Flash!* so outstanding. It's also an imaginative, challenging and highly playable platform game.

RAD AUTOMATIC

- GRAPHICS **96**
- SOUND **92**
- PLAYABILITY **97**
- VALUE **93**

OVERALL

97

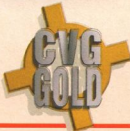
RABBIT RADAR

As a giant robot-leaping space bunny it's only natural that you're going to have a few on-board extras. One of these is your radar which appears as a blue circle in the top right of the screen. Your field of vision is illuminated in a lighter shade of blue. Enemies are white dots, while jetpods flashing red ones. It takes a while to get used to the radar, since it's only two dimensional, so you're never sure at exactly what elevation the object in question is.

◀ Warning: do not fry an egg over a volcano in real life. It may prove hazardous.

Look, it's the dragon boss again. And this time he's fully visible. Take a good look.

◀ Well, that looks like an exit to me all right. I'd leap on it if I were you, old bunny.



in the bag

It's the forum with the morum - it's the CVG In The Bag letters section! Why don't you try writing to us at IN THE BAG, CVG, PRIORITY COURT, 30-32 FARRINGTON LANE, LONDON EC1R 3AU, or e-mail us through the mists of cyberspace at @emapimag.demon.co.uk. Gaming-related letters are preferred, but we'll probably print anything.

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emon.co.uk.

happy and well-adjusted chap

Dear Sir/Madam,

Just to further your reply to issue 162's letter of the month from Øistein Johan Eide of Norway:

His letter was on the whole a very sensible and well put view of the current console scene. However, I disagree with him recommending readers to fork out for a PlayStation on IMPORT now, without waiting a few months for the official UK release, for the following reasons:

First of all comes the very important issue of price - I'm lucky enough to have been in full-time employment for the last four-and-a-half years, however there is no way I could afford the import price of around £500 for the machine, then another £50 plus for a converter to allow it to work on a UK mains supply, and the £80 plus expected for the software and still pay my monthly bills (rent/council tax/food etc)! This obviously would apply to the Saturn as well.

Secondly, he seems to have taken a short-sighted view of the future. Barring global nuclear war or massive global disease etc, it's very likely we will (hopefully) live to a ripe old age - I hope to be playing video games when I'm 90!

Also, he failed to point out the following important facts:

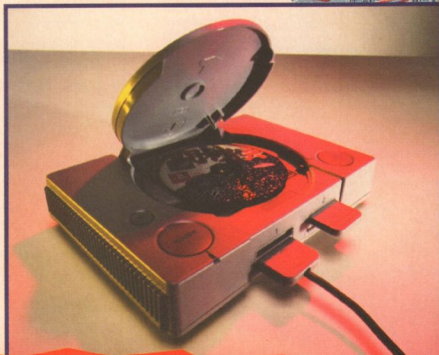
- 1) By the time the machines are released in the UK there should be a wider range of quality software available on both machines - instead of the few currently on offer.
- 2) Not wishing to be biased in any way, but Sega seem to be repeating the same trend seen in many Mega Drive games - ie amazing graphics/sound but no depth or real difficulty in completion of the title (witness Clockwork Knight and Panzer Dragoon). Let's hope this doesn't continue as £80 plus is a lot for a few nights of gameplay!
- 3) Finally, seeing as both machines are fairly evenly speeded technically, it will come down to price, quantity and quality of software support available to decide

the overall winner!

Sorry to go on so long, but I feel these issues need to be brought home to the 'my machine's better than your machine' type of people who have been around since the C64/Atari/Specy days - the which machine's best argument was stale then and it hasn't improved with age!

Ross Stillifant, Holsworthy, Devon

CVG: Another shockingly well-reasoned letter there. Well what do other readers think? Are we all going to be dead tomorrow? Or should we wait for the official releases of these contentious machines?



LETTER OF THE MONTH £20 PRIZE WINNER

Dear C&VG,

I noticed in your last issue a letter from Darryl Still of Atari UK.

I liked his comments about racing cars when comparing consoles, but he overlooked one thing. None of them go without petrol! Where is the petrol for the Jaguar, or rather, where are the games? In fact where is the CD player? Perhaps it's being sold by a six-foot invisible rabbit called Harvey, which is why I haven't seen one? Every time I ask at Siilca, I'm given a new release date.

Where were all the television adverts over the Christmas period? Surely it would have been good marketing practice to actually try to sell the machine that you produce?

You'd think that Atari would have learned from their mistakes by now. I've had my Jag a year and if it wasn't for Doom I would have sold it long ago. It might not be the exact same as the PC version, but PCs aren't available for £200.

In my opinion, Darryl Still couldn't market condoms in a brothel.

Noel Wallace, Carlisle, Scotland

CVG: Congratulations Noel - you're the 700th person to stretch Darryl's motor racing analogy! I wonder how long we can keep this up?

This could become an issue and we'll end up going on about hubcaps.

Anyway - point taken.

CVG: Congratulations Noel - you're the 700th person to stretch Darryl's motor racing analogy! I wonder how long we can keep this up? This could become an issue and we'll end up going on about hubcaps. Anyway - point taken.

poor old darryl



good old darryl

Dear CVG,

There has been a lot of talk in your magazine recently about Darryl Still's Jaguar/Saturn/PSX comparison. All three machines are very powerful, outclassing anything else in the console world at the moment. The Jaguar has received more than its fair share of bad press recently, for a number of reasons. We all know that Darryl Still's letter was never going to be an unbiased and objective argument in the Jag vs Saturn/PSX debate and he would gain little but a slating from PSX/Saturn owners. In terms of sheer straight-line, flat-out processor speed, the Jaguar comes out on top. Perhaps not by as much as Darryl Still suggested, but it does come out on top, purely on the merit of its high bus bandwidth and 64-bit data bus. Comparing 64-bit to 32-bit is an unfair comparison, but that is just what the machines are based on. Darryl Still's comment about the Jag's sound system is fair. It is better than any of the 16-bit audio, the same as all the new consoles and multimedia PCs. The question of graphics is a complicated one. Again, the Jag uses the Super Console general standard of 16.8 million colours, again just as the PSX and Saturn. The Jag does have a pretty damn high rendering speed of 850 million pixels per second. I don't know about the PSX and Saturn. I won't attempt to compare 3D polygon power, because it is so complicated and there is no real standard to judge it on.

Though the Jag hardware is well within the range of the PlayStation and Saturn, if not ahead, and the Jaguar games scene is improving with the Jag CD giving programmers more freedom. The Jag is starting to gain strength, and the longer it takes for the Saturn and PlayStation to arrive the longer the Jag accumulates more owners. You probably won't agree with everything I said, if anything, but it is the truth.

Michael Botton.

get a job, pauper

Dear CVG,

I am writing about that crusty old subject, the price of games. Software houses like Sega, Virgin etc say that the reason for the high price of games are development costs, shipping and distribution. With the videogame revenue being nearly as much as that of movies, you'd think that game manufacturers could bring out games for £20 on average (videos cost £10-20). Dave Perry said that the budget for Earthworm Jim was between £2-3 million, the average movie budget would be £15-20 million (low budget would be twice that of Earthworm Jim). I would not imagine videos are more mass market than videogames.

On the subject of development costs, programmers say that with new machines the voices of real actors (ie failed 'Hollywood stars') bump up these costs. Now, can actors like Mark Hamill or Grace Jones cost as much as Jack Nicholson cost for Batman (\$60 million)?

Then there's advertising. Sega have ads for big games, just like Warner Bros or Universal have ads for big movies. Sometimes with movie tie-in games the advertising is already done. Look, what I am trying to say is games do not cost a quarter as much as movies do to make, yet cost four times as much to buy. And what I want to know is, quite simply, why?

John F. Templeogue, Dublin, Ireland

CVG: The thing is, John, movies have long runs in cinemas before they're available to buy, and film companies make loads of cash that way. And film producers don't have to pay a royalty to every cinema just for the privilege of using their screen, unlike poor old cartridge developers. Plus chips are more expensive than film. And there are facilities to manufacture lots of films in Britain, whereas most disks and carts are produced overseas. That's why.



WORK IN PROGRESS

PC

■ **Unconfirmed**
 ■ **Beat-'em-up**
 ■ **GTE Interactive**

■ **Programmed by Argonaut Software**
 ■ **Initiated 1993** ■ **90% complete** ■ **No other versions planned** ■ **No other versions available** ■ **Estimated release July**



This lovely lady is a beautiful testimony to rendering. ▼



Ah-ha, you thought it was lost in the time space continuum but it's not, it's just that Argonaut are being really fussy about tweaking the gameplay. Anyhow here it is, FX Fighter the preview take two.

Late last year, December to be exact, we ran a preview on FX Fighter. If you've still got a copy of that mag it would be well worth comparing the shots with those in front of you now. In the time that's drifted past FX seems to have evolved almost completely and looks set to become a first of its kind on the PC.

Now those fortunate enough to have twiddled with a PlayStation will have no doubt marvelled and cooed at the sight,

smell and general tingling sensation that Tekken brings on. But for PC owners, no such luck it can't be done, or so it was thought; PC owners get down on your hands and knees now! Prey to the god of gaming, Gamos, and throw in a very huge cheer to BRender for making it possible for a PC to drag polygons around so quickly.

In typical beat-'em-up fashion you'll get nine texture-mapped characters each wishing to rip the small polygon's that

◀ An early shot that shows FX Fighter during its polygon days.



Loveley sketches of your nine console style fighters. ▶

Let's twist again like we did last preview. ▶



FX will be full of combo's and multi hits. ▼



they keep in their texture mapped pants off of each other. After what sounds like quite enough, the victor emerges to challenge a psycho cyborg who hasn't been floored in 200 years, which makes him almost as tough as Iron Mike Tyson, who wins toughest in the universe 'cos he's done bird

(that's prison rather than any type of reference to the feathered kind or other, if you're reading MISTER TYSON, sir).

At the moment motion capturing is the darling of the industry, everybody's either using it or just about to, and it seems that it's any excuse to get your pet dog in an alien suit to motion capture it. Well, FX Fighter is no different and all the kicks, punches and rolls were captured using top martial arts-type people who live in caves on desolate

FX FIGHTER

ROOM WITH A VIEW

FX Fighter uses some spectacular backdrops as the arena for fighting, as you can see from the shots on the right. It's gets even more impressive and sexy looking when you see the camera zooming in and out until it pans in on the action at the start of a bout.



SHADY TRIO

As you can see from this shot FX Fighter allows you to alter the detail level during play depending on the power of your PC.



mountain slopes, eat berries and rusty objects while continually thinking of new ways to inflict pain on people.

Like all the finest in its class, FX Fighter's characters will all boast over 40 moves each, including all the multiple hit attacks and combos a beat-'em-up freak could wish for. FX will also have wide screen options, various views and the dreamy tracking camera that Virtua, Toh Shin Den and Tekken employ.

Best of all, for fans of this genre, is the fact that FX Fighter has been written with the Gravis joystick specifically in mind. So rather than fumbling around on a huge keypad trying to work out a combo, you can luxuriate in a SNES-style-button bashing routine.

Programmers Argonaut, famous for among other things Starwing, are also promising that we won't get a Rise of

the Robots out of them and not only will it look stunning, but that it's having plenty of time invested in the playability.

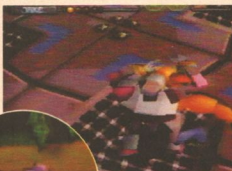
Release is scheduled for about July, so until you get the full lo-down in review form from your fav-ourite mag, just drool at these shots (they are taken from a playable demo!) Oh, and try not to cream your shorts at the fact that Argonaut claim FX can run, quite playably, on a 486 33mhz, with only a small reduction in detail.



▲ Here's one lady you just wouldn't want to mess around with.



▲ The action looks as though it's going to be fast paced.



▲ Just check out that texture-mapped pussy.



▲ Be careful kids, it can be very dangerous if you ever put your ring out!



▲ FX Fighter looks to have some brilliant animations.

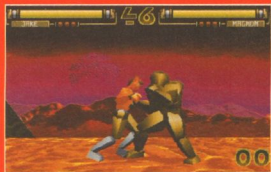
▲ FX Fighter uses similar techniques to games like Tekken and Virtua Fighter with virtual cameras making for some exciting battles.



▲ Here in the options screen the FX Fighter team line up for your approval.

TEXTURE TEASER

This really proves beyond all shadow of a doubt how much FX has changed since you last saw it. Check out the difference with and without texture mapping



▲ This is the mad geezer who hasn't been floored for over 200 years, not even after strong lager!

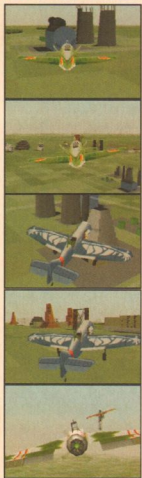


▲ Each of the nine fighters should have over 40 moves a piece when the game gets released.

WORK IN PROGRESS
PC & PC CD-ROM

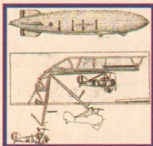
■ £44.99
 ■ Flight Sim
 ■ Mindscape

■ Programmed by Rowan Software ■ Initiated
 Late 1994 ■ 85% complete ■ No other ver-
 sions planned ■ No other versions available
 ■ Estimated release September 1995



AIR POWER

IT'S SCHWING TIME



Instead of a runway, or an aircraft carrier, in Air Power the method of take off is based on two purpose-built airships built by the US in the 20s and 30s that carried scout planes on their undercarriage. In the game the airships literally launch the fighters into mid-air, and

this pic' here is a diagram of one of the original airships. I think I'd rather take the train myself.

War, what is it good for? Computer games spring to mind, but then that's my occupation. If I was in a parallel world, though, and a member of the Arayan Dynasty (the ruling family of the land mass that we in our world call Russia) whose patriarch (the emperor) had just popped his clogs, then war would be what I would use to claim the empire as my own, and get rid of my three rival peers.

Such is the plot for Rowan Software's latest addi-

▲ VGA and sumptuous SVGA graphics options.



The fictional setting of the game has enabled the Rowan team's creativity streak to go a bit wild, as you can see by the fighters! ▼

▲ There's going to be one main campaign and 12 one-off missions as well.



▲ "Oi, airship bloke, it's Hindenburg time for you."



tion to an already formidable diskography of flight sims (Falcon, Reach for the Skies, Dawn Patrol). What's going to be different about Air Power though is that there's more of a strategy-adventure element to the game. It doesn't stop there though, oh no, along with eight 'fictional' new aircraft that you can fly there are also Chromakeyed real actors incorporated into the 3D scenes, 12 minutes of video animation and film footage, some excellent new combat manoeuvres and some top new special FX. It's looking like it's going to go sky high this one.





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gremlin in the

Gremlin's latest bevy of releases gets the preview treatment this month without a even a sniff of

that ant thingy from the N'th dimension or that female type thing he picked up for the sequel...

loaded

PLAYSTATION
Expected release: OCTOBER

Good news for PlayStation owners because the bizarre mind of 2000 AD artist Greg Staples is set to spin into the machine's CD drive courtesy of Gremlin. Revenge, violence and large weapons set the scene for this top-down 3D shoot-'em-up which centres on a cut-throat band of murdering mercenaries (nice people as Bruce would say) imprisoned, thankfully, in the toughest high security, straight jackets and padded cutler prison in the galaxy.

From what we can gather the inmates have

been inside doin' a stretch a mite too long and must escape the evil clutches of FLB the Elvis impersonator. Unfortunately all that walking the chain gang and prison food has left your choice of characters all a little twisted and a wee bit unstable. So, you'll have the chance of marauding through 12 levels of arcade blasting as Psychotic Fwank or snipe your way through



Quality rendered bloke with big muscles and guns.

Loaded is going to be a top-down shoot-your-mother-if-she-gets-in-the-way-affair.

the terrain morphed environment as cross-dressing Butch, that's if you don't mind laddering your tights. Look out for a full review as soon as we've morphed into bitches with Uzi-mounted bras or blokes with bazooka's and basques.



Hey, it's just like real life, down on your luck, flat broke and living in squalor under the repressive shadow of the law. Crickey, it's Britain, it must be, a place where old ladies roam wild through desolate urban decay, completely unattended, drinking strong lager and carving their initials on phone boxes with Swiss army knives. No, it's not actually it's Neutropolis, a place so dull even the paint can't bear to watch itself dry.

There's not much information available at present on the guts of the game because it's got a long way to go, but CVG can categorically confirm that there's not so much as a sniff of

normality inc.

PC CD-ROM
Expected release: NOVEMBER

old ladies in Normality Inc. What it should be, though, is a huge first person adventure featuring tons of motion capturing and celeb voice overs where you play a down-on-his-luck hero with a quest. Admittedly we don't have a clue what the quest is, but rest assured as soon as we do you'll be the first to know.



Huge first person perspective thrills beckon in Normality Inc.

works!

realm of the *haunting*

■ PC CD-ROM

■ Expected release: JANUARY

The recent clutch of Doom style titles will find fresh competition from Gremlin's Realm of the Haunting when it comes under the reviewer's cosh later this year. Looking a little like Doom with carpets (see screen shot), ROTH is set to be a manic

combination of demons, black magic and puzzles all washed down with a healthy dose of 3D blood letting.

Add to that motion-captured creatures and segues of video and it sounds like we'll be getting a nightmare Aleister Crowley would tilt his horns at.



▲ Realm Of The Haunting promises demonic going's on with carpets and rugs and much, much more.



▲ Typical teenager's bedroom or scene from an RPG?

◀ I want that amp, now!



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PLAYABLE.
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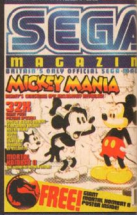
Nintendo

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**WORK
IN PROGRESS**

■ JAGUAR

■ **Unconfirmed**
 ■ **Beat-'em-up**
 ■ **Atari**

■ **Programmed by Beyond Games** ■ **Initiated 1994** ■ **90% complete** ■ **No other versions planned** ■ **No other versions available**
 ■ **Estimated release July**



After the poorly received *Kasumi Ninja*, Atari, keen to see their much maligned Jaguar consume at least one scrap of the beat-'em-up market, have *Ultra Vortex* on the brink of completion.

And yes, *Ultra Vortex* is a beat-'em-up and not some new kind of bleach-based toilet cleaner which has been reformulated to destroy all known forms of germs dead.

The action, which is at this point quite tricky to



▲ Oh dear, he's just made a silver mess on the floor.



▲ Poor girl's knackered after a night's clubbing.



ULTRA VORTEX



▲ This chap's like a kind of muscley Silver Surfer with no personality.

get a measure of, centres around the discovery of an ancient tablet which tells a real corny tale about a demonic entity who's got nothing better to do than test humankind's strengths and weaknesses through pre-history. Fisticuffs commence as he returns to challenge Earth's finest warriors to a battle to the death.

Ultra Vortex promises buckets of blood, a wide variety of moves and the gentle wiff of perfume that is playability. Let's hope for Jag owner's sake that their nasal passages are rewarded rather than overcome by the toxic stench of an unplayable u-bend lurker.



▲ Ol, you! Skinny bloke. Why've you got trowels for hands?



▲ I'll eat him for main course and I'll save her for sweet.



WORK IN PROGRESS

■ PC CD-ROM

■ **Unconfirmed**
 ■ **Football sim**
 ■ **Gremlin Interactive**

■ Programmed by **Gremlin** ■ Initiated
 1993 ■ 80% complete ■ No other versions
 planned ■ Playstation version available
 ■ Estimated release **September**

At Gremlin's HQ a major breakthrough in footy games is being made! CVG witnesses Zool's substitution for the real soccer professionals!

Game technology in the Nineties is racing away and the public now demands a new breed of soccer game to dethrone the Sensibles and Int. Sup. Soccers of the world. Surprisingly, there are few challengers and the uptake is slow, Sega's Saturn console spawned Victory Goal, but this, while looking good failed to impress.

Gremlin are about to change all this with investment comparable to Jack Walker's in Blackburn Rovers, for their championship contender, Actua Soccer.

Aside from investment in Silicon Graphics machines and a motion

capture studio, Gremlin have also brought in professional help to make sure their polygon players behave as they should. Enter Andy Sinton and Chris Woods, both Sheffield Wednesday and England players, but why get involved in a video game? Andy explained to CVG:

"I've got a Mega Drive which I've had for about three years. With playing for England, Sega are one of the major sponsors and they kit us out with all the new titles.

"I like golf games and, being a pro sportsman, Sega used to give us titles that had a sporty angle."

That seemed to validate Andy as a gamer,



but for Chris the whole experience was for a different reason:

"I gave my Mega Drive and my games to my son. I'm doing this because ever since I was a kid it's always been a dream of mine to appear in a film or a game."

The game itself looks superb. What's interesting though, is that it started life as a simple,

playable 2D arcade footy sim and has evolved from there, which is always a good sign where playability is concerned.

Play should feature all the things we've come to expect like aftertouch, plus a host of new ideas. Each player should have his own set of characteristics like height and weight and these, in conjunction with more stan-

dard statistics, will dictate his ability.

Far more exciting though is the link-up system being perfected for Actua. This should allow 20 people to play from first-person perspective at the same time. Link this up with nine virtual-camera angles, linesmen that actually follow play, refs that can be seen to make decisions and celebrity commentary and I think you'll have to concede that football games may never be the same again.

ACTUA SOCCER

WHAT'S ALL THE CO-MOTION?

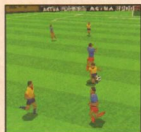
Motion capture technology is the industry buzz word at the moment and the great white hope for the future of gaming to boot. The effects that can be generated in an amazingly short period of time are both visually exciting and accurate as well.

But the actual process which creates the final images is remarkably straightforward. Gremlin's motion capture studio uses six wall mounted cameras to pick up the actors, or in this case footballers.



◀ The first thing that the Gremlin boys have to do is attach roughly 70 reflector balls all over Andy Sinton's body.

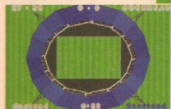
▼ Andy then strikes the ball in a variety of positions. These are picked up by the cameras and are sent to a Silicon Graphics workstation. Note that because Gremlin's soccer game will feature a 3D texture-mapped ball, the ball that Andy is kicking also has receptors on it so that the ball's motion and spin is caught accurately.





▲ Play will allow you to zoom out...

... and in, courtesy of the virtual camera feature. ▶



▲ Even the ball is texture-mapped in Actua Soccer.

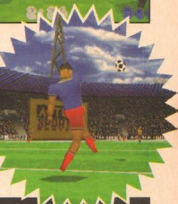


◀ The advantages are immediately obvious when the game's in close-up.



▲ Over nine different views are on offer.

It's so realistic you can smell the Bovril. ▶



The SG machine then displays the position of the receptive balls on the screen. ▼

Next the position of the balls are mapped and connected and a wire-frame skeleton is constructed. ▼

The next stage uses bone rotation software to calculate exactly where the flesh should be in proportion to where the balls are. Once that's complete then the programmers can begin to wrap textures on to the naked frame.



WORK IN PROGRESS
PC CD-ROM

■ **£Unconfirmed**
 ■ **Racing**
 ■ **Gremlin**

■ **Programmed by Gremlin** ■ **Initiated 1994**
 ■ **60% complete** ■ **No other versions planned**
 ■ **No other versions available** ■ **Estimated release October**



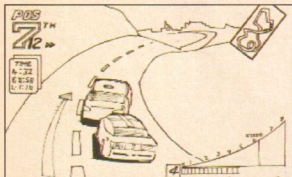
▲ That spoiler mate, cost me 20 quid in Halford's.



▲ We could really do with some sad Chris Rhea tune.

Gremlin set a precedent for racing games on 16-bit machines with their excellent Lotus series. Now, they're gearing up Fatal Racing as their contender for the dream-machine market.

It's strange though, you'd think the last word to describe racing would be 'fatal'. If I was marketing a supercar the last word that would swim around my mind to create an image would be fatal. There you are in the showroom, sweating in your Burton's suit when in comes Captain Cash asking about said supercar in your showroom window. A quarter-of-a-million quid's worth of car sale lights up in your eyes, you go right for the jugular blinding the punter with figures, then, when it's time to sign on the dotted line you blurt out that driving this superb motor car will be, of all adjectives...



▲ The programming team seem to have captured the feel of early sketches.

tives... Fatal. Oh, just what I always wanted a car that's fatal, exclaims flash type as he leaves in search of a Volvo.

The Volvo, however, will never push PCs like Fatal Racing is currently. It features rendered cars and texture-mapped tracks in conjunction with a 16 player link-up. If that doesn't grab you by the joystick and crank you into overdrive then maybe the host of virtual camera views and driving positions will get you going.



▲ Get yer motor runnin'...



... head out on the highway.



▲ If this racer lives up to the Lotus series then it should be great.

The early shots of Fatal Racing look great. But what a sad paint job. ▼



Yeah mate, one owner from new, an old lady actually, said it wasn't her colour, show you the log-book sir... genuine mileage, lovely alloys, go on sit in her. ▼



**WORK
IN PROGRESS**

MEGA DRIVE

■ **Unconfirmed** -
■ **Action**
■ **Sega**

■ **Programmed by Sega** ■ **Initiated August 1994** ■ **90% complete** ■ **No other versions planned** ■ **No other versions available** ■ **Estimated release August 1995**

Comics are an amazing form of passive entertainment, which require imagination and suspension of disbelief to be fully enjoyed. The only TV prog' which can boast this also is Shane Ritchie's Lucky Numbers, which requires an awful lot of both imagination and 'suspension of disbelief' just to work out why exactly it was allowed to happen. The great thing about comics, though, is that they're a good workout for the adrenal glands, without being too hard on the brain. You can just close them and throw them on the floor when



COMIX ZONE

you're finished, instead of having to worry about all this interactivity business and completing levels and things. Unless, of course, you're Trevor Supermanfan, be-ponytailed star of Sega's Comix Zone.

Poor old Trev has, through strange alien psychic intervention, been sucked into his comics collection, and has to fight his way out, past hordes of evil supervillains and mutant terrorists. A bit like home-time at CVG, actually. Except poor old Trevor, unlike us, doesn't have any superpowers of his own with which to combat the evil menaces in his path. All he has are his uncanny martial arts ninja abilities (obviously picked up by reading Daredevil or something). Poor lamb. Anyway, if you'd like to help Trev out you'll have to wait a couple of months for the release of the game (full review soon-ish).



PANEL BEATER

Comix Zone is almost the Crystal Maze of the videogames world. Progress through the game depends upon the player being able to complete a single task in each panel of the comic. Some of these are straightforward fighting jobs, others are puzzles and some are more platform-y type skill tests. Only once you've completed the task put in front of

you is your character advanced to the next frame, as the hand of an evil cartoonist draws the next threat.



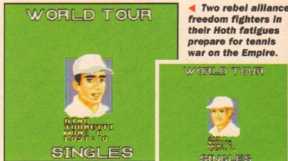
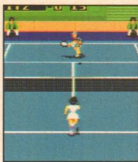
WORK IN PROGRESS
MEGA DRIVE

■ **£Unconfirmed**
■ **Sports**
■ **Codemasters**

■ **Programmed by Codemasters** ■ **Initiated Jan '95** ■ **90% complete** ■ **PC and Game Gear versions planned** ■ **No other versions available** ■ **Estimated release July**

Pete Sampras is certainly popular with sponsors. Let's just hope that Codemasters haven't spent as much as Nike did last year on their poster campaign showing the young tennis star serving a hand grenade. Let's face it, that was a bit silly. Not just because of the physical danger they placed Pete himself in (playing with explosives indeed), but because Nike have a broad range of products they'd surely like to sell, and using Pete Sampras to publicise them is going to sell nought but a pile of plain white shorts and T-shirts, because that's what tennis players wear. Not exactly great for business now is it?

But the programmers of Pete Sampras '96 won't mind - it means they can concentrate on adding new features to the game instead of wasting time colouring-in all the characters. And what features they're adding,

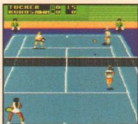


◀ **Two rebel alliance freedom fighters in their Hoth fatigues prepare for tennis war on the Empire.**

PETE '96 SAMPRAS

gamestrels. The original Pete Sampras was favourably received by all as the best combination of realism and playability the Mega Drive had seen in a tennis title, and it looks like the forthcoming update should top even these lofty peaks. Indoor courts make their debut appearance and special secret player characters are hidden away in the code. It's a 4-player J-Cart again. Plus there are hordes of new on-court moves, the laws of physics are present thanks to the inertia system and there are all the camera angles and replays that you could possibly want. The launch of Pete Sampras '96 is scheduled to coincide with Wimbledon fortnight, so hopefully we should be able to tell you whether Codemasters have magically fixed an unbroken thing or gilded a lily in the next issue.

COACHY-COO



One of the more interesting features Codemasters have devised for Sampras '96 is a coaching system. Apparently, after every change of ends, the CPU shows the players how they could have improved their performance and demonstrates shots which would have been better used in certain situations. Sounds very clever, the little show-offs. Still, it might be rubbish, so make sure you read the review.

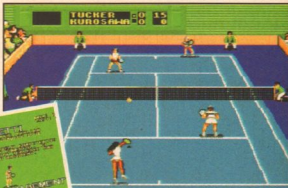
Pete Sampras, in this age of equality, allows you to play mixed singles.



▲ Unlike ice hockey, tennis doesn't have scope for including a beat-'em-up section. Such a pity.



▲ Suddenly the school obstacle-race leaders burst on to the court in a desperate rush for the finish.



▲ Even amputees with stubby arms can play tennis. Come on everyone, unite under the white tennis flag of togetherness!



The Now machines

■ **PLAYSTATION**
■ **£Unconfirmed**
■ **Action Game**



Film Noir is how Psygnosis describe this offering. Never saw Humphrey Bogart take on beings from another dimension though...

Parasite looks set to be the darkest, dankest, moodiest, evilest game to hit the PlayStation. It just drips nastiness and oozes atmosphere. Certainly not a game for the faint hearted.

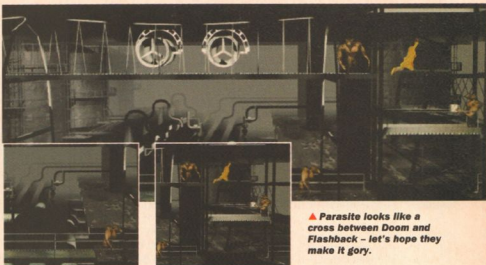
The plot is, for once in a game, novel. You take the role of a plain old John Doe, going about his business without a care in the world when, with all the tact of a bulldozer running over a pensioner, an alien copper descends from above and seizes his body.

That's all fair enough. Room for a few jolly adventures, lots of gunning down alien criminals and generally being a real coffee-and-donuts cyber-rozzer. Unfortunately for our hero, the



alien inhabiting his body isn't a pleasant sight, and to make matters worse he's slowly mutating his new-found ally from normal Johnny Homosapien to nasty tentacled alien.

The game itself looks a little like a high-tech version of that little-known Psygnosis classic Persian Gulf inferno. The object there, rather than take on hordes of aliens, was to blast loads of Arab terrorists with a shotgun while rolling around looking suitably gung-ho. But Parasite certainly takes the formula a massive leap further. There are over 300 fully rendered locations for you to explore with thousands of aliens to destroy, plot twists to uncover and puzzles to solve.



▲ Parasite looks like a cross between Doom and Flashback - let's hope they make it gory.

PARASITE

Hopefully this game won't get dwarfed by the rest of Psygnosis' more mainstream releases, as we think it's looking dead ace. All things being well and present, and barring any major mishaps, there's every chance of Parasite hitting the shelves early next year. Watch out for a full in-depth work in progress which we'll be bringing you as soon as it's physically possible.



▲ The character graphics are superb.



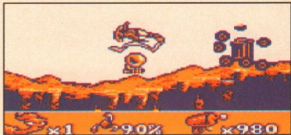
**WORK
IN PROGRESS**■ **GAME BOY/GAME GEAR**■ **£Unconfirmed**
■ **Platformer**
■ **Virgin**■ Programmed by **Shiny/Eurocom** ■ Initiated
Summer '94 ■ **90%** complete ■ **Mega Drive, SNES**
and **Mega-CD** versions available ■ **No other ver-**
sions planned ■ **Estimated release July**

▲ Jim literally has to use his head to wiggle his way through some sections of the game.



They say that worms are for turning and that's certainly true in Jim's case, he's turning into a multi-format phenomenon! Fresh from his deserved success on Mega Drive and SNES, he's soon to appear on Games Gear and Boy, courtesy of Eurocom.

First impressions suggest that Eurocom are doing a sterling job converting the wriggly one to handheld, and while the graphics lack the finesse of the 16-biters they are still impressive considering the technical limitations of both machines. But more importantly the levels, game structure and playability are all being converted faithfully. If you're not familiar with EJ it's



▲ The sonics appear to be the only area that might suffer in translation to the handhelds.

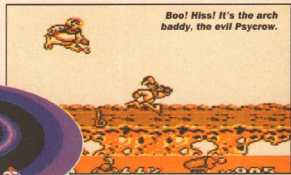


▲ Jim silps about in a Sonic 3 stylee at the start of level two.

EARTHWORM JIM

best described as a platformer in the typical Dave Perry mould. But although it follows the style of his previous hits such as *Global Gladiators*, Jim is more polished with greater depth, variety and a more versatile and controllable hero in the shape of Mr Worm himself. Earthworm Jim looks like being one of the summer's big hits so come back with your grow bag next month when we dig him up for the full review.

▼ *Asteroids* is the bonus game, and darned good fun in the 16 bit versions it was too.



Boo! Hiss! It's the arch baddy, the evil Psychrow.



▲ Each level features a mid-stage as well as end-of-level boss and they're right gits to finish off I can assure you.

WORK IN PROGRESS

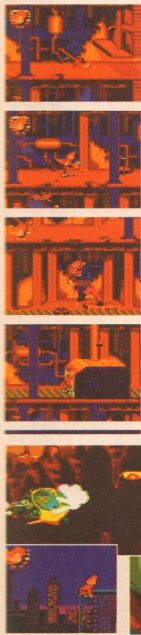
MEGA DRIVE

■ **Unconfirmed Platform**
 ■ **Infogrames**

■ **Programmed by Infogrames** ■ **Initiated October '84** ■ **90% complete** ■ **No other versions planned** ■ **No other versions available** ■ **Estimated release July**

NEW YOUNG TV

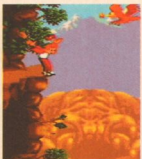
Spirou is a cartoon character. A French one, in fact. And, uncannily, he's in a platform game licensed by Infogrames, themselves hailing from the Gallic (or garlic) territories. Anyway, if you're interested in seeing how Spirou struts his thang (he's a journalist, not a kebab shop assistant really) then invest in a satellite dish. That's because his very own show is to hit the Children's Channel this summer.



Poor old Spirou. His best pal Count Champignac has been kidnapped by the robot Cyanida, and it's up to him to save the day. This never would have happened if he'd stayed in the kebab shop with his uncle Pokapodu like his dad said he should. But life's like that, eh? Just when you think you've got a stable life of carving strips of horse and plopping them into a slice of raw bread you make friends with a mad scientist and a squirrel.

But it's not all bad. Spirou's salachili adventures take him all over the world, confronting a gamut of evil platforms and their kin, for such are adventures

SPIROU



such as these. But the titular Spirou's quest also features elements of puzzling, RPGing and shoot-'em-uping. It's three wishes in one! Spirou himself is the cat that keeps it all together, thanks to the fact that, when the game finally sees the light of day, he should be able to walk, run, jump, bend, slide, dive, swim, climb, push and use objects he discovers along his travels (and travails). Just another platform game, probably, but we'll reserve judgement 'til next ish.



reviewed this month...

There's a whole ruck of ace new software in this issue. Apparently, I wouldn't know, because I was too busy swanning around the States playing all the even newer and acer stuff at the E3 show. However, my slaves seem especially impressed with *Jumping Flash!* and *Gunner's Heaven* - both on PlayStation - as well as reopening the *Street Fighter* vs *Mortal Kombat* debate playing *SF: The Movie* and *Mortal 3*. Personally, I'm too mature for all this sort of behaviour, so I've whiled away time on *Ultimate Soccer Manager*, hiring players who scored against Arsenal this season and sack-ing them.

Dr LOVESUN PATTERSON, EDITOR

What we're playing this month

MARK

ISM/PC

The perfect soccer management title, the right level of realism without getting bogged down by millions of menus. And it's great for revenge plots.



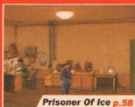
Prisoner of Ice p.58

WIP/PSX

Yeah, I know it's not been reviewed yet, but I've already played the game loads and it's absolutely the best thing you will ever see. Better, in fact.

WIP/PSX/ISSUES

Another game that you won't get to play for aons but this is totally and incredibly mind-blowing as well. Just you wait and see.



Prisoner of Ice p.58



Streetfighter p.52

GARY

Jumping Flash!/PSX Bunny rabbits are dead cute, as it's nice to be given



the chance to have that full-on virtual rabbit experience I've always wanted.

Gunner's Heaven/PSX

It might not look like a 32-bit triumph, but Gunner's Heaven is all-playable and all-challenging and a beau-

tiful gaming moment.

Ultra Vortex/Amiga

Not exactly my favourite game of the month. I couldn't get past the first opponent, actually. And then I got bored.

RAD

Jumping Flash!/PSX The best platform game ever devised ever by anyone.



Ever. I wish I could articu-

late how amazing it is, but it'd just make me cry.

Mortal Kombat 3/Arcade

Just because Sindel reminds me of all the deadly ninja attack techniques I could perform with my hair. When I had some.

Street Fighter: The Movie/Arcade

Actually, I prefer Gunner's Heaven, but I don't want to start any Mortal/Street Fighter tiffs by favouring one or the other at the moment.

SIMON

Prisoner of Ice/PC Info-games bare their glow-in-the-dark plastic



horror fangs to bring us this cortex-piercingly swoon-some Call of Cthulu-type adventure.

Rise of the Triads/PC

Pass the paracetamol - I'm on a Bruce Lee tip, pad-paddlers. It's kind of Doom-y, but with a dodgy-dubbing chop-sucky ambience all of its own.

Jumping Flash!/PSX

I hope 'Bony don't skip' this one on the official release schedules. It's a great 'leap' for platform games, I'll put 'bunny' on it. Ho ho.



This month's hot-hits

Here at CVG we don't give high scores away lightly. A game has to be rather special before it scores of 90% or over and a CVG Hit. Even rarer though is a CVG Gold (awarded to games that have pushed back the boundaries of gaming) but don't expect to see more than a few of these a year as it takes a score of 95% or over to earn one. Anyway, here are the top games this month...

- 28 *Jumping Flash!*/PlayStation
- 52 *Streetfighter: The Movie*/Coin-op
- 54 *Star Trek: TNG*/PC CD-ROM
- 58 *Prisoner Of Ice*/PC CD-ROM
- 72 *Ultimate Soccer Manager*/PC

The big picture

If any other version of a game is available, then we'll tell you via our Alternatives and Other Versions boxes. We'll even tell you it's destined for any other formats. For consistency's sake, games retain the original scores in alternative boxes.

VIDEO DROME

- ARCADE
- Beat-'em-up
- 50p per play
- Capcom
- 1-2 Players



WE LIKE TO CALL IT THE SUPER BAR

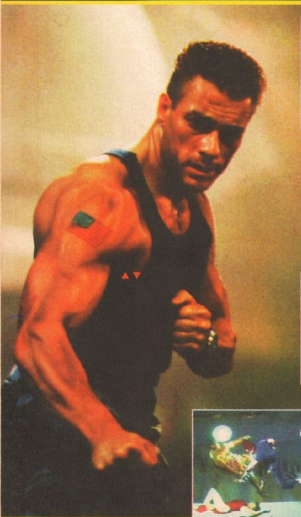


One little accoutrement you might have noticed from the screenshots is the super bar. This fills up as you pull-off special moves. When the bar is completely full your

character can unleash a spectacular amount of attacks by using just one simple command. How about that for neat!



street fighter



Who could forget such a great cinematic moment, akin to the finale of the old Humphrey Bogart classic *Casa-Blanca*.



The Street Fighter film has been slagged universally, even Cammy star Kylie has admitted it's a bit poo, but that doesn't mean that the game of the film of the game is going to be bad, as our intrepid Arcade man-about-coin-op-town, Phil Dawson, found out...

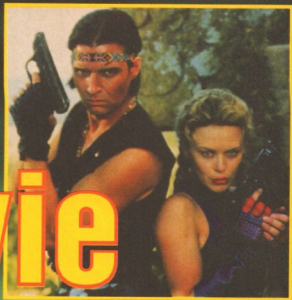
On the Eighties there were Yuppies, the Walkman, Live Aid, Pac Man, Double Dragon et al. Then along came the Nineties: Grunge, mobile phones, Virtual Reality and Street Fighter - it was the messiah of the beat-'em-up. In the year it was born it took the rest of the games market by storm, a special move combo sort of a storm to be precise: a cult

movement had begun. Time passed by though, and along came other beat-'em-ups saying that they were in fact the true messiahs, but only one came near to creating the same kind of religious furore that Street Fighter had been capable of, and we were told to 'Prepare Ourselves', because Mortal Kombat, with all its revolutionary special moves and fatalities had arrived. And

▲ Hey - that's Kylie's bum! As per usual, the brazen hussy.



▲ Bet he didn't feel very silly filming his moves.



the movie



Could this be the new testament?

Well, should you wish to take communion you'll be treated to 14 characters, two of whom are totally, like, new, and they have the monickers Sawada (Guile's second in command, and possessor of a lethal combo technique) and Blade (all we can tell you at the mo is he's very quick!). There's also a tag fight option and some rather impressive backgrounds, I have a penchant for the one that is just a wall of monitors showing clips of the film.

then it was more or less a two horse race, until Virtua Fighter with its fierce 3D characters and bone-breaking combos, not to mention the likes of Killer Instinct, Tekken to name two more.

Are those belonging to the Street Fighter Sect going to have to lose their religion? 'No fear' is the answer because five years on Street Fighter the Movie has hit the arcades, with a whole new Jean Claude Van Damme kind of a look, and special 20 hit combos to boot!



The game has also stayed true to its origins as all the old moves have been incorporated (so there's no fumbling around with the controls trying to do specials). The beauty of the latter is that this gives you more time to find the new moves, like Chun-Li's rising bird kick (great for starting a punishing combo).

What makes Street Fighter the Movie such a great game though is one major factor: playability, and in a boat-'em-up this is defined by the character's control method, enabling you to work out different combo techniques easily. A major drawback though is

there aren't any special finishing moves or hidden characters like MK3, but SF the Movie is certainly as playable which should have die-hard SF fans flocking to the arcades. Especially as all the familiar controls are in place.

Beg, borrow or steal (only do the last one if you have your parents' permission) to get some cash to play this game, in fact don't bother wasting your money on the film, just play the game, after all that's what it's all about.



■ SPRITES	18
■ ANIMATION	19
■ SPECIALS	20
■ PLAYABILITY V cpu	18
■ MULTIPLAYER	18

93

TAG ALONG IF YOU LIKE...

We at CVG believe in the adage 'many hands make light work', and when the light in our games room goes we all help change the bulb to help make the 'light work'. In Street Fighter the Movie the same applies, as there's a tag match option. Simply go to the selection screen and choose the character who you will start playing as, and then choose a second player who you wish to continue with should you lose the first round. On this stage if you choose E Honda as your partner, and you lose the first round he will break free from his manacles and rescue you.

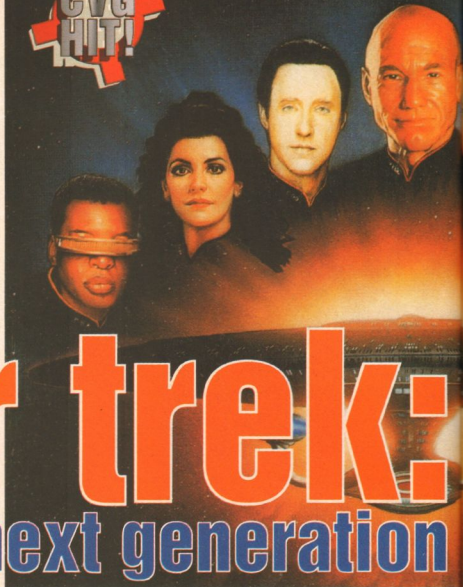


Adventure Spectrum Holobyte

EUnconfirmed Out Now

- No other versions available
- No other versions planned

Fancy encountering strange new civilisations, solving ancient puzzles, and blashing loads of aliens?



Of you enjoy graphical adventures, with the emphasis on the graphics and good solid problem solving, then you must be jumping up and down in anticipation of Spectrum Holobyte's latest creation. If you're a Trekkie also then cream your panties now, because TNG is a Star Trek fan's wet dream on your PC.

No two ways about it, Spec Holobyte have made the most out of the licence they got from Paramount. Even the intro is done like a regular episode, including a prologue and full titles. However, for all the digitised video in the intro, the game doesn't use FMV at all. Instead, you get SVGA animations of the crew based on photos of the cast. It takes a bit of getting used to, and definitely isn't a gorgeous as video, but it allows for more gameplay in the long run.

So it's a traditional graphical adventure, with away teams on different planets solving puzzles to continue the

star trek: the next generation

plot. Two things make it a bit special, though. For one, the sound is amazing. Each character's lines are from the relevant actor, and all the sound effects are spot on.

And then the on-board segments of the game involve tactical control of the Enterprise - strategy bits if you will. You have to manage the ship: from chatting with dignitaries to full-scale battles, and use the crew as best you can. You can travel to any planet in the galaxy, even if it isn't directly involved with the plot. In all it's a pleasant breather from telling away team members to 'use object X with object Y' to solve puzzles.

Star Trek: TNG is like plenty of graphical adventures before it. It's a good game with some great puzzles and long enough for almost anybody to feel they got value of money out of it. But it does have the Enterprise, and that just tips the balance from good game to great game.



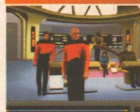
◀ Ah, the bridge, looking just like it does in the series. This is where you spend most of your ship-board time between planets and when engaging the enemy.



CAPTAIN'S LOG, SUPPLEMENTAL



◀ Falling to solve puzzles correctly the first time round results in your crew getting mashed, sliced and diced - sometimes all at once.



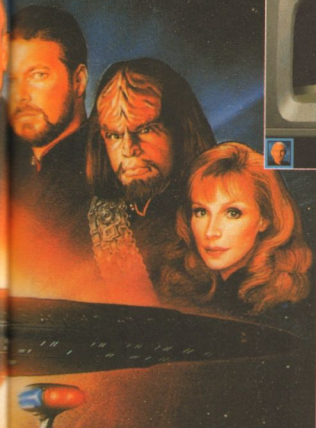
There we were, just casually cruising round the galaxy (as you do) when suddenly we discovered the whole crew had been turned into SVGA graphics of themselves.



◀ In a bid to solve this mystery, we set course for planet PlotTwist-1, which was suitably green and evil-looking so we knew we were at the right place. Locals were friendly though.



◀ Over in the transporter room. I tucked my shirt in for the umpteenth time this episode and beamed the away team, well... away. Now if I can only remember what button it was.



◀ Excuse me, sir, but you're looking a bit spaced-out this morning.



▲ Kryton Attenborough's *Life on Earth* is part of KBBC's new TV schedule.

ALTERNATIVE

CD-1

■ Burn Cycle

■ Philips/E44.99

An adventure with great graphics and sound and a few shooty bits to spice things up, just like TNG in fact. However, Philips use video instead of standard graphics for a different feel. (Draft plot though.)

■ ISSUE 156: 90%



▲ Go Worf, wipe out that capacitor. Since we haven't found any aliens to blast yet.

STAR TECH

On-board the Enterprise, you control the ship through a series of bridge displays which operate the ship's main systems, and the drinks machine.

The astrogation display. If, from this 3D map, you can figure out where the hell you are, and where the hell you want to go, then press engage now.

The engineering display. Here you can mess with power supply, repair priorities, and a million other widgets, or leave it to the man with the shades.

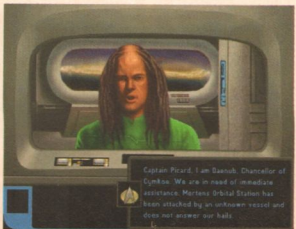
The tactical display. When you can't avoid a confrontation by diplomatic means, then charge up the phaser banks and knock the buggers for six.



The away team appeared in another green-lit evil-looking location. Commander Riker didn't like the look of it and happily said so, the whinging little toe-rag. What an ingrate.



Later that episode, and the away team's in spooky backdrop central, apparently some ancient underground city made up entirely of artists' impression-style sketches. Now what?



Captain Picard, I am Saanub, Chancellor of Lumbee. We are in need of immediate assistance. Martez Orbital Station has been attacked by an unknown vessel and does not answer our calls.

VERDICT

PC

There are hundreds of graphical adventures on PC, and some astoundingly good ones too – like *Full Throttle* (last issue). The difference here is one of graphics (SVGA instead of standard VGA), sound (fully digitised speech from the series, with great FX too) and the whole *Star Trek TNG* theme. If you enjoy *Star Trek* you'll love *A Final Unity*. No two ways about it. Fact is, though, even if you couldn't give a stuff about this 'boldly going' malarkey then it's a darned good adventure regardless.

MARTIN KLIMES

- GRAPHICS 85
- SOUND 95
- PLAYABILITY 86
- VALUE 94

OVERALL ■

91

Beat-'em-up ■ **SNK**

£44.99 ■ **Out Now**

■ Arcade version available
■ No other versions planned

While Street fighter carved up the market, one game quietly sequeled itself without any-one, apart from the hard-core gamers, noticing. Shame really, but it looks like tarnishing its reputation here.

Fatal Fury, in its first two incarnations was a good, solid, go-for-the-throat kind of game which wowed arcadesters and made a good, solid profit wherever it went. Not many people could tell you why. Basically, apart from being damn good fun, it was nothing more than a Street fighter clone with a few extra nobby bits tagged on for just good measure.

This latest version features most of the villains and heroes from the previous game along with five new characters and host of new locations to duff them up in front of. Like so many other recent beat-'em-ups, the combo potential has been boosted off the scale, but if that's the only real device SNK considered implementing to improve this game, they've missed plenty of opportunities.

You see Fatal Fury's strength comes from its excellent stylised characters, and speedy gameplay. But you can only have that served up in front of you so many times before it becomes stale and tasteless. And that's what's happened here. While beat-'em-ups have progressed thanks to the likes of Tekken and Killer Instinct, Fatal Fury has been left wallowing in the mire of previous success.

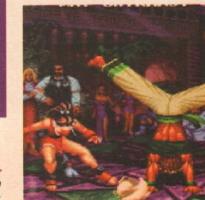
Fatal



SLUG SCHOOL

As if surviving a ruck wasn't tough enough, Fatal Fury 3 also rates your performance. A-students will normally be the ones who've completely trounced their opponent in a blaze of combos and special attacks, while Es and Fs are normally the people who go for those snide 'tappy-tappy' low sweep tactics.

But it does all depend, ultimately, on how well you vary your tactics. Special moves alone won't impress your teachers, so you need to be able to apply as many techniques as possible during the bout.



▼ Why has this man got a wok on his head? Answers on a chop stick please.

▲ This woman's called Blue Mary. She's a bit, you know, dirty like. And she's got a red leather bra.



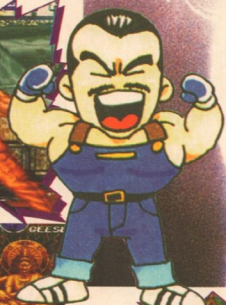
Watch out for Fatal Fury 4: Ballet Brawl, where the characters get together to perform Swan Lake.

fury 3



PAT SHEKHANI / GLENN

▲ Naturally the vs mode option is where the game's at its most playable.

CHALLENGER 1:2P
BOB WILSON

VERDICT

NEO GEO CD

I'm a big fan of the Neo Geo CD, and it's good to see SNK sticking by their release policy and getting games into the home as they arrive in the arcades. Which makes this a double shame, as the efforts have been wasted on a game which, while very playable, is uninspiring. Apart from being able to leap into the screen, there's very little else on offer to separate it from the myriad of Street fighter wannabees the Neo Geo has spawned. To close with a cliché: it's one for fans only.

MARK PATTERSON

- GRAPHICS 82
- SOUND 85
- PLAYABILITY 76
- VALUE 80

OTHER VERSIONS

Currently the only place you can play Fatal Fury 3 if you don't own a Neo Geo CD is down your local arcade. If you're after more information turn to Videodrome (page 88) for a review of the coin-op.

OVERALL

79

RPG ■ **Infogrames**

£44.99 ■ **Out June**

- No other versions available
- No other version planned

The Necronicom, I found the ancient text of the Necronicom, the HP Lovecraft fan shouted, until a rational human being slapped him back to his senses and he realised he'd just been playing Prisoner of Ice...

I don't know how many of you out there in gamer land are aware of the celebrated horror novelist HP Lovecraft, but he was responsible for the short stories that became the cult movies *Re-Animator* One and Two and also *From Beyond*.

He was also responsible for creating the creatures and world of the Cthulu mythos: strange, giant, alien deities that visited Earth long ago and left their cults and other bizarre artifacts around to send anyone who found themselves one cube short of a toilet-seat full.

Prisoner of Ice is the sequel to an earlier Infogrames product, *Shadow of the Comet* and plays in a similar style. Set just before the outbreak of the Second World War, Prisoner's plot centres around a mysterious cargo box, a Nazi scheme and some dodgy Latin types.

Add this to the Cthulu stuff and add motion-capturing video sequences and a set of extremely logical puzzles and you've got *Prisoner of Ice* in a nutshell. As you'd imagine from those arty French types, the animation is beautiful, using over 1,500 different frames to make your character, Ryan, and the other 40 punters you interact with tick.

It's a must if you're a fan of the Cthulu role-playing game, but if you're not it shouldn't really put you off because it's a really well-planned adventure.



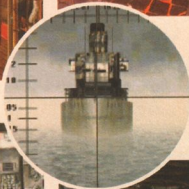
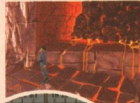
▲ *Wow, it's Don Estelle of It Aint' 'Alf Hot Mum fame.*



▲ *And the winner of the 1939 Eurovision competition is err, definitely Germany.*



▲ *Err, I don't know whose circle is stoniest.*



It's time to escape from the open-plan school toilet level.



▲ *The worst case of worms in medical history.*



▲ *Prisoner of Ice also features the occasional top-view.*



▲ *You even get puzzles like the Crystal Maze pub game.*

prisoner of ice



◀ *This stunt-sprite is about to walk through a wall of flames, it's his job you know.*



▲ And I think it was Prof. Plum in the bottom with a nuclear weapon.



▲ Go on mate, give us a record deal, we're good honest.



▲ Typical HP Lovecraft, stuck in a stuffy museum.



▲ Hey gringo, you want to come with me and see man about dog.



▲ Mr. Frosty and his magic lollipop gun strike again.

▲ When the alien strikes there's not too much you can do without an incantation on you.

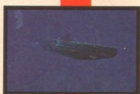


▲ "Gunner Sudden! The kettle is a bollin", screams an irate Windsor Davies.



WAR OF THE WORLDS

Prisoner of Ice's front-end is a treat and sets play up superbly. It tells the tale of the unfortunate scientists' escape from the Nazi camp and their subsequent encounter with the demonic occupants of the cargo cannisters. Time runs out for them as they race to meet you, chased by the German hoarders and attacked by the denizens of the unknown. Incidentally, while most of you probably find this stuff far-fetched, bear in mind that this scenario was based on real (ish) life events. In 1935, the Nazis created the Ahnenerbe, a division of scientists dedicated to studying certain occult acts and black magic to see if there were any practical implementations for demonic weaponry.



VERDICT

PC CD-ROM

Any fan of RPG-type games will really take to *Prisoner of Ice* as it's a beautifully scripted intelligent foray into the demonic world of HP Lovecraft, and therefore a little different to your average romp around a dungeon with your standard quota of Elves and other short-arsed mythical types. *Prisoner* also uses a very logical pattern to deduce the puzzles so you can get through locations pretty easily. Hardened adventurers might find it's over a little too quickly, but you're saddos anyway.

SIMON CLAYS

ALTERNATIVE

PC CD-ROM

- Sam and Max
- US Gold/£42.99

Obviously not half as serious as *Prisoner of Ice*, but another beautifully crafted combination of animation and puzzle-based gameplay from US Gold, with a nice side-order of comedy.

■ ISSUE 146: 82%

- GRAPHICS 90
- SOUND 88
- PLAYABILITY 92
- VALUE 86

OVERALL ■

91

SNES

Platform/Puzzle Ocean
 Unconfirmed Out Now
 Mega Drive version available
 No other versions planned

Ocean offer another chance to putty your life on the line...

This is a tale of glamour, of style, of high fashion. This is the tale of those jet-setting Nineties icons The Supermodels. Yes, at last Cindy C and her ilk have been transformed into a team of crack beauty consultants - The Pouty Squad.

Actually, sorry for getting your hopes up there, but that was just our feeble little joke. It was just our way of trying to make this game sound more interesting. It's Ocean's sequel to their much-forgotten, but pretty clever, platform puzzler Super Putty; the story of a blob of window fixative talented in the stretchy, sticky arts. And there's certainly no change on that score. Putty's main strength as a character lies not in his visual appeal (which is negligible), but in the sheer amount of stuff he can do. He's got weapons, he can morph himself around platforms, float, flatten himself and do about, ooh, three other things that we can think of straight off. The environments he's placed in mean the player has to use all these abilities to progress, and the search-and-rescue basis of the missions mean you have to explore each level fully, instead of just the usual left-to-right run through.

That said Putty Squad, despite the slick presentation, is lacking quite badly in atmosphere, which detracts disproportionately from the gameplay. If you're just after a fast-paced platform puzzler with plenty to keep you occupied or you liked the original, this is perfect. But don't expect Sonic-style showbiz or the depth of a Mario title.

putty squad

A superb action shot here, completely ruined by the large pause message in the middle of the screen.



VERDICT

SNES

I was pretty enamoured of Super Putty, so it's nice to see that it was popular enough to warrant a sequel. Which is almost the same, really. Not a bad thing particularly, but perhaps this could have been an excuse for a total revamp-fest and mega-huge levels and a new graphical style and... ooh, lots of other things they didn't do. Putty Squad is still a fine title, but one with a selective audience, methinks.

RAD AUTOMATIC

▲ Gasp! A deadly trump stuns both good and evil characters.

- GRAPHICS 85
- SOUND 83
- PLAYABILITY 89
- VALUE 82

OVERALL

84

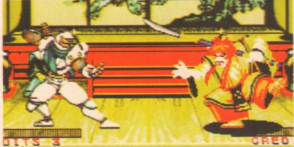
MEGA-CD

Beat-'em-up JVC
 Unconfirmed Out June
 Super NES, Mega Drive, Neo Geo and 3DO versions also available
 No other versions planned

Hoy, watch that sword - you'll have someone's samurai out.

How many of you lovely readers are old enough to remember Gary Numan on Top of the Pops? Or when Blackburn last won the league? Or the Black Death of 1666? Well if you're old enough to remember the last one you might just also recall that Samurai Shodown was once an innovative and exciting beat-'em-up. My, how times change, eh?

Nowadays it takes a lot more to impress (and entertain) your average games player than a couple of gaudy kabuki shaking their choppers at one another. So you might be forgiven for thinking that Samurai Shodown hasn't aged too well. And that's because it hasn't. In fact, this Mega-CD conversion is actually worse than the cart version released some time ago, thanks to the irritating loading time which rears its ugly head between every bout. Coin-op fans will doubtless already have this cart in their collection - there is no reason to buy the CD.



VERDICT

MEGA-CD

Sadly Samurai Shodown hasn't stood the test of time particularly well. It's just been outclassed by a severe number of similar titles (such as SSF2). Plus you've got a thousand years of CD access time waiting to pounce the minute you press any kind of button at all. Quite frankly you'd be better off playing the game in an arcade for about 10p a go (because it's quite old) and giving this release a particularly wide berth.

RAD AUTOMATIC

▲ Bang! Oofyah, yer montygrommer!

- GRAPHICS 79
- SOUND 81
- PLAYABILITY 78
- VALUE 67

OVERALL

71



▲ Hit things with your rubbery putty-like fists.



▲ Hey you guys - slappheooand! Slappo! Ha ha ha! Baldies! Ho ho!



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COMPUTER
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Beat-'em-up Thalion

£25.99 Out July

No other versions available
No other versions planned

Beat-'em-ups on the Amiga though, they're great! Er, although quite often, they're not. Come on down Thalion, your time has come...

Though many things, the Amiga isn't a machine with an impressive past as far as beat-'em-ups go. Yes, there have been a few corkers over the past couple of years, but, even though the CD32 offers six buttons, along with the magical media of CD, owners have generally had to be content with straight ports from A1200/5/600 releases. Until now that is...

Indeed, for Thalion have decided to have a bash at something a bit different, and a jolly good bash it is! Though being a tad 'presentationally challenged', X-Fighter offers the player some 32 characters to fight with, being grouped into eight specific teams; Thai Boxers, Martial Artists, Bouncers, Greasers, Ninjas, Soldiers, Bounty Hunters and The Minions of Death.

Apart from the various special moves that accompany each fighter, there are also 'Special Combos' which, once attained and activated, set the player on automatic pilot, running through a set sequence of moves which, when properly timed, can send your opponent home in a small brown envelope.

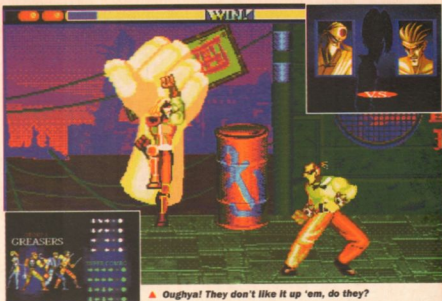
Varied options allow for tag team bouts, as well as a 'see-saw' versus battle, where one enormous health bar 'tugs' back and forth across the screen as fortunes change. Indeed, it all sounds pretty groovy, ah, 'but what's it play like?' I hear you ask. Step this way...



▲ Cori Special moves with a difference! Enormous fists or a vertical waterfall?

HURT ME PLENTY!

What Beat-'em-up would be complete without some rather tasty throws just as your opponent thinks he's suckered you? Well, X-Fighter has a gorgeous supply of throws, leaving you to just decide whether to creep up from behind or grab him by the scruf of the neck!



▲ Oughya! They don't like it up 'em, do they?

x fighter



▲ Fancy a bit of variation? Why not build yourself a team from your favourites?

Gosh! So many to choose from. Can't I just have one of each in a bag? ▼



▼ Not only is this fella a damn fine fighter, he also does gymnastic displays!



◀ He flies through the air with, er... big sticks.

VERDICT

AMIGA CD32
Hmm, a right difficult one to mark and no mistakin'. X-Fighter makes up in playability and 'feel' what it lacks in presentation and sound, but first impressions are important to many people, and I fear it might not get the playing it deserves. Still, scratch beneath the surface and you'll find a lasting and challenging BEU to rival anything currently available on the humble CD32. With this many characters to choose from, value for money certainly can't be argued with.

MATT BROUGHTON

COMING SOON

CD32/AMIGA

- Super Street Fighter 2
- US Gold

Try to forget the ancient US Gold SF2 conversion, as this looks to be not only a competent offering, but also the first CD32 BEU to take advantage of all six buttons. Keep 'em peed!

UNEXPECTED RELEASE: AUGUST

- GRAPHICS 70
- SOUND 63
- PLAYABILITY 89
- VALUE 88

OVERALL

85

Platform Konami**£24.99 Out June**

■ Mega Drive and SNES versions available
 ■ No other versions planned

The Animaniacs have escaped again, and their about to open up for business.

Now, for as long as I can remember BBC Saturday morning cartoons have always been far, far, better than ITV's, so it was a great surprise when interrupting that great broadcaster and presenter, Pat Sharpe, was a quite brilliant cartoon: Animaniacs. Now the Animaniacs are about to hit the Game Boy as they did with the Mega Drive and SNES.

The game's basic premise is the Warner Brothers, Wakko and Yakko, and the Warner Sister, Dot have escaped from the water tower, where they were imprisoned because their cartoons just made no sense whatsoever.

Now they want to open up a pop culture shop and it's up to



▲ All your favourite Warner Shop goodies have turned up in this 'ere game.

▲ Team work is what's needed here as you have all three characters at your disposal.

**ALTERNATIVE****MEGA DRIVE**

- Jelly Boy
- Ocean/£39.99
- ISSUE 161: 90%

This was a bit of a sleeper hit really in that no one expected such a varied and tough game, with such great anims and cool and fun central character tool

VERDICT**GAME BOY**

There is no doubt that the Game Boy's capabilities have been utilised well on this conversion of Animaniacs. Although I'm not big on platform games Konami's latest is enjoyable, even though some of the stages are on the bland side of blandness. This is a game that I would recommend Game Boyers to grab if they want a change from the Mario dynasty, but still want to be at the platform level and don't want to try anything a little more adventurous, like Zelda or Populous et al.

PHIL DAWSON

- GRAPHICS 80
- SOUND 71
- PLAYABILITY 85
- VALUE 75

OVERALL**82**

animaniacs

you to guide them through the various stages collecting various props that are scattered around the Warner Bros studios.

The game's concept is much like any other platformer, ie move boxes, jump from ledge to ledge and collect things. What makes Konami's new one that bit different though is it's a bit more interesting than your average platformer. You can take control of each of the three characters, and each Animaniac has their own specific ability. So Dot can throw hearts which put the baddies to sleep, Wakko has a paddle ball to attack his enemies, and Yakko has a huge wooden mallet that he uses to smash bricks and to light the fuses of bombs and cannons.

To progress on to each stage you will need to use all of the three character's attributes to solve various puzzles. This is an above average platformer that will appeal to anyone who enjoys the series.



▲ Swinging from the chandelier.



▲ I think someone must've bought it.

MEGA DRIVE

■ **Footy Sim** ■ **US Gold**
 ■ **£44.99** ■ **Out June**
 ■ SNES version available
 ■ No other versions planned

Football has really been blocking the U-bend up of late. Allegations of match fixing, crowd trouble and managers taking backhanders have all sunk footy firmly in the brown stuff. However, US Gold's latest kick-about aims to place some respect back into the game.

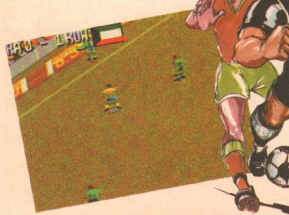
Footballers, to hear some of them talk it's as though they get a rough deal, negotiating between five, six or seven million pound contracts just to play the noble game. Spare a thought for the amateur who, regardless of Saturday night, braves the elements on a Sunday morning to compete against 11 other sporting heroes.

The training schedule consists of 16 pints of lager and a curry followed by a serious wrenching session on the morning of the game. Once at the pitch, the amateur then has to pick axe his boots from the slag heap within which they lie fossilised from a previous match, tie-up vampiric laces, that turn to dust on impact with sunlight and change into a BO-hidden undersized kit.

Fortunately, US Gold have totally ignored the down sides of the amateur game and based their product on football's top-flight.

More fun than simulation, Fever Pitch uses eight footballing stereotypes, all with special abilities, for you to collect as you progress through a cup competition. It's an idea that's never been tried before and it has to be said that it works very, very well.

This hot potato is courtesy of a special move you get when one of your players gets upgraded after winning. ▼

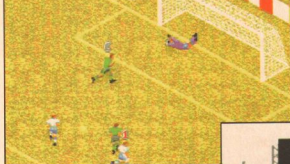


ACTION REPLAY

Fever Pitch has a very simple, but effective replay mode. It's intuitive to use and looks great when you want to gloat over a cracker you've just scored. Check it.



An unchallenged header from midfield...



▲ Head out into the desert and play on sand.



▲ Eat my goal! Another racket breaks the back of the net.



A goal or hilarity that the opposition are all wearing the under 11s shorts. ▼



▲ Is he dying or has he just been run over?

After a goal your team can enjoy some male bonding. ▼



◀ This long haired Latino is about to use his temperament on one of the Ethel Merman's.



fever



... falls loose around the edge of the box...



... only to be picked up by a legendary permed striker who shall remain nameless, who shoots...



... and 'cos he's wearing Predator's the ball has more curl on it than his hair...



... the keeper struggles...



... and some fat latin sweaty commentator (no stereotyping, honest) screams GOODAAAAA!



▲ Ah well, looks like it's the Beazer Homes league for me then.



The arty but straightforward options. ▼



▲ More goal mouth heroics from the keeper.



▲ Stocky blokes score goals, weedy guys get booked.



◀ My God, even the intro-ie type screens look rather cool.

Paul Merson gets confused by which line to follow. ▼



PITCH-URE PUZZLER

Compare the two shots, ponder upon which is SNES and which is Mega Drive and then be amazed to find that you don't really care that much, so we won't tell you, 'cos they're both really quite good, so there.



VERDICT

MEGA DRIVE

Fever Pitch has some nice ideas that have been implemented pretty darn well. The concept of using characters to improve your team as you win internationals is a good one and adds to the playability. Playwise, it's more arcade than simulation, but this isn't a criticism, it just means that the game relies on more on pace than tricks. On the subject of speed Mega Drive owners should be pleasurably aware that the game plays faster on their machine than on the SNES.

SIMON CLAYS

ALTERNATIVE

SNES

- Int. Superstar Soccer
- Konami/E44.99

The most addictive footy game to enter the sporting arena ever. Loads of tricks, moves and even a tactical angle. Brilliant stuff that emulates the great game completely without having to be fit.

- ISSUE 159: 96%



- GRAPHICS 86
- SOUND 84
- PLAYABILITY 89
- VALUE 88

OVERALL ■

89

pitch



PC

Platform/Shoot-'em up

Graft gold

£25.99 Out June

No other versions available
No other versions planned

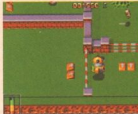
Forget the deadly Ebola – there's an even more sinister virus on the scene...

HI kids, Virocop here – and I just can't wait to tell you about my new adventure! See, the evil Virons have invaded the Games Dimension and are stopping you – THE KIDS – from playing your favourite games. Only one good guy can save games as we know them from evil viruses, and that's me! So you better start paying me some respect, you little punks. I get so much as a look I don't like from one of you and you can kiss your precious software collection goodbye.

Now listen up – there's a game coming out soon. It's a kind of 3D isometric shoot-'em-up thing, and it's named Virocop, after me. Buy it. If it doesn't get to the top of the charts within a month you can just forget any chance of me doing anything to help. Risk my butt for a bunch of ungrateful wretches like you? Pah! If you think I'm doing all this out of the goodness of my heart you're sadly mistaken. I'm a top-class virus exterminator, built to clean out the insides of NASA mainframes in space, not piffing little Amigas in someone's bedroom. Look at this – mounts for three different weapons. This sort of hardware doesn't come cheap you know. And frankly, multi-layered terrains of ramps, jumps, sudden pitfalls and deadly enemies aren't exactly my favourite hangouts. Anyway, losers, you know the deal. We'll talk when I see the dough.

TEAM VIROGOP

A lot of games these days have two-player modes, but few of them encourage co-operation in the way Virocop does. Virocop, being a robot, is able to move in one direction whilst firing in another. In one-player mode the gun locks position once it's firing, but pick the two-player simultaneous mode and it's a different story. One player controls the movement of the main body, whilst the other aims Virocop's weapons. Needless to say, this leads to a lot of 'No, I told you to fire over *there*' fun.



▲ These little ramps make Virocop jump over things.

▲ This alien spacecraft is a real pain. It's very rock hard to destroy and makes a point of shooting at you a lot.



▲ This game scored an extra 20% on its overall mark simply for including space hoppers. We like space hoppers.

virocop



▲ Not only does a kind of Pacman thing make an appearance, but other ancient arcade stars (like Centipede) also pop up.



▲ Have a healthy game of football in the fresh air in Virocop. Not real life.





▲ Aah, look at all the pretty welcoming balloons they've laid out for you.



▲ A real-life rustic log bridge in full effect, home-style. How fascinating.



▲ This level (the last one) is definitely rock hard. And this is an easy bit.



▲ Without David Proves for guidance, the Green Cross Droid resorts to crime.



▲ My word, look at all the action going on in this marvellous screenshot.



▲ This is what we like to call a 'hall of bullets'.

▲ Don't be fooled by those cutesy little dino babies. They're rock hard.



▲ Ken Dodd's Diddy Men exact their revenge.



▲ What would HR Geiger make of this?

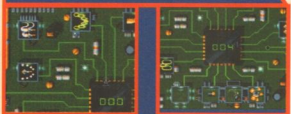


▲ It's trouble. That starts with a T which rhymes with P which stands for pool.



▲ Run over little Cannon Fodder men in this level and watch them bleed.

SHOOTING IRON IN THE SOUL



Virocop, being a hi-tech piece of kit, can't power himself up just by collecting icons. He has to install the gear, once he's built up enough cash (wrested from dead enemies) to afford them. A circuit diagram between each level shows which weapons you can choose from, and allows you to put your money towards connecting a new one. The more wiring between your arms CPU and the chosen weapon chip, the more it costs to fully purchase. Helpfully, the interconnecting strips light up to show just how close (or far away) you are to your objective.

VERDICT

AMIGA

At its heart, Virocop is a simple game. Run around the levels, up the ramps, shoot the viruses and you're out of there. However, in practice things aren't quite so easy. Each of the themed levels presents the player with a whole gamut of different hazards, which bump up the variety factor as well as the difficulty. The two-player simultaneous mode adds an extra element of joy too, although it actually makes the game harder. None too complex, but this is a top enjoyable blastfest.

RAD AUTOMATIC

ALTERNATIVE

- SNES
- TOTAL CARNAGE
- THQ/£39.99

Similar in its roaming 360-degree shoot-'em-up concept, but Total Carnage, as its name suggests, leans more heavily on death than puzzles and dexterity like Virocop here.

■ ISSUE 145: 85%

- GRAPHICS 81
- SOUND 83
- PLAYABILITY 89
- VALUE 88

OVERALL

88

Shoot-'em-up ■ Sega

■ Unconfirmed ■ Out June

No other versions available
No other versions planned

It's one of the great enigmas of our industry. It's good technology, but where are the games? CVG commission special agents Muldar and Scully to probe our very own 32X-files...

The 32X was forged high in the hills of Japan by the mystic monks of Ptng. 'Let's make it good and let's make it look like a plastic mushroom.' Unfortunately the monks' sense of humour is the kind that makes them laugh at funerals and snigger at road accidents. So they accidentally on purpose produced just enough software to make people buy it, but not enough to keep them using it. Oh dear.

And that's the 32X story so far. It's OK if you normally only buy one game every three months, but for game-hungry animals, what do you do? Well the answer seems to be keep your fingers crossed and hope. With this latest 32X offering Sega have managed to produce a good, if somewhat unspectacular, shoot-'em-up.

While the game's polygon graphics are all very nice, you can't help but feel that, if Sega's claims about the 32X are true, that there should be a bit of texture mapping to liven things up and make the game seem a bit more realistic. As it is, the action can be a little plodding at times, with constant strafing runs past the bigger ships interspersed with dog fights with much smaller, and far less interesting fighters. However, the overall package comes together well and it is good fun to play, if not that fast and action-loaded.

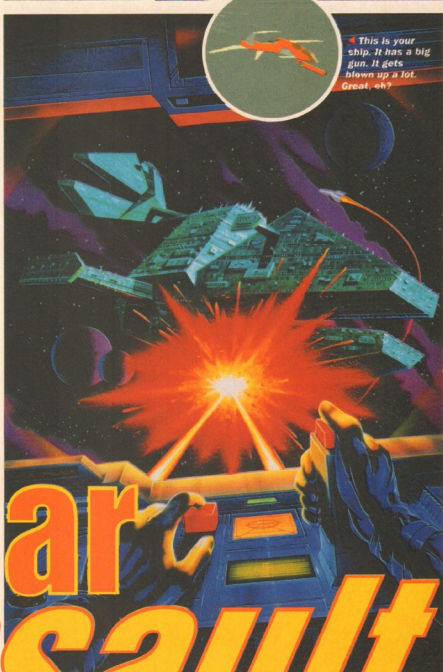
The fact remains, though, that there are better blasters on the Mega Drive. They might not have all the polygon fripperies of Stellar Assault, but they should be a lot cheaper. This is more a game for hard-core 32X enthusiasts, should there be any out there, who can stand the thought of leaving their add-on packed in the box while they sit there and wait for Virtua Fighter to be launched.



◀ This isn't quite the game everyone expected it to be. In fact it's rather dull to tell you the truth.

3D OF A KIND

Stellar Assault's 3D graphics are competent, if not that inspiring. After all the lovely texture-mapped 3D-ness of Doom and Metal Head, you can't help but feel a little let down by the sparse number of polygons which make up the enemy ships and the fact that there's almost no detail at all.



◀ This is your ship. It has a big gun. It gets blown up a lot. Great, eh?

stellar assault



▲ This ship takes ages to kill and it's dead dull.



▲ 32X power eh? Doesn't it make a big difference?



▲ Not much happening here, really.



▲ Lift Off! Exciting eh?



▲ You're gonna die. No, really, you are. We know that for a fact.

Looks a bit Star Wars, doesn't it just? ▶



▲ Ooh, different ships.



The small fighters are easily destroyed.



▲ Plenty of polygons, but no texture mapping. Shame, the game could have done with some.



▲ Erm, your ship looks a little lost.

VERDICT

32X

This is a truly strange game. On one hand it's a lot like Star Wars Arcade, but on the other it looks like the programmers have tried to create something a lot more like X-Wing. The result falls somewhere in-between. While you have complete control over your ship, the game's not as fast as it could have been. Compensating for that is the variety in the missions, there's always something new, not to mention large, to have a pop at. Not a revolutionary game by any means, but a good blaster all the same.

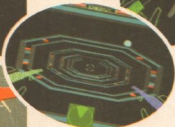
MARK PATTERSON

OBJECT VIEWER

Here you go, shoot these and your mates will love you.



▲ A Ford Capri paint-job, nasty.



▲ Nothing to shoot here, you're just taking off.



ALTERNATIVE

PC

- The Fighter
- LucasArts/£44.99

Still one of the best 3D blasts on any format. Not quite as fun as its predecessor, X-Wing, but don't let that put you off because at the end of the day it's Star Wars.

■ ISSUE 154: 92%

■ GRAPHICS	81
■ SOUND	70
■ PLAYABILITY	84
■ VALUE	80

OVERALL ■

81

Shoot-'em-up Atari

£49.99 Out May

No other versions available
No other versions planned



The unplayable, but pretty ▶ looking external rear view.

Calling all Jaguar owners, calling all Jaguar owners. Atari in game release shocker... Read on

hoverstrike

Before you get off thinking that Hoverstrike is a management simulation where you have to negotiate with irate infatuable drivers, who, in an effort for a pay rise are refusing to take drooling punters to Calais to stock up with cheap booze, don't. The actual truth is that Hoverstrike has an even sillier plotline.

Out in space some nasty bruiser-type pirates have ransacked a planet where nice folk are trying to settle. Okay, so the baddies are totally tooled up to the teeth and even have an atmospheric cannon to prevent any kind of invasion. So, top military plan coming up; your Generals send you down to the planet surface in a hovercraft.

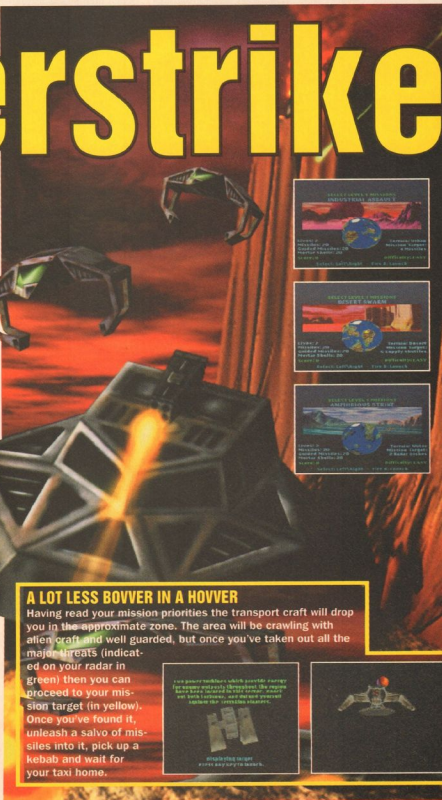
You can just imagine the relief that the terrorised colonists would feel can't you? The sight of your glorified li-lo going head-to-head with a heavy tank would really fill the enslaved population with hope. Hurray, 'we're saved' they'd think. 'Look Daddy, that man on the waterbed is going to free us from a brutal reign of oppressive tyranny that has blighted our lives these past months,' the goatboy would say to his shepherd father.

'Ah, but son, any pirate worth half his salt will rip his airbag open with some rusty, but sharp agricultural equipment, or simply pop it with a slithery tentacle,' the shepherd father would reply, to his obviously naive, goatboy son.

'If only they'd been to Halford's and protracted a body-kit which would double as armour,' the goatboy would've mused as he rued the day he'd said yes to a Youth Training scheme... Well, it could have happened like that.



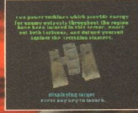
▲ More design awards for alien scientists who've designed a two-legged craft guaranteed to go A over T within 30 seconds.



A LOT LESS BOVVER IN A HOVER

Having read your mission priorities the transport craft will drop you in the approximate zone. The area will be crawling with alien craft and well guarded, but once you've taken out all the major threats (indicated on your radar in green) then you can proceed to your mission target (in yellow).

Once you've found it, unleash a salvo of missiles into it, pick up a kebab and wait for your taxi home.





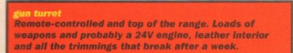
heavy armour land crawler/tank
Powerful weapons, but neither are very mobile.



magnetic mine
Pesky critters that follow you and then blow up.



'mad dog' MT walker
As the clever name suggests it walks everywhere. Apart from costing it much wonga in shoe leather, it's got a head that chases you after you've destroyed the main body.



gun turret
Remote-controlled and top of the range. Loads of weapons and probably a 24V engine, leather interior and all the trimmings that break after a week.

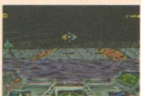


durian TS jet
Accurate from long distance, but only kitted out with Alcan foil for armour.

ARMOUR-GEDDIN IT



floaters Various shapes and sizes all of which are a continual pain as they hover around you, nippy flyweights who jab you before moving to avoid your big shot.



◀ **Secondary targeting** allows you to er... target something second.

Lovely eye for decoration these alien types ▼



▼ **Power-ups à la Doom.**



▲ **Alien technology** pioneers the first flying toast rack.

Anyone for flambéed ET ▶ and a little side salad.



VERDICT

JAGUAR

Your biggest enemy in Hoverstrike is probably your own ship. It steers like a quadriplegic camel on hallucinogenic substances, but if (a big 'if') you do manage to suss the controls the first set of missions become straight forward. The problem is that once you get past the first six missions and are in need of fresh thrills, success depends on the same kind of thing but with more objects and aliens to destroy. A year or so ago we might have dribbled just at the graphics, but now we need much more.

SIMON CLAYS

- GRAPHICS **80**
- SOUND **75**
- PLAYABILITY **60**
- VALUE **54**

OVERALL ■

69

PC

Strategy Impressions

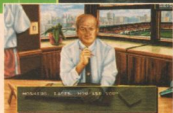
£29.99 Out Now

No other versions available
Amiga version planned

It's a lonely, desolate, Godforsaken plane in summer. Nothing to do until mid-August, when, suddenly, we have football! And before that we have Ultimate Soccer Manager!



▲ If you start in a low division, chances are this is how your ground will look.



ultimate soccer manager

As I write this that ex-Spurs tasser Nayim has lost Arsenal the Cup Winner's Cup, Blackburn have shafted United for the title, two managers have been sacked and we're all buying our Everton shirts for the FA cup final.

That's football for you. A barrel of laffs, a few tears and runny, caved-in noses for several young stars. It's also about fans pouring loads of money into clubs that sell their best players while the team gets relegated and the chairman points out that, well, we've spent a bit doing the ground up. And it makes for great footy games, which is exactly what we have here.

Impressions have been quiet of late. A few wargames here and there is about their lot. So we were taken even more by surprise when this turned out to be one of the most comprehensive footy management games ever produced. All the usual features associated with this genre are there, plus bribes, match rigging, gambling and a Sim City-type stadium construction feature.

But best of all, unlike games like Premier Manager 3, you can start in any division, managing any team with up to £5 million in the bank - which is more than enough, once you've sold your naff players, to invest in a few star strikers and create a team that's capable of taking on the world.



GEORGE GRAHAM RIP

One of the best features of USM is the bungs option. Should you feel there's a very big match coming, or perhaps a few of your star players are injured, a quick £50 grand changing hands in a hotel room could well swing the result in your favour. If you're dead honest this feature can be switched off, but it's fun trying it all the same.

▼ Erm, it's a familiar result isn't it? Somehow I don't think it will get better next season.



▼ What a team - every one an overpaid hero.



VERDICT

PC
Simply being able to select a Premiership side instead of starting off with a Nothing Conference League outfit was enough to keep me playing this game. Being able to manage the Arsenal and sign Le Tiss for them is superb - and they actually won something. But with all the other features, plus cash bungs, this has proved itself as one of the finest football management games ever released. All we need now is a game that combines this kind of involving gameplay with decent graphics as well.

MARK PATTERSON

OTHER VERSIONS

- AMIGA
- USM
- Impressions

The Amiga version of USM is a kick-for-kick conversion of the PC original, including the Sim City stadium-building stage, and all the other features which make this a bit. What more can you ask for?

■ NOT PREVIOUSLY REVIEWED

- GRAPHICS 59
- SOUND 55
- PLAYABILITY 90
- VALUE 91

OVERALL

91

Platform US Gold
£Unconfirmed Out October
 No other versions available
 No other versions planned



Indiana Jones returns to the Mega Drive – dig it (© Lame Archaeology Jokes Inc).

The man with the hat is back – and this time, he's forgotten his dad.

Well, you know what it's like. You get up late, you're in a rush, and it's only when you're well on your way to your destination that you sift through your mental checklist – 'Hat, whip, keys... dad. Bottoms.' And by this time it's too late to turn the mine cart around and head back just for the old duffer. Still, you don't need your parents hanging around you all the time, cramping your style. Let's face it, the last thing you want when you're confronting a demon priest in an ancient Aztec pyramid is your old man faffing around doing his awkward little dance and telling everyone about the time you wet yourself after mistaking your first Fisher Price whip for a snake at age three.

But surely even this embarrassment pales in comparison to the shame of appearing in your millionth platform title, an especially long fall for a movie character. But that's just what Indy's doing, reliving the glory days of his three films in this licence of the trilogy. As you might expect, each level is loosely based on a scene from one of the three flicks (obviously chronologically ordered), or is a completely made-up plot fabrication designed to explain Indy's jet-setting travel penchant. That's artistic licence for you.



▲ This was always my favourite bit of Temple of Doom. Or Last Crusade.



indiana jones greatest adventures

WHIP CRACKAWAY

Indy, debonair adventurer that he is, has four ways of duffing his foes. The first, his trusty fists, are provided gratis by the game. The second, grenades, act as smart bombs. The others, his trusty whip and gun, are 'hidden' in various power-ups. Possession of the whip is a necessity as it enables Indy to

swing across otherwise impassible chasms, as he is doing on this rather delightful screenshot.



VERDICT

MEGA DRIVE

As a film licence, it's hard to fault Indy's latest game. It's full of digitised cut-screens and each level contains all-new hazards and play elements, and while most of them have been used before it has rarely been in this quantity. Sadly, though, Indy lacks the fluidity and solid responsiveness that a game like this needs to make it special. Indy is imaginative and well designed, and a great example of what can be done with a strong licence, but it just isn't enjoyable enough to lift above the average mark.

RAD AUTOMATIC

ALTERNATIVE

AT UNIVERSITY

- ARCHAEOLOGY
- £Subsidised Grant

Who needs the game when, after only four years of training, you too could be a jet-setting, zombie-defying, secret-treasure discovering archaeologist? Surely the most exciting occupation in the world?

- GRAPHICS 81
- SOUND 78
- PLAYABILITY 77
- VALUE 80

OVERALL

78

- **3DArcade Adventure**
- **US Gold/Apogee**
- **EUncconfirmed ■ Out Now**
- **PC disk version available**
- **No other versions planned**

If you thought Doom was gory, jump into your surgical overalls and get ready for a blood fest.

When the games industry first saw Doom, everybody whooped, hollered and generally just flailed about. It was an event that called for much frothing at the mouth. One thing though, the papers and public panned it. This was not because it was a crappy game or anything, far from it, it was the gore level you see, there was too much of it. Little did they know that not only would it spawn a million clones, but each one was to get progressively more violent.

Rise Of The Triad: Dark War is the latest, and by far the most intestine intensive. For a start the sprites in the game are more life-like, which already rings alarm bells in the 'bad taste' sector, and when they die, they DIE!!! A simple gun will produce a spray of blood, a machine gun will tear chunks off your opponents, and a heat-seeking rocket launcher will tear them limb from limb, spraying other meaty lumps across a ten-yard radius. Fantastic!

The rest of the game is your basic Doom-alike kind-of affair, with one or two twists. Firstly, there's all these spring-board points scattered around the landscape that enable you (and the bad guys to much comic effect) to bounce fifty foot into the air, generally to collect a power-up. Then you've got platforms, in the shape of floating discs, allowing you to play on different levels within the same environment. It's odd, but it works... just.

Oh, and I almost forgot, there's a plot too, but who cares?



▲ *It's no fun killing someone when you're too far away to enjoy it.*



▲ *Two guns: much better than one.*

IT TAKES TWO TO SUNKIST

Another outstanding feature of ROTT is its multi-player mode. There are more options for network/modem play than there has ever been for any game of this type before. There are oodles of levels, tons of game modes, and even a fair smattering of game objectives. Essentially though, it's best played when you're blasting chunks out of your mates.



rise of the triad

MURDER SHE DEFINITELY DIDNIT WRITE

Sometimes, when you only manage to wound your opponent, they kneel in front of you begging for mercy. I tend to find that a good head shot, or a bullet in the gut does the job, and certainly shuts them up.





▲ looks a bit like Wolfenstein.

Oh, don't run away, I haven't fired yet. ▼



▲ Now that's a much better gun to have.



▲ I'm hard, I don't do guns. Honest.



▲ Triad is best played in network mode, killing your mates is topper fun.

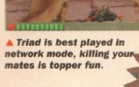


Things have come a long way since Doom, but people can still learn from Dark Forces.

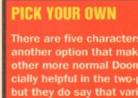


Heads up criminal scum, I'm coming for you because I'm hard. ▼

▲ Pistols? You expect me to take on the world with two .45 automatic pistols?



Things have come a long way since Doom, but people can still learn from Dark Forces.



YOU CAN BE GOD - IT'S OFFICIAL!

Although ROTI has its fair share of lethal toys, there's only one that commands the utmost respect. When you've got it you're treated to some wonderful monk chanting, because it basically turns you into God. Any atheists need not worry though, it doesn't make you grow a long beard, dress in a smock, or be gentle to all of mankind. Nope, it makes your hand glow and allows you to fire pure mega-death from your very fingertips, wiping out everybody in sight. Religion is the major reason from most wars and now you know why.



▲ Caption caption Caption caption

▲ Need big guns.

VERDICT

PC CD-ROM

Doom games are brilliant, there's no doubt about that, and it's very hard to cock it up when you're using the same game engine. Apogee almost did by adding the platformy stuff, giving you a cross between the most violent of the genre and Sonic. But there are so many levels (all of which are pretty well designed) and the weapons create so much havoc that I'll forgive them this once. Not only that, but watching the game enemies pogo-ing around is something everybody must see.

RIK HENDERSON

PICK YOUR OWN

There are five characters you could choose, another option that makes ROTI different from other more normal Doom clones, and this is especially helpful in the two-player mode. Not only that, but they do say that variety is the Schwartz Spice Rack, or something.

▼ Triad certainly looks realistic, which should piss plenty of people off once they see how violent it really is.

ALTERNATIVE

SNES

- Wolfenstein
- Imagineer/E44.99

This was the console version of the first Doom-style game, and although it was good in its day, it smells a bit now. Mind you you can shoot Nazi Aisations in it so it can't be all bad.

■ ISSUE 145: 80%

- GRAPHICS 92
- SOUND 87
- PLAYABILITY 84
- VALUE 95

OVERALL

89

Beat-'em-up JVC**£Unconfirmed Out June**

■ SNES version available
 ■ No other versions planned

Continuing the current trend for all things retro comes this blast from the past.

They're a talented lot that Bogard family. You can say what you like, but you can't knock the fact that the Bogards have a bigger concentration of talent in their ranks than most clans. There's Dirk Bogard, inventor of the famous assassin's knife which shares his christian name. And no-one can forget Humphrey Bogard, the celebrated actor and trivertebate dromedary. But every family tree has its bad seeds. And in the proud Royal Oak of the Bogards it's only fitting that those seeds be acorns. As seeds go Andy and Terry Bogard are large and hard, much like acorns on a seed scale of thinking.

Andy and Terry, whilst admittedly talented in their own rights, are more at home with beating the fun out of pensioners than helping them across roads. As a result they're much-famed participants in the regular Fatal Fury fistcuffs tournaments which exist in Mega Drive fantasyland. These tournaments pit one mad loony against another in a best-of-three, bare-knuckle combat situation, with the winner progressing to the next scrap in the contest. This time around, thanks to the wonder that is CD technology, the brothers have been joined by some old boss-type pals and some groovy new sound effects. My, it's so hard to contain oneself in these modern times.



◀ **Hi chicks, my name's Krenktaar. Hey, come back.**



▲ **Facing bankruptcy, the Flumps turn bad.**

BRUISE FROM THE FRONT

Fatal Fury isn't just another Streetfighter clone, oh no. It's different. Honest. It's three-dimensional, just like Tekken. Well, not quite. Fatal Fury allows the players to jump in and out of the background (well, one layer of it). This means you can dodge any attack, or use your positional advantage to get a cheap free hit in, depending on your whims. Or alternatively, you could spend the whole game leaping in and out.



◀ **Sudden and inexplicable reversals of gravity are a constant worry for everyone in today's modern society.**



fatal fury special



VERDICT

MEGA CD

Fatal Fury CD is a bit of a deadweight on a couple of counts. Firstly, the cart version has been available for about ten billion centuries, so big FF fans will no doubt already own a copy. The second problem is that it's been almost maliciously surpassed in its field by the likes of Mortal Kombat II and SFF2. And it's on CD, which means lots of lag time as you wait for each level, or demo, or title screen to load. Not the most advisable purchase and certainly several years too late in arriving.

RAD AUTOMATIC

- GRAPHICS 78
- SOUND 79
- PLAYABILITY 71
- VALUE 86



▲ **Andy and Terry - what awe-inspiring names.**



◀ **A fat bloke. He should try eating fewer pies.**



OTHER VERSIONS

The original Neo Geo Fatal Fury is way superior, although outclassed by Fatal Fury 3 (reviewed page 56). SNES and Mega Drive cart versions of FF1 are also available.

OVERALL

67

Shoot-'em-up **Acclaim**
 Unconfirmed **Out Now**
 No other versions available
 No other versions planned

Fifteen years in the wilderness for the future's Dixon of Dock Green with little media attention, then along comes Hollywood and he's on more formats than people he's shot for double parking. Well, he is the law.

Judge Dredd – is he rock or what? As characters go he's probably the least forgiving of all mainstream British heroes. None of your lily-livered liberal rubbish with him, smile at him at slightly the wrong angle and he'll blow your underdeveloped little 'nads right into the dusty corner of an iso-cube.

Dredd hasn't always been so committed to his job. At one juncture of his gory career he got slightly tired, would you believe, of the violence and the never-ending death. So he went off into the mutant infested, war-ravaged Cursed Earth to contemplate.

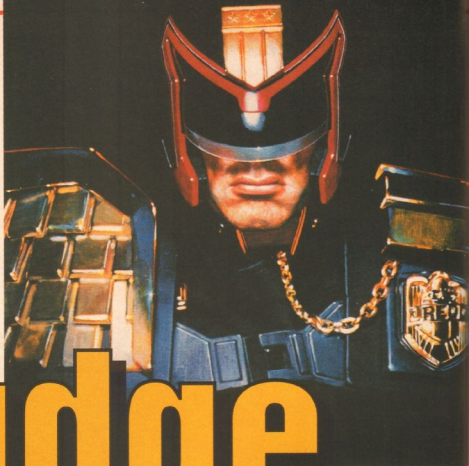
I always rather hoped that his illustrious career would be blighted in a far more sensational fashion.

Imagine the scoop for the Mega City 1 vid-shows as old infallible Joe Dredd is caught on camera with his neoprene suit around his ankles snorting crystals of pure sugar from a mutant's cleavage while injecting himself with neat caffeine.

As the Justice Department swoop, Dredd guns the Lawmaster and drives recklessly through the streets extoning the virtues of his newly found high while firing his Lawgiver like some wild-eyed grinning Mexican bandit, before attempting escape by kidnapping a bus full of nuns and threatening to kill one an hour unless his nefarious demands are met.

A hover-pod, a billion credits, a team of female acrobat strippers and enough pure sugar and caffeine to put him into orbit are duly arranged and Dredd flies off into the sunset, like a hybrid between Harvey Keitel, Clint Eastwood and Maradona.

And you know, the ridiculous thing is he could get away with it because there's no one tougher on the whole face of the planet than him. Having said that it remains to be seen whether the film will end this way, but it sounds good to me.



judge dredd



SNES



GAME BOY



MEGA DRIVE



Judge Dredd even looks hard on a skateboard half-pipe. Show us an ollie, Dreddster!



GAME BOY



GAME GEAR

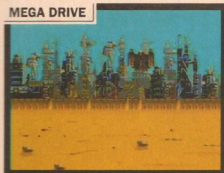


GAME BOY



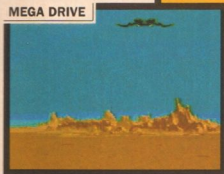
GAME GEAR

MEGA DRIVE

**WHAT FRONT END?**

We were expecting that the SNES and Mega Drive versions would at least have a sexy front end. No such luck, what we're showing you is all you get. I guess Acclaim would say that all their efforts were put into the actual action itself.

MEGA DRIVE



SNES



SNES



GAME GEAR



SNES



GAME BOY



GAME GEAR



MEGA DRIVE



GAME BOY



GAME GEAR



MEGA DRIVE



SNES



▲ It's tricky to look hard whilst being shot in the stomach, but it's no problem for Judge Dredd.

SNES



▼ Shoot to kill, Joey Boy. And look hard.

SNES

**WHAT THE LAWGIVER THE LAW TAKETH AWAY**

It's all very well being The Law, but hardened MCI perps are just going to laugh in the face of your feeble Earth Justice unless you've got something to back it up. Luckily you have, and it's called a Lawgiver. Like all the best instruments of authority it's a big gun which fires a variety of bullets.

General Purpose shells are the most frequently used, and Dredd has an infinite supply of these.

Along his travels he also picks up ammo for some different functions. Heat seekers lock on to the nearest opponent and chase them until death, ricochet missiles rebound off walls and floors without stopping (although they can knock Dredd for six if you're not careful), incendiary shots explode on impact and armour-piercing shells (the most powerful of all) kill just about everything they hit. Dredd also has access to some supplementary weapons, grenades, high-explosive missiles and 'double whammy' missiles, all of which are grades of smart bomb, and Boing bubbles, used for imprisoning the smokey immortal spirits of the Dark Judges.



Judge Dredd



VERDICT

GAME BOY

Obviously the Game Boy isn't exactly suited to cope with the finer points of a game like this, so the portable Nintendo version of Judge Dredd is more action-orientated than its 16-bit siblings. However, it's also much slower, in both running speed and the pace of play, and this is definitely to its detriment. And sadly the Game Boy just can't produce the atmosphere required to offset this. It's not terrible, but there are better examples of the genre available. Try Capcom's Metroid instead.

RAD AUTOMATIC

- GRAPHICS 70
- SOUND 67
- PLAYABILITY 69
- VALUE 65

OVERALL

67

▼ This is you, AKA Joe Dredd. And you're standing there, looking all hard. Grrrr. What a man.



SNES

VERDICT

SNES

Judge Dredd is an excellent use of the licence in all respects. The central Dredd character behaves as you'd expect and has a repertoire of (usually violent) moves which stay faithful to the comics. It's also unlikely that Dredd would really work as a game without the masses of material lifted from both the books and the movie. But as it stands, it's pretty ace. Atmospheric, challenging and even a wee bit original, Dredd should keep most people happy, even if the action does lag at some points.

RAD AUTOMATIC

- GRAPHICS 85
- SOUND 84
- PLAYABILITY 89
- VALUE 86

OVERALL

88

GAME BOY



GAME BOY



MEGA DRIVE



MEGA DRIVE

VERDICT

GAME GEAR

Obviously you can't expect the same of the handheld versions as their 16-bit counterparts. The Game Gear version is much more straightforward than the SNES or Mega Drive versions and much more geared towards action. That doesn't blight it though, because the Game Gear version is a quality product containing plenty of thrills, spills and shoot-'em-up frolics. In fact, as far as Game Gear products go, this is actually one of the best the machine's ever seen. Well worth a blast.

SIMON CLAYS

- GRAPHICS 88
- SOUND 80
- PLAYABILITY 85
- VALUE 83

OVERALL

87

GAME GEAR



GAME GEAR

▲ Stand by doors and look hard in Judge Dredd.

◀ You can even look hard whilst teetering like a girl on the edge of a barrel.

ALTERNATIVE

MEGA DRIVE/SNES

- Alien 3
 - Probe/£39.99
- Another cracking film licence, Alien 3 mixes tons of hardcore blastorama action with amazing levels of rock hardness and hugeosity - plus the sound's lifted from the movie. A classic.
- ISSUE 139: 94%

VERDICT

MEGA DRIVE

Old Dreddy has taken a bit of stick for coming out as a platformer instead of a Doom-style-high-end-machine-3D-RPG-God's-gift-to-games affair. The SNES and the Mega Drive games are the obvious choices and they do have their limitations. Judged on that criteria, Judge Dredd is a damn fine conversion. It's well animated, and has varied playability. If anything's wrong, it's that the levels can only be completed in one way, which means if you do anything out of order you have to start again.

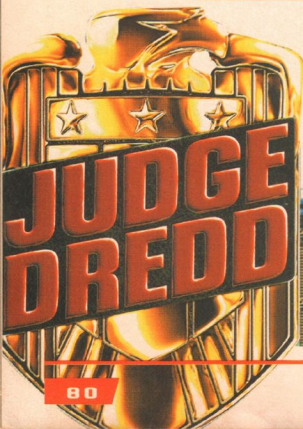
SIMON CLAYS

- GRAPHICS 85
- SOUND 82
- PLAYABILITY 84
- VALUE 80

OVERALL

86

▲ Mini Pops Judge Dredd looking all hard and tough.



■ RPG ■ JVC**£29.99 Out Now**

PC version available
Amiga version planned

By Gandalf's trouser staff its DM2, and its got nothing to do with two 14-hole boots formally worn by skin-heads now adopted as a standard fashion accessory for a generation.

Dungeon Master what a classic, back in 1985 you just couldn't fault it. Take a party of stereotyped Tolkien rejects down into a labyrinth of tunnels, puzzles and angry, bored monsters.

It didn't matter that all the characters were, in hindsight, stereotypes because at least that little dwarf fellow off the cartoon, the dungeon master, wasn't there to annoy you. Did anyone ever notice what a total spazzy waste of time he was and, considering he knew exactly what the crack was, did absolutely sod all to help the beleaguered party except to offer some cryptic crap or other?

If I was one of those spoilt American kids who metamorphosed into a knight or something that pint-sized gargoyle would be the first one for the chop. Anyway, we digress because the important thing is the game.

It's sad, the RPG that moulded every adventure subsequently, hasn't moved forward or even sideways for that matter. With so much competition from fifth generation versions, DM2 feels as though it's been lost in one of its own mazes for ten years only to emerge old, grey and past it.



▲ Don't you just love the English weather they always put in these RPG's?

Ooh, my, what's that moleson doing under his bath robe? ▶



▲ Wow! Aren't stats screens good?



dungeon master 2

VERDICT

MEGA-CD

Dungeon Master invented the control system and gaming style that nearly every RPG has mimicked since. Its interaction of on-screen events, real-time fighting and use of magic have all been copied and hybridised to death. Apart from clever monsters and the odd feature everything looks and plays the same as its predecessor. DM2 seems to have been lost in the time space continuum for a decade only to emerge a dinosaur with no place in Nineties gaming at all. Shamefully out of date and dull to boot.

SIMON CLAYS

- GRAPHICS 45
- SOUND 50
- PLAYABILITY 60
- VALUE 44

OVERALL

47



▲ This beautiful self-assembly fondue table can be yours from Ikea for only £4.99.



▲ There's a skill to building a wall like this you know.



▲ The cat's never been the same since then worming pellets.



▲ The magic map comes in handy.



▲ Even in an RPG we start to salivate when there's a sign for an offy.

SPOT THE DIFFERENCE!

Calling all PC punters! Take a long hard look at the PC version against the Mega CD and er... marvel at the difference ten years and technology makes.



ALTERNATIVE

PC

- The Elder Scrolls: Arena
- US Gold/£34.99
- This Doom with swords roam-a-thon allows freedom while still keeping you tied to a plot. Great graphics and playability make Arena what DM2 should have been.
- ISSUE 151: 90%



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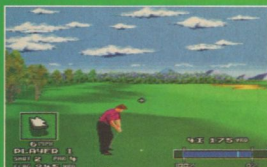
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Sports Virgin**£Unconfirmed Out July**No other versions available
CD32 version planned

One day the world will be controlled by the legions of golf games. Save us.

Birds do it, bees do it, even Beastie Boys' Mike Ds do it – let's do it, let's play some golf. So sang Frank Sinatra, and, given his heavy mafia connections, we're not about to argue in case he has us shot. In fact, we're just going to take up the sport ourselves, just to show a bit of solidarity with of 'no-teeth. But being lazy square-eyed gamers we can't be bothered with all that walking about, fresh air and exercise business. No, we're just going to play a computer game of golf in the comfort of our luxurious offices.

The game in question is World Masters Golf. It offers a choice of four courses, from the nice sedate greeny one to the mega-rock beach course of sand traps and tidal pools. You can take part in a tournament (against other human players if you like), or you can just faff about practising forever. As with most games of this ilk these days there's a whole gaggle of course fly-bys before each shot (so you know where to hit the ball) and after (so you can see how miserably you performed), along with the usual array of stats designed to show you up for the worthless cut that you are. And numerous small holes, generally found on the greens.

MORE POWER!

Hey golf game fans – guess how you take your shots in World Masters. Why, that's right, with a power bar. Press the shot button once and the meter shoots towards the left shot line. Press it again and the bar moves back to the right. The idea is to stop the bar right on the maximum potential lines for a long, straight shot, or stop things earlier for less power or a curled shot. Obviously your choice of club affects the performance of both the shot bar and the thwack itself.

One day digital pictures just like this will hang in virtual galleries across the globe. ▶



◀ My god – more giant golfballs! Get that SWAT team down here now!



▲ That tricky weeing-round-corners moment.



▲ You know, you could just have a nice sunbathe.



▲ That's a pretty good shot. Very well done.



▲ Trees. The lungs of the world, or so scientists believe.



▲ Choose your favourite holiday destination from these lucky four.



▲ Player 1 is treated to a familiarising fly-past before the match.



▲ Oh my god! Giant golf balls are taking over Yellowstone National Park! Call the army! Aieee!

World masters golf

VERDICT**SNES**

I can't say that I think World Masters is particularly bad. But you can't deny that it's remarkably similar to almost every other golf game on the market. The power meter, the course maps, the close-ups of the green, the variety of clubs, it's all alarmingly familiar. The SNES might not have many outstanding golfing titles, but despite the variety of courses on offer and the challenge presented by them, World Masters doesn't exactly rectify this situation. For major Pringle fans only.

RAD AUTOMATIC**ALTERNATIVE****32X**

Golf's Greatest 36 Holes

Sega/£44.99

The best golf game released recently, this title takes just about every golfing variable into account, it's more of a simulation of the sport than a reflex-testing power bar-fest of boredom.

■ ISSUE 161: 89%

- GRAPHICS 82
- SOUND 78
- PLAYABILITY 76
- VALUE 77

OVERALL

75

Strategy Mindscape

£34.99 Out July

Amiga, PC CD-ROM, SNES and Jaguar versions available
No other versions planned

There's no lottery winners but still big stakes on offer in Bullfrog's classic cyberpunk strategyfest...

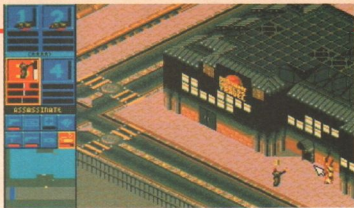
Set in a miserable cyberpunk future Syndicate's plot revolves around a number of mega corporations, or Syndicates as they're known. These guys are far more powerful than, and have long since

replaced, governments, but crave still more power and so in a Risk-styled set out to destroy each other.

The syndicates are still companies at heart though and don't want to risk offending their product audience, ie the general public. Therefore missions must be carried out covertly as the player takes control of up to four cyborg spies drugged to obey orders as they carry out assassinations, kidnaps and other unsavoury acts. The game window fills about 75% of the screen, with the rest taken up by a scanner which keeps track of the player's cyborgs, enemy spies and civilians plus another four windows which represent the cyborgs' stats.

Things become increasingly vicious as time wears on so funds can be ploughed into research to develop stronger cyborg body parts and more destructive weapons. Special mention has to go to the flame thrower. You haven't lived until you line up a number of weak, pathetic civilians and toast them to the accompaniment of great sampled screams. A ha ha, extreme power is mine!

Invest funds in researching new and more destructive weapons. ▼



syndicate



▲ The aim is to conquer the world and the final battle takes place on that artificial island in the Atlantic Ocean. Here you can see that I've conquered Europe and the next mission will be in a territory directly opposite my border.



▲ Total carnage! The missions in this CD32 conversion are the same as the original Amiga and PC versions rather than those featured in the Mega Drive and SNES games.



▲ By using the persuasion people will beg to join your cause. Handy as a human shield during battle.

CD FREE

Syndicate's intro on the original Amiga version was a bit smart as it was loaded into memory in one chunk despite the pre-rendered graphics. With sexy CD intros the norm these days it doesn't seem quite as impressive on the CD32 version but is still worth a gander thanks to the smart Cyberpunk atmosphere it generates so er... here's a look!



◀ Missions tend to involve either killing or 'persuading' someone to join your syndicate. That's kidnapping to the thickies out there.

ALTERNATIVE

SNES

- Cannon Fodder
- Virgin/£49.99
- Plenty of death and blood in this vintage Sensi outing and a few Syndicate style puzzles to boot. Most essential.
- ISSUE 157: 90%

VERDICT

CD32

The game engine in Syndicate has dated badly and the graphics are hard on the eye, even when played through an SVGA monitor. There's a number of niggles which tarnish the overall feel such as the way you can't see your men when they enter or walk behind a building. Cutaways would make all the difference. Thankfully gameplay is redeemed by the superb cyberpunk atmosphere, well structured levels and extreme violence. This is still a class title but it won't impress as much as it did two years ago.

RIK SKEWS

- GRAPHICS 77
- SOUND 50
- PLAYABILITY 82
- VALUE 87

OVERALL

80

3D Shoot-'em-up ■ *Psygnosis*■ *Unconfirmed* ■ *Out Now*

- No other versions available
- No other versions planned

Live life on the edge, pilot your ship at high speeds, earn lots of money. But only if you've got a CD-ROM...

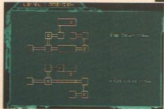
Think about the future... imagine piloting a starfighter along twisting tunnels at fantastic speeds. Picture blowing up countless alien ships, rescuing stranded humans, and making huge amounts of wonga. If this sounds like your idea of fun, then read on.

In the future, information on alien life forms is the most valuable commodity around, with big corporations willing to pay top whack to anyone willing to retrieve it. Obviously, nothing in life is easy and if a Runner (the name given to data retrieval specialists) wants to take a company's money, then they've got to expect a few difficulties. The first problem is that the info is stashed away in some pretty inaccessible places (like the cores of dead stars), and the second problem is that these star cores are protected by a large number of very, very nasty alien cyborgs called Adherents that are programmed to defend this knowledge at all costs.

Take control of a ship flying through a 3D maze environment, blow up everything that comes near you, rescue some humans who are stranded and collect the information from the core... oh yes, and get out of there pronto. There are eight weapons at your disposal, ranging from mere grenades (which kill enemies that are hiding behind corners) to a heavy laser (which blows up everything but it's very slow to recharge).

A MAN WITH A MISSION (OR TWO)

The first mission is, obviously, the easiest. Scoot through a few rooms avoiding the nasties, grab the info and scam! After this they get quite tricky, and require a lot of thought.



▲ It's like one of those confusing shopping mall maps: now where's HMV?



▲ It's all gone rather strange, blocky and it has to be said... square.



▲ Watch that you don't touch the edges, only it doesn't do ya much good.

pyro technica



▲ It's all very 3D you know.

It's what's known as 'a 3D maze environment' you know.



▲ For some reason this game looks like Tetris. Think about it.

VERDICT

PC CD-ROM

The first word that springs to mind when you start playing this game is 'Descent', and the game is very similar to the Interplay classic in both graphics and playing style. But it lacks that magical quality that made Descent so playable. The graphics are smooth and colourful, but you don't quite get the feeling of 'being there' that you get with Descent. If this had been released six months ago, it would have been excellent and ground breaking, but now, it's simply second best.

MARCUS BEER

- GRAPHICS 89
- SOUND 85
- PLAYABILITY 80
- VALUE 84

OVERALL

86

Platform Adventure US Gold

£39.99 Out Now

Mega Drive, SNES, Amiga and PC versions available
No other versions planned

3DO



Another 16-bit classic makes its weary way on to the 3DO...

Stop back in Time' as that rather diminutive little Ozzie, who's now performing high kicks in Street Fighter, once sang (and more embarrassingly I remember it); or more to the point flashback in time to when we first saw this kind of fluid rotoscoping animation on our gaming screens. Well it was many earth moons ago, especially if you think of its predecessor: Another World. Flashback is certainly the best of the three though, and certainly a worthy game (the last version we reviewed was the Mega Drive one and that scored a triumphant 94 percentages).

For those gamers who're unaware of what the whole shebang's about though, let us digress, briefly... Conrad Hart's your man, and the story goes that he's a secret agent who's been kidnapped by aliens (who were posing as politicians) and has been taken back to a hostile planet. Hart's memory has been erased, and it's his job is to find it, escape the planet and return to earth and expose the aliens.

The 3DO Conrad sprite has all the manoeuvrability that his counterparts had, and the backgrounds look as lush as ever. Where the 3DO version excels however is the sound, it's so crisp and the samples are très realistic, especially the gun shots. Not forgetting of course the cut scenes, which on our Panasonic player look particularly handsome you know.



▲ In the future people will wear purple trousers.



▲ All the levels are like, 'big', and quite baffling too.

The menu shows ▶ your currently selected item.

IT'S ALL LOOKING DIFFERENT HERE NOW...

The only noticeable difference to the earlier versions of Flashback are the slick cut scenes and full motion video intro, which are of course up to the high standard you'd expect of a 3DO game, especially one done by the likes of Delphine.



▲ I like Conrad's crouch (no, I said crouch!).



▲ I'm inclined to agree with you, it does look much like any other version.

VERDICT

3DO
Do 3DO owners feel like they've bought a refurbished Mega Drive or SNES. I mean who wants age-old games on a 3DO? We've seen the games the 3DO is capable of: The Need for Speed, Return Fire and FIFA, all of which showed off its capabilities well. While Flashback is impressive, it's arrived late in the day on 3DO. If someone's upgraded from a SNES or Mega Drive they've seen this game yonks ago and no amount of FMV or clear, crispy CD sound is gonna make them shell out the ready for this.
GARY LORD



▲ Nice little spot effects, don'tcha flink?

ALTERNATIVE

- MEGA DRIVE**
- Wolverine
 - Acclaim/£49.99
- Uses a similar game engine to Flashback, in that there's rock hard puzzle-style platformers and a central sprite that is incredibly manoeuvrable - and dead cool, like Conrad himself.
- ISSUE 158: 89%



- GRAPHICS 89
- SOUND 90
- PLAYABILITY 89
- VALUE 75

OVERALL

80

Armed only with 50p pieces and a bag of pound coins our Video Drome reviewers take a day trip to Coin-Op Land, and they don't come back until every new arcade game has been well and truly tested...

VIDEO

Savage Reign: game or lame?

- **Beat-'em-up**
- **50p per play**
- **SNK**
- **1-2 Players**

Savage Reign is another beat-'em-up in SNK's long line of 2D-3D fighters. As ever there is a choice of 12 weird and menacing characters for you to choose from. Once you have made your selection, you are blessed with what are probably some of the best backdrops yet seen in a beat-'em-up. Each character has their own weapon which can be used by activating one of their specials, but behind all the nice graphics and touches it doesn't really amount to



anything that we haven't already seen in one guise any more. Even with the ability to jump from various platforms, and use trademark weapons, for example the Joker character has a razor sharp playing card that he attacks his foe with, SNK have failed to produce the goods. At first glance you would think Savage Reign has been around for a while because apart from a gaming scenario there doesn't seem a great deal of difference



Savage Reign

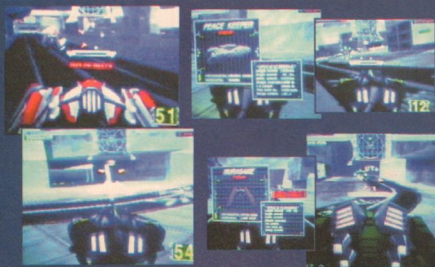
Cyber Roll

- **Shoot-'em-up**
- **£1 per play**
- **Namco**
- **1 Player**



The 3D texture-mapped shoot-'em-up feast that goes by the name of Cyber Commando is Namco's follow up to their acclaimed Cybersled arcader (which we saw recently on PSX - see issue 161). This sequel is a much better game, so much so that it's going to be as popular with arcade patrons as a Pamela Anderson copy of Playboy is at a sperm bank.

In Commando you are given the option to choose from six of the fiercest battle vehicles you've ever seen. Each one has its own strengths and weaknesses, some are slower than others, and some have better weaponry, but each one has its own particular forte. The aim of the



Cyber

DROME



between this and any other of SNK's beat-'em-ups like Fatal Fury or Sam Shodown to mention just a couple. SNK beat-'em-up die harders will probably enjoy this, as will first time players, but the rest of us will be spending our cash on Mortal Kombat 3.



- SPRITES 17
- ANIMATION 17
- SPECIALS 15
- PLAYABILITY V cpu 15
- MULTIPLAYER 17

81



game is to tactfully manoeuvre around buildings and blast the opposing CPU-controlled vehicle. Once you have destroyed the enemy machine you progress on to another harder level (natch). Each Cyber Commando has two weapons: the standard machine-gun, and the obvious super weapon. You don't have an infinite amount of firepower so it's important to find the power-ups. These can of course be found by using the on-screen radar and will show up as white dots, whereas the enemy shows up as a big green blip.

Cyber Commando is what's known in the industry (if we're putting on our posh voices) as 'terribly impressive'. The backdrops are beautifully detailed and the machine sprites really look as though they're a formidable fighting force. Expect crowds similar to those around Virtua Fighter 2 and Sega Rally huddled round Cyber Commando as it's gonna be big!



- SPRITES 19
- ANIMATION 18
- CONTROL 18
- PLAYABILITY V cpu 20
- STRATEGY 15

90

Commando

VIDEO DROME

Highway to Hell?

- Beat-'em-up
- £1 per play
- SNK
- 1-2 Players

Fatal Fury 3

Since the gaming world fell under the spell of Virtua Fighter very few companies have been able to resist the lure of 3D scrapping and multi-view perspective. Fatal Fury 3, imminent in the arcades, sticks with the rather more traditional look for their third bout in the battle of the beat-'em-ups

Continuing where Art Of



Fighting, Samurai Shodown and Fatal Fury 2 left off, Fatal Fury 3 is the road movie of the beat-'em-ups. Travelling from one beautifully stylised backdrop to the next, your choice of one of ten characters (five more than the last dojo) issues challenges as he or she journeys towards a final encounter.

The main gaming difference is the introduction of, what can only be described as, multi-plane fighting. This gives you the capability to move between rear, middle and front portions of the screen and means you can now avoid blows or do a sneaky attack from an angle.

To keep in line with the Killer Instincts of this world extra emphasis has been placed on all important combos with fighters now able to follow special moves with throws etc.

Fatal Fury 3 isn't going to win any awards for pioneering new gaming innovation, but it is rock hard and highly playable. But, Road To The Final Victory's a byway that's been driven down many times, despite the repairs and widening operations. And, before we make any more sad euphemisms, look out for the game's

moment of unwitting comedy as you either play or fight against none other than ITV sports presenter and sad ex-Arsenal keeper, Bob Wilson. But beware, he may be capable of a ball-rolling-under-his-flailing-arm-FA-Cup-let-down-TV-spell-killer-combo, or not.



Fatal Fury 3: to the final victory



- SPRITES 14
- ANIMATION 13
- SPECIALS 13
- PLAYABILITY V cpu 15
- MULTIPLAYER 16

71



inserts... inserts... inserts... inserts... inserts... Ins

Insert
£1

The Power to Cloud Men's Pinball

Can you kick it?
Yes, You Can!



Jaleco's latest footy title could be set to revolutionise arcade sport as we know it.

World Cup PK Soccer is a penalty competition with a difference because you actually have to boot a punchbag to shoot.

When it reaches our hazy arcade emporiums it'll be you against a 40-inch monitor and a goalie. The system works by asking you to kick a bag which responds to different strengths and angles

to produce your shot on-screen. Really catch it right and you'll trigger off one of six 'Super Shots' which will leave the keeper completely 'Grobelaar-d', catch it wrong and it's head in hands à la Chrissie Waddle.

We've yet to play PK Soccer but judging from the way it's been designed it's going to be a tall order for left footers to get a decent shot in without being fouled by the side of the cabinet.



Movie fever continues to infest the dot-matrix flipper-frenzied world of the pinball table, as Midway announce another licence tie-in. Based around the plot of the Shadow movie, Bally claim to have recreated the tension of good battling evil with flippers, ramps and digitised dialogue from the soundtrack courtesy of stars Alec Baldwin and Tim Curry. Let's just hope that the pinball table has more thrills than the movie, which shouldn't be too hard.



Now That's Magic...



More pinball frolics from Midway in the shape of Theatre of Magic. Based loosely around the dusty old music halls, Theatre of Magic features some revolutionary new features like the Spirit Ring which will divert your ball from one ramp to another or the Magician's Trunk which will capture your ball and feed it to the haunted basement. Available about now Theatre of Magic is geared for the novice and pro alike.



You Talkin' to Me?



Pinball fans will shortly be able to shoot ramps and flip flippers with none other than Robert DeNiro, courtesy of Sega Pinball. Their latest incarnation is an adaptation of Kenneth Branagh's movie version of Mary Shelley's gothic novel, Frankenstein.

The table features Sega's now high-definition dot-matrix screen which is twice the size of any other currently available, plus there's music and sampled speech from the movie.

Without a shadow of a doubt the crowning glory will be the miniature monster version of Bob! He even throws the ball back at you like some psychotically possessed extra from Punch and Judy on acid as he mumbles speech from the movie. In fact, he looks more like Philidenstein than Frankenstein.

While Sega's pinball division continues to impress we're waiting with baited breath for a Taxi Driver pinball where shooting all five of Harvey Keitel's fingers off gives you a bonus multiplier.



Coin-Op Hero or Sad Retard

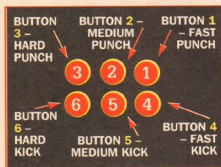
OK, coin-op freaks we want to see exactly what you're made of, so if you reckon you're the top dog in your arcade on MK3 or whatever, we think you should be screaming it from the highest rooftop. So, write to us on the address below. Until then, viva Gamers gamers!

COIN-OP HERO OR SAD RETARD
CVG
PRIORY COURT
30-32 FARRINGTON LANE
LONDON EC1R 3AU



cheat mode

They are the Children of the Atom - Cyclops, Storm, Wolverine, Iceman and all of your Saturday-morning-just-before-the-Chart-Show favourites are here. And then of course there's Gary Lord. He's the lad who's put together all these invaluable and most up-to-date special moves, X-powers and hints on how to beat the baddies in Capcom's latest arcade smasher...



X-MEN

children of the atom

ARCADE

X Men is the title that has confirmed that Capcom are still the kings of beat-'em-ups. While other games may have more gimmicks or better graphics, the Capcom titles come out on top when it comes to sheer playability.

THE CONTROLS

The way our little X-Men guide works is as follows:
UP = U, DOWN = D,
LEFT = L, DOWN-RIGHT = DR,
UP-LEFT = UL etc.
Before we give you some specials for the individual charac-

ters, here are a few tips for general play.

MUTANT BAR

The mutant bar is under your energy bar and can work in three different ways. The higher your mutant power, more special moves can be performed. For example, if you want to perform one of the X Power moves, the mutant bar has to be full to the brim. Oh, and don't worry if you reach the end of the round without using your power, because it carries over to the next round.

COLOSSUS

A hefty chap is our Colossus, and with that size comes a strength that is second to none:
ATTACK: D, DR, R and any kick.
VERTICAL ATTACK: D, DR, R and any punch.

Only works when bar is at full power:

SUPER DEFENCE: D, DL, L and B1, B2, B3
BOMBER: D, DR, R and B1, B2, B3

VERTICAL ATTACK:



BASIC MOVES

As well as a huge amount of specials and combos, there are some basics that can be incorporated into moves.

These are:

1/ DASH ATTACK - Tap R, R, to run at your opponent, and L, L, to run away!

2/ RECOVERY - Tap R, R, and press the three kick buttons together.

(HUGE NOTE) All these moves are written using the basis that the player is facing right. If you are facing the other way, don't write in to complain, just reverse the moves



SPIRAL

A lethal-looking babe and no mistake, and with six arms she's dead handy with a sword.

BONKERS SWORD: D, DR, R, and B1, B2, B3

TELEPORT: D, DL, L and B2

POWER MOVES: D, DL, R and B4

Only works when bar is at full power

MORPHIN MOVE: D, DR, R and B1

BONKERS SWORD:



TELEPORT:



FIST:



ICE PROJECTILE:



ICE BLITZ:



ICEMAN

A frosty character who flies through the skies on a carpet of ice and whose icy projectiles can give you more than a chill.

BIG BALL: B2 and B5

FIST: D, DL, L and B1, B2, B3

ICE PROJECTILE: D, DR, R and B1

Only works when bar is at full power

ICE BLITZ: D, DR, R and B1, B2, B3

SUPER DEFENCE:



CYCLOPS

The only original X-Man, and with his long-term service also comes a maturity and sensibleness that only the Prof can rival. That said though, ole one eye still loves a good scrap, and here are his special moves...

MAIN BLAST: D,

DR, R and B1

HARD PUNCH: R,

D, DR and B1

Only works when bar is at full power

MAIN BEAM: D, DL, L and B1, B2, B3

SPECIAL BLAST: D,

DR, R and B1,

B2, B3

SPECIAL BLAST



WOLVERINE

Everybody's favourite mutant is as tough and unbreakable as the adamantium claws he slices his opponents with.

LEAP ATTACK: B1 and B4 and move stick in attacking direction

WHIRLWIND: R, D, DR and B1

ACCELERATION: D, DL, L and B1, B2, B3

Only works when bar is at full power

MASSIVE ATTACK: D, DR, R and B1, B2, B3

WHIRLWIND:



MASSIVE ATTACK:



STORM

Storm is one cool chick whose knowledge of the elements is greater than John Kettley's, and when she says it's gonna rain, believe her it will.



WHIRLWIND: D, DR, R and B1

LIGHTNING: B5 and B2 and move the stick in the direction you wish to attack.

WIND POWER: Pushes your opponent back: D, DR, R and B4, B5, B3 and the same but DL and L to pull your opponent towards you. The bar must also be at level two to perform this.

FLYING MOVE: D, DL, L and B1, B2, B3

Only works when bar is at full power

LIGHTNING SPECIAL: D, DR, R and B1, B2, B3

SILVER SAMURAI

A samurai with a difference in that not only is he a more-than-adept swordsman but he uses his special mutant shuriken and teleporting powers to complement his mighty swordsmanship.

SLASH ATTACK:

Press B1

quickly

SHURIKEN:

D, DR, R and

B1

POWER

SHADOW:

D, DR, R and

B4, B5, B4

MEGA

SWORD: D,

DL, L and B1

or B2 or B3.

Only works

when bar is

at full power

SUPER

SHURIKEN:

D, DL, R and

B1, B2, B3

SHADOW:

D, DL, L and

B4, B5, B4

ENERGY BOLT:

D, DR, R and

B1, B2, B3

MEGA SWORD



POWER SHADOW



SLASH ATTACK



MEGA PUNCH



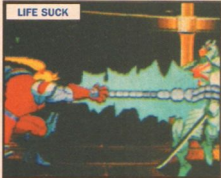
OMEGA RED

Not a particularly friendly sort of chap as until he locates the Carbonadium Synthesizer which will help keep him alive he has to rely on draining the life from those around him in order to stay alive.

LIFE SUCK: D, DR, R and B1, B2, B3
TORNADO ATTACK: D, DR, R and B6

Only works when bar is at full power

MEGA MOVE: D, DR, R and B1, B2, B3

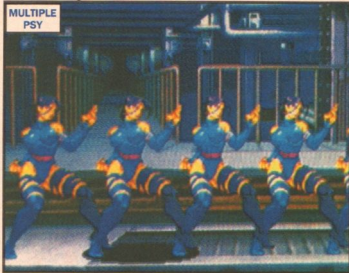
LIFE SUCK**TORNADO ATTACK****MEGA MOVE****FORCE POWER****SENTINEL**

Not exactly mutant-friendly the sentinel robots are programmed to wipe the likes of the X-men out for good.

MEGA PUNCH: D, DR, R and B1
FLIGHT: D, DL, L and B1, B2, B3
FORCE POWER: D, DR, R and B4 or B5

Only works when bar is at full power

MEGA ATTACK: D, DR, R and B1, B2, B3

MULTIPLE PSY**PSYLOCKE**

This babe's telepathic and psychological powers enable her to attack her enemies' minds and she can also keep in touch 'telepathically' with her fellow mutants (like wouldn't that be good).

PSY ATTACK: D, DR, R and B1

PSY SWORD: D, DR, R and B4

MULTIPLE PSY: D, DL, L and B1 (and your power bar must be at about two thirds to complete this move.)

Only works when bar is at full power

PSY BLAST: D, DR, R and B1, B2, B3

PSY BLAST**PSY SWORD**

cheat mode

I feel the need – the need to cheat! Games saddos, don't despair, Datel Electronics have just updated their Action Replay code lists, and here's the best of those...

ACTION REPLAY UPDATES

SNES

BEAVIS AND BUTTHEAD

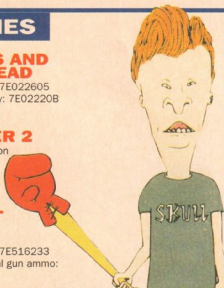
Infinite lives: 7E022605
Infinite energy: 7E022208

CLAY FIGHTER 2

Play US version on any machine: C0012600

EARTH-WORM JIM

Infinite lives: 7E516233
Infinite normal gun ammo: 7E662334



GRADIUS III

100% Invincibility: 7E00D402
Option is always full: 7E00B005
Enemies killed automatically: 7E00DC02

MICRO MACHINES

Infinite lives: 7E032303

MORTAL KOMBAT II

(UK Version with Action Replay 2 only)
Enter 80870CA1: Must be entered first
Use together for invisible fighters: 7E268E01 + 7E269001
Disables death moves

screen: 7E3251FF + 7E3250FF
Sub Zero ice-bolts freeze for entire round: 7E043200
Player two does more damage: 7E2F0602
Both players can move before start: 7E325401
Infinite credits: 7E30B607

NIGEL MANSELL WORLD CHAMPIONSHIP

Stop lap timer: 7E004200

STREET RACER

Always win: 7E5C0900
Stop timer: 7E183300
Infinite cred-

its for player one: 7E1D2C03
Infinite credits for player two: 7E1D2A03
Infinite time: 7E183300
Disable player one weapons: 7E537200
Disable player two weapons: 7E537400
Disable player three weapons: 7E537600
Disable player four weapons: 7E537800
Disable player one fighting: 7E537A00
Disable player two fighting: 7E537C00
Disable player three fighting: 7E537E00
Disable player four fighting: 7E538000
Disable player one collisions: 7E538A00
Disable player two collisions: 7E538C00
Disable player three collisions: 7E538E00
Disable player four collisions: 7E539000
Access secret courses: 7E53B401
Disable player one damage: 7E538200
Disable player two damage: 7E538400
Disable player three damage: 7E538600
Disable player four damage: 7E538800

THE ADVENTURES OF BATMAN AND ROBIN

Play UK version on Japanese and US machines: 828E880
Unlimited Energy: 7E009828



BIKER MICE FROM MARS

Infinite energy: 7E179E03
Infinite shots: 7E170603
Infinite items in box 1-5: 7E17CD0X



MEGA DRIVE

CAPTAIN AMERICA AND THE AVENGERS

Unlimited continues for play
er one: FF9E810007
Unlimited continues for play
er one: FF9F570007

FIFA 95

Player one's goals don't
count: FFA510000
FFE2C300XX
Incredible Hulk
Infinite lives: FF08890003
Transform all the time:
FF00130001
Infinite gun when trans-
formed: FF00150002

MICRO MACHINES 2

No blue car: FFD8460004
Red car can't steer:



FFD8570004
No yellow car: FFD8360002
Blue car can't steer:
FFD8350009
Infinite lives: FFF3310002
Yellow car can't move:
FFD87E0002

PITFALL

Infinite lives: FF3E0004

SMURFS

Infinite lives: FFF3710004

TINY TOONS

Hits do more damage:
FF78D0000

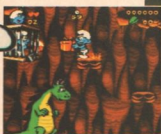
ZERO TOLERANCE

Infinite energy:
FF0DE00064
Infinite ammo:
FF10380068
Infinite rockets: FF10400



SMURFS

Infinite lives: 7E04E104
Infinite time: 7E04E605



SOULBLAZER

Infinite energy: 7E1B8808

SUPER BOMBERMAN

Tiny Bomberman: 7E0C9001
Detonator for player one:
7E0D7301
Detonator for player two:
7E0DB301

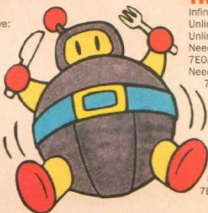
Loads of bombs for player
one: 7E0D70FF
Loads of bombs for player
two: 7E0DB0FF
Power bombs for player one:
7E0D7801
Power bombs for player two:
7E0DB801

JUNGLE BOOK

Infinite mangos:
7E1D9B05
Infinite panthers:
7E1D9D05
Invincibility: 7E1E2803



Unlimited spray gun:
7E00A609
Unlimited stars: 7E00A009
Unlimited smoke bombs:
7E00A209
Unlimited plastic explosive:
7E00A409
Level select (replace XX
with starting level):
7E0085XX
Unlimited time on road
stage: 7E00A235
The Joker: 7E008C00
Poison Ivy: 7E008C01
The Penguin: 7E008C02
Catwoman: 7E008C03
Two Face: 7E008C04
The Scarecrow:
7E008C05
The Riddler: 7E008C06
The Gauntlet: 7E008C07



RETURN OF THE JEDI

Infinite credits: 7E0679E03
Unlimited force: 7E022EFF
Unlimited bombs: 7E022B0A
Need no speeder bikes:
7E0AA900
Need no TIE fighter:
7E1B4900
Unlimited energy for
Millennium Falcon:
7E029E10
Weapon select:
7E01E20X
Unlimited speed:
7E022A20
Unlimited shield:
7E02A020

cheat mode

Currently this is the best bit of beating action you can score for your Amiga - unless it's topped by Street Fighter II Turbo (find out on page 82). It gets even better when you know all the cheats and special attacks - and here they are now...



Shadow Fighter



CHEATS

Simply type in these codes on the selection screen to activate the codes:
 Unlimited Credits:
 TEREKANKU
 Fight as Puppaz:
 PEPAPONZIPOPO
 Fight as Shadow Fighter:
 MBARIVIDISOCCAFFARIM-
 BARI
 Enemies start with no energy: EBBRAVOSCECCU



SPECIAL ATTACKS

Electric body: F
 Power launch: C
 Earth power energy: E
 Electric boomerang: D
 Double kick: H
 Spinning jump: G

YURGEN

Gun fire: D
 Power fist: C

Earthquake fist: A

CODY

Kuto kick: A
 Fast punch: F
 Flying power kick: G
 Kuto fireball: D

SALVADOR

Spinning powerball: C
 Turning flip kick: H
 Flash panther: G

FAKIR

Genie hurricane: D
 Mystery fire: C



Teleport: E
 Magic carpet: A

KURY

Power smash fist: D
 Body drop: C
 Rock roll: G
 Spinning fire hand: E

TONI

Burning uppercut: A
 Spinning fire: E
 Flame kick: B
 Massive uppercut: H

LEE CHEN

Fire handspring: H
 Fist of falling sun: C
 Fire fist: D
 Fury kick: F
 Falling nunchaku: A



MANX

Fire hands: A
 Cutting claws: C
 Rolling claw slash: G
 Tiger pounce attack: d
 Falling angel: I

TOP KNOT

Fast fire somersault: D
 Spinning kick: A
 Power combination: E
 Speed elbow smash: G
 Hangman's uppercut: H

YARADO

Electric speed: E
 Spirit power: D
 Electric body: F
 Electric splash: J
 Spinning arms: G

OKURA

Electric sword: F
 Spinning blade: C

Thunder power: J
 Steel sword: A
 Teleport: A



KEY GUIDE

A: Forward,
 Down/Forward,
 Down+fire
 B: Backward,
 Down/Forward,
 Down+fire
 C: Down,
 Down/Forward,
 Forward+fire
 D: Down, Down/Back,
 Back+fire
 E: Down/Forward,
 Down, Down/Back,
 Back+fire
 F: Rapid fire
 G: Back, Forward+fire
 H: Down, Up+fire
 I: Jump,
 Down/Back+fire

cheat mode

So, you've bought a copy of *Kasumi Ninja*. Oh. Well, look at it this way, at least you can beat your remaining mates with these special moves.



JAGUAR

ALARIC

Exploding Bamboo Stick: Hold C, D, DB, B, BU, U.
Goth Hammer: Hold C, F, U.
Powerslide: Hold C, B, AD, D, DF, F.
Throw: Back and B button.
Death Move: Hold C, F, B, F and B button while close.

ANGUS MACGREGGOR

Caber Toss: Hold C, D, U.
Great Ball Of Fire: Hold C, B, BU, UF, F.
Glasgow Kiss: Hold C, D, F.
Throw: Back and A button.
Deathmove: Hold C, F, B, D.

CHAGI

Fireball: Hold C, B, F, F.
Hammer Kick: Hold C, B, U.
Knee Siam: Hold C, F, F, and B button.
Throw: Back and A button.
Deathmove: Hold C, F, B, F and A button.

DANJA

Exploding Bolas: Hold C, B, B, B, F.

Kasumi Ninja Master Moves

Side Teleport: Hold C, D, U, U.
Throw: Back and A button.
Deathmove: Hold C, U, U, B.

HABAKI

Ninja Fireball: Hold C, B, BD, D, DF, F.
Ninja Teleport: Hold C, U, U.
Whirlwind Kick: Hold C, B, B, F, F.
Throw: Back and A button.
Deathmove: Hold C, B, U.

PAKAWA

Buffalo Stomp: Hold C, B, U, U.
Headbutt: Hold C, F, F, F.
Eagle Claw: Hold C, B, BD, D, DF, F.
Throw: Back and B button.
Deathmove: Hold C, F, D, F, B.



Ninja Teleport: Hold C, U, U.
Whirlwind Kick: Hold C, B, B, F, F.
Throw: Away and A Button.
Deathmove: Hold C, U, D.

THUNDR

Jungle Lunge: Hold C, B, F, F.
Grab Punch: Hold C, F, F, F.
Teleport: Hold C, D, U.
Throw: Back and A button.
Deathmove: Hold C, U, U, F.

SENZO

Ninja Fireball: Hold C, B, BD, D, DF, F.



KEY GUIDE

F - Forwards
B - Back
U - Up
D - Down

A, B and C keys are specified as buttons.



cheat mode

Way of the warrior



SPECIAL MOVES

MALCOLM FOX

Voodoo Dizzy Dust: DOWN, DOWNFORWARD, FORWARD then LEFT SHIFT.

Knife Throw: DOWN, DOWNFORWARD, FORWARD then A. Upper Kick: DOWNBACK and RIGHT SHIFT.

Super Kick: DOWN, DOWNBACK, BACK and RIGHT SHIFT.

Knee Slide: Charge BACK then press FORWARD and

RIGHT SHIFT.

Slow Voodoo Roll: DOWNFORWARD and A. Fast Voodoo Roll: DOWNFORWARD and RIGHT SHIFT.

Knee Drop: While jumping forward or straight up hold DOWN and press C. Ground Drop: DOWN and C when opponent is on ground.

Air Slide: Jump back and press DOWN and C.

Jump Grab: Get close to foe in air and press LEFT SHIFT.

Defence and General Moves:

Taunt: Press FORWARD and BLOCK.

Hop Back Defence: Hold B and double tap BACK on the pad.

Voodoo Escape: A, B, C and DOWN together.

Fatalities:

Impale: DOWN, DOWNFORWARD, FORWARD then A, B and C.

Overhead Smash: Taunt, then press A and LEFT SHIFT.



CRIMSON GLORY

Uppercut: DOWNBACK and LEFT SHIFT.

Bottle Throw: DOWN, DOWNFORWARD, FORWARD, A.

Match Throw: DOWN, DOWNFORWARD, FORWARD, LEFT SHIFT (use after bottle throw to light opponent on fire).

Long Kick: FORWARD then FORWARD and RIGHT SHIFT together.

Clothesline: UP and LEFT SHIFT while jumping forward.

Atomic Elbow: DOWNFORWARD and A while jumping.

Block Throws: High Block Toss: B and press UP.

PLAYING AS SPECIAL CHARACTERS

You can only play special characters in two player mode. Enter the following names and birthdates on the names screen. Now go to the character select screen and move the cursor over Crimson Glory. Move it to the right of him and the chosen special character will appear.

Kull: A GAVIN 6/11/70

High Abbot: J RUBIN 1/6/70

Black Dragon: WYVERN 3/9/27

Major Trouble: BAD BOY 2/4/8

Voodoo: EVIL 6/6/66

Gulab Jamun: GULAB 2/29/00

Gut Block Toss: B and press FORWARD.

HIGH ABBOT

Flame Blast: DOWN, DOWNFORWARD, FORWARD then LEFT SHIFT.

Cannonball: Charge BACK then press FORWARD and RIGHT SHIFT.

Bowling Ball: DOWNFORWARD and RIGHT SHIFT.

Pincushion: Press DOWN, A, B and C at the same time.

Tail Spin: DOWNBACK and LEFT SHIFT.

Air Slide Kick: While jumping back hit DOWNFORWARD and C.

Defence and general moves: Taunt: FORWARD and BLOCK together.

Hop Back Defence: Hold B and double tap BACK on the pad.

Fatalities:

Back Break: Taunt and press close then FORWARD and RIGHT SHIFT at same time.

Head Explode: DOWN, DOWNBACK, BACK then press A, B, C together.



MAGIC

Each character has several magics. Magics are special button combos done while taunting that cast spells to help a player. Magics use up a certain number of skull points so make you've got enough. To cast a magic, taunt, and while the character is taunting try one of the following:

10% Health Boost (150 Skull points): A and BACK together
 20% Health Healing (300 Skull points): B and BACK together
 Full Health Healing (800 Skull Points): C and BACK together
 Waybee (350 Skull points): B and DOWN together
 Turbo (500 Skull points): Hit A rapidly
 Double Damage (380 Skull Points): A, B, C together
 Invincible (450 Skull points): LEFT and RIGHT SHIFT together
 Invisible (320 Skull points): DOWN, DOWNBACK then BACK
 Nasea (250 Skull points): B, C and FORWARD together
 Touch of Death (2400 Skull points): DOWN, DOWNFORWARD, FORWARD then RIGHT SHIFT
 Fate (1200 Skull points): DOWN, DOWNFORWARD, FORWARD, C
 Disorient (350 Skull points): A, B and UP together
 Grounded (330 Skull points): C and DOWN together
 Warrior can't be fatalised: Hit C and hold DOWN when getting up from a fatal blow.



SECRET ARENAS

These only work in two player mode. Enter the following codes in the names entry box along with their corresponding birthdays and select the arena by highlighting it in the arena section of the main menu.

Death match alley: TUG-
 WAR 4/16/64
 Psychedelic world:
 PARANOID 5/5/75
 Turbo speed world:
 SPEED 8/8/80
 Taj Mahal world: TAJMA-
 HAL 1/1/01

and LEFT SHIFT.

Defences and General

moves:
 Taunt: Forward and BLOCK
 Hop Back Defence: Hold B and double tap BACK and double tap BACK.

Fatality:

Super Flame Blast: DOWN, DOWNFORWARD, FORWARD, LEFT SHIFT and A.
 Knee Fling: Charge BACK, then press FORWARD and RIGHT SHIFT.
 Side: DOWNFORWARD and C.



Voodoo:

Triggered on Graveyard. Do not use C or RIGHT SHIFT for the entire round.

Gulab Jamun:

Triggered on the Cliffs. Requires two perfect winds.

ARENA FATALITIES

Can be performed by any character. When losing character stands up from a knock down with little remaining energy, or is dizzy, and the referee says 'End It' or 'Put him Away' or something similar, the attacking character should do the following:

Lava Arena:

When each player has won a round the bridges to either side of the floating platform will retract exposing the player to the lava. Simply push the opponent into the lava at any time.

Bridge Arena:

Achieved by undercutting opponent off bridge when they've entered dizzy/fatality stage.

Sunset Roof:

Uppercut the opponent from behind during their dizzy/fatality stage.

Dojo Arena:

There is a hidden spiked fan mounted on the ceiling of the dojo. To hit an opponent into it upercut them while standing towards the centre of the arena.

Cliffs:

Use a long attack on the opponent towards the lamp in the centre of the arena.



Defences and General

Moves:
 Taunt: FORWARD and BLOCK
 Hop Back Defence: Hold B and double tap BACK on the pad.

Fatality:

Super Flame Blast: DOWN, DOWNFORWARD, FORWARD, LEFT SHIFT and A.

KULL

Knee Fling: Charge BACK, then press FORWARD and RIGHT SHIFT.
 Side: DOWNFORWARD and C.

FIGHTING SECRET CHARACTERS

To find secret characters do a special one by winning the first round perfectly. Then in the second round try one of the following:

Black Dragon:

Triggered on Graveyard. Do not use C or RIGHT SHIFT for the entire round.

Major Trouble:

Triggered on the Lava Pit. Do not use B for the entire round.



Miss Up: Get close and press A, B and C together.

DOWN and C while jumping.

Defences and General

Moves:
 Taunt: FORWARD and BLOCK
 Hop Back Defence: Hold B and double tap BACK
 Rope Trick: DOWN, DOWNFORWARD, FORWARD and B.

Special Moves:

Swami Death Stare: A, B and C together.

GULAB JAMUN

Fast Buzz Saw: DOWN, DOWNFORWARD, FORWARD then LEFT SHIFT.
 Slow Buzz Saw: DOWN, DOWNFORWARD, FORWARD then A.
 Swami Glare: Forward while pressing A.
 Super Swami Glare: Forward while pressing LEFT SHIFT.
 Duck Slide: DOWNFORWARD then C.

Swami Spin: BACK and LEFT SHIFT together.

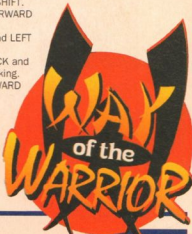
Duck Spin: DOWNBACK and LEFT SHIFT while ducking.

Air Slide: DOWNFORWARD and C while jumping.

Blade Slash: UP and LEFT SHIFT while in the air.

Foot Stomp: DOWN and press C.

Ground Stomp:



cheat mode

TEKKEN

PLAYSTATION

you press up he'll jump, but press for a short time and it'll be a small jump etc.

GUARDING MOVES

If you need to block against an enemy attack you have to take into account there are three differing attacks: upper, mid and low level. Standing guard: Left button
Crouching guard: Down button. Certain characters have techniques which cannot be guarded against. You can only open up distance and escape, or attack before the



KEY

L	=	←
R	=	→
DL	=	↙
DR	=	↘
U	=	↑
UR	=	↗
UL	=	↖

THOSE CONTROLLER MOVEMENTS IN FULL

If you press the + button right or left the character moves forwards or backwards. If you press + quickly three times in the direction the character is facing he will make a forward dash and he will also do a backstep. And if



THROWS AND GRIPS

If you press the punch and kick button at the same time when near an opponent you can throw him or her. If your timing's good you can stop the opponent in the middle of his attack and throw him



THE DEFINITIVE

technique appears. Throws and grips cannot be blocked by the standing guard, either crouch and avoid.

WHEN A MAN IS DOWN

If you manage to get an opponent down you can use the 'routing' attack. The key is to attack quickly as soon

as the opponent is down. If you ponder for too long you may be counter attacked! Routing punch: Up button Low Kick When approaching press the down button



as the opponent is down. If you ponder for too long you may be counter attacked! Routing punch: Up button Low Kick When approaching press the down button

A RISING ATTACK

When you're down though an opponent will try and perform a routing attack on you, so it's important to know a technique for recovering from your down position and getting your attack in as quickly as possible. To get up fast press the + button as indicated below, and at the same time hit the punch

sometimes be unguarded movements.

Boring straight stand up on the spot: Up button Stand up from a crouch on the spot: Down button Forwards roll rise: Press + button on side of the feet Backwards roll rise: Press + button on side of head.



Kazuya

The son of the Japanese Mishima family, Kazuya hates his father, Heiwa who is the sponsor of the tournament and Kaz is taking part in order to take power away from his pa. Kaz is 1.81cm tall, 76 kilos, 26-years-old and AB blood type. Kazuya has great attacking power and his Fujinken (Wind God Fists) and Raijinken (Thunder God Fists) moves have the destructive power to class as one-blow killer hits. His Upper and Double Upper continuous attack techniques which send the enemy flying, deplete the enemy's energy in one go. However, the speed is slow compared to the others, so those like Law and Michel who are faster may stop his techniques in their tracks.

KAZUYA'S MOVE LIST

Move	Command	Type of attack
Super Pachiki	While approaching, R, R, and \blacksquare , \blacktriangle (together)	
One, Two Punch	\blacksquare , \blacktriangle	Upper, upper
Spiral Attacking	UR and \bullet , \bullet	Middle
Wind God Fists	R, N, D, DR and \blacktriangle	Middle
Sky Killing Legs	R, R, R and \times	Middle
Right Heel Drop	R and \bullet	Middle
Heel Drop	While standing up, \bullet , \bullet	Middle, middle
Flashing Violent	\blacksquare , \blacktriangle	Upper, upper
Pulverising Kick	R, UR, \bullet , \times	Middle
Thunder God Fist	R (release direction)	
Demon Walling	D, DR and \blacksquare	Middle
Double Upper	\blacksquare , \blacktriangle	Upper, upper
Bone Breaking	DR, and \blacksquare and \blacktriangle	Middle, Middle
Hell Sweep	UR, (right after forwards big jump)	Middle
Left Heel Drop	UR, (release direction)	Low, Low
	R, R, \times	Middle



TEKKEN GUIDE

cheat mode TEKKEN



Born in Mexico he is usually a gentle youth who cares for orphans, but once his leopardlike mask is donned he becomes a powerful wrestler. Height 190cm, weight 85 kilos, 30-years-old and blood type A.

What separates King from the cubs are his powerful throws, like the Giant Swing and the DDT which beats the enemy's brains into the ground (pleasant). For added effect why not throw in a Jail Kick or the Smash Uppercut, or give a hefty throw if there are any make or break moments.

KING'S MOVE LIST

Move	Command	Type of attack
DDT	While approaching, DL, DL, and ■ and ▲ (together)	
Tombstone		
Piledriver	While approaching, DL, R and ■ and ▲ (together)	
Jagger driver	While approaching, D, R, and ■	
Giant Swing	While approaching, R, L, DL, D, DR, R and ■	
One, two, Punch	■, ▲	Upper, upper
One, two, Upper	■, ▲, ■	Upper, upper, middle
Drop Kick	R, R and ✕, ●	Middle
Satellite drop kick	✕, ● (together)	Middle
Jail kick	R, R and ●	Middle
Knuckle	UR, ■ and ▲ (together)	Middle
All Kick	Immediately after a crouching advance, ● (thrice)	Low, low, low
All Kick (counter)	Immediately after a crouching advance, ● (can input up to five times)	Low (five times)
Elbow Drop	Immediately after big jump ▲, ● (together)	Middle
Smash Upper	R, R (release direction) and ▲	Middle
Middle Smash	R, R, and ▲	Low
Dynamite Upper	From a crouching position, ▲	Middle
Flying Cross Chop	R, R and ■ and ▲ (together)	Upper and low later
Double knee Drop	Immediately after forwards big jump ✕, ●	Middle
Frankenstein	DR and ✕, ●	Middle



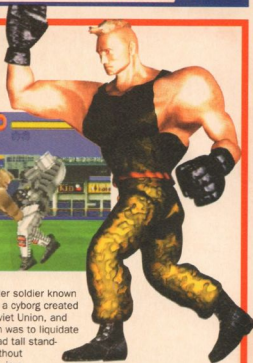
Paul



King

THE DEFINITIVE

Jack



JACK'S MOVE LIST

Move	Command	Type of attack
Pledriver	While approaching, DL, R and ■ , ▲	Upper, low
Back Breaker	While approaching, D, DL, L and ▲	Upper, upper, middle
Pyramid Driver	While approaching, D, DR, R and ■	Middle
Spring Hammer	While down, ■ and ▲ (together)	Middle, middle
Machine gun	DL, ■ , ■ , ■ , ▲ , ▲ , ■	Middle, middle, middle
Straight and Elbow	DR, ▲ , ■ , ■	Middle, middle, middle
Hammer Combo	■ , ■ , ■	Middle, middle, middle
Hammer Knuckle	DR, ■ and ▲ (together)	Middle
Double Upper	While getting up, ■ and ▲ (together)	Middle
Double Hammer	While getting up twice and ▲ (together and twice)	Upper, middle, middle
Swing L Knuckle	DR, ■ , ▲ , ■	Guard impossible
Swing R Knuckle	DR, ▲ , ■ , ▲	Low, low, low, low
Megaton Punch	L, DL, D, DR and ▲	Low, low, low, low
Power Scissors	R, R and ■ and ▲ together	Low, low, low, low
Hip Press	Up, ✕ , ●	
Wield Swing	From a crouch, ■ , ▲ , ▲	
Gigaton Punch	L, DL, D, DR, R (can be performed five times)	
Dread Fan	After crouch on the spot, ■ , ▲ , ■ (Hip Press)	
Dread Fan	After crouch on the spot, ▲ , ■ , ▲ , ■ (Hip Press)	
Crouch on the Spot	While crouching, ✕ , ● (together)	



The super killer soldier known as Jack is in fact a cyborg created by the former Soviet Union, and his objective there was to liquidate Kazuya. He's a tad tall standing at 235cm (without heels), 168 kilos, is a wee baby as he is fact only three-years-old and his blood is actually plutonium.

He's a more than a formidable opponent and has a particularly long reach, but his movements are a bit on the slow side. Saying that though, he does have a variety of attacking patterns. He tends to stick to mid and low-level attacks, but if one of his continuation techniques hits, the rest will too. If the enemy pulls a technique on him, he can Dash and do a Power Scissors to start the counter and instantly bring him down.

Paul Phoenix, to give him his full moniker, is an American and his ambition is to be a true fighter, to go biking and to eat pizza. Paul is 187cm in height, weighs 81 kilos and is 25-years-old and is a nice and ordinary O blood type.

This hot-blooded fighter is a master of judo and so has a plethora of techniques for his punches and kicks. He is also incredibly fast and destructive, his forte is mid and low-level attacks. In particular if you use Destructive fists (Hoken) on a crouching enemy, they will go flying. Also use the Routing attack afterwards to cause even greater damage. And one last little hint: try to make the enemy crouch.

PAUL'S MOVE LIST

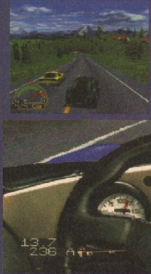
Move	Command	Type of attack
Comma Hit	While approaching, ■ , ✕ (together) and L ■ and ▲ (together)	Upper, upper
Reverse Hit	■ , ▲	Middle, low
One-Two Punch	UR, ✕ , ●	Middle
Double-Sky Flying	D, DR, R and ▲	Upper, upper
Destructive Fists	▲ , ✕	Upper, low
PK Combo	▲ , D, ✕	Low, middle
PDK Combo	While crouching, ● , ▲	Middle
Fallen leaves	R, R and ●	low
Shower of Kicks	From a crouch, R, ▲	
Leaves	While crouching, ▲	
Rock Splitting		
Treasure	R, R, ✕ , ● , ●	Middle, middle
Dragon (Up)		
Treasure	R, R, ✕ , ● , R (or DR), ●	Middle, middle, middle
Dragon (Mid)		
Treasure	R, R, ✕ , ● , L (or DL), ✕	Middle, middle, low
Dragon (Low)	While crouching, ■	Middle
Brick breaking	While crouching, ■	Middle, middle
BB Destructive Fist	While crouching, ■	



TEKKEN GUIDE



Stuck in the technical syrup that is hardware, games and techie-type questions? Fear not because HELP! is here with a ladder and rope to rescue you. So whatever's bothering you, fire it our way at the usual address (see Contents pages). Pronto.



IS NEO GEO CD FOR ME?

Dear Help!

1. Apart from cost, why didn't SNK make the Neo Geo CD quad speed?
CVG: You've answered your own question. When SNK were designing the NEO GEO CD, quad speed drives were a lot more expensive than they are now.
2. Are the CD games any different from the carts?
CVG: NEO CDs tend to have more cutscenes and animations as well as the original coin-op music on CD audio.
3. Which is better, Art of Fighting 2 or Samurai Shodown 2?
CVG: Tough call but personally I prefer Art of Fighting 2, but at the end of the day they're both top beat-em-ups.
4. Is it advisable to sell my Neo Geo and buy the CD system?
CVG: No, SNK have insisted it will continue to produce titles for Neo carts as well as the new CD machine.
K Murray, Glasgow

KILLER CONSOLES

Dear CVG,

1. What would you buy out of the following: a PC (with CD-ROM), Play Station or Saturn, taking the price into consideration?
CVG: If you're considering price then I'd wait until the official launch of the Play Station and buy one. At the moment I'd get a PC.
2. What's best out of Toh Shin Den, Virtua Fighter 1 or 2, Tekken, Killer Instinct and Primal Rage?
CVG: Tekken and Virtua Fighter 2. Killer Instinct is good but still third.
3. Do you think Ridge Racer 2 is worth £1.50 for about two minutes of play?
CVG: Not really, but then I remember paying 10p a game in arcades so maybe I'm just being an old fart.
4. Any chance of Dark Forces, Tie Fighter, X Wing or Doom/Doom 2 appearing on the Saturn or Play Station?
CVG: Doom's probably too old now and it would probably be too difficult to fit all the buttons in from Tie Fighter and X Wing on to the PlayStation's Joypad. Doom 2 and Dark Forces are likely conversions though.
5. What games will be packaged with the PlayStation?
CVG: Ridge Racer or Toh Shin Den are the most likely bets.
6. Any news on Secret of Mana 2 because I've finished the first and can't wait. I hope the ending is better though.
CVG: Hmm, according to who you believe Chrono Trigger was supposed to be Mana 2 but that's open to some debate. No news on Mana 2 yet but it's unlikely to see the light of day before the summer at the earliest.
7. Will there be a sequel to International Superstar Soccer?
CVG: Yep, a sequel will hit the SNES at the end of the year. A PlayStation conversion of the original is also planned.
John Meloin, Somewhere

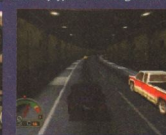
MISERABLE SEGA FAN

Dear CVG,

I am a disillusioned Sega owner fed up with escalating cartridge prices and have decided to defect to the 3DO. I am really keen to buy a US NTSC unit for so that I can have a full screen picture and extra speed, but I need answers to a few questions first.

1. NTSC uses less lines on screen than PAL. Does this mean that I would be sacrificing graphical detail for speed?
CVG: Not really. The graphics themselves remain the same, they are simply displayed at a lower resolution. It's definitely worth it for the full screen image though.
2. Can the 3DO be connected to a hi-fi system at the same time as to a SCART TV?
CVG: Yep, no probs there.
3. I am going to buy SSF2 X, FIFA and Need for Speed with the console. What other games (apart from the forthcoming Doom) are worth buying?
CVG: Theme Park, Return Fire and Road Rash spring to mind.

4. Would you advise buying the SNES joypad adaptor or a proper six button pad for use on SSF2 X (and other games)?
CVG: Put it this way, what would you rather have the most responsive and comfortable joypad ever designed or any of the crap lumps of plastic available for the 3DO?
5. Any chance of Dark Forces on 3DO?
CVG: Quite possibly yes.
Norman Jobling, Glos



AMIGA NEWS

Dear CVG,

About a year ago I sold my Amiga 600 to buy an A1200, but because of the lack of them in production I decided to buy a CD32 instead. I like football and football management games but these are non-existent on this machine so I am thinking of buying an SX-1 module to enable me to play these games again. With this in mind could you please answer the following questions:

1. Does the SX-1 do the same job as an A1200?
CVG: *Yep, but you need to buy all the additional extras like a keyboard and external disk drive.*
2. Can you use an ordinary PC keyboard which you can get for £15 instead of spending £45 on a CD32 keyboard?
CVG: *If it's PC80 yes, otherwise no.*
3. Is there a printer port on the back of the SX-1?

CVG: *Yep.*

4. Is the SX-1 easy to get hold of?
CVG: *It's fairly scarce in the shops but well supported at mail order level, try Silica or Special Reserve for instance.*

5. How much would everything cost?
CVG: *Shop around but an SX-1, keyboard, disk drive and mouse should come to no more than £300.*

6. Would I be better off selling my CD32 and waiting for the A1200 to be produced again?
CVG: *Yes, it doesn't look like Escom, the purchasers of Commodore are going to support the CD32, only the A4000, A1200, A600 and, get this, the C64 Retro rules.*

7. Do you know when the A1200 is going to be back in the shops?
CVG: *Escom have said they are going to start manufacturing the A1200, A4000 and A600 as soon as possible, so about three months seems likely.*

David Willson, Birmingham

RICH PC OWNER

Dear Help!

Recently I bought a CD-ROM with three games: Wing Commander 3, Theme Park and Magic Carpet. I'm doing well on Theme Park and WC3 but am finding Magic Carpet difficult, so could you answer these questions because I know you'll be able to HELP!

1. Can you recommend any helpful hints or cheats for Magic Carpet?

CVG: *Make sure you play it on a Pentium! Ho ho. But seriously, we printed a big tip on it a couple of months back so have a look through your back issues or give our back issues department a call on 01555 468888 if you haven't got it.*

2. Are the games I've bought are a good choice?

CVG: *Most definitely.*

3. My CD-ROM is double speed, do you think it's worth upgrading to quad?

CVG: *Not at the moment. Double speed drives will probably remain the dominant standard for about another year simply because there's so many of them out there.*

4. I want a footy game but I don't know which to choose from Sensi, FIFA or Action Soccer?

CVG: *Sensi's control is a bit iffy on PC so if I'd have to recommend FIFA at the mo'. Action Soccer isn't out yet but looks promising.*

5. I'm thinking about getting a driving sim so could you say what you think is the best (most enjoyable, lasting) out of Super Karts and Micro Machines 2?

CVG: *No competition, it has to be Micro Machines 2.*

Chris Davies, Aylesbury

GIMMIE SOME JAG ADVICE

Dear CVG,

I have just bought a Jaguar with Cybermorph and have a few questions...

1. Will Monkey Island come out for?
 2. Which game do you recommend I buy next?
 3. When will MK3 come out on the Jaguar and how much will it cost?
 4. What's the best two player game out at the moment?
 5. How much will the VR headset cost when it comes out?
- CVG:** *Around £199 (it's \$250 in the States).*
- Ollie Brummell, Leicester



MK3 will be out on the Jag in early '96, but check out the latest Atari beat-'em-up, Ultra Vortex, on page 41.



MORE JAG ISSUES

Dear Help,

1. Is Fight For Life better than Toh Shin Den or Virtua Fighter?
CVG: *Nope.*

2. Do you think the Jaguar CD is worth buying?

CVG: *We haven't seen any finished software for it yet so it's difficult to make a decision.*

3. Will FIFA International Soccer ever come out on the Jaguar?

CVG: *There's a good chance that FIFA '96 will make an appearance next year.*

4. What exactly does the virtual reality head set on the Jaguar do?

CVG: *It will play VR games, eventually that is.*

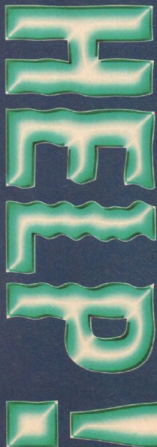
5. Is Cannon Fodder for the Jag any good?

CVG: *Yep, it's a spot on conversion.*

6. Is the Jaguar more powerful than the Ultra 64?

CVG: *No way.*

Ben Reading, Middlesex



cheat mode

All your favourite summer tunes are on the radio, the babes are laying out in the park and all you wanna do is get out there too! But you can't because you still haven't finished that infernal game you've been trying to complete for weeks. And that's where Cheatmode comes in, to help you finish all those games you thought you never could. So, pull the curtains shut, order a pizza and Coke and sit down to some serious cheating (and then go down the park).

SATURN

DAYTONA USA

One that we didn't quite have room for last month was the time trial cheat. All you have to do though is race alone against the clock by selecting Saturn Mode, go to the car select screen and hold the START button. A time attack logo will appear. Now press the C button and the race will commence with no opposition cars on the track.



AMIGA

SIM CITY

It's a shame that Maxis had to port the PC's code directly in this Amiga conversion of the PC masterpiece, but

assuming you've got the hardware necessary to play the game then you'll find it one smart title. And possibly a little tough. If so start a game on hard level and type FUND (in capitals) until your cash level is at \$60,000. Answer 'yes' to all the questions to repay the bond at three per cent and guarantee you around \$50,000 every year.



PC

MAGIC CARPET

More Akminster antics are guaranteed with these cheats supplied by Tom Russell from South London. Start a game as normal and press the I key. A red DOS-style prompt will appear. Type RATTY, press RETURN and the prompt should disappear. Now press the Alt key along with a function key for the following effects:

- F1 Access all spells
- F2 Increased mana
- F3 Destroy all other wizards
- F4 Destroy all enemy castles
- F5 Destroy all enemy balloons
- F6 Energy repair
- F7 Destroy all creatures

ARCADE

MORTAL KOMBAT 3

Crisley, the game's hardly hit the arcades but already we've got a smart little cheat courtesy of Danny boy yet again. This one lets you see, and indeed fight! Mortal Kombat vet Johnny Cage. To do this get to the Graveyard stage and when it says 'Finish Him!', go in front of the team stone with Boon written on the front and press D, B, LUK, HP. Johnny Cage will appear, enter the battered opponent's body and then proceed to fight you! Cool

huh, but we're sure there are billions more codes so if you've come across any then whiz them off to us at the usual address. Cheers!



3DO

DEMOLITION MAN

Here's a pleasant little cheat from Ken Murray in Glasgow which, according to Ken, lets you blow enemy heads off. If you fancy being this sociable then press R and rotate the pad 360 degrees anti-clockwise. If you've done that correctly four blobs of blood will appear on screen. Now start a game and every time you shoot at an opponent's head it will roll off! Ace!



MEGA CD

BATTLECORPS

Hey you! Do you want a level select for one of the greatest Mega-CD games around? If so then you'll no doubt breathe in deeply and let out a big hurrah for Tim Stevens who's supplied us with just such a code. He says you should enter the practice level and once you are there pause the game. Now press B, A, B, A, RIGHT, A, C, UP and START. The screen will flash if you've entered the codes correctly. Pause the game again and press A, B and C together to go back to the title screen. Now press UP and DOWN to select your stage on the map at the top of the screen. By the way, did you notice how that code spelt out BA Bonus from the A-Team? Ho-bleedin'-ho, eh readers?



NEO GEO

SAMURAI SHOWDOWN

A short but very sweet tip from our old chum Mr D Boutros. Simply hold down all the buttons on both of the pads and start a game as normal. This will select the blood code and enable you to see plenty of red splashes every time you hack into an opponent. Hurrah!

PC

JAZZ JACKRABBIT

If you want a painless way of accessing the bonus level in this shareware classic try going to the world select screen, pressing the UP arrow and then ENTER. Easy when you know how or are Steve Evershed from Sidcup.

MEGA DRIVE



FIFA '95

If you're a real crapper when it comes to playing FIFA then try entering A, B, C, A, B and C on the options screen. This should make the opposition so crap that even your mum should be able to score herself a goal!

SNES

SPARKSTER

So you reckon you're one mean game-player huh? In that case try entering LEFT, LEFT, RIGHT, RIGHT, DOWN, UP, DOWN, UP, A, and X on the title screen and you'll be able to play a super tough cookie version of the game which is nearly as tough as Probotector's easy level! Ta muchly to Sam Beeches from Ireland for sharing that one with us.



AMIGA

IMPOSSIBLE MISSION 2025

Poor old John Thorn down in Redhill was unfortunate enough to buy this insult to the Epyx classic, but at least he can console himself by accessing a perfect conversion of the oldie version via the title screen. Clearly John's been too busy playing the 2025 version though, since it's that game for which he's supplied these comprehensive codes.

Car Park:	ETQFJXD	EXQEJDC
Office Zone:	FBQDDRE	FFQCXIA
Industrial:	FNQAYXH	FRQYXVL
Computer Centre:	FQOXPXF	
Construction Area:	GKQJYXD	GOQJFBK GSQFDXZA

GAME BOY

WARIO BLAST

Another initiative of the Month award goes direct to Ian Godfrey from South Lancashire for realising that Hudson Soft's frequently used 5656 code also works in Bomberman... sorry Wario Blast. Entering the code will take you to a battle game where the aim for Bomberman is simply to survive for as long as possible and take as many baddies as possible down with him. Go for it bomber dude!



SNES

SUPER METROID

Here's a couple of codes from Mancunian Simon Pritchard that should make travelling through the large world of Nintendo's Super Metroid a tad easier.

7E0A 7780 Gives say Samus the super powerful hypa beam right from the start of the game.

7E09 A3C0 This provides Samus with the grappling hook and X-Ray vision to make finding those hidden items a breeze.



GAME GEAR

THE JUNGLE BOOK

It's level select time for this spot-on handheld conversion of the 16-bit platform smash. To access it turn on your Game Gear, wait for the Disney logo to disappear and push UP, DOWN, UP, DOWN, LEFT and RIGHT. You'll hear a ping and once you press START the level select option will be all yours. Ta to Chris Price from Clacton on Sea, Essex for sending that in.



cheat mode

32X

MORTAL KOMBAT II

Remember the 'test mode' code that we printed for the Mega Drive version of Mortal Kombat II a couple of months back? You know, the one that gives you all sorts of options like 'one hit kills' and the infamous 'Fergalities'? If so you'll be pleased to know that exactly the same code works on the 32X version of the game. If you've forgotten how to enter the code it goes like this: 'highlight done' on the options screen and move the pad left, down, right, right, down, left, left, left, right, right and right. Now move the joystick down and there should be an option to enter the test mode. Thanks to Darren Russell in Bromley for that piece of cheat-testing initiative.



3DO

SUPER STREET FIGHTER 2 TURBO X

If you want to play Akuma against the computer then the code to do so is exactly the same as it is in the arcade. Should you wish to try him in a versus affair then press and hold all buttons until Akuma's shadow appears on the character select screen, and then select him as normal. Cheers again to DB for that one.



MEGA CD

CLIFFHANGER

If you've been unfortunate to buy this steaming pile of shoddy software (try reading our reviews next time eh?) and it's been gathering dust in your draw ever since dig it out once more for this tidy little level select sent in from Richard Warr. Using pad two on the title screen press START, C, B, A, RIGHT, LEFT, RIGHT and LEFT. If all's well then you should be able to skip levels by pressing C on pad 1. Done that? Good. Now curise the game and cast it back into your drawer for all eternity.

AMIGA

PREMIER MANAGER

Welcome once again to another of our seemingly never-ending supply of PM3 cheats. As always they are accessed by typing in the numbers on the telephone:

400040: gives all players high fitness, morale and excellent skill with both feet. It also makes any player who you've placed on the transfer market wanted by everyone, plus it helps with insurance and clears the number of votes of confidence and director's debit so you can reapply.



MEGA DRIVE

PROBOTECTOR

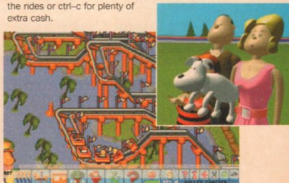
Here's a level select for this supremely classy, but blinking hard, shoot-'em-up. On the title screen enter A, B, C, RIGHT, LEFT, A, B, C, RIGHT and LEFT. And if you want a 70-life booster, which should allow you to progress to ooh... the second level at least, try entering C, B, A, RIGHT, LEFT, C, B, A RIGHT and LEFT on PAD 2 also on the title screen.



PC

THEME PARK

The Russell man returns with tips for another Bullfrog classic. Enter your name as FORZA. Now start a game and press shift-z, alt-z and ctrl-z to have access to all the rides or ctrl-c for plenty of extra cash.



GAME BOY

WORLD HEROES JET

Want to play as the bosses in Takara's Game Boy beat-'em-up? S Timmons from Devon did and he's sent in the way to access it. When the Takara logo is fully on screen, press RIGHT, LEFT, A, B, DOWN, A, B and UP. And here's the button combinations to perform the bosses' moves:

Specials:

1. Down, Down-Away, Away, Down-Toward, Toward + B
2. Away then Toward + B
3. Down, Down-Toward, Toward + B
4. Down, Down-Away, Away, Down-Away, toward + B
5. Toward + B

Super Special:

Down, Away, Down-Away, Down, Down-Toward, Toward, Away, Toward with A and B.

SNES

INTERNATIONAL SUPERSTAR SOCCER

Along with the divine Sensible World of Soccer on the Amiga this must be the most perfect footy game yet created on any platform. And we've got a way of making it even better. Select an open game and enter the following codes on the title screen with pad two:

UP, UP,
DOWN, DOWN,
LEFT, RIGHT, LEFT,
RIGHT, B, A. Gives all players in your team full energy.
B, B, X, X, A,
Y, A, Y RIGHT,
LEFT, X: Creates a team comprising entirely of star players and all with max abilities.



GAME GEAR

LEMMINGS

Chris also supplied us with another level select, this time for DMA Design's classic puzzler. To access it, turn on the game, hold down buttons 1 and 2 and press UP, DOWN, LEFT, RIGHT, UP, DOWN, LEFT and RIGHT. Another one of those 'you've entered this code correctly' sounds will ring out. Now go to the password select screen and you should see a level select option.



SNES



EARTHWORM JIM

Better than DKC? Of baddy written address and blurred postcode certainly thinks so and he's bunged a couple of smartie cheats our way. Both these cheats are accessed by starting a game, PAUSING and then entering the code before UNPAUSING. You should hear a 'Yippe!' sample if everything goes to plan.

B, B, A, X+Y, A, A, A, A. This will give you an extra life but can only be entered once per level.

A, B, A, B, X, Y, X, Y. More useful, this will give you a complete continue. But it too can only be entered successfully once per level.

HOLD LEFT and PRESS A, B, X, A, A, B, X, A. This will take you to a debug screen where you can access invulnerability as well as which level you want to start the game on.

MEGA DRIVE

ROAD RASH 3

Enter the cheat mode of this oh-so-different update to the classic Road Rash series by pressing A, B, RIGHT, A, C, A, DOWN, A, B, RIGHT and A on the title screen. So says Rob Rhodes in London. Cheers mate.



WE WANT YOUR TIPS!

If you've managed to complete uplean levels of a game, and in the process acquired the level codes, or you've wangled some great cheats, then send them in and get a name check courtesy of CVG's Cheat Mode. So send your cheats, tips etc to the following address...

CVG CheatMode, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.



out now...

OK, here's the best games from the last two months, and if you're particularly sad, you can glance across the page to the charts and see how many games we tipped for the top made it.

charts

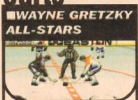


■ SUPER TURRICAN 2

- SNES
- Issue 162
- 90%

Despite being more than a little dated, this game is a worthy clone of such esteemed titles as Probotector and, indeed, the previous Turrican. It's tough, fast and action-packed with a decent variety of levels and features.

charts



■ WAYNE GRETZKY ALL-STARS

- MEGA DRIVE
- Issue 163
- 88%

It takes a big game to go up against the mighty hockey-master of EA's NHLPA, but Gretzky is a more than worthy challenger. And it's got good punch-ups in it too – something which EA bottled out of for several versions of their game.

charts

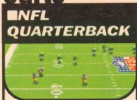


■ FEVER PITCH

- SNES
- Issue 163
- 88%

Although this isn't a proper football sim, with US Gold going for a much more arcadey game, it's still a good laugh. As you progress through tournaments your team collects new players – each with special moves.

charts



■ NFL QUARTERBACK

- 32X
- Issue 163
- 88%

This is a major improvement over the original Mega Drive version. The graphics are larger, sound better and it plays really well. A few features have been lost in translation, but fortunately the game doesn't suffer because of it.

charts



■ HAGANE

- SNES
- Issue 162
- 91%

Like Super Turrican 2, this is very much an attempt to return to the glory days of gaming. For difficulty it just has the edge over the Ocean platformer, but for sheer rock-hardness there's very little around that comes close.

charts



■ THEME PARK

- MEGA DRIVE
- Issue 162
- 91%

With this remarkable conversion, Bullfrog have managed to retain almost all the features which made the PC original such a winner. The only thing it lacks is a battery-save, which means you keep having to start from scratch.

charts



■ THE FIREMEN

- SNES
- Issue 162
- 93%

Fire is your enemy. Remember, an overfull chip-pan is bad news kids. So play it safe – play Firemen. This novel shoot-'em-up is one of the brightest sparks the SNES has seen all year, so it's well worth trying to track it down.

cd

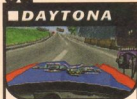


■ TEKKEN

- PLAYSTATION
- Issue 163
- 97%

This is, hand on heart, probably the best fighting game released on any format – ever! Its superb graphics and, amazingly, innovative gameplay and controls make this a priority purchase for any PlayStation owner.

cd



■ DAYTONA

- SATURN
- Issue 163
- 96%

Although not visually as striking as the PlayStation's Ridge Racer, Daytona certainly has more of an edge on the Namco game when it comes to playability. Fast and more furious than a very fat bloke on an extremely mean diet.

cd



■ FLIGHT UNLIMITED

- PC CD-ROM
- Issue 163
- 95%

Just check out the visuals – this is a game which really does play as well as it looks. There isn't any shooting, but you're guaranteed to be sitting at the controls of the most realistic, detailed flight simulation every released.

cd

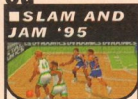


■ FULL THROTTLE

- PC CD-ROM
- Issue 163
- 91%

LucasArts have come up trumps yet again, with what's possibly their best adventure game to date. The characterisation is superb, as is the plot and gameplay. If you've loved their previous stuff, you'll wet yourself over this.

cd



■ SLAM AND JAM '95

- 3DO
- Issue 163
- 92%

This is the first step forwards for basketball games in a long time – and it's so good you don't even have to like the sport to enjoy it. The graphics are massive and well animated, which contributes greatly to the gameplay.

floppy



■ MORTAL KOMBAT II

- PC
- Issue 162
- 93%

For a whole month until Super Streetfighter 2 was launched, this was the best combat game on PC. Despite not quite being able to match up to SF2, this is still a top-notch conversion, featuring everything which made the coin-op a hit.

floppy



■ SUPER SF2 TURBO

- PC
- Issue 163
- 95%

This is probably the best conversion of Streetfighter 2 Turbo to hit any machine – and that's even taking into account the PC's lack of decent controllers. If this is your type of game, you won't find anything better than this.

handheld



■ MICRO MACHINES 2

- GAME GEAR
- Issue 163
- 96%

There hasn't been a bad version of this game yet – and Codemasters have kept that tradition alive with this latest incarnation. It's in two-player link-up mode, but don't let that put you off what is still one of the best Gear games.

chart attack with HMV

all format top 10

1 **Full Throttle**
 Virgin ■ PC
 Coming from a programming team with a reputation that LucasArts has, this is one adventure game that is guaranteed to go straight to the top of the charts, and it has!



2 **Flight of the Amazon Queen**
 Warner Interactive ■ PC CD
 A comedy adventure game from the Sierra team: good game, fab graphics, but crap jokes.



3 **Brian Lara Cricket**
 Codemasters ■ MD
 Summer's here, sort of, and what better way of celebrating than buying a copy of this competent cricket sim from the Codies. Out! indeed!



4 **Dark Forces**
 Virgin ■ PC & CD-ROM
 Not as much blood as Doom, though it's the same style of game but with lots of Star Wars types shooting at you!

5 **Discworld**
 Psygnosis ■ PC & CD-ROM
 The Pypies star-packed, and rather brilliant too, adventure that's based on the novels of the same name.

6 **Ultimate Soccer Manager**
 Daze ■ Amiga
 It really is the ultimate in soccer management; or so they say! Read what we say on page 72!

7 **Super Skidmarks**
 Acid ■ Amiga
 An excellent sequel to what was already a great multiplayer racing game; and soon destined for the Mega Drive!

8 **First Encounters**
 Gametek ■ PC & CD-ROM
 The follow up to Elite 2 deals with plenty of the first game's faults, but adds some new ones.

9 **Psycho Pinball**
 Codemasters ■ PC & CD-ROM
 Codemasters couldn't really go to wrong with this wacky pinball game for the PC.

10 **Bioforge**
 Electronic Arts ■ PC & CD-ROM
 Origin's latest interactive game looks a real scorcher and has plenty of involving gameplay too.

key ● non-mover ▲ move up ▼ move down ○ new entry



What have the peeps behind the tills at HMV been doing all month? (Apart from having to listen to Take That's new album on the store's PA)? Selling loads of PSX and Saturn games that's what! Check out our new import chart!

md top 5

- 1 ● Brian Lara Codemasters
- 2 ▼ Rugby World Cup Electronic Arts
- 3 ▼ FIFA Soccer '95 Electronic Arts
- 4 ● Jimmy White Virgin
- 5 ● NBA Action '95 Sega

snes top 5

- 1 ● Int. Sup. Soccer Konami
- 2 ● Unirally Nintendo
- 3 ● Super Punchout Nintendo
- 4 ● Secret of Mana Nintendo
- 5 ● Donkey Kong Nintendo

gg top 5

- 1 ● NBA Jam Te Acclaim
- 2 ● FIFA Soccer Electronic Arts
- 3 ● The Lion King Sega
- 4 ● Mortal Kombat II Acclaim
- 5 ● Pete Sampras Codemasters

Imports

- 1 ● Tekken Namco
- 2 ● Ridge Racer Namco
- 3 ● Daytona USA Sega
- 4 ● StarBlade Namco
- 5 ● Panzer Dragoon Sega

iaq top 5

- 1 ● Iron Soldier Atari
- 2 ● Hoverstrike Atari
- 3 ● Theme Park Atari
- 4 ● Syndicate Atari
- 5 ● Alien Vs Pred Atari

pc top 5

- 1 ● Full Throttle Virgin
- 2 ● Amazon Queen Warner Int.
- 3 ● Psycho Pinball Codemasters
- 4 ▼ First Encounters Gametek
- 5 ▼ Discworld Psygnosis

gb top 5

- 1 ● Wariblast GB Nintendo
- 2 ● FIFA Soccer THQ
- 3 ▲ Donkey Kong Nintendo
- 4 ● Tetris 2 Nintendo
- 5 ▼ The Lion King Virgin

amiga top 5

- 1 ● Super Skids Acid
- 2 ● Man Utd: Double Krisalis
- 3 ● US Manager Daze
- 4 ● Sensible World Soc Virgin
- 5 ● Pinball Illusions 21st Century

3do top 5

- 1 ● Gex BMG
- 2 ● Return Fire 3DO
- 3 ● VR Stalker BMG
- 4 ● Way of Warrior Interplay
- 5 ● Need for Speed Electronic Arts

NEXT MONTH

FX Fighter



Is this the next Tekken? Find out in our outstandingly full review of this stunning PC beat-'em-up coming your way next issue.

AIV Networks

It's been the biggest game in Japan for ages - and it's about to roll into Europe. Bigger than Sim City 2000, deeper than Transport Tycoon, find out just how it is next month.

Policenauts

We've finally got our hands on an English version of the follow-up to the excellent Snatcher. We'll be telling you if we think it's going to be bigger, better and, indeed, badder.



Batman And Robin

It's finally here - but has it been too long in the making, and will it be as good as Konami's interpretation of the licence?

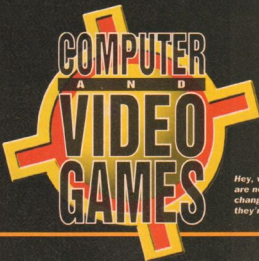


Legends Of The Ring

Ern, this was actually due this issue, but the Japanese (Gord Bless 'em) delayed it. So, fingers and toes crossed, we'll see it next ish.

Wipeout

This multi-player race game from Psygnosis promises to be one of the best PlayStation titles yet. Check it out on July 12.



CVG 165 -
OUT JULY 12
IT'S REALLY
RATHER GOOD

Hey, we were 60% right last month. Not bad, eh? But our prognosticative powers are no better than last time so, as ever, contents are, unfortunately subject to change. If anyone would like to have a bang at predicting the future for us, they're more than welcome to try.

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32X

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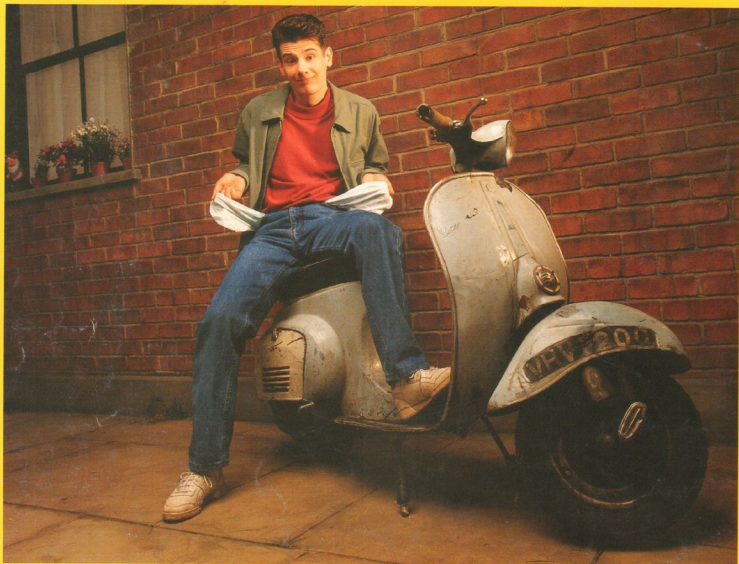
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