

THE VIDEO GAME FANZINE WITH MORE IN THE MIDDLE

GAP

Games - Amusement - Pleasure

ISSUE 1 - JUNE 1994

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EXCLUSIVE!
SONY'S PLAY STATION

JAGUAR



VS

3DO

**PLANET
MAD SEGA**

**SATURN!
JUPITER!
MARS!
TITAN!
URANUS?**

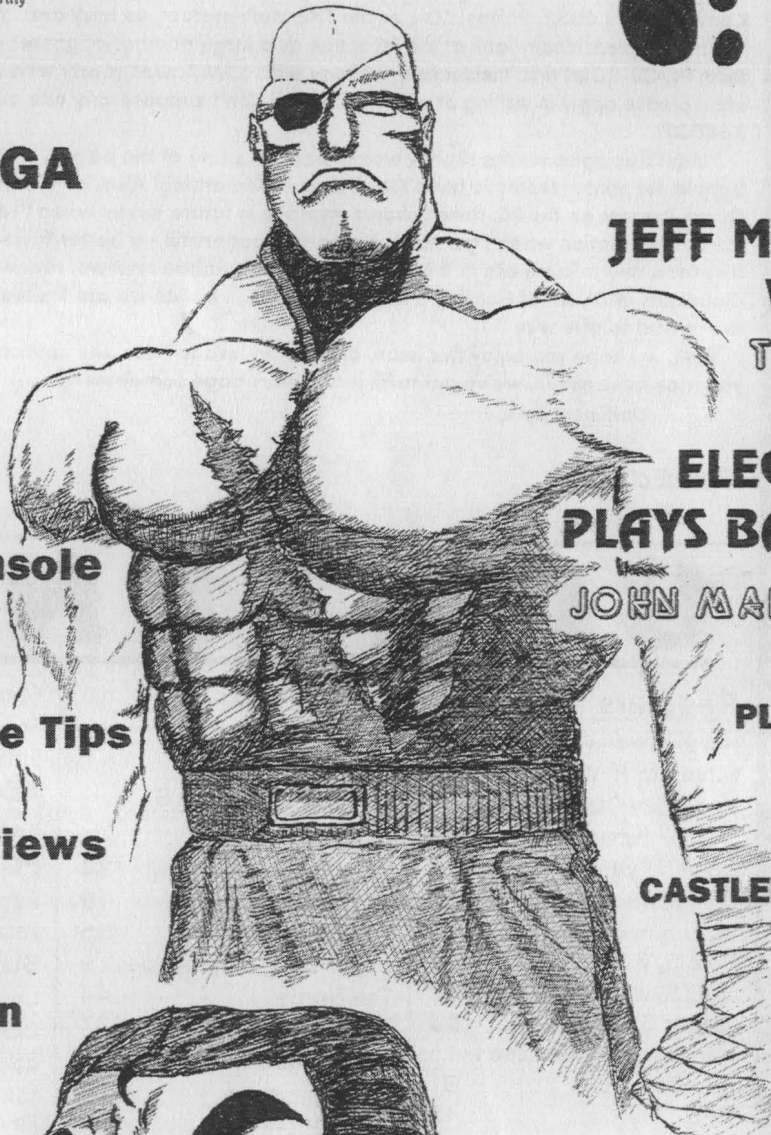
**Latest Console
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Mega Game Tips

Anime Reviews

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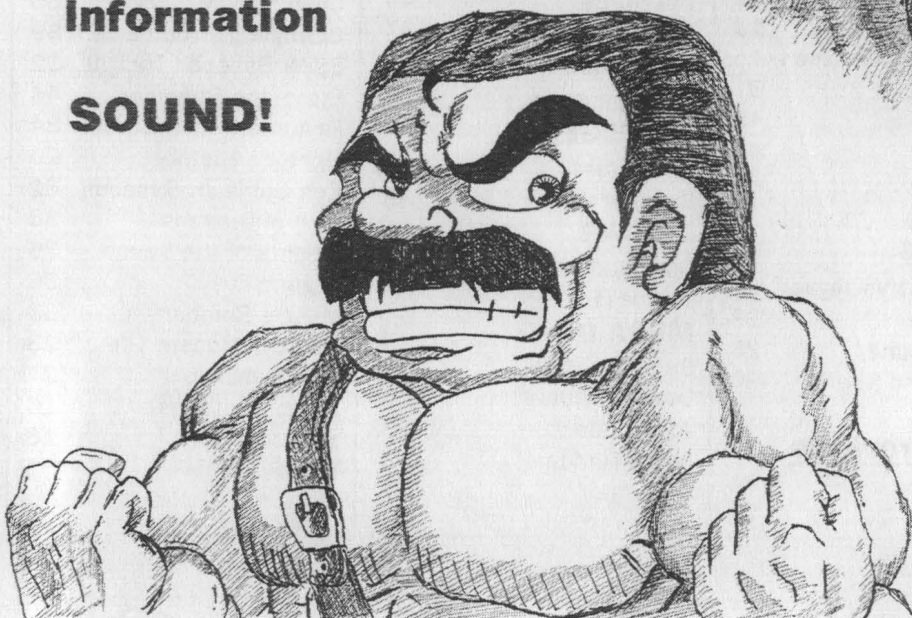
SOUND!



**JEFF MINTER'S BACK
WITH JAGUAR
TEMPEST 2000**

**ELECTRONIC ARTS
PLAYS BALL WITH 3DO
JOHN MADDEN FOOTBALL**

**PLUS , IN THIS ISSUE:
SUPER METROID
MUSCLE BOMBER
VIRTUA RACING
CASTLEVANIA BLOODLINES
FIFA SOCCER
KICKOFF 3
MEGA TURRICAN
SPACE INVADERS
GRIND STORMER
THE ARCADE CARD
FATAL FURY 2
ART OF FIGHTING
THE HORDE
..and lots more!!!!**



Can Sagat defeat Fighter's History? Is Haggar up to Muscle Bomber?

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If you wish to get in touch with
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We are always on the look out
for latest news, gossip, fea-
tures, hardware and software
to preview/review... If you can
help - then please phone the
above number or write to the
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Voice from the depths

Welcome to the first issue of GAP, and we hope you enjoy reading this more than other console magazines on the market. The fanzine is put together by dedicated game players and fanatics - of which, we hope you are one. Therefore, we want your contribution too, to make GAP the best video game fanzine in the universe.

As most of you might have gathered, most of the writers/producers of GAP was previously involved with Electric Brain which died over a years ago. To clear up matters, the problem was with the company that bought E.B. out - Space City Communications, who, after the release of the third national edition, went into liquidation.

GAP however, has no connections with Space City Communications what-so-ever, and is totally independently produced. So, if you have a problem with GAP, you can give the big ED. an earfull!!

GAP is dedicated to most of the hi-tech consoles, including the PC Engine, Megadrive, Super Famicom, Hand-Helds, Neo Geo, Jaguar and 3DO. Of course, should other machines appear like the Saturn, Super 32X, Play Station, FX, etc..., then you can be sure, we'll cover it... even if we have to rob a few banks to get the dosh to get 'em! Sorry, but we won't be covering Commodore's CD32, Philips' CD-i, or the TXE Multi-system, as they are... to put it plainly.... crap. We might occasionally look at the PC scene as a large number of games appear on this format (esp. PC CD-ROM) first. Incidentally, anyone with a FM Towns Marty who can do us some reviews, etc... please apply in writing or give me a bell. I don't suppose any one out there has a Sharp X68000?

I must apologise for the slightly wonky print on some of the pages... for some reason, my Bubble Jet printer seems to have the shakes or something! Also, as it's the first time I've used Quark Express on the PC, things should improve in future issues when I've mucked around with it... not to mention when I get more memory or better still - a better/faster PC. I must also apologise for a few missing bits in this issue, namely the Anime reviews, reviews of Castlevania Bloodlines (MD), Art of Fighting (PC-E), and others.... but as we are limited to only 48 sides... some things had to give way.

Well, we hope you enjoy this issue, and would love to hear any opinions and/or suggestions you may have (well... we've got to fill that Letters page somehow!!).

Until next time,

Onn (Ed.)

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NEWSLINE...

GAP's round up of what's new in the world of Video Games

With Sony's Play Station, Sega's Saturn, Panasonic's 3DO, Atari's Jaguar, NEC's FX Tetsujin, and Nintendo's Project Reality, what other machines are there? (see the next few pages on the above system news)

With the release of the Arcade Card, NEC has produced a brand new PC Engine DUO entitled DUO-RX. Basically, the RX looks identical to the old white DUO but comes with a new 6-button joystick with auto fire switches. As you'd expect, the machine will feature the extra memory of the Arcade Card within, and you can pick one up in Japan for 29800 yen (£157). The system will be available on 25th June,



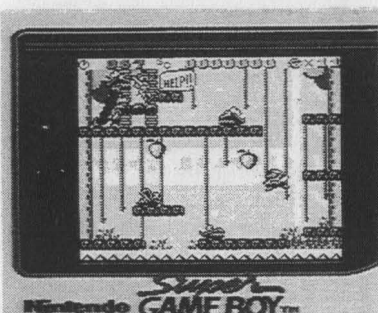
NEC's new DUO-RX - No need to buy an extra arcade card

June will be the date when you can play your Game Boy games in colour on your Super Famicom. The Super Game Boy, a unit that plugs into your SF's cartridge slot will accept standard and special Game boy cartridges. The unit not only enables you to play the games on a big TV using the SF's pad, but you can also customise games by assign-



Super Game Boy Cartridge adaptor

ing different colours and patterns to the four grey scales on the Game boy's colour palette, plus totally redesign borders around the main screen (WOW!). The Nintendo mouse can be used too. Currently, two special Super Game boy games have been produced for the unit - that of Nintendo's classic Donkey Kong (4meg), and the latest Tetris clone - Tetris Flash (1meg). Both games will have more colour than the basic four grey scale. Incidentally, Donkey Kong will be a collection of the Kong games and not just the original arcade game. The price of the add-on will be 7000 yen (£36).



Donkey Kong on SGB... more colours but - not that you'll notice here!

Well, SNK are likely to release a brand new system called

the Neo Star which they plan to release at the end of the year. The system is likely to be an upgraded Neo Geo with improved graphics and sound capabilities, a lot more memory (a minimum of 100 Mbits) and a built in Double Speed CD-ROM drive. What about the planned CD-ROM drive for the standard Neo? ... more in next issue.

Codemasters are becoming more well known for their gadgets than their actual games, and their latest is the J-Cart. The J-Cart is basically a normal cartridge game, but includes two joystick adaptors on it so up to four players can play the game without having to buy extra adaptors like the ones available from EA or Sega. This is a great idea, and one that should have been invented ages ago. The first game to use the J-Cart will be Pete Sampras Tennis on 8meg featuring 30 different players and 33 courts from around the globe. Codemasters hope to have a full range of Sport titles using the J-Cart in the next couple of years... so

watch out for Soccer, Rugby, American Football, Basketball, Ice Hockey, and if they run out, maybe we'll see tiddly-winks.

With the announcement of a 3DO add-on board for the PC, Atari have made a deal with Sigma Design to release a Jaguar add-on board for the PC too. Sigma Design are well known for their Reel Magic MPEG card which hasn't caught on due to its price and lack of software. With Jaguar chips on board as well, it'll give the Reel Magic card a boost, not to mention expanding Atari's user base, which is relatively small due to lack of software support.



Codemaster's ingenious J-Cart

However, at the current Reel Magic Card cost around £400 (we can't see Sigma reducing the price when adding the Jaguar's chip set as well)... it'll be cheaper to buy an actual Atari Jaguar with its CD-ROM. The PC board will be available around the end of the year.



NEWSLINE...

GAP's round up of what's new in the world of Video Games

PROJECT NINTENDO : Play it again.. Sony

With a number of power machines in, or coming onto, the market, Nintendo looks to be out of the race in claiming a piece of the cake with it's Project Reality machine. Although the claimed machine will use Silicon Graphic technology that is expected to run at around 100mhz using a 64-bit RISC based CPU, and cartridge based which which is expected to hold upto 400Mbits, there is still no hard details of the specs. of the mega console.

However, where the hardware is still 'vapour-ware', the software seems to be given a boost by the signing of Rare Design and DMA Design, to produce games for it. Rare are best known for their Battle Toads games, and are working on a 3D beat'em up called Killer Instinct which is looking like a cross between Rise of the Robots and Virtua Fighters. As for DMA, their most successful title has been the brilliant Lemmings series... will we see a 3D version of Lemmings we wonder? Well, they haven't done much since the release of the original game.

As for the big 'N' themselves, word is, Project Reality versions of some of their top games are currently in development - i.e. Metroid, F-Zero, Zelda and of course, Mario.

But Nintendo are not just lying in wait for Project Reality, as word from Japan is, Nintendo are also to release a 32-bit Virtual Reality games machine for mid. '95 at a price of 20,000 yen (£125). Strangely, mention V.R. and you'll automatically think of a headset as used by Virtuality. But, Nintendo have stated that it won't be using such a system.. nor use a conventional television. So what has Nintendo got up their sleeves? Our guess is, it'll be a portable games machine like the Game Boy, but of course in full colour and much more powerful, and probably include sensor whereby if you held it in front of you, and twist around, the machine will react to your movement. Of course, the main problem is, if a LCD screen is used, tilting it would mean loss of picture. As Nintendo are collaborating with a US company to design display screen and it's software, this could be a possibility. More news on this in future issues.

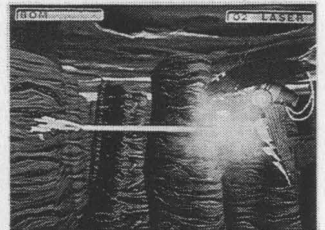


Sony's crazy joyypad arrangement - with awful button direction control.

The machine that's likely to win the 32-bit race looks likely to be Sony with their PS-X - or the proper name for it - the Sony Play Station. At last, Sony has unveiled the machine to the press and this beast looks very much like a cross between the NEC DUO and the American SNES... a grey rectangular boxy unit with two big controller ports at the front, and a flip-top CD on top with the Play Station logo stamped on it.

The strangely thing about the machine is the joyypad. Sony has come up with a totally wacko design - looking like a mutated SF pad oblong extensions to the pad for extra grip, and additional top buttons. Instead of just having top left and right, the PS has two sets (two lefts, and two right buttons!!). Unfortunately, the directional controls uses four directional buttons instead of a pad as used in most systems... this will mean performing diagonal movement quite tricky!! Another neat device Sony have implemented on the PS is a RS-232C port, which will mean network games, and more!! As yet, there's still no definite date of release of the PS, but as Sony have stated release dates of late '94 for a number of their software titles, it seems the Play Station will appear well before the end of the year is up. Sony has stated a price of 50,000 yen for the system (£250).

However, on the software side, things are looking up, as over 100 titles are already planned for the machine from various companies... and to kick everything off, Sony have set up their own software development teams for the PS under the title of SCE. The production teams already



SCE's ORA-194 shoot'em up

have a number of different titles in the works. There's ORA-194 - a superb horizontal scrolling shoot'em up with totally amazing graphics - all rendered of course; V-Pachenko - well, a pachenko game (urgh!); a 5 player race game which may be like 3DO Wacky Racers; a wicked looking RPG; a battlemech action game; a FMV RPG; and a strange 3D polygon A.I. puzzle game where the platforms rotate around like Virtua Fighting.

The best news for future Play Station owners are that, Konami, Namco, Data East and others are to be using a slightly higher-spec. version of the PS-X board for several of their coin-op games. This will mean a guaranteed piece of software for the home machine if you see the game in the arcades! Time to sell your Super Gun, mate.

With Psygnosis owned by Sony, it's not a big surprise that the first game will likely come from the Liverpool-based software company. Currently, they are working on two projects for the Sony machine, one of which is called Wipeout - described as a race game set in space... whatever that means. An early demo video was on show at the Spring ECTS, which looked absolutely brilliant. But we all know Psygnosis don't we, all trousers, no balls. Lets hope this isn't the case with Wipeout.

As for other companies... Konami has two titles slated for late '94 - the first will be a conversion of Parodius 2, while the

other is a baseball title.

Namco of course will have Ridge Racer of the PS, plus two other shoot 'em ups

Virgin Games will have 7th Guest II: 11th Hour for a late '94 release and are to convert Demolition Man and Indycar Racing for the PS too.

A company called NEW are working on a 3D boxing game called PS-X Boxing (again late '94 release).. although early screens look rather crap.

Human will have a game out for April '95 - guess what? Wrestling? Yep!

As for Capcom, they have plans for three unnamed PS titles, none of which will be Street Fighter II related (amazing!!), and all brand new - not conversions of pass coin-op or console games. One of which will definitely be a new version of



Rockman (Megaman)

Taito has the same policy as Capcom - with three planned unnamed new titles slated for '95 (Jan, April, and July). First will be a shoot'em up (Hurry!! Taito makes the best!!), second will be a racing game and third - boxing.

Tengen are to convert a version of Race Drivin' for the PS, and hopefully the first conversion to match or even better the



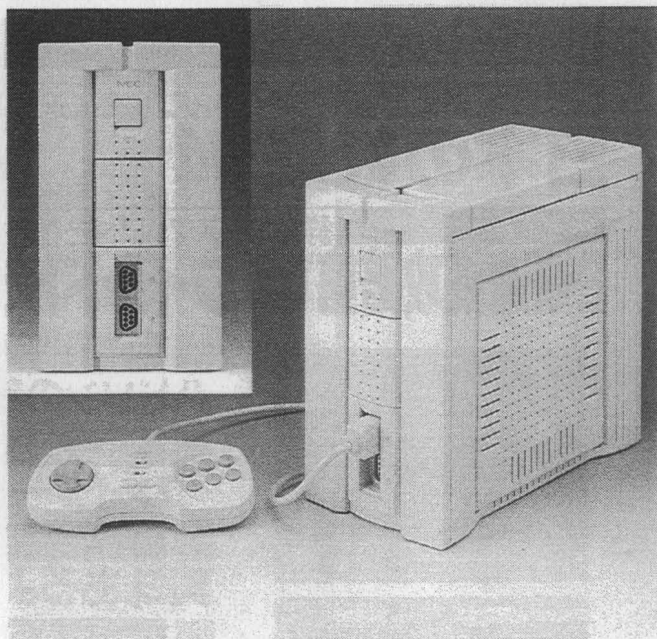
Sony's strange design PlayStation - how would it look on your cabinet table?

coin-op in look and speed. Tengen will also have a shoot'em up for the machine too.

Takara have signed up to release games for the PS, so you can expect a number of Neo Geo conversions namely perfect versions of Samurai Showdown, Art of Fighting 2, Fatal Fury Special, World Heroes Jet, etc..

NEC "FX"

After a year or so of revealing their original 32-bit system board, NEC has at last shown the prototype of their 32-bit FX system - and what a wacko machine it is. If you thought the Sony PlayStation was boxy, the the FX makes it look like a Ferrari. NEC has design the system like a PC Mini-tower system, and in a way looks rather groovy... makes a radical change from all the other machines. In fact, it looks so cool, I want one just to sit it on my desk!! But the machine also has an extremely interesting feature - the FX is a FAX machine too. No, I'm not kidding you... by unfolding the panels and accessing the FAX option screen, you can send Faxes to peo-



NEC's crazy FX system - the Volvo of all consoles.. Incs FAX aswell!

ple around the world just like a normal Fax machine... groovy eh? You can bet NEC has a big ad. campaign on the FAX feature of the system!

Like the new DUO-RX, it features a six-button joypad, and had two controller ports. Unfortunately no other details of the machines specs were given, but here are what had been issued a few months back:

V810 32-bit RISC Central Processor Unit that runs at 21.5Mhz; CD-ROM based, most likely double speed; Main work memory is currently at 2 megabytes, with 256k CD buffer, 1.25mb of video ram, 32k backup ram, and a 1mb ROM. As with most CD-ROM machines, it'll be CD-G and Photo-CD compatible.

The machine will incorporate JPEG compression, and has the ability to display 24-bit colour (16 million colours) on screen running at a minimum of 30 frames a second!

As for price, you can expect NEC to pitch it at around the same price as Sega's Saturn which will be their main rival... probably around £300.



Great looking FX Fighter on FX

Four titles has been shown for the FX - Battle Heat, FX Fighter, Street Fight and Team Innocent. The first three are 3D beat'em ups - all seem to be first person perspective ones... with brilliant graphics! Because of the

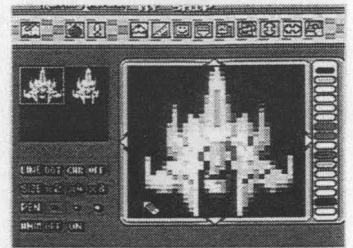
FAX option - which means direct connection to the phone line, these games will enable you to fight it out with another player over the phone. The main difference between the three games are that, the first uses Anime-style graphics, the second - realistic computer generated graphics (miles better than Virtua Fighters) and the latter uses digitised real life actors. Team Innocent is a great looking 3D adventure game featuring special effects.

<<See back page for more NEC news>>

Super Famicom Software News

Athena

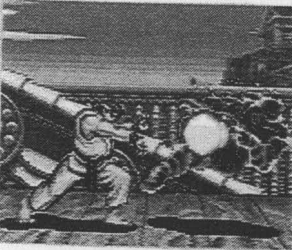
If you think there is a lack of shoot'em ups for the SF, then you'll be glad to hear that Athena are to release a Shoot'em up Construction Kit for the machine. About a year ago, Athena released a similar product for the 8-bit machine, so this version should be fairly similar. The 'game' will be on a 4meg cartridge, and will contain a sizeable battery backup-memory to store your creations - possibly as big as 1megabyte. Unlike the rather limited SEUCK by Sensible for the C64/Amiga, Athena's will feature a host of options including designing the background graphics and sprites, plus sounds... to the ability to have extra weapons, and even mode 7 effects like screen rotation, and scaling! As yet, no release dates, but you can be sure, we'll be looking at this seriously when it appears!



The sprite designer in Athena's shoot'em up construction kit.

Capcom

Capcom seems to be putting in extra hours the past months, what with the release of the rather poor The King of Dragons, the rather average Knights of the Round, the rather nifty Eye of the Beholder, and rather cool Muscle Bomber, are soon to hit the streets in the Summer with Super Street Fighter II (Jap. release - 25th June) on a 32meg cartridge.

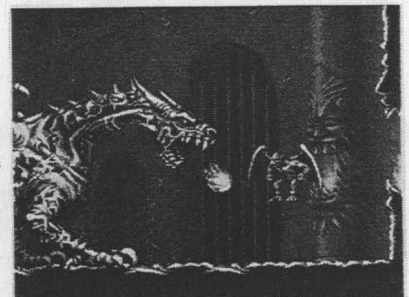


Ryu shows his newer fireball in Super Street Fighter II on SF

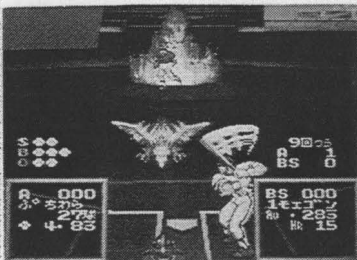
Early screen shots of the SF game looks really promising although the resolution is a bit low compared to the coin-op's. As well as the 'Vs' mode, Capcom have added a Match Play mode in the game which is similar to the survival mode in Fighter's History where each player selects 8 fighters to battle it out (winners stays on) until all the opponent's fighters are eliminated. Capcom will have also released a new wierd looking joypad called the Capcom Pro Soldier (£11).

Also expected from Capcom are SF versions of Bionic Commandos and Gargoyle's Quest. How about some shoot'em ups, Capcom? Gargoyle's Quest is looking absolutely brilliant with graphics are good as Super Ghouls 'n' Ghosts. Expect to see this late '94 on a 16meg cart.

Incidentally, Capcom US will be releasing J. League Excite Stage '94 (reviewed in this issue) under the name of Soccer Shoot-out... so don't get confused!!



Our Demon meets a giant dragon Boss in Super Gargoyle's Quest on SF soon.



The pitcher throws a deadly phoenix in Ultra Baseball 2

Culture Brain

Culture Brain has always come up with the graphics, and sound, but never the playability... but hopefully things will change when they release a Street Fighter II clone in the form of Unarmed Combat. This 16meg one-on-one beat 'em up will be out around June and features some great graphics, especially in terms of special moves... i.e. perform a dragon punch, and a dragon comes out of your fist! Watch out for it! Culture Brain also have another baseball game - Super Ultra Baseball 2 - which looks great as the players has special moves too. You can get a pitcher to launch a flaming ball that looks like a phoenix, or really curl the ball. Out in June. To follow the Ultra series, Culture Brain also have Ultra Soccer for June too, and Ultra Horse Racing for July.

Electro Brain

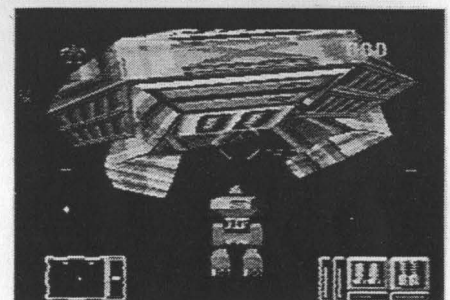
As Argonaut designed the Super FX chip, they should know how to program it... and their first game using the chip for a third party developer is Vortex (previously called Citadel), which is to be released by Electro Brain. The game has you in control of a battlemech that can morph into different forms as you battle it out with other mechs and vehicles... all in glorious 3D using smooth polygon graphics. Available around July.



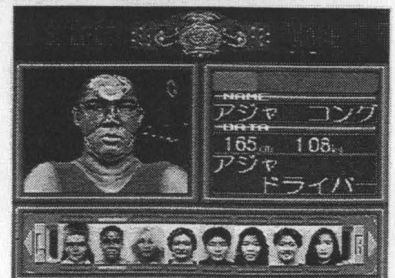
PC Kid will soon be on the SF!

Hudson Soft

First appeared on the PC Engine some years ago, the prehistoric head-banger - PC Kid will appear on the SF on a 12meg cart. at the end of July. The gameplay will be more or less the same as previous adventures on the Engine as our bald hero must bonk his way through dino-infested territory. Hudson are also to release Super Adventure Island 2 for the SF.... you can expect it to be as good as the first.



Vortex on the SF - Can it better Star Fox?



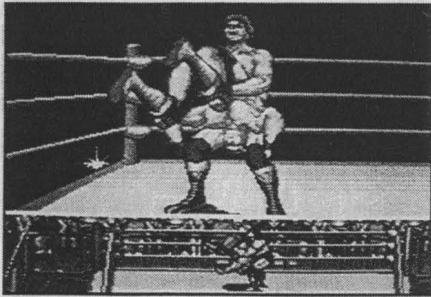
Human gives you Pro Women Wrestling.. complete with all well known women wrestlers in Japan?!

Human

Human's Latest collection of sports titles will include a beat'em up in the form of Karate.

Played like other one-on-one fighting games, the 8meg title should be available around late May. Hopefully it will be playable than the current crop of beat'em ups bar SFII.

And just when you think they can't produce another wrestling title, Human are to release another around July, The 16meg cartridge - called All Japan Woman's Pro Wrestling, and features 24 of Japan's top women wrestlers... and these gals are certainly no pansies... they could sure give the men a run for their money. In terms of graphic appearance, it's very much like previous Fire-Pro games.



Jaleco's wierd wrestling game with multiple screens

Jaleco

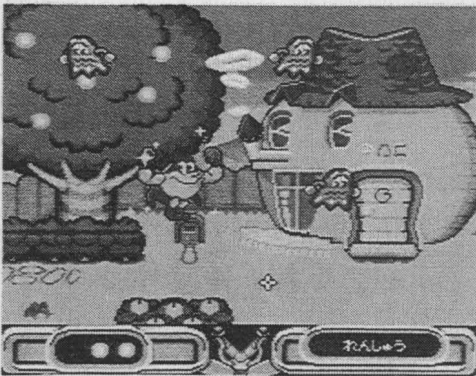
Wrestling is BIG in japan, hence why there are so many wrestling games available for the SF. Jaleco's latest - Pro Wrestling Revolution, hopes to spice up the action by having a split screen. Not only do you have the normal view from out the ring, but also when they grapple, you get a large animated display of the action.

Kemco

From one of the best games produces on the X68000/FM Towns - Zoom, comes a great looking battlemech scrolling platform beat'em up in the form of G2, to be released by Kemco. The game has similarities to Cybernator as you battle it out with other robots, pick up special power-ups, etc.. On 16meg, and out in June. Kemco are also to release a cute scrolling action game viewed in isometric featuring a clown called Crazy Chase. It'll be on a 8meg cart., and out around July.

Konami

Mention Konami and you can nearly guarantee a good game, although Twinee-Rainbow Bell was rather ropey. However, Twinbee will be back, in Konami's Parodius 2. If you thought the original was good, then you'll love the sequel which includes even more crazy antic and wacky characters. As the coin-op featured a two player option, lets hope Konami leaves this in. Available in a couple of months!



Pacman goes Super in a new Pacland game for SF

Namco

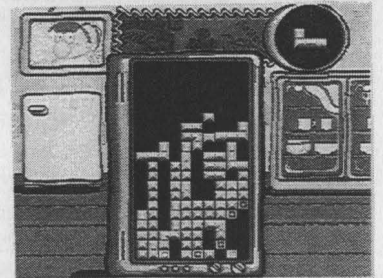
Even more soccer comes from Namco in August with J.League Prime Goal 2. As the game goes, it looks like the original. Pacman will be back on Video Console in a new Pacland title. The 12meg cart. will be very much like the original game but with improved graphics and sound and lots of special effects like Pacman turning into Super-Pacman, able to hang-glide, ride on rail carts, and lots more. No release dates as yet.



Coin-op Parodius 2 - soon to hit the SF

Nintendo

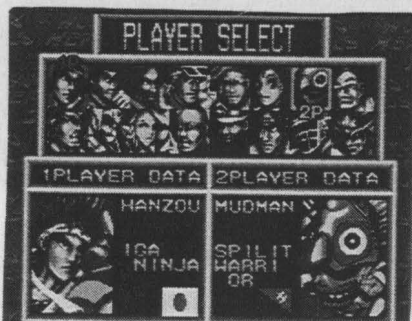
Bulletproof Software are back for Nintendo with another Tetris game - Tetris Flash. This has already appeared on the 8-bit Famicom and soon will be hitting the SF. But do you really want to splash out for another Tetris game? As you read this, Nintendo's latest FX game Wild Trax will be available... so check out next issue for a full review. Surely this can't be as bad as many have said it is?



Even more Tetris game for the SF

Saurus

A new company, but not a new game, as Saurus are converting ADK's World Heroes 2 for the SF. Although the game isn't quite as good other Neo Geo beat'em ups, it's still a pretty playable game, and Saurus looks like pulling this one off as current screen shots looks pretty impressive. Well, they can't really make it any worst than Takara. Available around June on 24meg cart. Check out next issue for full review... this one just appeared too late for inclusion in this issue.



Saurus's World Heroes 2 - looking good

Takara

On the subject of Takara, the Geo converters are planning to release another Super Famicom beat'em up. It'll be like Street Fighter II but will include two-on-one fights which should make a change from other normal one-on-one games. With weapons, and multi-parallax scrolling, hopefully it will be as good as Samurai Showdown.

Talking of which, Takara's latest Neo Geo conversion - Samurai Showdown (or Samurai Spirits as it's called in Japan) should be available around September on a 32meg cartridge. Early screenshot look okay, but the characters, especially Earthquake, are a bit on the small side. But coming a lot sooner and again on 32megs will be Fatal Fury Special. Can't say much about this - it's looks a good a conversion as FF2, with the added bonus of Dolby Surround Sound. Out at the end of July.

Mega Drive Software News

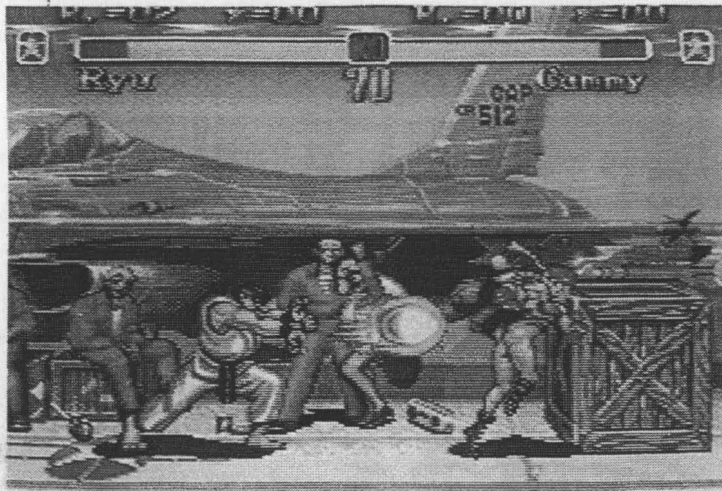
Acclaim

August will see the latest Simpson game from Acclaim - Virtual Bart. The game has Bart playing a VR machine which sends him into different situations... all totally crazy!! Another Simpson-linked game comes to the MD in the form of Itchy and Scratchy... which will be a big platform mayhem game... out October.

Acclaim have licensed even more film titles, including the third Batman movie - Batman Forever. As the film hasn't yet started production, don't expect the finished game for the MD or other systems for some time (it's expected to hit the Super 32X too). As well as Batman Forever, Acclaim has also snapped up Kurt Russell's latest film - Stargate, and Arnie's new movie - True Lies. If there's Arnie, there must be Stallone, and Acclaim will be releasing a game based on Sly's next movie - Judge Dredd. But what most people are waiting for will be Acclaim's conversion of Mortal Kombat II, which will be handled by old timers - Probe Software. The game is expected to appear on a 24meg cart. and should be available around September. Probe are hoping to include every last detail of the coin-op game in their conversion including Babalities, Friendships, and all the gruesome death sequences. Because of the blood and guts... it will have an '18' cert. - BUT I bet most retailers will be selling them to kids a lot younger!!



BARAKA



MD Super SFII - Can Cammy past through Ryu's fireball with that quick step?

Capcom

Strangely, Capcom's only game for the MD has been Street Fighter II Championship Edition, and their next title is the conversion of the Super version, out just after the Super Famicom version - 25th June. The game is expected to be 40meg cart., and as with the SF release, Capcom will release a new joystick for the MD called the Capcom Pro Soldier MD. As with the SF version too, it'll have a Match play option, and as graphics goes, it's not too bad... although the characters are a lot smaller than their coin-op counterpart, not to mention reduced colour palette. Hopefully a full review in the next issue if Capcom can keep the date!

Codemasters

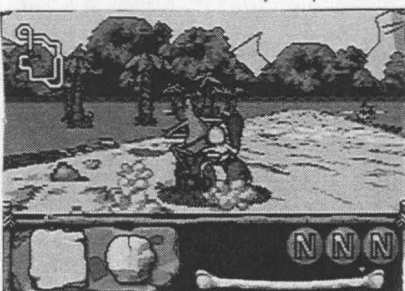
If you've read the main news section, you'll know that Codemasters are to release games on Cartridges that have built-in joystick adaptors so there's no need to buy addition

hardware for 4-player action. The first game will be Pete Sampras' Tennis, and the second will be Micro Machines 2. The sequel to one of the most popular racing games will be a lot better featuring more varied levels, and more of them. It's possible that an eight player option will be incorporated into the game. This is done similar to the Game Gear version where two people use one controller - one on the buttons, while the other using the control pad. Micro Machines 2 will likely hit the streets around November.

The Codies also have a pinball game in the works called Psycho Pinball. The game is expected to appear on a 16meg cart., and features one main table with many sub-tables, which then lead onto bonus games. The bonus games are not just mini-pinball games either. These will include mini-platform games, short'em ups, etc. Psycho Pinball is looking real good, and available around November. Codemasters are also to release a split-screen dino-racer similar to Outrunner/Chuck Rally.

Core Design

It seems Core is the only company that's really supporting the Mega CD to it's potential, and their latest creation is Chuck Rally - a Mario Kart clone that could get Nintendo up in arms. As with Mario Kart, you control a vehicle from a 'behind-the-car' perspective and race around some wacky tracks.

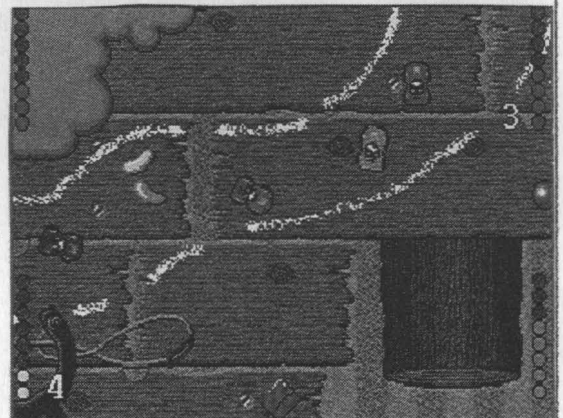


Chuck goes karting with son...

However, Chuck Rally can zoom out to give different views like Virtua Racing. The game looks great, and should be a real hit when it appears at the third quarter of the year. Lets hope there's a two player option too.

Electronic Arts

E.A. are currently more interested in the 3DO machine, but they haven't completely abandoned the 16-biters, as the latest in the Desert Strike series is currently in the works - Urban Strike. This time, the game is set in the future, in the year 2006, and includes 13 levels... with each level twice as big as Jungle Strike. The game has you flying amongst skyscrapers and cother city scapes... and aswell as tanks, and other ground attackers...

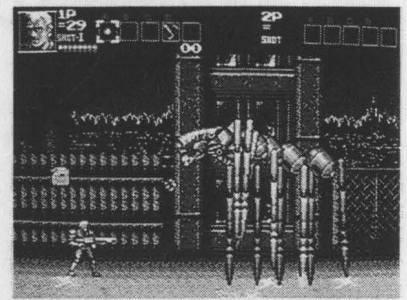


4-play Micro-Machines... More fun, more mayhem.

there's more air-to-air combat. One of the biggest changes to the game will be the ability to get out of your chopper and engage the enemy - Cannon Fodder style. Out around October!

Konami

Rocket Knight Adventure was one of the best games released on the Megadrive from Konami - and it seems, Konami have been sense and are to release a sequel. Super Sparkster will be heading for your MD around September on 8meg cart.. Coming around the same time too, expect to see Tiny Toons: Acme All Stars - a one or two player sports game featuring Basketball and Soccer with all your favorite Tiny Toon critters. Hopefully the game is more playable than Capcom's Rockman Soccer! And to top off Konami's releases.. September again will see the Contra guys on the MD on 16meg cart. Current screen shots of the game looks very promising with four characters to select from, and loads of special effects.



Contra - No time to stamp on this spider!

Psygnosis

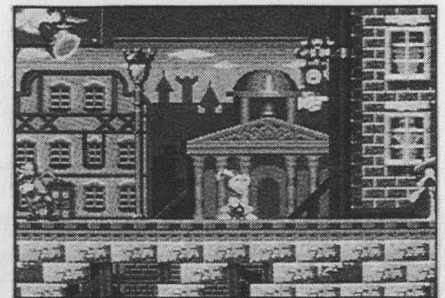
Psygnosis hasn't exactly made a great impact on the Megadrive, probably because all of their games have been conversions of Amiga titles. But this should change soon as Psygnosis has a number of neat games for the MD. Flink is a scrolling platform game with some of the best graphics seen on the machine, Rescue - a Thrust style space game, and Top Hat, an isometric arcade adventure.

Sega

With Wimbledon currently the big event apart from World Cup '94, Sega will have Wimbledon Tennis as you read this. As the game goes, it look like most tennis games... hopefully a full review in next month's issue. From the Sega Sonic Team comes a new CD-ROM version of Shining Force. The Strategy-RPG will be bigger than the cartridge version and will include better music, sound effects, and of course speech (in Japanese of course... until a US version appears). Out around July. On the subject of RPGs, Game Arts are currently working on the sequel to Lunar the Silver Star (Lunar - Eternal Blue) on CD-ROM for the MD. I bet you can't wait!

Although Sega has a massive in-house team of programmers, designers, etc., they also have a number of outside teams working for them - one of the most successful has been Treasure, with McDonald Land and the brilliant Gunstar Heroes. Another team to join Sega is Game Freak Inc. who are about to release Spark any time now. This is another Sonic-style scrolling platformer which should be a real hit. And it'll be on 16meg - so should be as big in level sizes as Sonic 3.

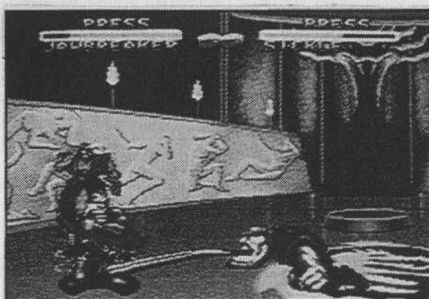
On the subject of Treasure, their next game - Dynamite Headdy is looking brilliant too, although the team hasn't given a release date yet. The game's another Sonic-style scrolling platformer as you control a crazy robot out to save his chums. As you'd expect from Treasure, the game features superb colourful graphics and groovy sound. We can't wait. Treasure also have two other games in production - Alien Solider, a sort of Contra-style side-scrolling shoot'em up; and Relayer, an isometric action RPG similar to Arcus Odyssey or Immortal. Both look real ace but don't expect these for a while. And the last bit of news is, the team are also working on a game for the Super 32X Megadrive upgrade. Incidentally, another game that Sega are releasing for the Super 32X is Star Wars - Sega's latest arcade polygon shooter.



Dynamite Headdy... Treasure's next release!!

Takara

With Samurai Showdown expected in the coming future, their next release for the MD will be Fatal Fury 2. The original game for the MD was pretty average, but the sequel looks extremely close to the Neo Geo original. Full review hopefully in next month's issue.



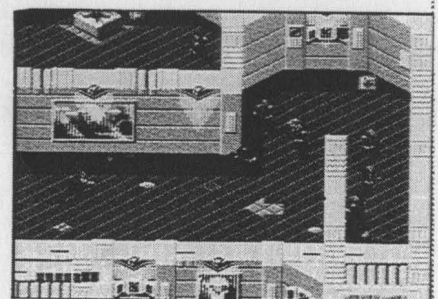
DDV: Tongue licking good fun!

Tradewest

Tradewest are to release another Double Dragon game for the MD.. Double Dragon V: Code of the Dragon. The difference between this release and previous DD games is that, this is based on the cartoon series, and will be a Street Fighter II style one-on-one beat'em up instead of a scrolling adventure. Hopefully it will be more playable than the awful Toads and Dragons game. The game is also scheduled for the SF too.

Virgin

With Virgin getting the Demolition Man license, the game for the MD won't be a Op.Wolf style shoot'em up like the 3DO game, but a side-on platformer like Batman, Super Shinobi, etc. However, once you get inside a building, the game switches to a top-down (Gauntlet, Zombies ate my Hamster) view game, as you take control of John Sparton out to bust the crazy Simon Phoenix. Hopefully, the game will be more enjoyable than the film.



Demolition Man - or is it Smash TV!

PC Engine Software News

Artdink

Artdink are to be one of a few companies to release games for the Arcade Card, and their first will be a Baseball game. However, this is more of a strategy management title, and will support the Engine Mouse as well. Avoid this if you don't know Japanese!

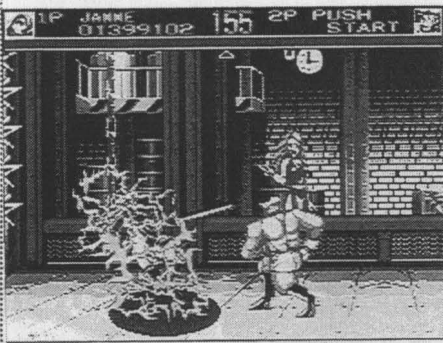
Naxat Soft

From Naxat, and available as you read this is Ninja Action, out on Super CD. This is a Super Shinobi style scrolling slash'em up as you play the part of Yoshi Kage or Suzu Kiki - two expert ninja warriors up against the might of the enemy. Graphically, it doesn't look too brilliant, but it all boils down to gameplay!

Naxat are also working on Coryoon 2, which should be another scrolling shoot'em up featuring that strange little dragon. And for Mah Jong fans that like a bit of sauce, Naxat are to release Seta's Super Mah Jong PII-PIII on Arcade Card CD-ROM.

NEC/Avenue/Hudson soft

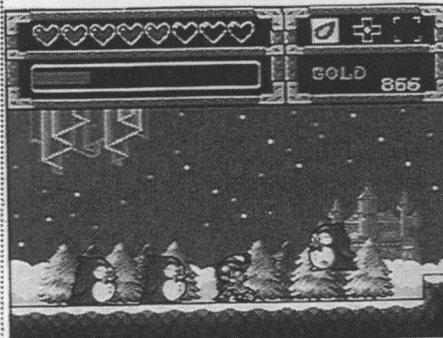
The big news on the NEC camp is of course games for the Arcade Card. If NEC don't want it to die like the Super Grafx, they have to really pull their socks up and release some decent games for the add-on. Already planned is Strider (a title that was thought to only appear on the dreaded SG) which is getting on a bit unless NEC can add a few extra levels to beef it up, and from Hudsonsoft, there are those Neo Geo beat'em ups in the works - World Heroes II and Fatal Fury Special. Hopefully they will get round to Samurai Showdown. World Heroes 2 should be out by the time you read this and looks a faithful copy of the original SNK/ADK original. Current screen shots of Fatal Fury Special is looking extremely impressive as you might expect with the release of FF2. Not only have they included everything from the Neo Geo game, but also added Ryo Sakazaki from Art of Fighting in the game for you to choose - no need to use a cheat to access him! PLUS, as it's on CD-ROM, there also a longer and better intro animation sequence and inbetween bits too. FFS will be out in August. Hudson are also to release another version of Wonderboy/Monster World on normal Super CD-Rom. The game looks



Engine World Heroes 2 - Okay conversion of a naff Neo Geo game.

real cool and a must for all Wonderboy adventure fans. If you liked the last release, then you should check this out when it hits the streets. RPG fans can look forward to Hudson's great looking Super CD-ROM title - Anearth Fantasy Stories. The game plays like Final Fantasy using traditional RPG options. Looks brilliant, but Hudson has given a release date.

Although in it's early development, NEC are working on a Robot shoot'em up called Mad Stalker - Full Metal Force. The game looks similar to the SF game Cybernator (Assault Sulk Vulkan), but then again, it could end up like Black Hole Assault?! Expect this game around early August.



Hudson releases another Wonderboy title!

NEC Avenue will have released the totally awesome puzzle game Puyo Puyo on Super CD. Considering the game was on 8meg cart. on the other systems, it's a wonder what the rest of the CD is used for.

T.T.I.

Just when you thought that T.T.I. had died, and we won't see another game from them for the US Turbo, they have announced the release of The Dynastic Hero for Super CD format. Basically, this is a conversion of Wonderboy VI.... I think. I've lost track of the Wonderboy series after III. When are T.T.I. going to release Snatcher we cry!!!

Latest Falcom game to be released will be Brandish - a good looking RPG on Super CD-Rom. The game will be out when you read this, and will be compatible with the Mouse. By the time you read this,



Some groovy intro animation screens from the forth coming Fatal Fury Special on Engine.



ホーリーナイト HP 058/080	アーシド HP 024/050
	斬撃 飛龍拳 虎乱 烈風刃 道具 防御
-STATUS- INT 12+00 STR 22+00 AGL 15+00 POW 13+04 DEF 07+00	

Hudson's Anearth Fantasy Stories - a super looking RPG.. if only the yanks will convert this one!

3DO Software News

Although we had all expected several different brand named 3DO machines by now, only Panasonic's REAL FZ-1 has surfaced. Sanyo and AT+T have shown prototypes, and the former is expected to appear later in the year. It certainly looks better than the Panasonic machine.

However, good news from the Koreans, as both Gold Star and Samsung have announced that they will be producing their own brands soon. This will give the 3DO an added boost and hopefully further reduce the price of the machine. Also, fingers crossed that one of these machines has RGB connections!

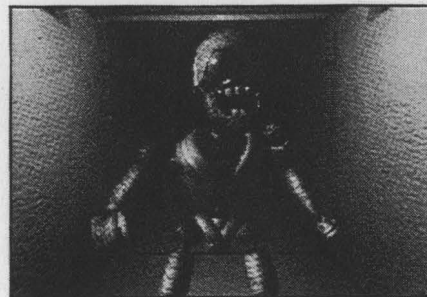
On the software side, with the Panasonic machine hitting the stores of Japan, the Japanese are coming up with some rather juicy games for the 3DO, even if the big boys has yet to announce any firm titles (i.e. Konami, Namco or Capcom). According to the Japanese press, on the first few days the machine went on sale in Japan, around 40,000 units were sold - not as many as the 100,000s with other machines, but it at least shows there is a large user base for the 3DO in Japan.

Ask Kodansha

This Japanese company looks like one to watch out for. Their first game for the 3DO looks real impressive. Called Seal of the Pharaoh, it's a 3D Dungeon Master style Action RPG featuring texture map graphics and 3D monsters. If the nasties move and the game plays as good as the screen shots, then they will be rolling in it.

Capcom

The first game likely to appear from Capcom for the 3DO is hinted to be Street Fighter II Legends - which will probably incorporate all of the Street Fighter II series on a single CD. We can't wait.



Seal of the Pharaoh... lovely light sourced dungeons with a not so nice nasty in the way!



Drive on those texture-mapped mountains in Orion Off-road

Crystal Dynamics

With three groovy games behind them, Crystal Dynamics are becoming a big name company, especially as they are producing games for other machines too. Their next game will be a conversion of the hit PC title - Star Control 2. With great strategy and arcade action, this is one excellent space combat game. You can be sure there will be a fair amount of FMV and great looking ray-traced texture-mapped ships. Definitely one to look out for. Out around Now.

And coming in the next month or so, will be their one/two player textured-map landscaped racing game - Orion Off-road. This will certainly make Stunt Car FX pale in comparison. Check out next issue for a preview!

Electronic Arts

The game every 3DO owner has been waiting for - Road Rash, should be available real soon. Hopefully PGA and Shockwave too. Another game that's looking real hot is Bullfrog's Theme Park - the Sim City style manage your own Alton Towers simulator. With extra roller coaster ride action, and other bits, this should be worth checking out when it hits the streets in the next month.

Fun Project

Quite popular on the PC Engine, the first Digital Comic has been released for the 3DO. The 'game', called Buichi Terasawa's Takeru, was part produced by famous graphic artist - Buichi Terasawa, who also designed the Cobra adventures games for the Engine. As Digital Comics goes, they are just what the title implies... computer graphic novels where you can change the story line by selecting different options. Incidentally, the game isn't new, as it has already appeared in Japan for the PC.

Future Pirates Inc.

One of the strangest games to be release on the 3DO is Wacky Racers by Future Pirates Inc. of Japan. The 'game' is based on the wacky cartoon of the same name, but this is no interactive driving game. Instead, you basically select which drivers you think will win out of the 10 competitors, and watch the action. And that's it. However, the graphics and sound are out of the world. All the graphics are rendered in 3D and animate as good as any cartoon. This may sound boring, but it has been given good reviews in the Japanese press. Hopefully a full review in next month's issue.

Koei

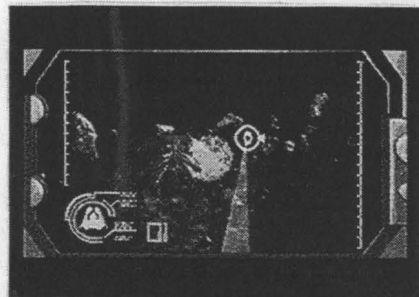
Fans of strategy war gaming can look forward to Koei converting some of their classic games to the 3DO. Currently, they have two in production, based on ancient Japanese/Chinese colonisation. Expect the first English translated version for the end of the year, or '95.



Bet on your cars now... come on Miss Pitstop!

Matsushita (Panasonic)

A hardware company can't survive without supporting their machine (Commodore take note), and Matsushita have come up with a few titles for the 3DO. First up is Fire Ball - a really nice looking 5 table pinball game which unfortunately didn't receive good reviews from the Japanese press. Next there's Murder in Kyoto - a Japanese FMV murder mystery... one to avoid, unless you understand Japanese, and in June - Burning Soldier (by Pack-in-Video), a computer graphic shooter (i.e. like Microcosm!). By MicroCabin, there's Life Stage-Virtua House, an education CD, where you can design your dream home, etc.. Out around now.



Burning Soldier coming soon on 3DO

Mindscape

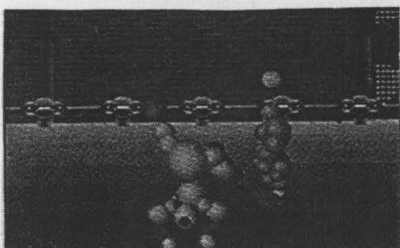
Already available on the PC, Mindscape's Megarace has been given mixed reviews... mainly average ones. Basically, it's a bit like Crash 'n' Burn, but with less action. Hopefully, the 3DO version will be a bit better in terms of playability. We 3DO owners don't just want flashy visuals and sound!!

Naughty Dog, Inc.

One thing that's missing on the 3DO is a decent beat'em up (or any beat'em up), but Naughty's Way of the Warrior - a Mortal Kombat style one-on-one fighting game is looking very promising. Featuring ten fighters to compete with (including ninjas, martial artists, and even a dinosaur-like creature!), two 3D rendered Bosses, and between 60 - 70 different moves each... Way of the Warrior should be a right laugh if nothing else! More next issue!

PF. Magic

Strange name for a software company, but they are to release a strange game called Pataank for the 3DO around September. Basically, the game puts you in control of a space craft inside a pinball table! With the usual lot of pinball ball features, but you as the ball... this looks real weird!



Ballz - here, the clown does a backflip.

PF. Magic has also a 3D fighting game called Ballz in the works for the 3DO. The game will be similar to Sega's Virtua Fighters, but instead of polygon-made characters, all the fighters are made up of filled-vector balls... as seen in a lot of Amiga demos! However, not all of them are standard fighters, as there's a clown, a kangaroo, and even a ballerina! Looks interesting.

Riverhill soft

Riverhill hasn't made a great impact on the 8/16-bit consoles, but their first 3DO title looks to rocket them to fame if they can continue producing more. Doctor Hauzer is a 3D texture-mapped adventure similar to Infogrammes Alone in the Dark series. The game uses different camera views, and like Alone/Dark, you have to solve puzzles and take out a few nasties on the way. Note that all text in the game appears in Japanese! Booooo!



The Great looking Doctor Hauzer.. Alone in Japan? In this shot, the rug (floorboard?) are caving in on our hero!!

Synergy

More Dungeon Master style gaming comes from Synergy's Tetsujin as you take control of a robot roaming corridors and laying waste anything that gets in it's way. With high quality FMV as well, what else do you want? Ermmm... we've seen this game going, and there doesn't seem to be much going on. Hopefully a full review next issue.

Tetragon

From Tetragon comes a strange game called Gridders - a 3D action puzzle game. Your object is to wander around a factory that filled with 3D textured-mapped polygons...move them around, use different objects, and solve puzzles, so that you can make it to the basement. Looks wierd, and I suppose with play wierd too. Check out next issue for more details!

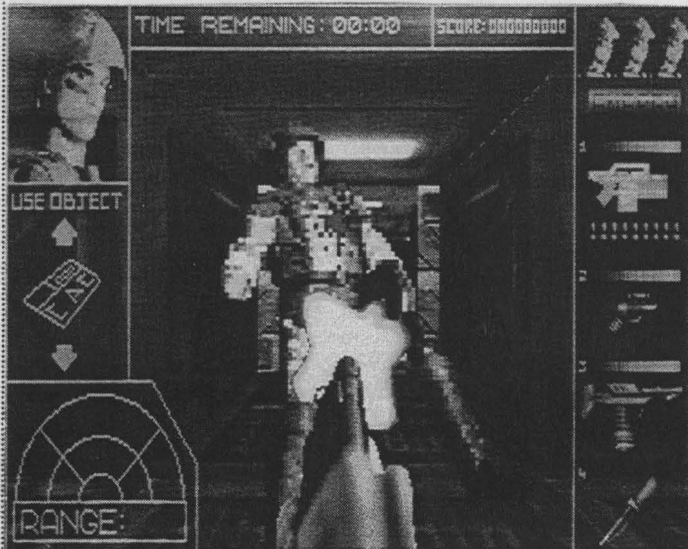
Virgin

With MPEG-1 adapter for the 3DO available soon'ish, many companies were in doubt as to support the unit, thus having to release two versions of the same game. However, Virgin has come to the rescue, as they have discovered a way to have both normal FMV and MPEG-1 format on the same CD, and will play whichever your 3DO is capable of. This is likely to catch-on and become a 3DO standard, so you'll be seeing only one version of a game, instead of two like the forth coming Road Rash and Shock Wave. As the only Virgin 3DO game we know is Demolition Man, maybe they will use this feature in this game?!

Jaguar Software News

Acclaim

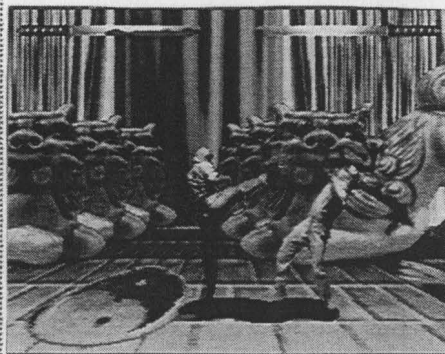
With no word of Capcom supporting the Jaguar, therefore no Street Fighter II, Atari has to rely on rival Mortal Kombat to please Jaguar fighting fans - and it's likely that Mortal Kombat II will be converted to the beast. As the SNES and MD versions are slated in for a September (another Mortal Monday) release, it's likely the Jag. version will appear the same time, and programmed by Bally Midway themselves. How about converting a Bally Midway pintable guys?



AVP - Ermmm... sorry mate.. I thought you were an alien, you do look ugly!

Attention To Detail

After Cybermorph from ATD, comes a Lynx conversion for the Jaguar - Blue Lighting. As you'll expect, the game is a bit better than the hand held title (if you can call the Lynx a hand held), with full screen texture map scenery, and fast smooth scrolling. We'll just have to see if they can improve on Total Eclipse on the 3DO. ATD are also working on the follow-up to Cybermorph in the form of Battlemorph, which will be on CD-ROM. It's expected that the game will now feature full texture mapping instead of the shaded polygons.



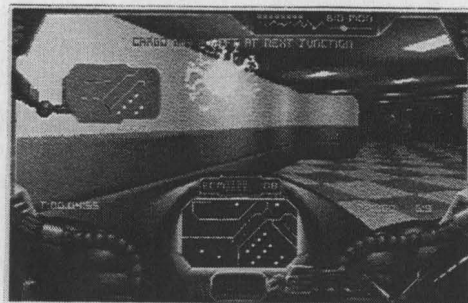
Kasumi Ninja - liiks brilliant... but playability?

Hand Made Software

With Club Drive soon to be released, HMS' eagerly awaited Mortal Kombat beat'em up - Kasumi Ninja is looking quite impressive graphically with very detailed backdrops and multi-parallax scrolling, although it's gameplay is said to be non to great. Keep you eyes peeled in GAP for a full review when we get a copy.

Imagitec

With Raiden and Dino Dudes under their belts - Imagitec are working on Freelancer - another 3D wander around corridors and shoot everything in sight sort of game, although this will be released on CD-ROM. Early screen shots of the game look rather good with lots of very impressive FMV. But the best thing about the game is that the game can be linked up with other Jaguars for multi-play... groovy! As the CD-ROM is not out yet, don't expect Freelancer to appear until the end of the year. And if you can't get enough of Dino Dudes, the sequel is in the works for the Jag.... I bet you can't wait!



Freelancer - Space Doom this time.

Atari

The next batch of Jaguar games for release by Atari will be Club Drive (by Hand Made Software), Alien Vs Jaguar (by Rebellion), and Wolfenstein 3D (by id Software) - all out as you read this. Next will be Red Line Racers (Formerly called Chequered Flag 2) out in June, and Doom out in July. Personally, I would forget Wolfenstien and wait for Doom! As for Tiny Toons, it has been put back until September due to re-coding as Atari weren't happy with it. Next from Atari? Well, they have a few sport titles in the pipeline including Baseball, basketball and Football, plus 64-bit versions of Battlezone and Star Raiders! I can wait!!!



World 3d - 'Hey Nazi's... come out, I promise I won't hurt you!!'

Interplay

With the success of Clayfighters on the SNES, the game is likely to be converted to the Jaguar with amazing results. We have to admit, the SNES game never looked as realistic as the early screen shots. On the Jag., the fighters should be as good as Rise of the Robots!! Another game that should make it to the Jaguar from Interplay will be Battlechess, having already appeared on the 3DO. And no doubt Star Trek will be another odds on favourite - they certainly can't afford to waste a license!

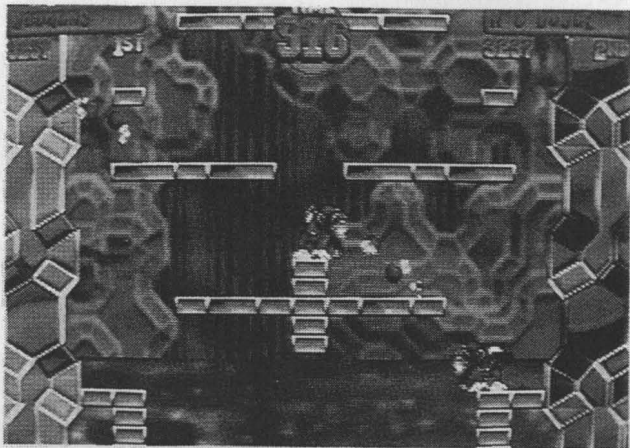


Jaleco

As no Japanese company has yet announced that they will support the Jag., Jaleco have taken the plunge and is expected to convert two of their games to the machine - likely to be Cisco Heat, Bases Loaded or quite possibly some beat'em up in the line of Rushing Beat - all of which should convert well to the Jaguar. Jaleco also plans to produce Jaguar CD titles, as soon as Atari release the add-on later in the year.

Ocean

Ocean first game for the Jaguar will likely be a one/two player platform game currently titled Ape Shit (we hope they stick with the name!!). This looks very much like Bubble Bobble (and other Taito platformers), and if Ocean can emulate the platform experts... this game should be worth it's weight in gold! Whatever the case, it looks brilliant. Ocean has also a few other plans for the Jaguar including the comic license - Lobo, which is heading towards CD-ROM. Expect to see a lot of groovy full motion video. Lobo is expected to be a Microcosm/Scavenger 4-style shooter. Ocean will also have Soccer Kid from Krysalis, and Bullfrog's titles will make it's way though them - the first likely to be Theme Park.



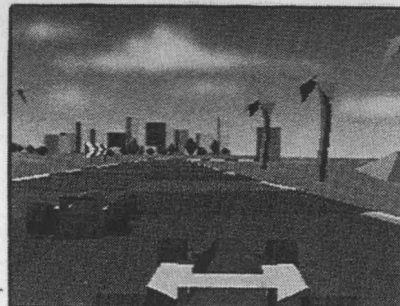
Ape Shit - Ocean's great looking platform game

Rebellion

As every Jag. owner waits for Aliens Vs Predator, or even Ray Hall's Redline Racer, Rebellion's next title will be Legions of the Undead - an action Role Play Game similar to AVP. The game is in it's early stages, but expect it sometime late '94... or if it takes as long as AVP, late '95! Rebellion hopes to release a normal Cart. version plus an enhanced CD-ROM version! And later on, the lads will have Hammerhead for the Jag. - described as a strategy flight simulator set in a futuristic city.....



Legions of the Undead - here's one I made earlier
hmmmmm, sounds familiar.



Redline Racer - will it be as good as Virtua?

Telegames

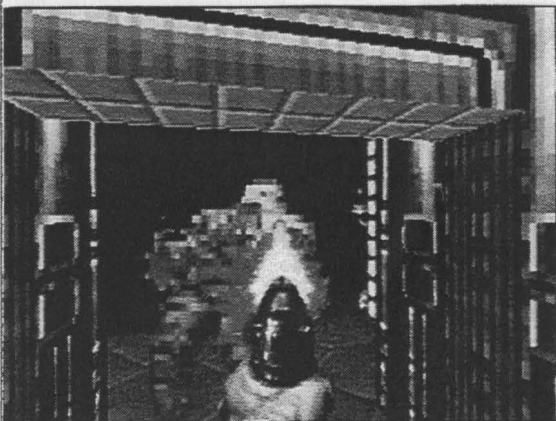
Big supporter of Atari, Telegames are not only writing games for the Lynx, but are currently writing games for the Jaguar too. First up will be a conversion of that rather crazy American football game - Brutal Sport Football. The concept of the game was extremely good, but the final game on other systems were pretty naff. Telegames are also to release World Class Cricket, and Ultimate Brain Game (a powerful chess program together with backgammon and checkers) for an Autumn release, both of which will be on cartridge. I bet all you Jag. owners are waiting for these games eh? Just the sort of titles you bought your Jaguar for!

Tengen

It's strange that Tengen weren't the first team to sign up to produce games for the Jag., considering their connections with Atari, but now that they have, you should expected some advanced coin-op conversion like Stun Runner, Steel Talons, and very likely, some sort of Driving sim in the line of Hard Drivin' Race Drivin' etc.

Tradewest

Mention Tradewest, and two games comes to mind - Double Dragon and Super Off Road. So it's no surprise that their first game for the Jaguar will be a version of Double Dragon. But instead of converting one of the previous games, or improving it, Tradewest are to release Double Dragon V: The Shadow Falls. This will like Turtles Tournament (i.e. Street Fighter II one-on-one beat'em up), and if current screen shots of the SNES version is anything to go by, this is going to be one great jag. game. DDV will have 12 characters to choose from, including the two Lee boys, plus some from the animated series, all with at least three special moves. One to definitely look out for.



Doom - Mega on PC... so got to be a MUST buy on Jaguar!

Virgin

As with companies like Ocean, you can expect a number of games from other machines available for the Jaguar. So, watch out for Demolition Man, Creature Shock, and Dragon from Virgin. As the first two are currently in production on CD-ROM, they are likely to appear on this format too for the Jaguar. Cannon Fodder is on the cards for the Jag. too, although I can't see what improvements they will make to the game from Amiga to Jag.

Hand Held Software News

Gameboy

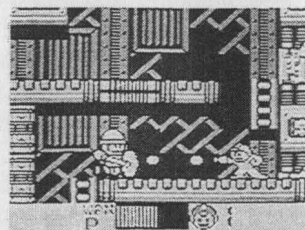
Capcom

Unfortunately, no Super Street Fighter II X on the Gameboy, but Capcom are to release a RPG for the hand held. More news on this in next month's issue when it should be available on 2meg rom with memory back-up. However, coming soon from Capcom will be the fifth Rockman game... amazingly, the fourth has yet to hit the UK!!

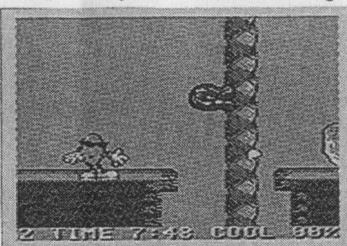
Takara

With Fatal Fury behind them, amazingly, Takara are also to convert Samurai Showdown to the Game boy! It'll feature all the characters and moves of the coin-op (well, most anyway with two buttons instead of four), and the 4meg game should be out in Japan as you read this.

Graphically, it's not bad for a game boy, but the sprites are a bit on the small side!



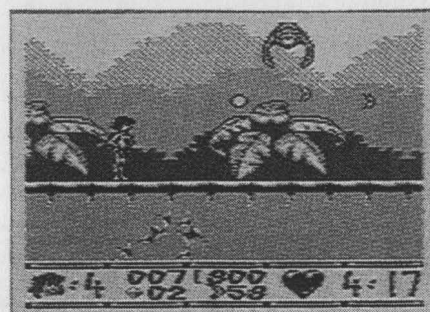
Rockman 5 - He still looks as good as number one!



Cool Spot - just like it's big brother!

Virgin

Two of the best games released last year on the MD/SF were Cool Spot and Aladdin... and both titles are currently being converted to the Game boy by Virgin. If they play as good as their table-top console versions, then you can have my recommendation. Definitely worth checking out when they hits the store in July. With Jungle Book out for the SF (see review in this issue), Virgin will have a Game Boy version out around July on 1meg cart. The game will be a similar arcade adventure game.



Jungle Book on the GB... more adventure

Ubisoft

At long last, the hit EA American Football game - John Madden Football will be converted to the mono hand-held. Strangely, where previous versions had you attacking up-screen - Ubisoft are to use a side-to-side top-down view instead. How this effects the game remains to be seen. Apart from that, the usual choice of plays are available together with a number of different options. As for link-up - odds-on it will be included.

Game Gear

Codemasters

Codemasters will have Global Golf for the Game Gear in July, and this looks pretty good as it uses a 3D perspective as used by PGA, Links, etc. Global features a host of options from match play, skins, stake play and more. On 2meg cart.

Drop Zone was one of the best games on the 8-bit computers, and Codemasters are to convert the classic shoot'em up to the Game Gear. The game 100+ level defender-style game should be available around late July or early August on 2meg cart.

Namco

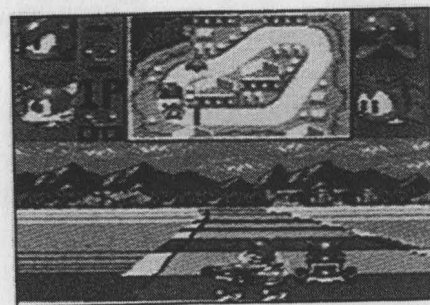
After releasing the rather boring Tetris clone PAC-Attack (also known as Cosmo Gang Puzzle in Japan) on the SF, the game will be available for the Game Gear. 'Nuff said.

Sega

There hasn't been many 'far-out' games on the GG, but the latest from Sega looks to give the hand held a real lift with Sonic Drift. This is basically a rip-off of Nintendo's Mario Kart, which can't be bad. With Sonic, Tails, Dr. Robotnik and Amy Rose to choose from, a number of different tracks, multiply collectable weapons, and a link-up option, this is a must by for all GG owners. Out in the next few months!! Watch for a full review when we get it! After releasing Sonic Spinball for the Megadrive, Sega are to convert the game to the Game Gear too. Expect a good conversion from Sega of the wierd pinball game on 2meg for around August.

Virgin

As well as releasing a MD and SF version of Dragon, Virgin are to convert the game to the Game Gear too. Unfortunately, the game will not be like it's big brother, as it's to be a scrolling platform beat'em up like Shinobi. However, if you have a friend with a Game Gear and a cable-link, you can have a one-on-one match for all out fun! On 2meg and out around September.



Mario Kart meets Sonic and Co. - Brill stuff

Lynx

Atari

Ninja Gaiden will be back on the Lynx in his third episode - The Ancient Ship of Doom. The game is based on the old Tecmo game released for the 8-bit Famicom (NES) a few years ago, and graphically, it looks just as good (!?). Available now.

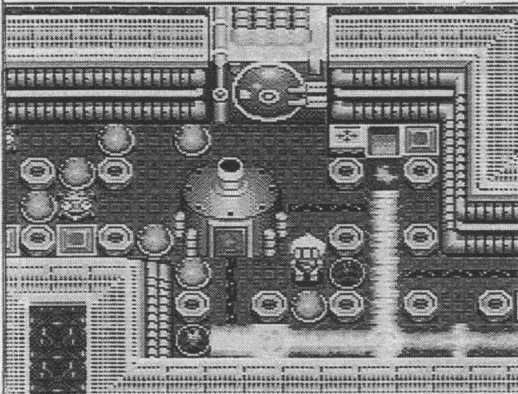
Rebellion

Just when all Jaguar owners are tearing their hair out to get Aliens Vs Predator, the same game will also appear on the Lynx - and will be released at the same time too! Maybe it's worth keeping that Lynx after all, eh?

Super Bomberman 2

One of the best multi-player games ever released - Bomberman, gets a sequel on the SF, and considering the sequels on the PC Engine - this should be even better.... so is it?

Firstly, the one player game. All previous Bomberman titles had a rather poor single player option, but SB2 improves it by having more varied levels. Instead of just rectangular mazes of blocks, there are now stairs to various levels, obstacles like water which must be crossed by boat or sub., tanks to ride on, trampolines, plus deadly objects that can cause serious death. These include magnets that draw in or push out bombs, tracks of fire, and dynamite that cause chain reactions sending flames around corners! The nasties are more varied too with brainless creatures that wander aimlessly



This is the deadly furnace level in one player mode!

around to live bombs that detonate themselves. And at the end of each level, there is a special bomberman to defeat (like Rockman), plus it's mechanic beast.

In Battle mode, as with it's predecessor, up to 4 people can participate. I don't understand why there isn't a five player option like on the PC Engine. However, on playing, the reason could do with slow-down, as this version crawls when there are lots on the screen!! Additional options include a Tag team match which is basically a team of two vs another team of two (either human or computer). There is also a roulette option whereby after a game, the winner can try his/her luck to gain an item for the next game... either pick-up hand, kick, speed, life, bomb or slow-down!!

10 different stages are available including teleports, a controllable conveyor belt, a slippery ice level with tunnels, a track that flames when a bomb blows on it, a stones and mushroom level where you can hop over, and the original maze.

As for new weapons, there aren't many. The ability to throw bombs has been modified so that you can only throw the ones you have just dropped while standing still. However, you can now drop a bomb, pick it up, and walk around

with it before lobbing it at someone. A nice touch is that, if you are hit by a bomb, you will lose one of your weapons. The only additional weapon is the 'jelly' bomb. Kick one of these dropped wobbly bombs, and when it hits an obstacle, it will rebound back! Even more dangerous is when you throw one of these, as it will randomly bounce around the screen!

So there you have it. Graphically, it's a slight improvement over the original, although sound is very much the same. Gameplay is just as good as the first game, and you'll enjoy this if you liked the first. However, it could have been a lot better in battle mode. The 10 stages should have been increased to at least 20, and some of the features in the one player game should have been included like the Magnets, dynamite, vehicles, and so forth.

Video	- 90%
Audio	- 85%
Playability	- 89%
Lastability	- 85%
Overall	- 85%

ONN LEE

Machine
Super Famicom
Publisher
Hudson Soft
Format
8meg Cartridge

Double Dribble:Playoff Edition

Oh my god.... is this a poor Konami title or what? Err... you could say so. Firstly, the graphics are awful. When I saw screen shots of this in another magazine, I flipped over the page thinking it was a NES title! If this is the quality of Konami US titles, then we can sure do without the US branch.

Control of your players are very confusing, especially as all of them look the same. As Basketball is not the best simulation that can be produce on computer due to the non-contact rules of the sport, a fair amount of the appeal is down to the graphical animations when you try to score - especially if you can produce spectacular slam dunks. As this is pretty awful to look at in the beginning, spectacular dunks are not that spectacular... down

right uninspiring in fact. A lot of the time, it's hard to tell if the ball has actually dropped through the loop.

The only thing Double Dribble has going for it is it's 8-player option. Yep! If you happen to own two Sega-Taps, and eight pads, together with another seven mates... then you can really have a good game... well, a reasonable one anyway. Has any one out there got all



the above equipment?

Basically, if you're after a Basketball game, there's really only two to choose from. If you want a team game, then you have to go for one of E.A.'s titles (Team USA, Bulls Vs Lakers, etc.) or if you want a fast paced, action-packed two-on-two game, then Acclaim's NBA JAM is a must.

Video	- 30%
Audio	- 50%
Playability	- 65%
Lastability	- 40%
Overall	- 50%

ONN LEE

Machine
Megadrive
Publisher
Konami
Format
8meg Cartridge

Virtua Racing

Well, over a month before it's official launch, here's the US version of one of Sega's most successful racing games (until Daytona arrived).

For those just back from Pluto, it's a 3D race around three tracks of variable difficulty against sixteen other cars (or a friend in two player split screen mode). Of course what made the game stand out where the amazing (for the time) polygon detail on the cars and the scenery - and it's amazing speed.

Knowing they could never convert the game without help, Sega included a special chip, the DSP (called the SVP - Sega Virtua Processor RUNNING AT



23Mhz/23mips), to speed up the maths calculation for the graphics. It was money well spent. While there's a loss in colour (strangely, although the MD can display 64 colours on screen, most games never do!... Ed.), most of the

detail for the cars and scenery is still intact (even the boats moored in the harbour and the big wheel on level one are here, albeit not as colourful). And it certainly moves fast, even in two player split screen, which sadly you only race each other on, there's no computer cars.

The four views are also included, from a heli-



copter view to one in the cockpit, and are switched with the press of a button. The sound however, while a brave attempt at the original music, soon gets on your nerves, as does the garbled speech. There are plenty of options to choose from - three skill levels to allow more time at check points, control adjust (it detects normal or six button pads) as well as practice laps on any of the courses. Sadly it doesn't save high scores, but would you pay another five pounds on the already horrendous price tag for it?

So, while not arcade perfect, it's a damn impressive conversion. If you love the original, you'll be in heaven. If not, think before you buy - it's a lot of money!

Video - 85%
Audio - 68%
Playability - 90%
Lastability - 83%

Overall - 83%

DAVID SIMMONDS

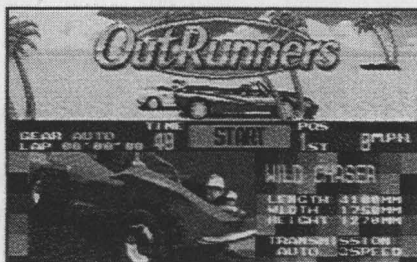
Machine
Megadrive
Publisher
 Sega
Format
 16meg Cartridge

Outrunner

Outrunner was a surprise arcade release by Sega, considering the far superior Virtua Racing.

Basically Outrunner was the old Outrun but with random track layouts, and different cars for you to race with.

This similarity can be seen by the Megadrive conversion as it's virtually identical to Turbo Outrun game. It seems Sega has just changed all the graphics and sound, stuck on a better front end, and made it so that it's always a two player game (in a one player game, the computer controls the other car).



Outrunner has two modes of play - the Arcade game where you must reach each checkpoint in the allotted time, and try to win the opponent, or an original game which is shorter.

Graphically, the game is okay, with reasonable 3D scrolling, although no better than Turbo Outrun. Because of the small split screen, the game just doesn't look or play as well. Sound is good with some Outrun-style tunes, and the usual screeching tires sound FX.

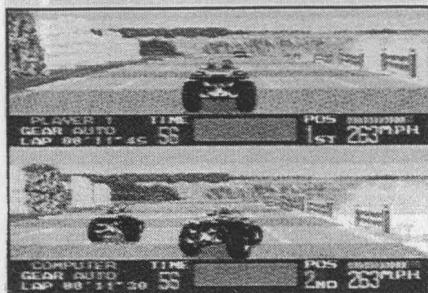
However, when it comes down to playability - Outrunner is a bit boring.

It's fairly playable the first couple of goes, especially against a friend, but after that, there's no real challenge. Having different vehicles makes it more interesting, but after you've had a go on each, you'll realise they don't really enhance the game. There's also very few obstacles on each section of the tracks, therefore most of the time, it's just a matter of staying on the road at full speed. All in all, not an improvement over Turbo Outrun, and should be avoided unless you're a big fan of the coin-op.

Video - 85%
Audio - 85%
Playability - 65%
Lastability - 40%

Overall - 65%

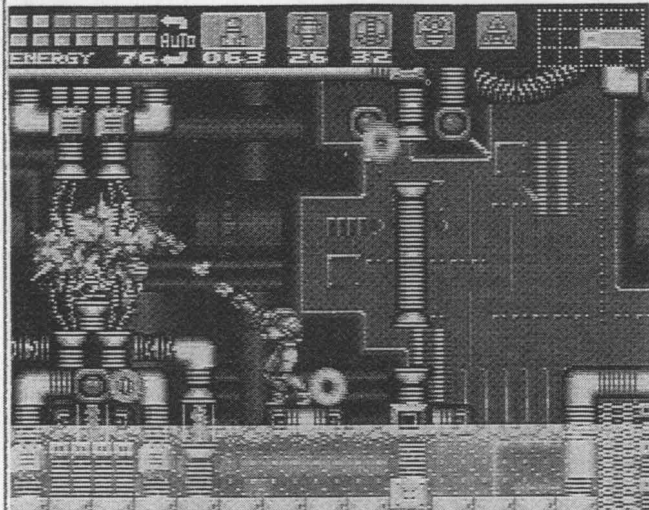
CONN LEE



Super Metroid

Well, at long last Nintendo has released the SF version of Metroid. I have to admit, I've never played the 8-bit version, although the Gameboy one was pretty tough.

missiles, bombs, rope, etc.), things really start to boil. Super Metroid is one fabulous game... and certainly the best release this year for the SF. The graphics are wonderful from small bugs that crawl along the walls to whopping big



Super Metroid - Take out that nasty brain...

My first impression of Super Metroid after a few minutes play was, it's a normal platform shooter... but after you get into the game, and picked up those power-ups (ability to roll into a ball,

bosses that I guarantee will make you swear when you see them for the first time. Not only are the sprites great, but the backdrops and superb too... nasty gooey caverns, bubbling lava, and such like, which really adds atmosphere to the game. This also goes for the sound... with thumping heart-beat tunes, and neat spot effects. The game's map is mega huge, and

would have taken some time to complete if it wasn't for the available auto map. This feature really helps, but makes it slightly easy, thus completing the game could be done in a few days,

especially with the save game points. However, the game does feature a large number of secret rooms, and finding them will certainly take some time! Apparently, there are different endings to the game, so playing it over again is likely.

Gameplay is brilliant, and once you get into it, you'll be playing it into the early hours.... it's certainly more playable than Super Turrigan - bigger too. If you love Turrigan, then this is a Must. All in all, if there's one game you have to have this year, this is the one! Who needs DSPs, FX chips, or CD-ROM, we want more of this stuff please!

Video - 94%
Audio - 93%
Playability - 97%
Lastability - 87%

Overall - 94%

CONN LEE

Machine
Super Famicom
Publisher
Nintendo
Format
24meg Cart

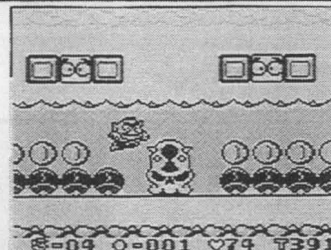
WARIO LAND

Real good Game Boy titles have been a bit down the pass months, so it's good to see Nintendo back with the third instalment of the Super Mario Land series. Now the villain becomes the hero in this game, as you control Wario in the search for the giant golden statue of Princess Toadstool which the pirates of Kitchen Island have stolen. If he can steal the statue, he can cash it in for a princess' ransom and buy himself a palace of his own... a bigger and more spectacular one than poxy Mario's. And on the way, he can pocket as much money from the Brown Sugar Pirates as well! All in all, a cunning and very subtle plan, eh?

As with previous Mario games, Wario has to get through each stage by negotiating the hazardous landscape, jump, headbutt or shoulder charge blocks and platforms, pounce on the nasties, avoid deadly spikes, swim through the water bits, ride on

rail carts, collect as much money as possible... and defeat the boss at the end of the level. In fact, something a computer character does day in, day out. This should be no trouble for Wario. Wario can pick up special power-up hats like Mario, which turns him into a) Jet Wario - enabling him to jet forward in the air, run faster, jump higher; b) Bull Wario - cling to ceiling with his hat horns, stronger body slam, freeze baddies when you land on them; and c) Dragon Wario - gives you a dragon hat that breaths fire inflicting much damage.

As well as the above power-ups, you can collect the usual star for invincibility, 100 hearts for an extra Wario, and if you find a key, and locate the door for it on the same level... treasure galore! There's also two bonus games which are rather naff.



Wario goes swimming and finds a lock

Graphically, Wario is great to look at, as good as Mario Land 2, although the sprites are bigger. Sound is jolly and suit the game, although bit repetitive. If you like Mario 2, then this is for you.... it's great fun to play and fairly addictive.... although fairly easy, especially as it has a battery backup. However, finding ALL the keys and locks to get all the treasure will take some doing!

Video - 93%
Audio - 80%
Playability - 90%
Lastability - 75%

Overall - 87%

CONN LEE

Machine
Gameboy
Publisher
Nintendo
Format
4meg Cart

OUT OF THIS WORLD

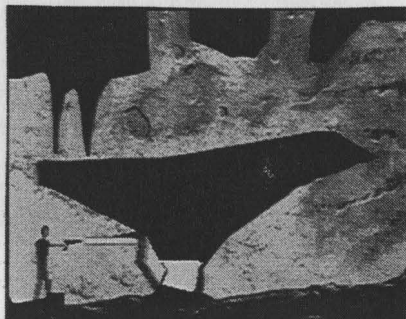
Here's another game available on just about every system. For the two who have never seen it, it involves a scientist being zipped onto another alien world after his experiment goes wrong (you see all this during the lengthy intro). Once there, he must find a way to return, aided by a friendly alien and hindered by just about everything else on the planet.

Of course the originals appeal came from the graphics. All the characters were made up of polygons, which gives them a blocky appearance, but allows for far more realistic animation (see *virtua fighters* for proof). On 3DO, the characters remain the same, but the extra power has speeded things up enormously. The backgrounds are now much more colourful and detailed as well, and it all adds to the atmosphere, as does the enhanced sound and music (a real musical score instead of

something supplied by the sound chip).

Controls are fluid and you'll soon be raising shields to stop enemy fire and leaping around with the best of them.

I really enjoyed this game. The enhanced graphics and sound add to



Emm... if I shot that, won't it fall on my head?

what is an already established classic. Unfortunately, while the graphics are better, the actual game is exactly the same as before, no new levels or ani-

mations. But if you've never played it before (where have you been?) it's a highly polished example of a graphic adventure and one I recommend.

By the way, when you finish it, let the credits finish and you're treated to the superb intro from 'Heart of the Alien' - Another world 2. So that's something else to look forward too.

Video - 80%
Audio - 87%
Playability - 80%
Lastability - 79%

Overall - 83%

Machine
3DO
Publisher
Interplay
Format
1 CD-ROM

DAVID
SIMMONDS

SUPER WING COMMANDER

This 3D space battle simulation from Origin is available for most computer and consoles, but does the 32-bit version differ?

The game is an epic space opera - spread over seventy missions with you as Maverick, a rookie pilot on board the Federation's command ship 'Tiger Claw', as you and fellow pilots take on the cat like Kilrathi empire. Space battle are fought in 3D from a variety of ships, all with variable weapons and missiles,



with your wingman in a separate ship helping out (or not as sometimes happens!).

So far it seems the same as the other versions. Until you watch the cinemas. From the opening attack on a Kilrathi Destroyer, to boarding and landing your ship you're treated to some stunning 24-bit colour animations. Of course you can skip them if you want, but I guarantee you want the first time

you see them. There are lots of 'mean-while' cinemas that fill you in on other parts of the story.

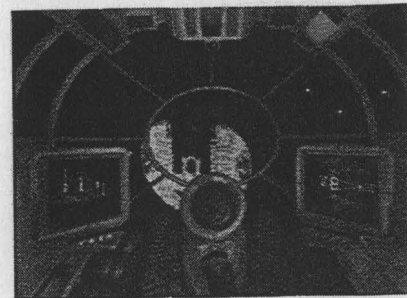
The game is filled with speech - you can talk to everyone you meet in the bar for clues and hints, and all your mission briefings are spoken by the commander. But the most fun is had taunting the Kilrathi fighters with 'Here kitty kitty' and getting their over confident reply, such as 'Humans are clawless cowards' or 'I shall cat your heart!'

Of course, the entire game hangs on how well the combat plays, and if you ever wanted to be in *Star Wars* for real, you'll love it. The enemy ships are varied (up to ten different types from single seaters to Battle Stations) and all scale and move smoothly, in fact the only time things slow down slightly is during large battles, with up to twelve ships all swerving and firing, but you're too busy to normally notice. The 'Claw Marks' book that's included, also gives some hints of surviving, but you can always eject, just don't expect any sympathy from the commander when you're picked up!

The sound during the battles are all 'borrowed' from films, so they sound great - each weapon has its own sample. Unfortunately, the brave attempt at a cinema style film score, which

changes depending how you are doing, sounds as though it was ported from the Amiga version.

With its changing storyline (play it twice and you'll probably never get the same missions), huge



number of missions, cinemas and seat of the pants flying, I think this is easily the best thing on 3DO at the moment. But as anyone who has one will tell you, sadly that's not hard.

Video - 92%
Audio - 76%
Playability - 85%
Lastability - 95%

Overall - 95%

Machine
3DO
Publisher
E.A./Origin
Format
1 CD-ROM

DAVID
SIMMONDS

3DO 500 KNICKERS OR DO YOU REQUIRE MORE ELASTIC?

As this is the first issue, and we haven't reviewed the 3DO or Jaguar, here's a round-up on the two hottest properties currently in circulation... or not in circulation in most cases.

3DO: Firstly, buying an imported 3DO is not as simple as it seems. No! You can't just waltz up to your local importer chappie, and demand a Panasonic 3DO and hand over your hard-earned £500. That is, you can if your power point outputs 110-120 volts, and you have a television that accepts NTSC signals.

As the 3DO has its own transformer built-in, to run it on the UK mains, you require a Step-down transformer to convert the UK's power-house 220-240v to the American's pansy 110-120v. The importer should be able to supply you one of these - for a price, or you can pop down to your local Tandy's for one.

Power sorted, picture next. The 3DO has 3 video outputs - standard 60hz NTSC - RF socket, Video phono socket, and a S-Video socket. None of these will connect to a UK TV or monitor (bit of a bugger eh?!), so what you require is a Scart Box which again, your importer can supply. This converts the S-Video video-signal to one a TV/monitor can display through the scart socket. Note that, this is NOT an RGB signal, therefore the picture quality is not perfect, but IS very good. The main problem is with the contrast... which is a bit on the high side... black is grey, etc.. so you need to turn down the brightness a bit. Apart from that, you do get a full screen display... so it'll be better than the official PAL machine when it appears, which will likely have borders when running American games. I can't see all the current 3DO games being converted to run in full-screen PAL TV. Stuff those europeans again!

As for sound, the scart lead will provide sound through the TV, but if you have an amp., with some speakers, then you're better off connecting it to the audio phono-sockets at the back of the machine. If you've spent between £500-£600 for the machine, you don't

want sound coming out of a poxy TV speaker do you!? You want to deafen the whole street to tell them that you've got a rock-hard (rock heavy) machine, and not a naff beeping spectrum! You want the old biddie at the end of the road to bang on your door to keep the noise down!

Now, if you can unrival yourself from the mass of wires and boxes coming out from the 3DO, you can get down to actually using the machine.

Plug in the extra-long joypad (the lead is so long, you can play in the next room while hanging yourself from the ceiling with the same cable), push the Power button and you're presented with a sleek start-up screen of the 3DO logo, 'REAL' spinning around, a picture telling you to insert a CD, and a neat asteroid field - all this probably takes more memory than some games on other machines!

The Pad is quite intriguing, a cross between a Megadrive one and a SNES one.. ie. like the SNES, but with three buttons on the right instead of four. So there's seven buttons, with two small rubbers ones in the middle. The obvious question is, if Street Fighter II comes out, how are they going to configure the buttons? Capcom will probably release another of their Joystick.

A nice touch is that, not only does the pad have a stereo headphone socket (so you can deafen yourself while keeping everyone in a mile radius unaffected), but to plug another pad to the 3DO, you plug it into the first. This saves having to buy extra multi-play adaptors and less wires coming out of the machine.



Aswell as 3DO games, the machine will play standard audio CDs, CD-G, plus Photo-CDs. I bet everyone gets their photos onto CD the first time, and never again!

Specs:

The 3DO uses a RISC (Reduced Instruction Set Computer) Central Processing Unit called the ARM 6, which has been used by Acorn in the Archimedes computer, and runs at 12.5Mhz. Only 12.5Mhz? you may ask, but as this is a true 32-bit chip, it will execute most instructions in one or two cycles, and is equivalent in speed to an Intel 486 running at 33Mhz (Hmm.. that's as fast as my PC.. Ed.) However, the 3DO runs a lot faster than a PC, as it doesn't have to be slowed by 8088-compatible code, etc.

But the guts of the machine lies in it's graphic capabilities - the two custom graphic chips. Using it's twin 32-bit animation engines, the machine is capable of displaying or moving up to 64 million pixels per second. On average, a 16-bit system can only manage around a million pixels per second, while an average 32-bit system - 3 million. In many ways, the 3DO handles it's graphics like the Atari Lynx using 'animation cells'. These can be full colour 'high-resolution' images which can be moved in many ways including scaled, rotated, warped (bending, twisting, stretching), anti-aliasing, texture-mapped, lightsourced or made transparent. All these features can be done without the aid of the CPU, although it is required to calculate where images are going. You certainly won't need an additional DSP chip to

convert *Dungeon Master* on the 3DO that's for sure!

One of the 3DO's strongest features is its DMA Engine. Direct Memory Access enables the system to shift around huge chunks of data within its three



Sanjo's rather cool 3DO baby.. sleeker than Panasonic's, and out later this year in Japan!

megabytes of memory without using the CPU. It can shift over twice as much memory a second, than a SNES can.

Strangely, although the 3DO states it can display a resolution of 640x480 pixels... this is not exactly true. The 3DO only has a 320x240 video memory, but it is capable of looking like a 640x240 display. The machine cheats by dis-

playing intermediate pixels between two adjacent pixels. So, if there is a white and black pixel next to each other, a grey pixel appears inbetween. This works horizontally aswell as vertically. Anyone who has played *Crash*

and *Burn* will notice the interlace-like flicker in the 'hi-res' selection screens, which are especially bad on the text bits.

A high speed 16-bit Digital Sound Processor (DSP) assists graphics performance and produces high-quality digital stereo PCM sound at 44.1KHz.

Of course, there's the FMV MPEG1 adaptor coming out in the Spring. The Panasonic version will be called the FZ-FVI Video CD adaptor, and likely to cost \$249.95 in the US... so expect the same

in pounds from your importer! With a couple of E.A. titles to take advantage of the MPEG1 adaptor including *Road Rash* and *Shockwave*.

Verdict:

Compared to current machines on the market, it's certainly a great piece of kit. Unfortunately, the price is well over the limit of your average games player - so if Panasonic want it to be a standard like VHS, then it really needs to lower their price. Alternatively, had the Panasonic machine also had a VHS Video recorder built-in... then that would be a different matter!

However, with the way any company can 'buy in' to manufacture their own brand of 3DO machines, which currently include Sanjo, AT&T, Samsung and GoldStar - then with a little competition, 3DO machines should drop in price. I think Mr Sugar (Amstrad) should join in - he can't do any worse than his last games console!!

JAGUAR

BIG CAT OR JUST A PUSSY?

JAGUAR: Unlike the 3DO, buying an imported Jaguar is less complicated as it has an external power supply and your importer can wire it to a euro-scart socket through its expansion board, so you can just plug it into your RGB TV/Monitor, and away you go. Simple!

One thing the Jaguar has over the 3DO is in its design... no big boxy volvo, but one sleek space craft-like machine... Atari must have had an eye on NEC with the design of the PC Engine Shuttle. If your little brother or cousin gets bored with his toys, you can give him the Jag. "Scotty,... beam us up.... U.S.S. Jaguar orbiting inter-

galactic fruit bowl... ermm... yes.."

Unfortunately, the Joypad is a bit of a duffer. Okay, it's a great idea to have a keypad aswell as the main set of buttons to out do Nintendo's Super Famicom which holds the record for available buttons on a controller (if you don't count the Inteleivision system) with 8 buttons, but a better arrangement should have been in order. A fold away unit would have been nice, as not all games require its 17 buttons! I do think it's too plasticky too... I suppose Atari had to cut costs somehow to release the machine at such a low price.

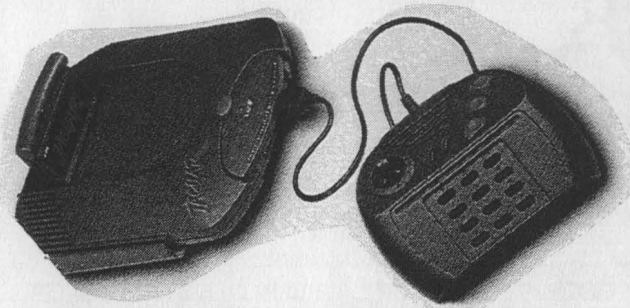


68000 Motorola chip (as used on a number of machines like the Megadrive and older

Amigas). Putting such a 'slow' processor as the main CPU is a bit of a bummer, but it is its other processors that lifts it above other machines. I suppose, having a 68000 as the main processor does have an advantage with programmer... if they've programmed the ST/Amiga.. moving over to the Jaguar isn't a huge leap.

The other two chips that handle most of the work are codenamed Tom and Jerry. Tom is a 64-bit RISC graphic chip that runs at 27 MIPS, while Jerry is a 32-bit RISC chip with 27Mips Digital Signal Processor. It also has a high-speed Blitter graphic chip, and like the 3DO - these chips can do all sorts of special effects like scaling, rotation, distortion, texture mapping, and so on... all up to 16 million colours with no loss in speed.

It's stated that the machine can shift more than 850 million pixels per second... but does it really want to? And in



Atari Jaguar - Great H/ware, will it get the software support?

Specs:

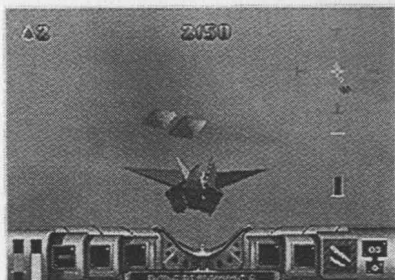
The first 64-bit console to come out, and what a beast it is. The Jaguar has five processors on three computer chips. However, the main processor is a 16Mhz

terms of memory, it has 16 megabits of ram, which should be enough for most games.

The resolution is quite amazing, up to 720 x 576, although I suspect this mode will only be used for title screens, etc. As for sound, it has a DSP with 16-bit DAC.

As stated, the machine is cartridge based, but with it's JPEG (Jag-PEG) ROM compression, a 4meg game could be several times larger in reality than current 16-bit cartridge games. In fact it's capable of storing 400Megabits of data on a cart.!

But hopefully in the next couple or so months, Atari will release a double speed 300K/sec CD drive for the Jaguar which will put it more in the league with



Cybermorph - a decent bundle game for Jag.

the 3DO.... and MPEG1 option later in the year. Of course, there's also possibilities of Atari releasing a Com/Lynx for networked games - a feature Atari should have established on release. Imagine Aliens Vs Predator - linked !!! Wow!

Verdict:

In terms of the hardware and the price of the Jaguar, it's one amazing piece of kit and deserve to do well. However, it's that dreaded Atari problem again - software. Like the Falcon and the Lynx - the Jaguar is lacking support. Although the machine isn't really officially available, even though you can buy the machine without much trouble, at the time of writing, there's only a handful of games for the Jag., and only really one (Tempest 2000) is worth buying the machine for. Atari definitely should have got games like Aliens Vs Predator, and Red Line Racing out with the first Jags. Hopefully, software designers will get their acts together and start dishing out the goods!!

Although quite a large number of developers have signed up to produce Jaguar games... can they survive without the main Japanese major players?



Sega World

Last summer, Sega opened their first European arcade to much cheering and back-patting. The location was in Boummouth, a stones throw from the beach on Westover Road. David Simmonds checks out if he can meet Sonic the Hedgehog.

Being a Family Entertainment Centre, at 24000 feet square, the area inside is brightly lit and Sega game characters adorn the walls. It's split into theme areas, so here's a brief guided tour.

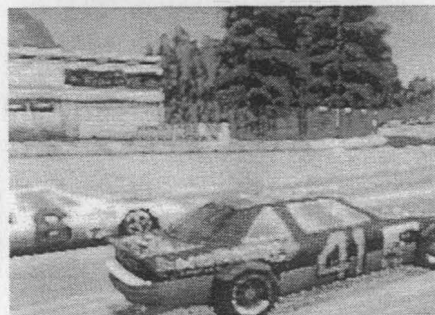
Downstairs is the light gun arena with Mad Dog 2 and Crime Patrol 2, as well as their light gun games. There's also a booth to make your own karaoke video in private, but most of the bottom floor is used for the Sonic Ten-Pin Bowling Alley - a cut down version of the full size alleys, with room for six games at a time.

Upstairs in the main shoot'em up hall. There's all sorts of games here and most are played on fifty inch projection screens, you choose which game by pressing one of three buttons (saves space - clever!). Everything from Street Fighter to the new Alien 3 game are here. There's also six pinball machines in the corner for flipper freaks, as well as Sega AS-1 Simulator - one of only three in the world. This strange machine holds up to eight people in an enclosed capsule, which rocks and

moves as the game progresses. It plays like an eight player Galaxian 3, but the one with the highest score gets to try to land the thing as well! Oh, and you have to put up with helpful comments from Michael Jackson. Enough said....

Pride of place goes to the driving area, which holds an eight player linked Virtua Racing, linked Outrunners and four of the new Daytona games (soon to be linked so I'm told) as well as some sit-on dirt bike games.

If it's Sega, it's here, from the vomit inducing R360 ride to Jurassic Park (a strange two player shoot'em up with a moving seat!), to Sonic Arcade, an



isometric 3D game you play with a trackball and rumoured to be coming for Sega's new 'Mars' 32-bit adaptor. There's also Virtua Fighters on a fifty inch screen as well as dozens of Neo Geo games, and even the original Sonic to play on a big screen.

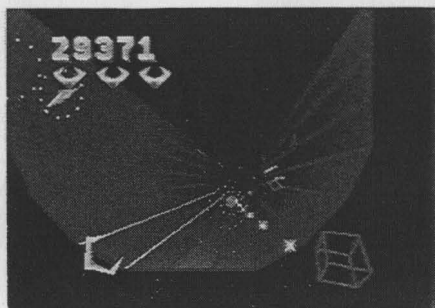
If all the excitement gets too much, sit down in the Burger King and refill your batteries before wading in again., but why not buy some 'Sonic Popcorn' instead in strawberry or chocolate flavour? (no joke). Just come prepared with a lot of money, most of the new games are a pound a go, while older ones are fifty pence.

So if you're holidaying down Bouremouth, check it out. It's on Westover Road near the Odeon Multiplex cinema and it opens from eleven to eleven, seven days a week. And if you notice someone shouting and firing madly on the Alien 3 game, smile - it might be me.



Tempest 2000

The Yak is back! Jeff Minter. One of the most influential independent programmers of the eighties with such C64 hits as Ancipital and Mutant Camels explodes onto the Jaguar scene with a souped-up version of the old arcade classic Tempest.



Tempest 2000 - Here you've acquired a droid

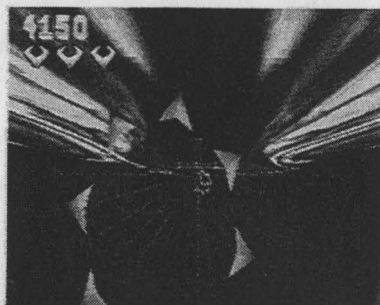
The game is deceptively simple.... destroy all aliens which try to move along a 3D wire frame play area towards your position on the outer rim. There is no storyline here. Just continue kicking alien butts until your claw-like ship warps into the next stage.

The Jaguar cart includes not only the original Tempest game but also three other versions. Tempest Plus is a mix-

ture of Original and 2000 games and can be played in two player mode with a friend of Jaguar generated ally. Tempest Duel is, as the title suggests, a two player game but with the added feature of two play areas on screen.

Tempest 2000 is the main game. A total remake of the original - it sports shaded filled graphics for the webs and meatier more devious enemies. You control a claw shaped zapper which skirts along the rim of the webs blasting anything in sight. When certain aliens are shot they release power-up pods which when caught increase the power of the laser, gives you a AI droid to help you or keys to enter bonus rounds.

The graphics throughout the game are simple but spectacular. Star fields



This is the rather easy bonus stage.

wizz towards you at phenomenal speeds as the next web spins into the screen.

Music too is great with excellent techno rave soundtracks for the shoot-em-up parts and quieter atmospheric tracks for the bonus stages.

The action is totally relentless/ Wave after wave of alien hell storm towards the rim with only your fighter in the way to stop them. Games of this kind may not push the Jaguar to the edge of it's capabilities but who cares when the action is this frenetic. Fast moving, ear splittingly loud blasting mayhem at it's best.

Video - 90%
 Audio - 92%
 Playability - 92%
 Lastability - 90%

Overall - 91%

Machine
 Jaguar
 Publisher
 Llamasoft/Atari
 Format
 Cartridge

RICHARD GIBBS

Rocko's Modern Life

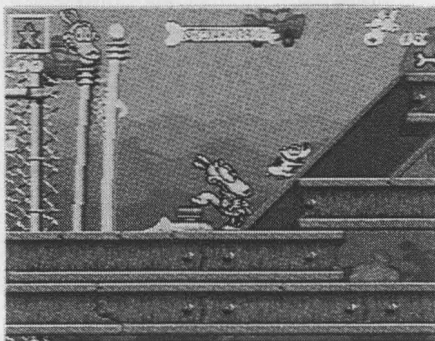
It's hard to name a cartoon that hasn't been made into a video game, and as Nickelodeon is the latest collection of cartoons on the block, it's no surprise that most of them will be hitting your screens in pixel form. The latest is Viacom's Rocko's Modern Life.

I have to admit, I haven't actually seen any Rocko cartoons, but what we have here is basically another version of the Sleepwalker theme (originally inspired by Lemmings of course). Like Ocean's Sleepwalker, you control a dog... Rocko, who must get his little dumb doggy friend, Spunky - who walk aimlessly forward, to the end of the level in one piece.

You must flip Spunky up levels using deck chairs, fight off Ed Bighead the bulldog and other nasty creatures, restore spunky's energy by collecting bones, inflate Spunky into a balloon and hurl him over goo, and so on.

As these games goes, you either love 'em or find them incredibly irritating! Me? I fall in the latter catagary. Well,

that is, the first couple of stages is quite fun and challenging, but from then on, it really gets on your wit. There's nothing worst than having to wait for that stupid little dog to walk all the way



Get that doggy up that girder!

down to one end of the screen, then to come back, only to have a crab or something appear from no-where touch you, so making you miss the oppotunity to set your trap on that dog - so it's another wait for it to trape up and down the screen. Then, there's the pixel perfect timing required. Aarrghh!!

On the visual side, Rocko's Modern Life is really great - cartoon quality with neat animation. Sound is okay with appropriate cartoon music and sound effects. As mentioned, you either love these games, or hate them.. and if you do it will have some time to complete, Not my cup of tea.

Video - 85%
 Audio - 80%
 Playability - 65%
 Lastability - 60%

Overall - 65%

Machine
 Super Famicom
 Publisher
 Viacom
 Format
 8meg Cartridge

CONN LEE

SEGA'S PLANE

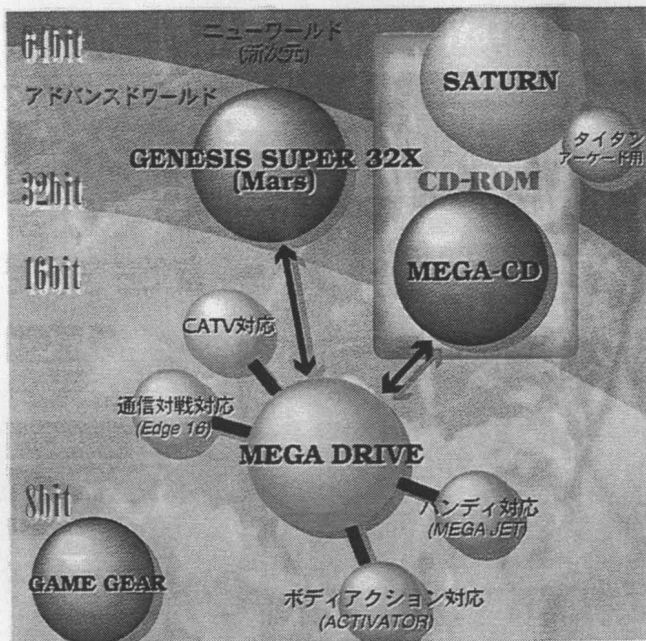
It seems Sega are taking over the world with their range of consoles. Not content with a 8-bit Master System for the very young generation, the Game Gear for the game freaks on the move, and the 16-bit Megadrive for general purpose playability (not to mention the add-on Mega-CD)... they also have a hand-held Megadrive in the form of the Mega-Jet, a portable combined Megadrive and CD unit - the CDX, and soon enough, a 32-bit Megadrive upgrade - the Super 32X or Mars system as it's sometimes called, and a complete cartridge and CD 32-bit machine - the Saturn. Then there's the Jupiter (a Saturn minus a CD-drive), and Titan, an arcade board similar to Saturn spec. for coin-op producers.

The first of the new Sega range of products have already hit the streets - that of the portable combined Megadrive and Mega-CD - CDX. This is one amazing piece of kit... and the question is - why would anyone want to buy a Wondermega with this system available? Strangely, the Wondermega has now been released in the states under a different name.



The CDX - Amazing size... better than a Discman

As Sega have managed to scale down the circuit boards for the Megadrive and Mega-CD, they have introduced a hand-held Megadrive called the Mega Jet. Initially designed for Airliners, the smart system is now available in Japan for around £100. Well, when I said it's a 'Hand Held' - it doesn't actually have a screen, but at least you can carry it around if you have large pockets. As yet, there's no plans to release the unit in the US or Europe... especially with CDX already



on the market. However, if Sega can develop a screen for the system - a true hand held Megadrive should go down well. The Game Gear has had it's day!

The first of these new systems that we are likely to see will be the MARS unit (Mega Drive 32/Super 32X) - a large unit that slots into the cartridge port of the Megadrive and should cost around £150.

The Mars unit will be a greater improvement over the SVP in Virtua Racing as it contains the same CPUs as Saturn (two Hitachi 32-bit SH2 RISC chips), plus a custom video display processor which helps in texture-mapping and also acts as a frame buffer. However, it doesn't have any special polygon rendering chips like in Saturn, so have to rely on the SH2s to speed everything up. However, as each SH2 runs up 23 MIPS - 46 MIPS with both of 'em, those polygons should be able to shift around a fair old bit. With this speed, special effects like scaling and rotation, software motion video, and true 3D perspective are available

The additional improvement will be the available 256 colours on screen instead of 64... or 32 in most cases. So those horrendous stipple-shading graphics should be a thing of the past once and for all on the Megadrive! The sound will be improved too with CD

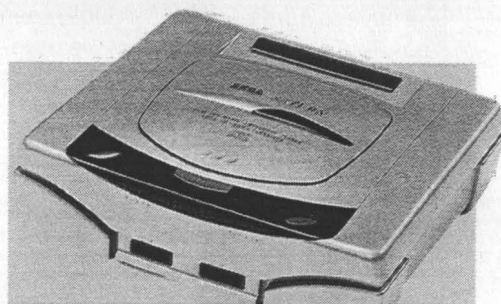
quality.

The unit will be Mega-CD compatible, but we can't see many CD games produced specifically for 32X - the percentage of Megadrive owners having both systems aren't going to be that high. Personally, if I did have a Mega-CD and a 32X... I would sell them and get a Saturn!!

The 32X should be available in the Autumn in the US first... and could well be bundled with a game - namely Virtua Fighters. If they do - it'll be even more of a

bargin!

As for software for the machine - you can guarantee both Virtua Fighters and a better Virtua Racing... and possibly Daytona. Expected also will be a 32 meg version of Eternal Champions. Word is that more than 30 titles are currently in development for the machine... but when what or when they will appear is a different matter. As for price, Sega have stated games will cost the same as current Sega titles... we hope they are not talking about Virtua Racing!



Welcome to the next level.

Sega's neat looking Saturn machine

At long last Sega has unveiled their new machine to the Japanese press - the Saturn... the design could change when the final machine hits the streets. There has been many sketches of the system in the past, and surprisingly,

TARY SYSTEMS

they are very similar to the real thing, although it's not black - but a sort of cream colour. Basically, it's a cross-between their Megadrive 2 console and the portable CDX system - a square boxy unit with flip-top double-speed (300k/s) CD, and cartridge slot at the back. Looks rather smart. Thank God Sega have decided small is beautiful, and not tried the BIG theory like NEC buggered up with the design of the SG. Unfortunately, Sega didn't reveal the joypads that will come with the unit.

that the video processor has now been up'ed to a 64-bit chip to compete with Sony's PlayStation... so Sega could call the Saturn as a 64-bit machine... rather like Atari has with their Jaguar.

Saturn will have 16 megabits of work RAM, 12 megabits of Video RAM, 4 megabits of Sound RAM, and 4 megabits of CD Buffer RAM. We think this is enough for any game!!

Graphically, it can display 16 million colours on screen and have five



Above: Virtua Fighters on Saturn!
Far Left: Sega's portable Mega Jet. Below it is the Activator in Action.
Left: EDGE 16 Communication add-on.
Left/Below MD2 and MegaCD2

November '94 release, and it's hoped to have up to 41 titles available - but we suggest you divide that by a throw of a dice! As upto 200 developers have signed up to produce Saturn games, things look very promising. The games that are likely to appear with the launch of the Saturn will be Virtua Fighters, Virtua Racing, Virtua Soccer, a 3D shoot'em up, and an action platform game featuring toys as demo'ed at the CES. And of course, Daytona is on the cards.

As for Jupiter... it'll be basically the same as the Saturn, but without a CD-ROM drive. It's likely that Jupiter will appear around the same time as Saturn, for a price of 30,000 yen (£185). Of course, Sega will also have an upgrade add-on for the system to turn it into a Saturn with double-speed CD-ROM drive, MPEG chips and extra RAM.

Titan will be the name of Sega's new arcade hardware that's based on Saturn technology. This will mean third party producers can develop games for the arcade market, and then easily port them across for the Saturn... or vice versa. This will mean accurate translation of arcade games for the Saturn, and also, if the arcade title flops... developers can decide not to convert it across to the home system.

Far left: Saturn in Action - showing off it's amazing texture map landscape and animation.
Left: Demo to a working Saturn platform game.



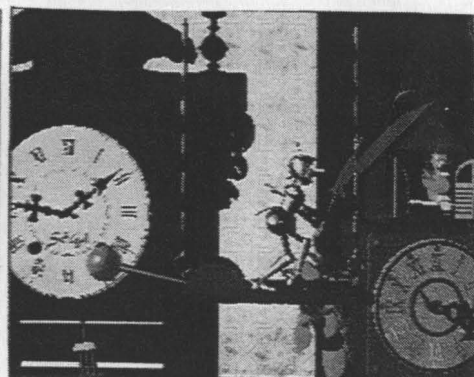
Hopefully Sega will not produce a pad with button controls like the Sony PlayStation, and stick with the conventional pad method.

The Saturn has more processors than buttons on a Megadrive pad - 7 processors in fact. It contains Two Hitachi SH2 32-bit RISC chips running at 27MHz as the main CPU. As well as these two power chips, it also has a Hitachi SH1, 24-bit DSP, Motorola 68000, and a video Processor. It's likely

hardware planes which will mean easy parallax scrolling, plus the usual consignment of special effects like scaling, rotation, etc. In 3D - it can display 900,000 polygons/sec., with gourand shading and texture-mapping. It's likely to include MPEG chips too.

Soundwise, it has it's own 16-bit 68EC000 chip to control it's 32 PCM channels and eight FM channels.

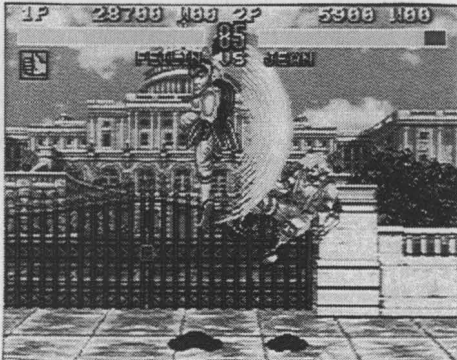
As for price, expect it to be 50,000 yen (£310). Saturn is slated for a



Fighter's History

Fighter's History is a conversion of a Data East coin-op which is not extremely unlike Street Fighter II (indeed, Capcom USA took court action against Data East for copyright infringement).

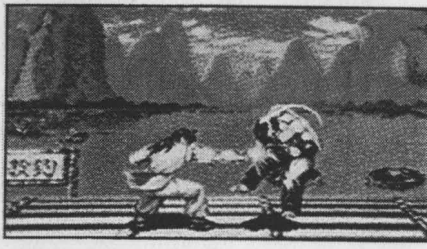
The game is very much the same as all the other SF clones in most respects: Choose one of nine characters, beat up all the others (including yourself -



Feilin shows she can rip-off Gulle's move

Strange) and then beat up a couple of other chaps for good measure, and the game is complete.

Each character has two or three special moves, and of course they are accomplished by the usual array of



Lee goes in with a nasty punch daft samples (Fei Lin's "Corn on cob!" is my fave). Probably the only new thing in this game is the method of dizzying the opponent. Each character has a weak spot, which, if hit a few times will render him dizzy. Makes a slight change from the usual method. On yes, another innovation is the survival game. You and an opponent each pick five characters to battle it out in a one round winner-stays-on competition. This is quite fun.

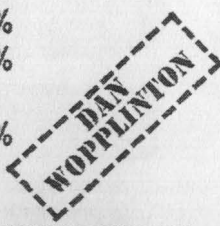
As far as gameplay is concerned there's not much more to say about Fighter's History. It's great fun and probably the next best thing to SF2, but not as good as the real thing. The only real fault I can pick is that I found a fool-proof method of beating all the computer opponents using only a couple of

moves. This was a very bad mistake for the programmers to make, but hopefully most people won't be quite so unfortunate as to spot this problem.

Conversion-wise, FH is great. The graphics are very nicely defined and animated, and look very similar to the coin-op. Sound is good too, with nice spot FX and samples (although they do sound a little rough). Unfortunately not many of the tunes are all that exciting.

Fighter's History is a very nice beat-em-up, and is recommended to violence fans.

- Video - 80%
- Audio - 82%
- Playability - 90%
- Lastability - 91%
- Overall - 90%



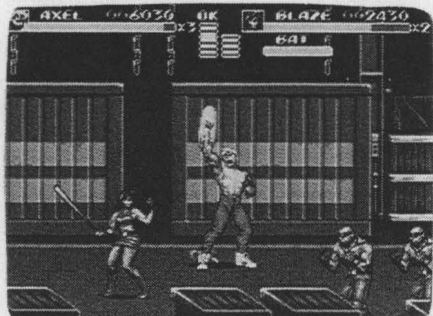
Machine
Super Famicom
Publisher
Data East
Format
24meg Cartridge

Bare Knuckle III

The first Bare Knuckle game was great, the sequel was even better, and now Sega brings out the third in the series - but unfortunately, what we have here is more or less a mish-mash of the first two games. Back are Axel, Blaze, and Sammy, but they are now joined by a cyborg called Zan. It's a shame that the good guys always goes... as this cyborg is rather crap. I suspect, the only reason why his here is because Mr. Big is a cyborg and has similar moves to Zan.

Basically, the game plays the same as the original as you take out all comers through gangland streets, bars, docklands, and the baddies hide-out. All the moves from the sequel are present in this third game, as well as the weapons. One of the most disappointing things of the game is it's basic layout. All the stages has been seen in the previous games, with no new different levels that are more interesting or feature any special effects. All the bosses are bog-standard humanoids too - no alien-plants and such like as in the sec-

ond game. Considering what we've seen in games like Ex-Ranza and Gunstar Heroes, surely Sega could have produced some rotating plat-



"Oh my God.. my hand is on fire!!!"

forms, etc. There are a couple of improvements. One is the extra moves when you have a weapon, and the ability to perform special attacks without losing energy when the 'charge bar' is full.

Graphically, it's no different from the previous games... nice sprites and backdrops, with the occasional shabby stipple shading. But worst of all is the music. Yuzo must have been drunk

when he composed these pieces, as they are rather awful... too much techno and scratching with strange random-like notes!

The game is also fairly easy (on normal mode any way), so require you to play on the harder settings for a bit of a challenge.

All in all, a very disappointing sequel of the sequel, definitely a try before you buy game. Playable, but not a patch on Bare Knuckle 2. Even the cover picture is worst.

- Video - 85%
- Audio - 65%
- Playability - 75%
- Lastability - 65%
- Overall - 70%

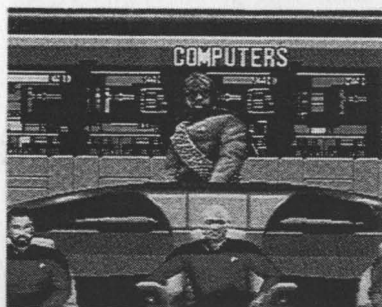


Machine
Mega Drive
Publisher
Sega
Format
24meg Cartridge

STAR TREK: THE NEXT GENERATION

Firstly, I'm not a real Star Trek fan... especially The Next Generation - the original cast, and Deep Space Nine is better I think.... certainly more action anyway. Anyway, I was looking forward to this... and I have to say, it's rather disappointing. Both the SF and MD version are identical.

The game is split into three different areas:-



"Have you heard the one about the Klingon... erm... hmmm..."

1. On the bridge. Here you can access all the bits and bobs of the Starship... Communicate with whoever is out there, Navigate to different star systems and orbit around planets, log on to the computers to search for information, talk to the rest of the crew, and use the teleportation room. Here, the graphics are very basic, with stills of the crew in their relevant positions with no animation what so ever.

2. Battle. When attacked by enemy

ships (like the Romulans), you get a very basic grid view of your Starship and the enemy, and here you have to dodge their fire and try to blow the suckers up with your lasers or torpedoes... very boring. A spectrum could do a better graphically in this mode. It's like an extremely basic version of Star Control.

3. This is the main crux of the game as you beam down onto the planet to complete your mission. Basically, this is viewed a bit like Gauntlet, where you have to shoot the baddies/robots, and solve the various puzzles. Four team members can be chosen to explore the planets, each have their special attributes. For example, on the second mission, the base you beam down onto is totally in the dark, so having someone like Data or the guy with the headband over his eyes is a good idea as they can see in restricted light. The missions start off very easy from just blasting all enemy life forms and rescuing hostages, finding items in one area and using them in another to more complex ones.

Control is a bit dodgy too. A lot of the time when I wanted to control one character, I got the rest of the team following me... or vice versa. It's also a pain in the neck when it came to picking up items.

As mentioned, the graphics are rather crude in all the areas, and the exploration bit, it's pretty slow. Another thing I couldn't stand was the text font used in the game... standard C64 computer font. As for sound - there's all the Star Trek samples like wobble of the tri-corder, phasers, and so forth... but the music is rather dire.

All in all, Star Trek:TNG is a average slow-paced mixed bag of games. Had the graphics and sound been improved on the bridge with animation, had the battle sequences been as good as Star Control, had the exploration section increased in speed and better control... this would be worth getting... but as it is... it's geared more towards Trekkie fans who can't get enough of Star Trek, and must boldly play where no man has played before.

Video	- 65%
Audio	- 60%
Playability	- 70%
Lastability	- 75%
Overall	- 65%

CONN LEE

Joe 'n' Mac

Well, I certainly won't explain what this game is about... as you should all know. However, this version of the game isn't done by Data East, but

can stick in a arcade cabinet, and no one (except the Joe 'n' Mac addicts) will be able to tell it from the original coin-op. The graphics are scaled exactly



Joe 'n' Mac - best Megadrive conversion ever!

right with the correct shade of colours - it's just amazing how they managed it. Not only does everything look the same, but everything appears at the right time. As for sound, the music and FX are the same too.

the Neo Geo converter kings, Takara. I have to admit, I wasn't expecting great things from the company, especially by their Neo Geo conversions, but I was stunned to see Takara has got things right at last. Amazingly, this version of Joe 'n' Mac is virtually identical to the arcade original. This is one game you

In fact, everything that's in the coin-op is here, including the two player option. Unlike the average SF version, Takara has even kept the ability to power-up to lob a bigger and more powerful weapon. The only thing I could see that's missing is the chilli that makes our heroes crazy!

And with three difficulty levels (the easy level is fairly tough!), the game will suit all arcade action adventure fans who love games like Ghouls and Ghosts. Overall, Joe and Mac is a magnificent conversion of a pretty decent action game, and anyone who liked the coin-op should rush out and buy it immediately.

Video	- 95%
Audio	- 90%
Playability	- 90%
Lastability	- 85%
Overall	- 90%

CONN LEE

FEATURE:SOUND



TURN DOWN

When the first home video game systems became available to the public, playing games on the family TV was fine. But as games machines have advanced in the past years, listening to sound through a small mono TV speaker doesn't exactly make the most of your console. LL gives you his advice on the best way to pump up the volume.

This time, we give it a break on the techno-front and instead consider some of the more basic factors that affect video gaming. I've always maintained that it's all very well owning a super-duper SCART console and a load of games, but what use are they unless you have the front-end to deliver. One of the biggest advantages of consoles over Arcade Coin-ops is the ability to connect to external equipment for sound/video enabling the player to appreciate the game more fully. I think most people with an ounce of common sense, make some attempt to get a

half-decent TV for off-air programmes as well as console use.

However it is often the case that the sound delivery is overlooked, with only a pair of headphones being used by the more adventurous. This is obviously greatly mitigated if neighbours or financial terms prohibit from using anything more substantial but even then, you wouldn't dream of playing arcade-quality video games on an old 10" black & white telly, so why put up with crap audio output? Headphones can help things a lot, but any audiophile (or indeed rave-goer) knows that the effect of high power Audio Frequency radiation on the human body is an astonishing feeling and in my opinion very much part of any music experience. I'm currently using a pair of Tannoy 609 speakers with Pioneer A-400 amp and have absolutely no need for a Virtual Cushion thank-you-very-much! Also quite useful when I want to get back at the neighbours — rattling a few window panes in the process. Machines like the Neo Geo and SF use PCM

audio systems (see future issue) which can produce absolutely amazing sound IF used together with a decent stereo. Similarly, a good television or Monitor will improve graphics to a great extent, but we all know they don't come cheap. So is there a solution?.. NOPE! If you want performance you simply have to cough-up! It's just a matter of deciding how much you want to spend and what you want for your money, and with the range of consumer electronics now available in high-street shops, the temptation is to pop into somewhere like Curry's or similar for a quick buy. FORGET IT! Those places are for GX4000 and crap midi systems and you'd be better-off throwing your money right down the drain.

Instead, invest in a copy of one of many magazines available from newsagents, which deal exclusively with Hi-Fidelity equipment and so are able to give you better insight into the subject — particularly if you have not been involved with such purchases in



THAT VOLUME

the past.

Listening to game music through some useless 4" TV speaker in MONO is an absolute disgrace but it is also hard to justify spending large amounts of cash on goods which you are not likely to appreciate. Audio Note's "ON-Gaku" amplifier costs around £128,000 and only one (pair) is produced every year (I'll just pop out for a pair.. Ed). It uses silver conductors throughout and is hailed as being the best amplifier on Earth. Now, call me a cynic but at that price I would expect something with a 3-litre engine and wide wheels on it, plus the Babe from the Pirelli advert in the driver's seat! A good 70 Watt integrated amplifier should only set you back about £200 and together with a pair of decent speakers, it will allow you to really appreciate music whether it's console or vinyl records, CD etc., without hurting your wallet.

The next obvious question is; which amp and which speakers. And this is where things get a bit complicated. When it comes to audio equipment, 'good' and 'decent' are both subjective terms and as with the console scene, direct experience is often the best way of deciding what is for you. I recommend you go to a good Hi-Fi shop where you will be able to try-out a few units they keep in-stock in a demo room. You first explain your situation and according to your needs (Cost, Power, Music, Room space etc.) you will be pointed to various models for auditioning. Don't feel intimidated or reluctant to ask questions because it's their job and everyone is nervous to begin with.

The best way to listen to equipment at a shop is to bring your own tape/CD with material that you know well. This will also tell you how appropriate the units are for the type of music that you listen to. A system should produce some semblance of stereo imagery, creating a homogeneous three dimensional sound as opposed to merely left and right channels. Also bear in-mind that what may initially sound moving and exciting in the demo room can become tiresome and grating in the long run, particularly if it happens to react unfavourably to your room

acoustics. Choosing Hi-Fi components is not an easy task and may well put you off the whole idea of investing in audio gear. If you are looking for a good sounding setup without wanting to go through the auditioning and deciding what is good and what isn't, you should consider the following couple of systems which I have found to be very appropriate for game music as well as CD and tape material. These are basic Loud speaker/Amplifier combinations and for obvious reasons we will not consider sources such as CD, Phono, cassette or cables etc.

If you're working on a tight budget your choice is immediately limited to the cheaper range of equipment (of course) but this does not mean there won't be a significant improvement to the way most listen to music. A pair of JPW Minim speakers will set you back about £80 but it really is worth paying an extra £35 and going for the larger brother JPW Sonata which offers greater power with just as much detail and a little more coherence. These are small shelf mounted speakers which will inevitably surprise you with their award-winning 'big' sound. Thoroughly recommended if you are pushed for room space, in which case a large speaker would probably sound 'boomy' and look totally out of place. An integrated amp is needed to drive them which could be either NAD 302 or the Kenwood KA-3020 both costing around £160. Listen to them with your chosen speakers to find which you prefer, but I found the NAD 302 sounded better with the Sonata (though a little under-powered) and also has the advantage of a headphone socket. If you have a bit more to spare, you have to consider Tannoy's 609 speakers which at £270 provide very good value for money, especially if you like setting the volume control at more than one-third power. This is a stand-mounted model which means stands have to be purchased separately and at £90 this pushes the total cost to the best part of £370. They're much larger speakers than the JPW mentioned above, and provide a greater bass extension and better power handling. You will require much more space as a consequence

and be warned that they're very fussy about room acoustics. Definitely worth it though, and together with a Pioneer A-400 amp (£280) these boxes really give Equinox and Star Fox a run for their money and have been responsible for many fights between me and others less keen on game music! It is strongly recommended therefore that you also invest in a pair of headphones, which will prevent anxiety in others should you wish to play late at night or listen to other music without disturbing others in the vicinity.

On the cheap-end, there is the Panasonic RP-HT75 which is in my opinion one of the best budget headphones you can buy. Cost is just under £25 and features 5m long cable and in-line volume control as well as engaging and rich sound. Also very good for personal stereos (if a little bulky) so an absolute must-buy, unless you can afford the more expensive but superior Sennheiser HD 480II at £50. You can actually spend quite a lot of money on headphones nowadays with some price tags reaching four figures, but I think you'll be hard pushed to improve on the sound of the HD 480II and anyway £50 is no mean sum. Ultimately, it's up to you to decide which system works best for you, which is of course highly dependant on your particular circumstances and pocket. The above setups (particularly 609/A-400) will yield very impressive results but some might find it difficult to justify the initial expenditure, and therefore be reluctant to develop further interest. However one must also bear in mind that once the basic Amplifier/speaker system has been purchased, it can be used with a variety of other sources, eg. TV, Video, personal stereo as well as any console(s), which will inevitably benefit from high quality reproduction and delivery. It is also surprising to hear the detail and sheer quality of sound being produced by some games such as Equinox and I'm sure you'll soon be convinced that all this effort and messing around is more than worth it having experienced the end result. Letters to the usual address.



THEY'RE BEHIND YOU!!

Well, if you've just read Lewis' bit on Sound equipment, then how about adding a bit of surround sound to your set-up. About a year ago, you wouldn't have bothered with surround sound if you just play video games, but now, a number of games have jumped on the band wagon - more so, if you own a CD-ROM system.

Okay, the simplest way to get surround sound is to get yourself a dedicated surround sound system - namely a TV that has surround sound built-in like ones produced by Toshiba or Hitachi, or go for an external surround sound amplifier... or if you happen to be thinking of getting yourself a Satellite, Pace do a rather nice Pro-Logic surround sound receiver.

However, if like me, you are short on the green stuff (not to mention blue, brown and purple), and already have a working TV and amp., then you'll have to opt. for plan B.

PLAN B

What's Plan B? John Noakes and Athena Turner. Mr. Wiggley. Cavandish & Cavandish. Playboy..ermm.. forget the last one - D.I.Y. of course. Yes, with a couple of extra speakers, and some wires, you can turn your standard stereo system to a fully fledged "Oh my God, they're behind me!" surround sound mega system... well, as good as.

Surround Sound is rather basic, and not as complicated as you might think... unlike the rather better, and groovier Dolby Pro-Logic system. The principal of surround sound is fairly easy to understand - well, if I understand it, then a complete idiot can!

Firstly, surround involves four speakers - two at the front and two behind, so enable sound to be heard not only from the front, but all around you. If you listen to surround sound material (either Video Tape, Laser Disk, TV, etc.) on a standard stereo system, you will hear only sound from the left and right front channels. As for surround, they are recorded on both the two stereo channels, but cancels each other out. So, to get surround, we need to find a way to isolate them. This can be done by adding and/or subtracting the left and right stereo channels.

Obviously, everything you hear to the left, appears on the left channel, and everything you hear to the right appears on the right channel. You should all understand this.

Logically, if you want something to be heard directly in front of you (centre), then one part of the signal is on the left, and the other part on the right. Adding them together means you get one part left, one part right, and two part centre... so the centre bit is louder.

As for surround, like the centre, one part it is recorded on each channel, but one out of phase of the other. If you remember your maths, adding the two stereo channels cancels them out ((+surround) + (-surround) = no surround, as positive and a negative equals a negative, so $+S+S = S-S = 0$. SO you must subtract them to get surround: $+S-S = S+S = 2S$.

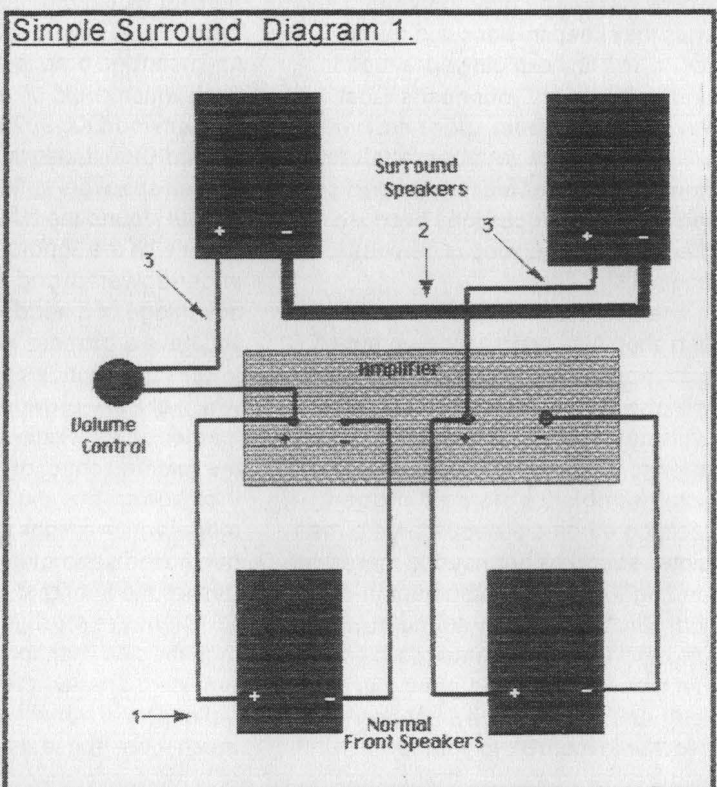
(ofcourse, with centre, you also get Left+Right channels as you've added them together, and with surround, Left-Right.)

Okay, that's the principal, here's how you do it. As mentioned, you need some surround speakers, and some rather long leads. (see Diagram 1)

1. The front and centre should be no problem, as they are set-up in the normal way with your left speaker attached normally to the left output of your amp., and right speaker to right output.
2. With your surround speakers, connect both negative terminals together with a lead.
3. And then connect the right positive surround to the right positive terminal on your amp., and then the left positive surround to left positive terminal on your amp.

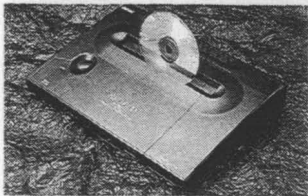
And that's it.... Surround Sound, as good as Dolby does it.. well, almost.

However, you might want to add a volume control to the system to get the balance between the front and rear speakers. To do this, connect a simple speaker volume control between one of the surround positive leads and and positive terminals on the AMP.



Neo Geo Page

Although speculations are that a new Neo Geo is on the horizon, a CD-ROM add-on for the Neo Geo is still on the cards although SNK has yet to announce when. Without a CD drive, the machine is likely to die in the wait of machines like the 3DO and Jaguar, and forth coming Saturn, FX and Play Station systems. With current Neo games using up as much as 122 meg, and costing around £150 a time, a CD is the only cheap solution for SNK, as they can then release games at a more resonable price - the same as cartridges for the Megadrive/Super Famicom. If we hear anything, we'll let you know!



Just out on cartridge is the beat'em up sequel every Geo own has been waiting for - Art of Fighting 2. This is another 100+ meg game... infact, it's reported to be 178megs. I think SNK should hurry it with their CD-Rom unit pronto!

As you can guess, the game plays very much the same, and features 12 fighters - some from the original game, and some new ones too. Graphics are totally amazing, and all of the characters have some extra special moves. And the Big Boss - Geese Howard, is one mean dude now. Hopefully a full review in next month's issue.



On sport, Super Side Kicks 2 has just hit the street for the Neo. As the first game was a major hit, the sequel should do extremely well. Check out next issue for a full in depth review on this hot soccer title.

Other games expected to hit the Neo Geo real soon is Top Hunter, a Bionic Commando style platform game that looks real hot, World Hero Jet - the third in the World Heroes series - hopefully it's better than the previous two titles, and the one most people are waiting for - Samurai Showdown 2. Unfortunately there hasn't been any screen shots of this biggie, but considering how cool the first game was this sequel should be a real smash.

Review

Karnov's Revenge

Neo Geo by Data East - 122meg Cartridge

For those of you who've not seen this game running, this isn't actually the sequel to Karnov but, in fact, the sequel to Fighter's History (Karnov was the last boss-type geezer in Fighter's History, you see). (Incidentally, the Japanese version of the game is called Fighter's History Dynamite... Ed.) The game itself is very similar to the original. To be honest, this is hardly a proper sequel. Really, Karnov's Revenge is to Fighters History as Super Street Fighter 2 is the SF2 Turbo. The graphics and sound have been redone for the Neo Geo and really



work rather well (though some of the samples don't sound so great - Ray's 'Big Tornado' now sounds rather more like 'Pickle Diver' - maybe my ears need syringing. The two boss characters can now be used and two new characters have been added. The existing characters have changed very little. There are one or two new moves and a few altered moves. To be honest, I haven't played this much as the cabinet at our local arcade is well shagged, but really this strikes more as an upgraded game than a true sequel. Having said that, Karnov's Revenge is great stuff and well worth checking out.



Marstorius (far left) and Mazoguchi (left) take on the OX.. one of the later opponents!!

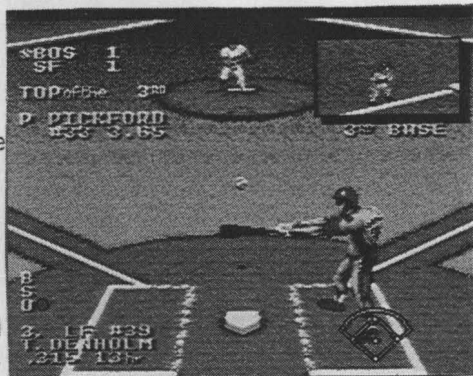
Video	- 90%
Audio	- 89%
Playability	- 92%
Lastability	- 94%
Overall	- 90%



Ken Griffey Jr. Major League Baseball

It's a strange fact that there hasn't been a good baseball game on the Super Famicom, and it's a sad fact that, the best Baseball game ever is on the Neo Geo - Baseball Stars 2, which also makes it the most expensive baseball game!

So, it was amazing to hear that Software Creations have taken some of the best features of the SNK title and put them into this well awesome baseball title. If you love Baseball Stars - then this is the closes thing to



not actually owning a Neo Geo.

I won't go into the boring details of how the game is played, or about the license (Have you heard of Ken Griffey Jr.?), but here are the pros and cons.

First up, the things that make this game the best SF baseball game are:
 i) Graphics: Although not as detailed as the Neo Geo game, the players in Ken Griffey's are real neat. All the batters

have different styles in looks and stance. They chew gum, blow balloons, twitch fingers, rock back and forth, flex their muscles, and when they swing - they really go for it. Other attention to detail include shaking their heads when they are run out, shouting at you

when they are struck out, striding into the last base when you get a home run, and knocking themselves out when they run into the boundry walls!!

ii) Sound: There's a groovy tunes - as you'd expect from Software Creations,

with some neat electric guitar music... plus the sound effects and samples are good too.

iii) Most importantly, Ken Greffey plays exceptionally well.... that's if you play against another human - the computer is rock hard!! At last we have a game where the speed of the players are fast enough to actually get the ball, and can actually throw the ball at the right

pace.

On the negative side - there's nothing really major. Although the graphics are great - I think they could have been improved, and I can't see why they couldn't be as good as the Neo Geo game. Well, apart from the massive amount of memory in the Neo cart.

The only thing that's missing are the super-duper batters (pinchers, I believe they are called?).. which would have made this game a must for all baseball fans.

All in all, this is probably thee best baseball game for the SF - and the only one to get if you baseball.

Machine
 Super Famicom
 Publisher
 Nintendo
 Format
 16meg Cartridge

Video - 87%
 Audio - 85%
 Playability - 89%
 Lastability - 75%

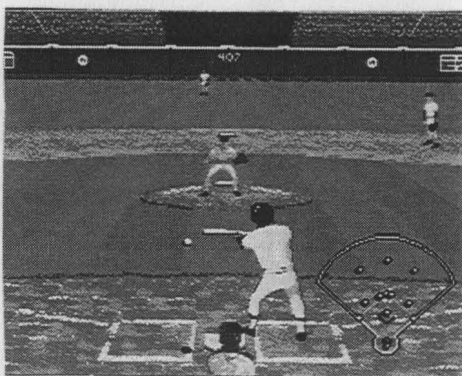
Overall - 85%

CONN LEE

ESPN Baseball Tonight

If I had a £1 for every baseball game released for the SF, then I'll have... erm... around £20. The latest from Sony Image is ESPN Baseball Tonight, and this one is pretty good.

Firstly, the graphics look rather average, and the players that run onto the field all look very basic, not to mention having severe back problems. However, the pitcher is a different matter.



Although he too looks bland, when he launches the ball, he moves extremely realistically. My only guess is that, they digitised all the graphics in this game, hence the faceless players. Why they slump when they run could be because they hired quasimodo to be digitised.

As for actually playing the game,

ESPN is actually pretty good. Most Baseball games have good batting plays, but usually terrible fielding due to slow movement of the players. But, these guys can shift, and actually getting the opponent out couldn't be easier. A nice touch is that, there's a partial computer control fielding option, or you can go for full manual.

Unfortunately, throwing the ball to another player can be really slow sometimes, which is extremely irriating. Batting is also limited to moving your bloke left and right... no moving forward or backwards. Another irritating feature is the sound. The official who calls the shots sounds like he has had a bad day and waiting for the game to end so he can commit suicide, and the

awful tune associated with ice hockey blasts out occasional through-out the game... arrrrghh!! It really is amazing how the yanks can appreciate that awful rendition of Scrapy Doo's battle cry!!

Overall ESPN is an average Baseball game, better than most, but a long way off from being the best or anywhere as good as those on the Neo Geo. Worth a gander, but check out the above title, not to mention's Tengen's offering first.

Machine
 Super Famicom
 Publisher
 Sony Image
 Format
 16meg Cartridge

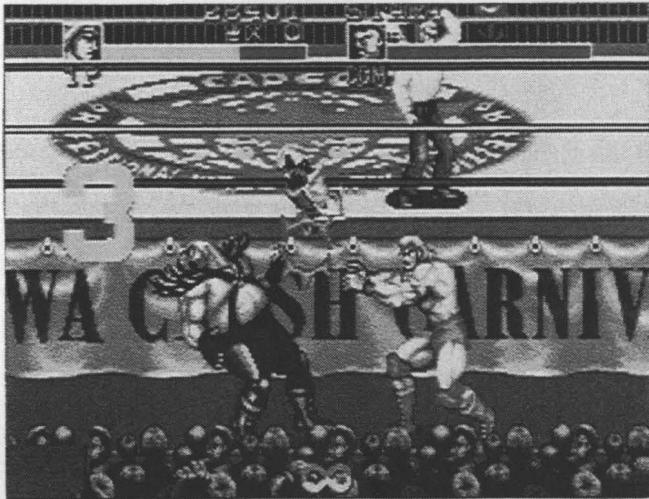
Video - 70%
 Audio - 45%
 Playability - 55%
 Lastability - 40%

Overall - 55%

CONN LEE

MUSCLE BOMBER

I'm not a great fan of wrestling games, but Capcom's Muscle Bomber is certainly the best of the bunch. As with all Capcom games, the graphics, sound, and overall presentation makes this more than your aver-



Now.. a bucket over the head is really bad for you.

age beat'em up. If you haven't play the coin-op before, then the game looks and plays very much like WWF Wrestlemania, but with that undisputed Capcom style.

At your disposal are eight wrestlers which you can select, ranging from the small but fast Stinger, to the slow, but

giant size Titan, not to mention from Final Fight - Haggar. As with most wrestling games, you can play a single one-on-one match, or team bouts. Note that, I didn't mention 'tag' team - as the latter is two-on-two simultaneously.

What makes Muscle Bomber that bit better than other wrestling games are it's variety of moves for each character. Like Street Fighter II, not only do each wrestler look differently, but all their moves are different too. For example, throw an opponent into the ropes, and when you run to deck them... if you're playing Stinger - he'll head-slam the opponent, while Slamkovich will

use a clothesline, and Titan with stick out his big boot! Each character has different holds, throws, slams, punches, kicks, etc.. including suplexes, arm throws, back breakers, knee drops, and lots more. And to top it all, as with SFII, each character as a couple of special moves. As you'd expect, Haggar

has his famous Spinning clothesline and Screw-Piledriver, while Sheep has the Patty Cake Slap and Tornado Toss; Titan - The Killer Tsunami and Titan Breaker...

With 'out of the ring' fighting (with chairs and buckets!), some mean bosses to fight in the one player game, 1 to 4 player simultaneous action, together with Capcom's brilliant sound, animated graphics, and neat gameplay... Muscle Bomber is the best wrestling game I've played - and that's saying something!

Faults-wise, there are a few niggles. Namely sometimes you can be hit even though you're not in the same line as the opponent which is very annoying.

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

CONN LEE

VIRTUAL TENNIS

Virtua Tennis is the latest 3D Tennis game with all women players... or should that be girls, considering the age of players these days. It has four options - Tactics, Exhibition, Tournament and World Tour, and up to 8 players can participate (not all playing simultaneously mind you!). Strangely, not only can you play on Grass, Clay and Hard courts... but also on Carpet - it makes you wonder where there are tennis courts in Japan!!

A new feature for tennis is the ability to select what special shots your player can perform. Two can be selected, and are stored on your top L and R buttons. These include mega smashes or balls played from the back of the court that dips over the net and heaven reaching lobs.

The game itself is viewed and played like David Crane's Amazing Tennis... in 3D using mode 7. One of the problems of that game was that, if

you played at the back of the court, it was extremely difficult... and V.T. is exactly the same.

Graphically, the game is rather poor - but I suppose this couldn't be helped that much as the court is in mode 7, thus scales relative to the player in front. The player at the back also scales, but is not realistic enough - occasionally she is as large in size as the front girl! And the players have that strange 'my knickers are too tight' look to them as they waddle around the court.

The game itself plays pretty well with the main four buttons used for various types of shots. An additional feature to this game is the special shots, and each player having an energy bar. Each time you perform a shot, you lose a minute amount of energy.. and should you use your special shot... you lose a fair amount. Should you lose all your energy, you *Don't* suddenly col-

laspe and die, but it just means you can't perform any special shots. However, each time you change ends, two units are added.

As for sound, the title tune is okay, and the sound effects are effective... although the speech is a bit rough... especially with that japanese accent!

Overall, not a bad game... worth a look, but not really a patch on Namco's Tennis game.

Video	- 70%
Audio	- 70%
Playability	- 70%
Lastability	- 60%
Overall	- 70%

CONN LEE

Machine
Super Famicom
Publisher
Capcom
Format
24meg Cartridge

Machine
Super Famicom
Publisher
B-AI
Format
8meg Cartridge

JOHN MADDEN FOOTBALL

After getting a 3DO, I said I wouldn't buy any games that were on other machines, especially as I still have my Super Famicom, and Megadrive... and one such game was Maddens. Surely, the 3DO version of Madden was basically the same as the good old Mega Drive version with flashier graphics and sound.

How wrong I was. 3DO Maddens is just brilliant; once you've had a few games on this, all other versions pales in comparison. The latest Football game on the Mega Drive from E.A. - Bill Walsh's College Football feels just like a Specky game after a bash on the 3DO.

more controllable. You can now see more clearly where gaps are in the defensive line, who exactly has the ball, and it's easier to catch throws. The additional FMV clips of the ref. calling time out, measuring the distance of plays and calling fouls also add a lot to the play, even though it takes a couple of seconds to drag it off the CD. John Madden himself also occasionally comments on plays however good or bad... which can be turned off if you like. I have to say, Madden has no idea about Time Outs. Each time I call for one, he calls out 'Time Outs are valuable and should not be wasted', - this

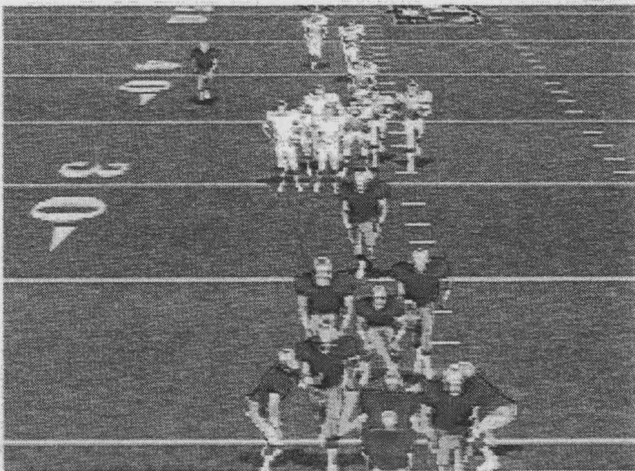
is when I score a touch-down with seconds to go! What does he know!

Basically, the game plays just like the original Megadrive game using the same joystick configurations - nice and simple, although the replay option is now more advance with the ability to zoom in or out the field as well as selecting specific players with usual video recorder functions.

However, 3DO Madden isn't flawless. For one, there isn't a league option which is a bit of a bummer for single player games. There is a play-off

option, but they can be played within an hour or two unless you bump up the time limit per quarter. I was also disappointed to see that there were very few celebrating touch-down animations, and the lack of FMV of cheer-leaders to spice up the game. But one of the most annoying features are the selection plays. On the MD/SF versions, running and passing plays were highlighted in different colours to avoid confusion, but here, they are all the same colour. All in all, 3DO John Madden Football is certainly the best sports title I've played (apart from Baseball Stars 2 on the Neo) and one of the best 3DO games to date. Great graphics, excellent FMV (there are over 100 actual video clips), amazing sound/speech, and incredible gameplay. Another bonus is, it's cheaper than most 3DO titles if you can get the version EA has released for the European market!! An Absolute Must.

Machine
3DO
Publisher
Electronic Arts
Format
1 CD-ROM



3DO Madden: "Now boys, I want you to clothes line the sucker!"

The main thing that really lifts the game are the graphics. The player sprites not only look and animate realistically, but are bigger, so are a lot

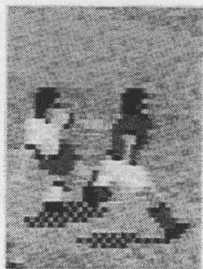
Video	- 95%
Audio	- 92%
Playability	- 95%
Lastability	- 90%

Overall - 92%

ONN LEE

FIFA INTERNATIONAL SOCCER

Okay, you all know that the Megadrive FIFA Soccer is the best soccer game on the machine... if not on any machine. So now that the SF version is available, surely this is the best version of the game? Although many people have said that the graphics in the SF version is better than the MD game, I can't agree. The SF's visuals just doesn't look as detailed as the Megadrive's, with too much black outlining to look realistic.... making it more cartoon-like. In fact, I have to admit, all EA games look and generally play better on the Megadrive.



Dean Saunderson goes in with a ermmm..



Control the action reply with the pad.

graphics, which are still great with neat animation, the game plays as good as the Megadrive version... and this also goes for the sound too with cheering from that crowd, and 'AAAhhhhhh' when the keeper saves a sure goal.

The game's isometric-style view is still easily the best to look at although a bit tricky to play in - although it's better than the side-on view a lot of computers are churning out. With a sackful of

options including multiplayer games using the multi-tap, FIFA is definitely the best soccer game around. J.League, Kick Off 3, and all other comers don't stand a chance. A MUST... well.. check out Excite Stage '94 elsewhere in this 'zine.

Machine
Super Famicom
Publisher
Electronic Arts
Format
8meg Cart.

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

Overall - 85%

ONN LEE

Pebble Beach Golf

Is it just me, or are we missing the point with sports games on consoles? I mean, shouldn't we be playing football instead of pressing buttons on 'FIFA'? (Ermm... here comes the guys in the white suits, David!... Ed.)

Golf games have an excuse I suppose, being an expensive sport to play for real and this 3DO version certainly makes you feel you're there in sunny California.

The game has all the usual options, Tournaments, Skins (play for money), Strokes or Match Play against up to four human or computer players. You can choose what you look like from a small assortment of people (only one woman though...), then pick your caddy and off to the first tee.

Before you start a hole, you're given a real helicopter fly over of the course, with a commentary on the distance

and what to look out for. It's what PGA has always tried to emulate, but couldn't.

Once you're on the fairway, the first thing you'll notice is the fact that everything is digitised in full colour, the green, the trees, buildings, even the clouds in the sky are photo-realistic, as is your player and the caddy, who hands you your choice of club and offers hints now and again. It really is gorgeous to look at.

Taking a shot is a simple process. Once you've chosen a club, stance and ball curve, a circle appears around you, just press once to start the swing, then again when it's at the power you want and once more at the bottom to stop it hooking left or right. Then watch your golfer take his swing and hopefully keep the ball on the fairway/green!

That's basically it. There's little sound (crowd cheers during tournaments, dif-

ferent ball sounds depending on where it lands), but the music on the title screen and fly by is catchy in an American game show sort of way. Of course, the real problem is it's only one course, surely they could get another on a CD. Also, there are small waits for the course to draw itself, but golf isn't a speedy game at the best of times. But despite it's small short comings, it really is a great game, especially playing a skins game against mates. PGA on 3DO is going to have to be amazing to beat this!

Video	- 93%
Audio	- 65%
Playability	- 88%
Lastability	- 83%
Overall	- 83%

Machine
3DO
Publisher
T&E Soft
Format
1 CD-ROM



Hole 5, Par 3 - Hole in one eh?

DAVID
SIMMONDS

Champions World Class Soccer

Champions World Class Soccer is one of the worst footie games I've played. Firstly, the options available are great - there's a choice of languages, different countries (inc. Great Britain... note I didn't say England, Scotland, N.Ireland or Wales!), plus 1 or 2 player exhibition or tournament, off-sides, fouls, and time per half.

Before I go on, although I'm reviewing the US version of the game, the UK version is endorsed by a certain Ryan Giggs.

But when it comes down to the game itself, it plays awful. The game is viewed side-to-side at an angle from above... but this is similar to the horrendous Ultima VII view with players lean-

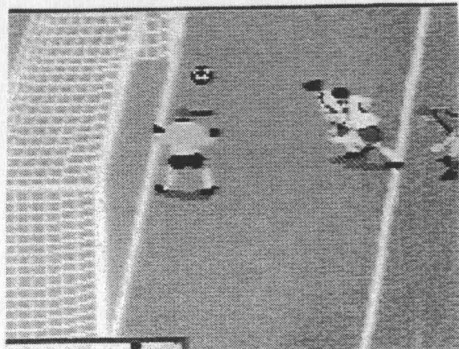
ing over like they will topple if you give them a little tap. For a start, the set formations don't work correctly - a lot of the time, you get a mass of players around the ball all wanting a piece of the action, and when the opposing side attacks - your four man defense seem to have decided to become mid-fielders! The game play is slow, and controlling your players is a real pain as it doesn't automatically select the player nearest to the ball - you have to do it manually. This is extremely irritating especially when you have booted the ball up field, and you see one of your players running towards it, only to turn away and run in another direction until you press the top buttons to get control of the guy. Ball control is poor too - trying to kick the ball exactly where you want it is near impossible. Incidentally, the ball behaves like it contains some lead shot inside it, as it'll hit the ground and bounce maybe once or a maximum of twice if hit hard, before becoming stationary. Infact, the only real positive thing I can give it are some of the animations, with players side-footing the ball, chipping with the top of the boot, sliding tackles and the way they are brought down all look real neat,

even if there should have been more frames. Possibly the highlight of the game is the ability to perform some fancy footwork with the ball... shuffling side to side with it, and doing a 180 or 360 degree turn while juggling the ball with your feet!

Overall, this is a right bummer of a soccer game, and should be avoided at all costs. Check out Kick Off 3, FIFA, or Excite Stage '94 first. Of course, if you are a Ryan Giggs, Man Utd. fan, you might be tempted... but definitely try before you buy!

Video	- 75%
Audio	- 60%
Playability	- 40%
Lastability	- 30%
Overall	- 35%

Machine
Super Famicom
Publisher
Acclaim
Format
8meg Cartridge



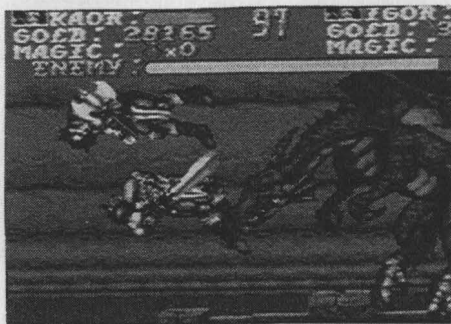
The lean over players goes for a goal, and the keeper can't do anything but look.

CONN LEE

Legend

Seika haven't released many games - in fact, only Super Turrican comes to mind, and their latest - Legend - looks rather tasty. As with Knights and King, the game is played like Golden Axe as your hero push-scroll the screen, move in and out, and tackle all manner of opposing enemies with his mighty sword. Unfortunately, as with the aforementioned Capcom games, the amount of moves available are very limited. All the buttons are used in the game, but there is only one attack button, so you basically clobber the enemy by pounding the button, or use the top buttons to counter with your shield. You can however, perform a couple of different jumping attacks. The other two buttons are used for special attacks... one fires a magic missile forward which drains some of your energy, while the other activates the 'smart bomb', if you collect the potions (like Golden Axe). Other collectable items are gained by killing the baddies, which includes all manner of valuables for points, plus food to increase health and 1up icons. As with all other scrolling beat'em ups, reach the end of the stage, and you'll have to defeat a big nasty boss. The first is a giant with a long pole on a bridge, and the second - a flying fire breathing dragon...

both extremely tough. All this sounds great, and in terms of audio visuals, it's brilliant. Well... the graphics are great - but the sound is a bit naff, due to the repetitive medieval music throughout the entire game. Sound FX are mainly down to 'Arrghh's', clanks of steel, and yelping



hounds when you slash 'em. The sprites are brilliantly drawn and animation is pretty effective. The parallax scrolling is great if a little blocky at times. However, this is made up by some neat special effects like a neat rain storm, and some mode 7 effects during a fight with a hairy beast on the Cave-men level.

Unfortunately, what could have been a great game, turns out to be a bit of a duffer because of it's speed of attack (and lack of moves) and the enemies recovery rate. Your character trudges

along, and when you are pounding a baddie, before you can get two hits on him, someone usually hits you from behind. This is because, when you press attack, your guy has to swing his sword back and around before the baddie gets a clout, where upon, the baddie can hit you! Each level is very long too, and is rather repetitive. You tend to hack away around 50 goblins from the start of the level to the end without much variety apart from the occasional archer or axe wielder. After a level... 50 more goblin, then replaced by 50 skeletons, and so on.

With a bit more variety, more moves (as many as Golden Axe would be enough) and faster attacks, then Legend could be a winner. However, Capcom's two games might just have the edge over it.

- Video - 90%
- Audio - 70%
- Playability - 60%
- Lastability - 60%
- Overall - 60%



Machine
Super Famicom
Publisher
Seika
Format
8meg Cart.

King of Dragons Knights of the Round

Firstly, you might ask why I am reviewing (The) King of Dragons and Knights of the Round in this one review - and the answer is - they are basically the same game, not to mention both start with the letter 'K'.

Both games are conversions of two of Capcom's below average coin-ops, and basically, Golden Axe rip offs. The games enable you to pick a hero (a choice of 5 from King and 3 from Knights), trek forward through each of the stages battling it out with all manner of baddies, smash open chests and other objects for extra health and other goodies, and defeat the boss at the end. Then it's off to the next stage for more of the same.



King - Choose your character.

The main difference between the two is of course the time zone/locations. King of Dragons is based on D&D... so you get to choose a knight, elf, paladin, dwarf and/or wizard... and must fight against these characters too, not to mention dragons and other monsters. Knights of the Round is based on Medieval times with King Arthur as one of the characters you can select, together with Sir Lancelot and Percival. One of the most stupid things about Knights is

that, Arthur is the best character in the game... you'll be a fool not to choose him, as when you progress, each character increase in power, and only Arthur increases all his attributes... whereas the other only increase in certain areas.

Apart from the graphical differences, both games have very

Machine
Super Famicom
Publisher
Capcom
Format
Cartridge



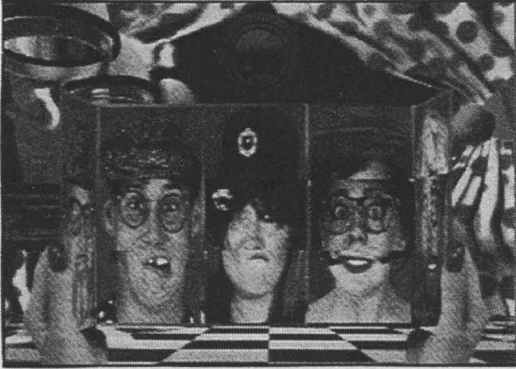
Knights - Lancelot sword fights the baddies..

limited moves... basically jump and a few attacks, plus the special move/magic. It really amazes me why Capcom couldn't increase the number of moves in either game

TWISTED

Twisted has got to be one of the craziest games released on computer format, and Electronic Arts has shown us what's capable on the 3DO apart from just 3D action games.

Twisted is a hilarious game show for 2 to 4 players. Note that, I didn't mention one player, as you can't play by yourself, unless of course you decided



to play more than one player which isn't much fun. The game involves rolling a dice and moving your player up a spiral staircase to be the first to the top, while performing certain tasks along the way depending on the square you land on.

This sounds rather boring, and in a way it would be if it wasn't for several major factors:-

a) Graphics. The game uses full motion video so it feels like you are really participating in an actual TV game show.

The video is very good quality considering the 3DO's limitations in resolution and slow CD access time. Apart from VMF, there's also some brilliant high resolution quality stills which are great. b) Sound. As it uses VMF, the sound that accomplish them are great too. c) Humour. Twisted features a lot of jokes and slapstick including Monty Python style humour to spice up the game, plus some stupid commercials.

Although Twisted can be played by upto four people, it only requires one joystick as each person takes turns. This works okay, although sub-games with simultaneous participation would have been more fun and challenging.

The sub-games themselves are quite fun, but rather easy. They include matching pictures or sound (as in Mario 3), shifting/rotating picture blocks to complete a full picture, rearranging parts of faces to make three complete faces, zapping odd commercials, selecting an item that was shown previously from a group of items, and/or answering some general knowledge (most American related) questions. The first time you play the game with your mates, you'll be rolling in laughter especially when you see

some of the daft commercials, and when someone fails to do some of the sub-games.

However, each time you play it, the interest is lowered as all you've seen most of the gags, visuals, and completing the sub-games are all too easy... so winning is more or less based on luck.. unless you can get the exact numbers when rolling the dice. The game does feature 4 difficulty levels, but even on Expert, it's very easy.

All in all, Twisted is a neat game for multiple players especially after a few drinks, but E.A. really should have made a bit more of it. It definitely required some interactive games between players... something like a simple battleships or Tanks (where you have to fire at opponent over a hill judging wind, angle and power).

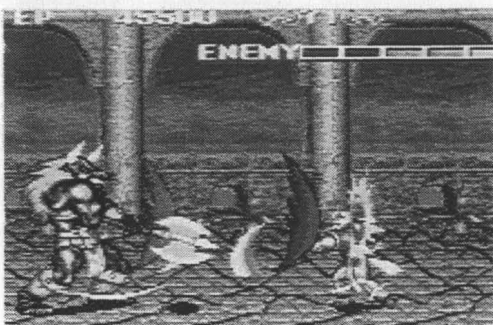
Video - 95%
Audio - 94%
Playability - 75%
Lastability - 45%

Overall - 65%

Machine
3DO
Publisher
Electronic Arts
Format
1 CD-ROM



when they have done so in older titles like Final Fight and their best beat'em up - Captain Commando - why is it they have never converted this masterpiece!. Because of the limitations, the game play is dead boring... and require very little strategy... it's more or less



King - You meet the hairy axe wielding Minotaur - not something you see every day eh?

pound the attack button as fast as possible or go for that jumping move... that is, unless you are playing the elf in King of Dragons, as he has a bow and arrows - where the strategy is to keep

away and let those arrows fly... even if they are short range.

As for sound - do you like medieval music? Nor do I. And sound effects are your usual "Arrrggghhh", and metal clanking.

Overall, both are as bad as each other, although Knights of the Round might just have the edge... the edge of what I don't know. Maybe it's because you can ride a horse too? Nah... that not it, as that bit's crap, as as soon as you get on the saddle, some bugger gives you a quick one two and you're off... and so is the horse. Maybe because the game is on a bigger cartridge so is a lot bigger game, so slightly better in value? And the verdict is, if you're after a Golden Axe style slash 'em up, I would forget both of these, and Legend too, and opt for something like the brilliant Ninja Warriors Again... you can't walk in and out of the screen but is sure plays better.

Come on Capcom - how about U.S. Navy, Eco Fighters... or even 1941, instead of these rubbish titles? Although I'm waiting for Super Gargoyle's Quest, not to mention the next Rockman title.

King of Dragons
Video - 85%
Audio - 50%
Playability - 50%
Lastability - 30%

Overall - 50%

Knights of the Round
Video - 85%
Audio - 50%
Playability - 51%
Lastability - 31%

Overall - 51%



REVIEWS

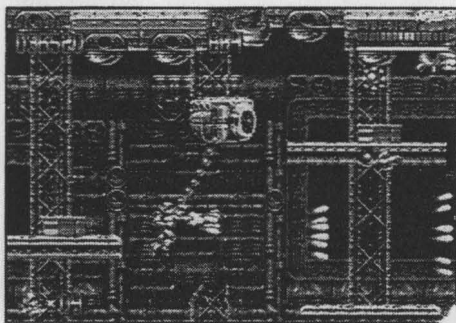
Mega Turrigan

Mega Turrigan is the latest in a series of platform shoot-em-ups originating on the Amiga. The gameplay is pretty standard fare - shoot nasties, collect power-ups, kill bosses and find the exit of each stage.

The first thing noticeable about Mega Turrigan is that it really should be called Turrigan 3.1 - It's a conversion of the Amiga game Turrigan 3 with a few minor alterations. One of the stages is missing, and one or two of the others have differences - The floating platform level is different and a couple of the bosses have different weak spots. All in all though, this is basically Turrigan 3.

I'm a big fan of the Turrigan series, and this is another good game, but somehow it's not quite as good as the others. One of the best parts of the original Turrigan was the invisible weapon-blocks, and the hidden sections of the game. These have been taken out. Mr. Turrigan (his name escapes me at the mo.) has a grappling rope a la Bionic Commandos, but this has rather limited

uses within the game, even if it was a nice idea. There are some nice sections with elements reminiscent of some of Konami's best efforts. Unfortunately there are also a couple of Aliens type



Turrigan has a swinging time.

levels. These were quite fun in the original Turrigan, but why do they have to be in every sequel?

Graphically Mega Turrigan is pretty damn good. The backdrops have been improved over the Amiga version and the colours look much nicer.

The sound is pretty good as well, though perhaps not as good as you

might expect from Chris Huelsbeck. The sound effects are better than the Amiga version and the drum samples are great. Unfortunately the synths don't sound as good as they might have been. Odd when you consider the MD is generally great for synths but not so hot with samples.

All in all Mega Turrigan is a fine game, if a little too easy (even I completed it.. Ed.). Super Turrigan is better, though.

Video	- 91%
Audio	- 90%
Playability	- 90%
Lastability	- 80%
Overall	- 87%

DAN

Machine
Megadrive
Publisher
Seika
Format
8meg Cart

Tomcat Alley

Sega seem to be the Godfather of Full Motion Video games, and this Full Screen Cinepak shoot'em up only helps their reputation.

It's a seven level Top Gun' shooter that strips all the computer flight mechanics, leaving you to concentrate on dealing heat seeking death. Unlike other CD games, where video is used between levels, the entire game from beginning to end is full screen video, with target planes superimposed over the moving video. The cinepak utility not only allows fast full screen pictures, it also enhances the colour palette so the film doesn't look as patchy as some of the small windowbox games before. Of course it's not video quality, but it's a real improvement.

The game itself is simple. After a mission briefing, you and your wingman (wingwoman actually) takes off and work your way across various waypoints, trying to down any planes or ground sites that you spot. The view is from the cockpit window and the only controls are two sets of four icons on each side of the screen that control everything from changing weapons (ground or air missiles, sadly there's no guns for a close-in dogfighting) to turning into the wingman's radio and firing your chaff (limited by the difficulty level).

You simply move your gunsight over an icon and click. Similarly, to pick a target you move to one of the flashing dots on screen and press the button.

Combat is short and deadly. The enemy planes swerve all over the sky to avoid you, and it's difficult to keep the



FMV action... shoot the targets - just like Mach 3

sight on them long enough to get a lock on and fire, and if you take too long, they'll fire at you - so you had better keep some chaff spare. If you are successful, you're treated to a video of the plane blowing up in true Top Gun style.

Of course, on paper it's sounds like Afterburner with video, and at it's heart it is. However, with the sheer number of clips used (eight different types of exploding planes, at least six random moving video backdrops, random cut away scenes and plane locations) the

csance of ever playing exactly the same engagement are remote, as each is built from random. And of course the chance of getting shot down when you run out of chaff really gets the adrenaline going. And the video is fast, so it's a real sensation of flying through canyons, with no access on the disk. The sound is alright, clear speech and some authentic missile firing noises, but the only music is a guitar piece on the title screen it seems (by Herbie Hancock - I don't think anyone reading will know who he is!).

If it's fast 3D action you want, try it out. Just don't expect a flight simulation, this is a nicely dressed shooter - nothing more.

Video	- 90%
Audio	- 70%
Playability	- 78%
Lastability	- 65%
Overall	- 82%

DAVID

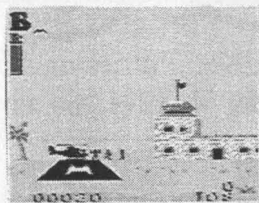
Machine
Mega-CD
Publisher
Sega
Format
1 CD-ROM

CHOPLIFTER III

THANKS TO VIDEO GAMES CENTRE FOR GAME (0202-527314)

Well, Sega must be getting desperate now, releasing a five year old game. Still what with Tempest 2000, perhaps we're due for the return of some classic games.

In choplifter 3, you control a small helicopter on missions to rescue trapped allies on the ground and return them to base. Of course the enemy



won't let you waltz in and take them and have placed tanks, AA guns, and missile launchers against you. As well as tall buildings to manoeuvre over and even the clouds damage you! 'Airwolf' never had this trouble! Later on, you must go underground to rescue men and precise control is needed in the narrow

caves. Luckily you get a password after each stage (split into three levels).

You're armed with cannons and bombs, but it's no good spraying the ground's your shots will kill your men, and if you lose too many, it's game over (man).

There are a set number of men to pick up for each level, plus one or two 'spares', useful for extra points and lives. As the game gets harder they always seem to be near tanks and so you must risk a shot to clear the area. It's these small slices of strategy that lift it above the normal shoot'em up.

The present action is very good, with colourful static screens and a very short but almost film quality death sequence



when a soldier shoots you down. The in game graphics are functional, it's easy to see what everything is and it's all colourful. There's little animation on the helicopter or tanks, but I love the way the men wave goodbye when you drop them off. Music is standard military stuff and the effects are minimal. All in all, well presented shooter with a little strategy thrown in. I like it.

- Video - 80%
- Audio - 67%
- Playability - 87%
- Lastability - 85%
- Overall - 80%

Machine Game Gear
Publisher
Extreme
Format
2 Meg

DAVID

ROAD RASH

THANKS TO VIDEO GAMES CENTRE FOR GAME (0202-527314)

"Get your motor runnin'", yes, it's leather jackets optional for US Gold's Game Gear version of Road Rash.

It's a multi level Motorbike race over different courses, each getting more twisting as they continue. You start at the back of a course of sixteen other riders, all determined to knock you off, so the only thing to do is fight back. You can punch them, or if you're quick, pick up a weapon on the road and use that, keeping your eye ahead for cars that will knock you off, damaging your bike and yourself. If you win, you'll get money to buy a bigger bike, if you finish

under third, you're out. As the game has a lot of levels, there's a password system and options for two players (not linked sadly) and turning the music or effects off. I would turn both off. The music's tinny add hardly inspiring for racing and the effects are those strange farty noises they seem to think sound like an engine.

The graphics are very good. Your bike is large, but a little slow in moving and there's a lot of trackside detail, the down side is of course a slightly jerky scrolling, but you get used to it. The scaling on incoming cars and bikes are alright and there's some well done intro

screens where fellow bikers size you up (ooh er!)

An excellent conversion from Probe (there's a novelty!) and one for all would be Mad Max's.

- Video - 80%
- Audio - 70%
- Playability - 78%
- Lastability - 78%
- Overall - 78%

Machine Game Gear
Publisher
Electronic Arts
Format
2 Meg

DAVID

Clay Fighters Tournament Edition

Super Famicom - 24meg - Interplay

I hope this is the only upgrade to Clay Fighters that doesn't have major improvements - we certainly don't want it to be like Street Fighter II.

Basically, this version is the same as the original, but with a Tournament option. This enables multiple players to compete each other in knock-out competition, with an overall winner at the end. This addition has three options - single wins matches, normal best of three, and one where you can select a group of fighters as team

competition.

There are a few other improvements to the game. Firstly, a brand new intro animation which is quite funny and introduces you to the characters. Then there's improved backdrops, more speech including comments from the announcer like 'That was a close match' when you win with little energy left, and 'Saw him in half!', when blob performs his spinning blade attack. Plus, the computer components are a lot tougher... well, I think they are

anyway, as they keep on beating me! Blue Suede Goo is a right bugger to beat.... 'watch the hair, man!'

As the game doesn't feature any new fighters or moves, then this is not really worth getting if you own the original. However, if you don't, and what a change from SFII or MK, (although you're better off with Fighter's History), then it's worth considering. It's not the best one-on-one fighting game around, but still very playable.

GAME DISSECTION

This is the good ol' Tips and Cheat section - so if you happen to have some juicy tips - don't keep them to yourselves - send them in and share it with everyone. Send all mail to the usual address found in the front of the fanzine.

ACTRAISER 2 (SF)

To see the staff that produce this game, enter MTkM SkTk HNSH. Or if you want to fight the boss from the original game, enter Xxxx Yyyy Zzzz.

ART OF FIGHTING (PC-E)

When you get into the high-score, enter ".SD" (remember Fighting Street?). You can also type in ".AS" or ".LK". Then on the Story Mode Select Player screen, pressing button II and I - you'll get stage select. The same screen with Start and button I will give you Life and Spirit options, and again on the same screen, but with Select and button I to toggle Haow-Ken. (Unfortunately, we don't have this game at hand to try these out... so if they don't work... fiddle about)

BARE KNUCKLE III (MD)

As you all know, when you get to the kangaroo and his keeper, leave the kangaroo alone and kill off the keeper, and when you lose all your lives, and continue, you can select the kangaroo! However, if you wish to start with the kanga (Victy), on the title screen, press button B with UP and hit start. When you get to select your character, Victy will be there!

Aswell as Victy, you can also play as the Puff on stage 1 (mid.boss), and the best character - the end boss of stage 1. To get these guys... Hold down A when you kill of the puff until you continue moving, where you should kill yourself off, select continue - and you can pick him. Do the same but hold down button B for the proper Boss. Note that these guys can't pick up weapons, so bit of a bummer!

For level select, do the following. On the Menu screen, with OPTIONS highlighted, hold down button B and Up, and press Start. You will hear a sound, and you will have Stage Select at the bottom where there once was a space.

CASTLEVANIA: BLOODLINES (MD)

For 9 lives and Expert mode - go to Option screen and set BGM to 5 and SE to 073. Press start, wait for "Press Start Button" to appear, press Start, then enter Konami cheat - Up, Up, Down, Down, Left, Right, Left, Right, B, A. You'll hear a chime, go to options and hey presto!!

CLIFFHANGER (SEGA-CD)

For 99 lives, on title screen using controller 2, press Up, Left, C, B, and A.

For a snowboard race.. on title screen, on controller 2, press C, B, A, Up, Down, Left, Right, and lastly Start.

CRASH 'N' BURN (3DO)

If you can beat the record lap on the first track... you can get an extra \$2000. Begin Tournament Race, beat lap record to gain your \$2000. Then select race without buying anything. When the second race begins, press Start and Quit. Start the game again, and you'll have an extra \$2000 in the bank!

CYBERMORPH (JAG)

Here are the level codes for this neat game:

Level 1: 1008

Level 2: 1328

Level 3: 9325

Level 4: 9226

Level 5: 3444

To get to the other extra four levels, enter code 6009.

DINO DUDES (JAG)

Here are some codes for this Humans game:

Level 2 - Liberty Island

Level 3 - Stone Wall

Level 4 - G Men

Level 5 - Wild West

Level 6 - Lemon Entry

Level 7 - Wagon Wheel

Level 8 - Oil Drum

FIFA INTERNATIONAL SOCCER (SF)

Here are some groovy cheats for this neat soccer game. In

Options mode (in game set-up), press:

B, A, B, B, B, B, B, B, B - for Super Kick

Y, Y, B, A, X - for Invisible Walls

X, A, B, Y, Y, B, A, X - for Crazy Ball

B, A, R, B, Y, L - Barmy Curve Ball

A, A, A, A, A, Y, Y, Y, Y - Super Goalie

A, A, B, B, Y, Y, X, X - Dream Team

R, R, R, R, R, L, R - Super Offense

L, L, L, L, L, R, L - Super Defense

KING OF DRAGONS (SF)

If you want to have two characters the same in two player mode, do the Street Fighter II cheat - when the Capcom logo appears when you switch on, press the following quickly, Down, R, Up, L, Y, B, X, and A.

KIRBY'S PINBALL (GB)

On the main table, hold Down-Left, B, and Select and you'll be able to play the bonus screens.

MUSCLE BOMBER (SF)

Each of the 10 wrestlers have a special move... grab opponent (facing right), then press Right, Down and press Y and B together. Each does a different move.



GAME TIPS

NBA JAM (SF)

I wasn't going to print these codes for the different players, as every mag has printed them, but what the heck:

To play some strange characters, enter the initials underneath, highlight the last letter, then press the appropriate buttons down.

Name	Initials	Buttons to Hold Down
SAL DIVITTA	SAL	L, R, X
CHOW CHOW	CAR	L, R, X
WEASEL	SAX	L, R, X
AL GORE	NET	L, R, A
PFUNK	DIS	L, START, A
WARREN MOON	UW	R, START, A
BILL CLINTON	ARK	L, START, X
JAMIE RIVETT	RJR	R, START, X
MARK TURMELL	MJT	R, START, A
ERIC SAMULSKI	AJR	L, START, X
SCRUFF	ROD	R, START, X
KABUKI	QB	L, START, X

NBA JAM (MD)

Read above for SF as to what to do.

Name	Initials	Buttons to Hold Down
SAL DIVITTA	SAL	START, C
CHOW CHOW	CAR	START, C
WEASEL	SAX	START, C
AL GORE	NET	START, B
PFUNK	DIS	START, C
WARREN MOON	UW	START, A
BILL CLINTON	ARK	START, A
JAMIE RIVETT	RJR	START, B
MARK TURMELL	MJT	START, A
ERIC SAMULSKI	AJR	START, A
SCRUFF	ROD	START, B
KABUKI	QB	START, C

NINJA WARRIORS AGAIN (SF)

This is one of the best games on the SF, and one of the toughest (can anyone complete it with one credit?). For stage select, on the title screen, hold buttons X and Y.... then press A, B, B, B, B, A, B, A, B, A, B, A, B. You will then get the Stage select screen! If you want to be picky, then do the above on this screen for Area select aswell.

RAINBOW BELL ADVENTURES (SF)

As this is a Konami game, the obvious thing to do is to pause the game (press start), and enter Up, Up, Down, Down, L, R, L, R, B, A. Unpause, and you'll get all the power-ups.

Also, if you pause the game and press A(x5), B(x5), X(x5), Y(x5), L(x5) and R(x5). Unpause, then pause again and now you can move the blue block around.

Invincibility: Pause, press L, R, L, R, A, B, X, Y, L, R, L, R, A, B, X, Y, and then unpause.

REN & STIMPY SHOW:VEEDIOTS! (SF)

If you want to hear the whole tune on the demo, Press buttons L and R.

ROCK 'N' ROLL RACING (SF)

If you want the best character in the game (Olaf from Lost Vikings), go to the character select screen and move it to you get to Targuin. Hold L, R, Select buttons and press right, and hey presto - Olaf.

SONIC 3 (MD)

As with previous Sonic games, hidden in the game is a level select, sound test, and debug mode. To get to these, as soon as you hear 'SEGA' when you turn on the machine, quickly press Up, Up, Down, Down, Up, Up, Up.... and if you're fast enough, you'll hear a sound. Move down, and you can access Sound Test screen where you can access the level select too. To get the debug mode, select a level and hold button A and press START. You can then press A to change sprites, B to select that object, and C to place them.

For invincibility, when the title screen appears, press Up, Up, Down, Down, Left, Left, Right, Right, A, A, B, B, C, C, A, B, C, and Start.

SUPER METROID (SF)

If you are running low on life, you can roll into a ball and press SELECT three times. Press X button (you'll drop a power bomb) and hold down X button aswell as L, R, and Down. You will see Samus surrounded by a white light and her life meter will increase. Note, to do this, you must have at least 10 missiles, 10 super missiles and 11 power bombs as all these are used to do this cheat. Well, nothing's free!

TEMPEST 2000 (JAG)

To skip levels, on the main menu screen, move to a game you DON'T want to play and hold down buttons 1, 4, 7, *, then press button A, and hopefully you will hear 'YES' or 'Excellent'. Now when you want to skip a level while playing, just press Option button.

TOTAL ECLIPSE (3DO)

This is one rock solid game, so here's a level select. Highlight Quit-Previews, hold down Stop button and push B, L, A, release Stop, and press B, L, A, B, L, A.... and Round Select will appear on the right letting you choose from all 20 levels.

If you need some practice flying without any enemies attacking you, or even start with 99 ships... follow these tips. Start the game, return to the Option Screen during play (you should have 'Resume Game' on the right picture). Now press the following buttons - B, A, C, A, B, A, L, L and R simultaneously, X, X,.... and you will have a picture of a skull on the right instead. From here, you can press L, A, B, L, A, B, X, X, X for the continuous practice mode on Ice World. OR, press START for another skull picture, and press A, A, B, B, C, C, L, L, R, R, START... to start with 99 ships!

VIRTUA RACING (MD)

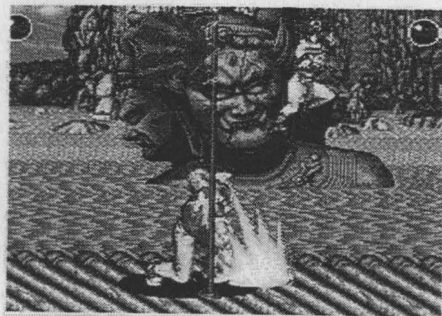
If you've played this game a lot, then you should have figured out this cheat. Complete the game three times coming in first place, and you will get an options to play the tracks in reverse.

Fatal Fury 2

For those of you who don't know, the Arcade Card is a memory card which when inserted into your CD ROM or Duo increases the Engines built-in memory to 18 meg. With this sort of ram to play with programmers can stretch the capabilities of the Engine CD format in ways not available before.

The first game to get the Arcade Card treatment is the Neo Geo beat-em-up classics Fatal Fury 2. The first thing to grab the players attention when first the game is loaded is the superb graphics which have to be seen moving to be believed. Neo Geo games are renowned for large detailed sprites and

backgrounds and this Engine version duplicates this perfectly. In fact you would have to look quite hard to see any real difference... perhaps a few shades are missing from the backgrounds and the sprites use slightly less frames of animation but when playing the game this fact is not at all obvious.



Near perfect conversion from Neo to Engine!

Hudson Soft have excelled themselves.... everything is here that is on the Neo Geo version, all the moves, all the speech and more importantly all the original's playability and speed. This is definitely a game to lob onto your system when your SNES, Megadrive or even Neo Geo owning friends come round. Just stand back and watch their eyes pop out.



The Two Arcade Cards... can you afford them?

The Arcade Card may be expensive at eighty pounds but if the standard of the next few games even come close to this then it is without doubt worth paying. Art of Fighting, World Heroes 2 and the much delayed Strider are all set to receive the Arcade Card treatment with twenty more titles being programmed as we speak.

The bottom line is that the PC Engine version of Fatal Fury 2 kicks the SNES and Megadrive versions in the teeth whilst ensuring the PC Engine's popularity for some time to come. Don't just sit there, buy it!!!

- Video - 95%
- Audio - 92%
- Playability - 94%
- Lastability - 93%

Overall - 94%

Machine
PC Engine
Publisher
Hudson Soft
Format
Arcade Card
CD-ROM

RICHARD GIBBS

Beyond Shadowgate

The original Shadowgate game came out on the PC some years ago and now after quite a wait the sequel makes an appearance on the PC Engine CD format. Unlike the original game which used an over-head RPG view of the game, Beyond Shadowgate uses a side on 3D view as used in such games as Monkey Island and Zak Mckracken on the Amiga. The character can interact with the background graphics, picking up objects, talking to other characters and solving puzzles.



find a way to escape and defeat Balazar to become the true king. There are lots of puzzles in this game ranging from very easy to rock hard. But there is more to this game than solving puzzles. There is a fair amount of hack and slash gameplay to be done not to mention the odd magic spell to perform. The background graphics are well drawn and coloured, and have a good 3D effect to them. Sound too is very good with lots of digitised spot effects including the squeaks of bats, screams of dying enemies and the relentless howling wind. All these help to add atmosphere to the game as does the symphony-like soundtrack.

Beyond Shadowgate will appear to a wide range of gameplayers thanks to the excellent mix of puzzle, RPG and hack and slash elements. Add to that

the fact that the game is absolutely huge. Just when you think that you are close to your final goal and another portion of the game opens up to you. Control of Prince Erik can be tricky at first but when mastered Beyond Shadowgate offers an involving gaming experience.

- Video - 88%
- Audio - 91%
- Playability - 91%
- Lastability - 92%

Overall - 91%

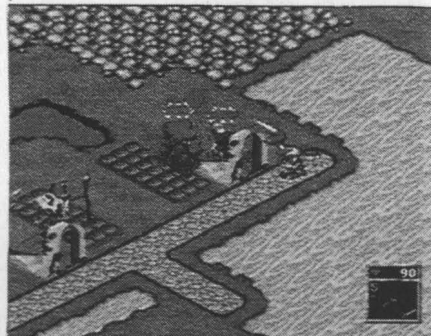
Machine
PC Engine
Publisher
T.T.I.
Format
Super
CD-ROM

RICHARD GIBBS

The Horde

The Horde is an action strategy game, a sort of cross between Mega-lo-Mania and Landstalker.

Firstly, you are presented with a neat storyline featuring some groovy Full motion video to set the mood. Basically, it tells of a serving boy, who saves the king's life while choking on his food. The King is so grateful, he makes him a knight, and hands him his mighty sword, Grimthwacher. As Sir Chauncey, you are made holder of vast tracts of



The Hordes attack the desert village! Aarghh

land... whereby you must make it prosper, throw the evil high chancellor, and protect your land from THE HORDE.

You start off with a small plot of land with a few houses, etc. Your objective is to expand this to produce a large village, and make a lot of money. To do this, you get 2 minutes to cultivate your land, and set up defenses at the start of each season. Here you can select items from a Toolbox, and place them on the map. These includes digging the land so that farmers can plant crops, as

crops means dosh, buy cows, and plant trees! To keep the hordes away, you can dig spiked-filled pits, erect walls/fences, or employ knights/archers. Note that each of the items selected cost you money... so spend wisely!

After the two minutes, the game goes into combat mode as the hordes start raiding! These nasty blighters will home in on food, so hopefully, your defenses are up to scratch to keep them out, thus giving you time to deal with them yourself with your trusty blade.

Once you've dispatched all the hordes, the next season start... until the year ends. Here you are taxed by the chancellor, and with your renaming money, you can buy some useful items like a ring of teleportation, a flame thrower, bombs, or recruit some knights or achers. Once done, you can save your game, and start the next year where there are more hordes, and as your land expands makes it more difficult for your to protect. With different landscapes, and different attacking hordes as your progress, things can get rather frantic!

At first, The Horde plays pretty well... the arcade and strategy mix works okay, but slightly flawed. For example, if you know the Hordes will come from the north and west, a good strategy is to build a fence on the west to keep 'em occptied, so you can slash the on-coming blighters coming from the north.

However, once you've taken out all the northern hordes, and head to the west, you'll find they have taken out one part of the fence, and the rest have streamed

through the gap and taken over half of your village! As the graphics are rather large (and look brilliant - especially the textured-map ray-traced nodding cow), you only see a small part of the map. There is a scanner, but this is a short range one, so you can't see the hordes several screens away which isn't very helpful when you are battling on the fringes, and you can see the hordes munching your cow in the middle of the village! As your village increase in size, having to run from one side of the village to the other to take 'em out is very annoying, not to mention fairly boring after a couple of levels.

All in all, The Horde is a nice idea with neat full motion video - although can get rather irritating after a few levels. The mixed action and strategy elements work well, but could have been a lot better. Worth checking out.

Video	- 90%
Music	- 80%
Playability	- 80%
Lastability	- 80%

Overall - 80%

Machine
3DO
Publisher
Crystal Dynamics
Format
1 CD-ROM

Eye of the Beholder

I'm a big fan of the original Eye of the Beholder on the Amiga, in fact, I got right to the big mother at the end, but couldn't kill it. Anyway, because of this, I was looking forward to the Super Famicom version... well... American SNES version to be exact with english text.

Firstly, the game is identical to the computer version apart from some mudane colour schemes and joypad control. This brings me to the point of playability with the joypad... darn irritating. The thing about 3D dungeon games like Eye of the Beholder, not to mention Dungeon Master and Wizardry, is that, these games are made for playing with a mouse, a joypad just doesn't cut it. When you have several hellhounds snapping at your

team, you don't want to be struggling with trying to point at a certain spell from your spellbook or accidentally throwing your sword at the enemy.

The game is also a bit slower than the computer versions, which isn't surprising considering the SF's slower CPU speed. If you can handle the controls, Eye of the Beholder is one of the best RPGs around. It's starts off pretty tough, but once you've figured out what's the best strategy of attack (ie. have your fighters at the front pounding the enemy, while your magic users attacks with spells and daggers; and someone with a bow and arrows at the back), then it becomes a little easier. The ability to rest just about anywhere to recover health helps enormously.

The storyline is also extremely well put

together, as you meet underground drawfs which you must help, locate a healing potion, encounter the drows, etc...

As with all 3D Dungeon games, there's lots of traps, hidden passages, teleportation gates, lots of puzzles to solve, and masses of evil and nasty monsters. With good graphics, okay sound, and fairly long-lasting gameplay, Eye of the Beholder is definitely worth checking out. However, if you have a computer like an Amiga or PC, then go for the computer version - it plays better with a mouse, faster, and is a lot cheaper.

Overall - 80%

Super Famicom - 8meg
S.S.I./Capcom

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HARDWIRED

Megadrive by Zyrix

From the makers of one of the best games on the Megadrive - Sub Terrania, comes a mind blowing title called HardWired. This game boasts Rotating Background Graphics, Rotating Background Texture, 3D Sprite Objects, 3D Vector Graphics, Realtime Zoom, and Cartridge Video Compression... all running on a standard Megadrive without the use of a DSP chip or CD Drive.

This sound well impressive eh? But what of the actual game? Well, HiredWired puts you in control of a Helicopter Gunship viewed top-down. Anyone who has played the Helicopter shoot'em up bit in Pilot Wings will know what it's all about. Yes, without a DSP, you can fly around the map while everything zooms and rotates around you - rather impressive stuff. Unlike the SF game however, there's much more to it than a few simple missions. HardWired has adopted EA's Desert

Strike storyline and style, as you have 24 hours to stop the mad dictator starting a nuclear war. Your 'copter has a fair bit of fire-power including machine guns, plus limited stingers, rockets, and those deadly Hellfires. Aren't Stingers air-to-air missiles? Yes.. you also have to contend with enemy fighter jets and bombers. The latter fly over and drop whole payloads of bombs on you - very nasty!

The enemy come in all shapes and sizes from little men with rocket launchers, various tanks and rocket mounted half-tracks, radars, AA Guns, gunboats, and so forth. Manoeuvring around the landscape is also rather tricky as there are tall towers and similar buildings to avoid. These are depicted in 3D parallax as seen in the top-down view on Super Thunderblade.

AND... if you think that's all, then you'll be wrong. You can also land the 'copter and enter certain build-

ings. The gauntlet-style top-down shooter here is still viewed in 3D, with higher objects (including the walls) moving in parallax! Armed with two weapons - flame thrower and grenades (this changes depending on which character you select at the beginning of the game), you can wander from room to room taking out enemy guards, avoiding traps, and so on.

Overall, HardWired is a well impressive game, and when it is completed, it should be even better. Graphically, it isn't as colourful or detailed as other games, but considering it uses textures and vector graphics with sprites at speed, I can't really complain. Oh, the intro FMV animation is rather cool too, even if it only uses a few colours. But, soundwise - it's brilliant. The Megadrive is one of the best machines for sound, even though not many games take advantage of this, but HardWired has some great music tracks... as good as some of Yuzo's stuff (excluding Bare Knuckle III). Sound effects are great too.

Watch out for a full review of this neat game in future issues of GAP!

Steven Seagal is

The Final Option

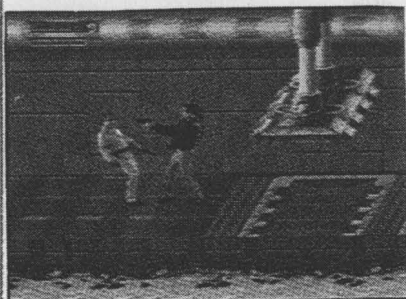
Super Famicom by Tec Magik

When I read Tec Magik was to license Steven Seagal... I could believe my eye... how could they? Well, what became of the license is a game called 'The Final Option'. Basically it's a sort of Final Fight style walk-about and deck anyone that gets in your way sort of game.... well, the same sort of thing Steven Seagal would do! All the character graphics are digitised... so your mate can walk into

choice between Seagal or a thousand well trained commandos that are armed to the teeth with the latest weapons - it's obvious Seagal will complete the mission without a scratch... apart from a singed arse as the factory blows up just as he escapes in the nick of time.

So, as Seagal wanders around, he can disable electrical barriers, access computer terminals, jump platform to platform and take out all the baddies with the use of some karate chops, kicks in the groin, knives that are stashed in his inside pocket, or a hand gun tucked away in his already tight jeans. What a man! So, you are asking, what's it like? Awful. If you thought Pitfighter was bad on the SF, then you haven't seen anything yet. One of the most ridiculous things about the game is that, you get to walk up and down the screen a lot, but you can't fight while facing in these directions. The jumping is ridiculous, and the pace of the game is real slow. And just when you think nothing else could be wrong... the music is dire too.

All in all, The Final Option should be avoided at all costs. However, this preview isn't the complete version, but I can't see it getting any better! If it turns out to be a great game, then I'll watch all of Seagal films every day... a fate worse than death. Definitely the Final Option!



Seagal uses his gun... can he miss I wonder?

the room and say - "Ere, that's Steven Seagal ain't it?". They would if that person eats, sleeps and dreams of Mr. Seagal. To you and me, it's just a badly digitised fella with a pony-tail in jeans and a leather jacket.

Anyway, as with most Seagal films, you are sent in alone to perform a number of dirty missions that no one else wants to do... hence the title. Well, if you had a

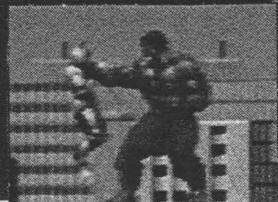
The Incredible Hulk

Megadrive/Super Famicom by U.S.Gold

The green man will soon be hitting both the Megadrive and the Super Famicom real soon... next month. Basically, The Incredible Hulk is another scrolling platform beat'em up with some brilliant graphics. The sound is great too with some nice tunes and sound effects.

The game is programmed by non-other than Probe Software again, and although they have come up with some great stuff in the past year, this title is rather average. Control of the Hulk is very cumbersome as he lumbers around rather slowly, and attacking opponents is tricky, as you only have a simple upper cut, or you can throw the enemies. Picking up objects is irritating too as you have to be very precise.

The levels are layed out well, but overall, the gameplay is rather drab... just trudge along avoiding all obstacles, try to avoid the baddies firing at you (quite tricky), deck anyone that gets in your way, and of course, pound those bosses at the end of each level. The Incredible definitely require a lot more action... more varied enemies, and more effects. Check out next issue for a full review.



Alternate Reality

Each month, we'll be looking at a game on a different system that we don't usually cover, which will be converted to a system that we do cover... if you know what I mean!

This month we speed off in Software

Toolworks/Cryo's Mega Race, a CD-Rom game for the IBM PC/Compatible, which will soon hit the 3DO, and probably other CD-Rom systems when they become available.

Basically, this is a racing game with weapons, with the major feature of the game devoted to the graphics - namely lots of it streamed off the CD for some very impressive visuals.

Before you actually start the game, you are presented by a great intro sequence featuring full-screen animation that's obviously inspired by Blade Runner not to mention The Killing Game Show, and last for a few minutes. The race is based on a game show and is introduced by host - Lance Boyle. This guy presents you the rules, the players, and the urge for you to throttle the guy. If you thought the host in Twisted on the 3DO was irritating, this guy is ten times worse! Once you've watched the intro, the ESCape key is in constant use when Lance reappears!!

Back to the actual game. Before you get on the track, you can select from three different cars - all of which have different attributes like speed, armour, and weapons. As you complete races, more cars will be available for you to choose. As with most racing games,



your objective is to win each of the sixteen tracks in the game. Each track has a number of streetpunk competitors, and if you can take them out, then you've won. Unfortunately, this is not that simple, as you have a limited amount of laser power (lasers are short range too - you virtually have to be on their bumper to hit them) - so if you run out, you'll have to ram them into the side barriers, or try to outrun them.

As well as the different twists and turns of the various tracks (some of which are really neat including corkscrews - but your car always stay level), there are also lots of different markings on each track which effects your car when you drive over them. These will either gain you bonus points, speed/slow your car, spin your car, or

drain your armour energy.

So how does it play? Firstly, Mega Race is slow. Well, it might be quite fast if you haven't

played something like Crash + Burn, but if you have, this seem to move like a snail in comparison. The race isn't realistic enough either. Not only does the cars sometimes appear to be floating, but you only ever see one opponent at a time. When you blow one up, the next car suddenly mysteriously appear in the distance! This makes the whole game very repetitive, and boring after a few tracks. In many ways, it's like playing

Chase HQ but with no other cars apart from the one you're after - minus the turbo, the long range fire, the split in the road... well... imagine Chase HQ without the good bits!

I can't really comment on the graphics or sound, as they will be vastly improved on the 3DO and other systems, but they are pretty good on the PC if lacking in colour (likely 16 colour only). I suppose, it's just not possible to produce full-screen 256 colour animation streamed from the CD on the PC at a good enough frame rate!

Overall, Mega Race, is a very average game, and if the game play remains the same when it's converted, however fast or flashy it looks or sounds, I wouldn't even pay £10 for it.

NEXT MONTH

Next month, GAP will have even more on your console

Previews and Reviews:

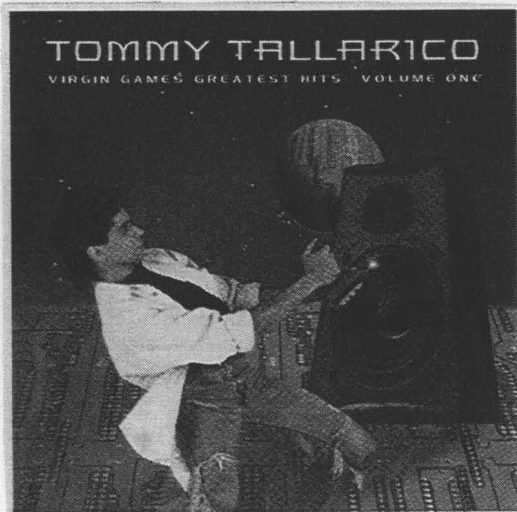
Super Street Fighter II (SF+MD), Super Game Boy, Wild Trax (Stunt Racer FX - SF), Ultraman (3DO), Orion Off Road (3DO), Way of the Warrior (3DO), Road Rash (3DO), Shockwave (3DO), Aliens Vs Predator (Jag), Wolfenstein (Jag), World Heroes 2 (SF+PC-E), Art of Fighting (PC-E), Dragon (SF+MD), The Incredible Hulk (SF+MD), Ragnacenty (MD) and lots more.

Available mid. July 1994

MISC.

Tommy Hits

Just when you think it's only the Japanese that release game music, Virgin have just released one of their own, produced by the talents of Tommy Tallarico. Who is this guy, you may ask? Well, if you played some of Virgin's latest games like the CD version of The Terminator, Cool Spot and/or Robocop Vs The Terminator, then the music behind



these games were done by none other than Mr. Tallarico himself. With a few more pieces of music, and Tommy will be a household name like Rob Hubbard, Yuzo Koshiro, and Chris Huesbeck. Virgin Games Greatest Hits Volume 1 will include digitally remixed versions of the above game music, and lots more.

What's in a name?

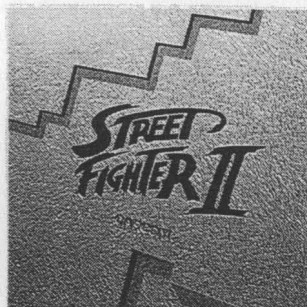
Have you ever wondered why some games are so called? Some are pretty obvious, like Elite, Acclaim, Electronic Arts..... but here are some you may not know of...

Sega stands for **S**ervice **G**ame. **Namco** stands for **N**akamura **A**musement **M**achine **C**ompany. **IGS** stands for **I**nformation **G**lobal **S**ervice. **Asmik** stands for **A**sk **S**umitomo **K**oudansya. **Jaleco** stands for **J**apan **L**eisure **C**orporation. **Tecmo** stands for **T**echnology **E**ntertainment **C**reation **M**an **O**verseas (wierd!).

JAPANESE LASER DISK, VIDEO AND GAME MUSIC

Amazingly, if you are a real Art of Fighting 2 fan, you can buy a 60 minute laser disk of the game released by SNK/Scitron for 4800 yen. Fans of Anime, and City Hunter - City Hunter-'91 has recently been released on Laser disc for 27800 yen. Expensive eh? Although you do get 325 minutes worth!

If you have an NTSC video recorder, and a SFII Turbo fan, GTV have released the ultimate vid for you, as this shows high lights of the Japanese SFII Turbo championships held last year. Watch how some of the competitors faired, and how the overall winner took the grand prize. 45mins for 1980 yen.



On the Game Music front... here's some of the recent releases. Data East's sequel beat'em up - Fighter's History Dynamite (or Karnov's Revenge as it's called over here) is now available in Japan for 1500 yen. Data M has released Cotton 100%, Street Fighter II fans can get hold of another new CD called basically 'Street Fighter II' and features 10 of the best tracks from the

game. Can you take any more? Also available are music CDs of one of the best MD games last year - Gunstar Heroes (3000 yen); Konami have the brilliant Castlevania X which not only features music from the great PC Engine game, but also from X68000 Vampire Killer game! (3600 yen.), Konami GM Hits Factory II and Martial Champion; NTT has released Secret of Mana+; and SNK music fans can get World Heroes 2 Image Album and Fatal Fury Special.

NEC's DUO & FX & PC-9801 multi computer

As well as the FX and Duo-RX (see News inside) NEC are to release a combined DUO, FX and PC-9801 in one complete system. The final machine will be based on their PC-9821 computer. So, if you have enough money, and want the best of NEC, you



should check this system out when NEC gets their act together. However, it's very likely that, although the DUO can take HuCard games, the new system will probably take CD-ROM only.

Left: NEC's PC-9821 computer..

