

# GAP

Games - Amusement - Pleasure

Issue **2**

## SUPER GAME BOY

### REVIEWED:

SUPER STREET FIGHTER II

STUNT RACER FX

WORLD HEROES

WORLD HEROES 2

WORLD HEROES 2 JET

TOP HUNTER

WILD GUNS

SUPER SIDE KICKS 2

DYNASTIC HERO

DR. HAUZER

POWER KINGDOMS

SHOCKWAVE

WOLFENSTEIN 3D

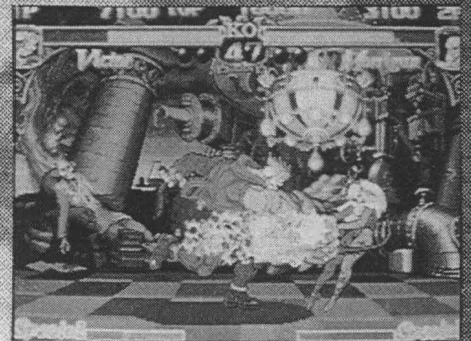
and lots more....

## COIN-OPS

CAPCOM releases

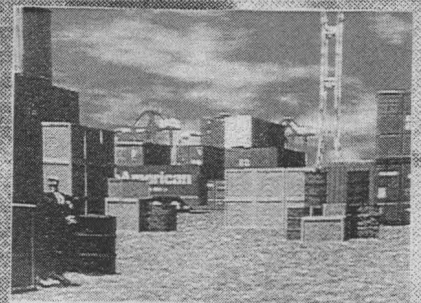
SFII beater -

**VAMPIRE - The  
Night Warriors**



SEGA shows off  
new Model 2 game -

**VIRTUA COP**



ADK brings out  
another Neo Geo

beat'em up -

**Gan Gan**







Issue 2 August 1994

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# Voice from the depths

I must apologise for the delay of this issue - but there hasn't been many new products and news to put in... so I decided to wait for a couple more weeks. Anyway... apart from Super Street Fighter II and Stunt Racer FX... the games scene has been a bit dire recently don't you agree? The past months, we've only been pummelled with average one-on-one beat'em ups, uninspiring platform adventures, deadbeat football (oops.. Soccer) games, basic racing games, and tarted-up old classic games. Whatever happened to Playability first? The good old original titles? Or even a decent shoot'em up?

Although things are set to improve, what with big name titles such as Donkey Kong Country, Captain Commando, Earth Worm Jim, Contra Hard Corps., etc... lets hope they live up to their hype.

Another thing I've been very disappointed in are the releases for the 32-bit/64-bit machines - namely the 3DO and Jaguar. The Jaguar seems to be waiting for the return of Haley's Comet before it gets another game title, while the 3DO games have been very 'Amiga'-like... absolutely stunning in the audio-visual department, but lacking in the old gameplay stakes! If this trend continues with the other future mega systems.... it might be worth waiting until December '95 before you decide which 32/64-bit system to go for! Still on 3DO... how is it that importers are charging around £100 for a Japanese CD-ROM title? I mean... one of the main reasons of CD-ROM was low production costs! Are the Japanese printing gold plated CDs? Hopefully, this won't be the case when the Saturn, Play Station, etc. become available. If so, we'll have to open an office in Japan!!

I must also apologise for the lack of features this issue, but it's the holiday season too. Lewis has been away in Greece.. so no technical section this issue, and our planned Japan report will be scheduled for next issue, as I man (Brian Flannigan) has been rather busy - he got married - Congratulations mate! However, he's off to Japan for a couple of weeks... so there will be an even big Japanese report for ya in the next issue.

Well, that's all for this month,

*Onn (Ed.)*

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# NEWSLINE...

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

## NEO GEO CD

Well, it's been a long time coming - SNK at last revealed their CD-ROM Neo Geo... called imaginatively, the Neo Geo CD... and is expected to sell for 49,800 Yen (£310) on 9th September in Japan. Styled in a big black box similar to Panasonic's FZ-1 3DO, the machine has additional 56Mbits (7 Mb) of DRAM... more than enough for all those equivalent 100 to 200meg cartridge games. SNK also have up the amount of video RAM in the system from 82k to 512k - not to mention having 64k of S-RAM (the memory card looks to have being abandoned), meaning there may not be a separate CD-ROM add-on for existing Neo Geo owners - Boooo!!! The system will also come with a new style joystick which looks similar to Sega's Power Stick but with the Neo Geo suite of buttons. However, SNK have also produced a joy pad for the system, which will be cheaper than buying a second stick for all those two player games.

As for the CD games, three titles will be available for the system at the launch - Samurai Spirits (or Showdown to non-japanese), Fatal Fury Special and Art of Fighting (the original one - not the sequel!)... although more are on the way... you can expect the likes of Top Hunter, Super Sidekicks 2, Art of Fighting 2, etc. In fact, most of SNK's previously releases will be released on CD format in the coming months. However, none of the third party releases have being announced i.e. ADK (Magician Lord, Ninja Commandos, World Heroes series), Data East (Fighting History, Karnov's Revenge, Wind Jammer) and Sammy (View Point).

All three launch titles look identical to their original cartridge formats, and each of these will sell for around the £50 mark.... if only they released the system four years ago... the machine would have cleaned up and we possibly would have had 32-bit machines already from Sega, NEC and Nintendo now!

So, if you have a Neo Geo - you might want to sell your machine now, and get the CD version when it hits the Japanese streets. Unfortunately, the system doesn't have a cartridge slot, so you won't be able to use any of the current ROM games.



## BULLDOG: 3DO MKII

Once upon a time, the 3DO looked a real power house machine... but then came Atari with the Jaguar, then in came Sega with Super 32X, Jupiter and Saturn, NEC with the FX, Sony with the Play Station and Nintendo with their Ultra 64... and now the 3DO looks very dated... but the 3DO people are planning to launch a brand new 3DO machine called the Bulldog to fight back. The system is expected to appear around Christmas 1995 for between \$250-\$400 and will be downwardly compatible with existing 3DO CDs. As well as this, current 3DO owners can upgrade to Bulldog specs. by way of a \$100 (£75) add-on.



The system will be based on 64-bit RISC processor, which is expected to run at 66Mhz. Note that the old CPU is still present! The machine will have MPEG-1 built in (so it's a good idea not to bother buying MPEG-1 add-on for the 3DO when it appears!), and graphic performs better than Sony's Play Station and possibly Nintendo's Ultra 64. It's said to be able to render 250,000 texture-mapped polygons per second, and full Z-buffering support for true 3D.

The Bulldog sounds totally amazing, but so does all machines when they are on paper. What about the software? The company has set up an inhouse development department with 7-8 in-house teams to produce titles for the launch of Bulldog. As for third party titles... don't expect anything until months after. Hopefully, the Bulldog add-on unit for the current 3DO will include a bundled game too, like Sega is doing with their Mega Drive Super 32X system. How about Street Fighter III?



GAP's round up of what's new coming on the new 32/64 bit game systems - Sega Saturn, Super 32X, Sony Play Station, etc.....

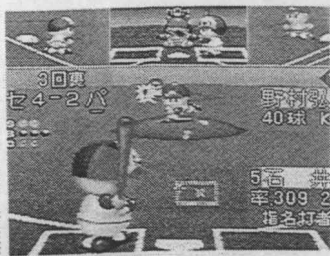
# Future Games for Future Machines

## PLAY STATION

Here's the latest on some of the games likely to hit the Sony system around the time of release.

Artlink will definitely have the PS version of A-train (A.IV) which is basically the same as previous versions on computer format but with close-ups of the towns you create presented in true 3D polygons.

Konami are working flat out and should have not



Konami: Powerful Pro Baseball soon to be on Play Station.

one, but two games for the Play Station - Parodius 2 and Powerful Pro Baseball '94.

Ascii Corporation is likely to have a PS version of their top selling Horse Racing game which is available for the PC98 series and FM-Towns. Strategy horse racing is mega big in Japan for some reason!

Human is likely to have a PS version of their Formation Soccer title... although very

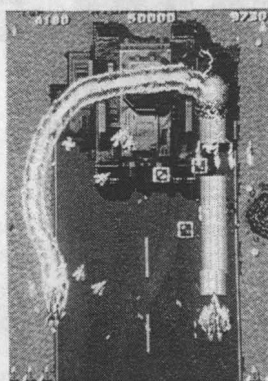


Human's SF Formation Soccer - hopefully the PS version will be more like Sega's Saturn game.

likely to be called something different.

Namco will hopefully have Ridge Racer converted to the Play Station in time, although

no actual screen shots of the game has been released.



Coin-op Raiden DX - Shoot'em up fans are in for a treat!

And for shoot'em up freaks, Raiden II will be hitting the PS courtesy of Seibu - hopefully it'll be the DX version (see Coin-op page).

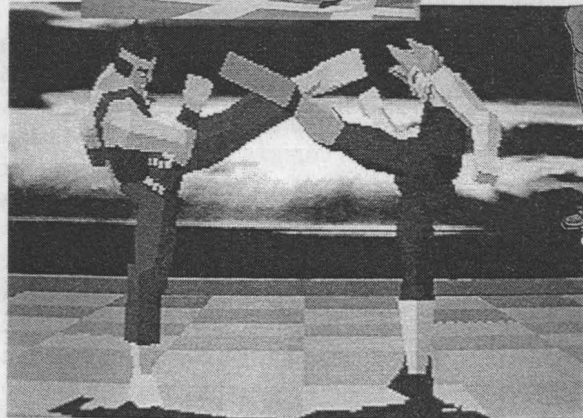
## SATURN

There's been some rather ropery screen shots of Virtual Fighter, so here we have the

latest shots of Virtua Fighter on the Saturn system. The game is said to be 30% complete so the



LEFT: Coin-op Virtual Fighter. BELOW: Early Saturn version of Virtual Fighter looking real great even if only 30% complete.

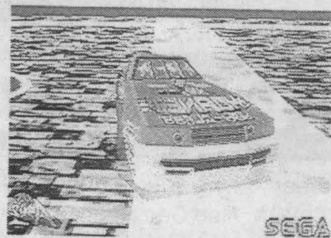


final game should be even better. AND what about Daytona USA? Here's a couple of extremely early screen shots of the Saturn version, which at the time is said to be only 3% complete... yes... 3%.... it looks like it'll be a

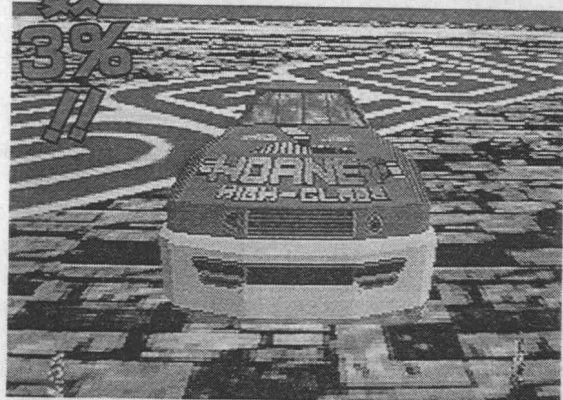
identical to the coin-op unless they double the res.

Virgin are currently working on a Saturn version of Cool Spot, although it will be a Knight Lore style iso-

これで  
開発度  
数3%!!



Left and below: Daytona on Saturn. Only 3% complete



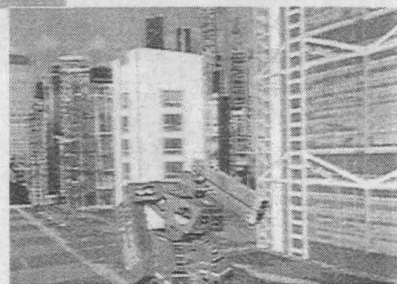
long time before you play Daytona at home!! Both games look great for what current state they are in, but the main disappointment is resolution... there's no way the Saturn versions will be

metric arcade adventure. If they can pull off the animation as good as the 2D game in 3D... it should be worth seeing.

## Super 32X

The Super 32X is likely to hit the streets in the US on November 7th this year, and if the software is as good as it's believed to be, Sega will have to open a new plant to keep up the demand.

Incidentally, the adaptor is so impressive, that it will also be released in Japan.... I suspect Sega Japan got a few letters from angry Japanese MD owners! Who in their right mind will miss buying a \$150 32-bit add-on device that would give the ageing Megadrive a step closer to Saturn. It's expected that between 10-12 games will be available for the system on



32X: Great looking Metal Head Mech game



release and possible include Balette Fighter, Metal Head, Cyber Brawl, Doom, Fahrenheit (CD), Midnight Raiders, Star Wars: The Arcade Game, Stellar Assault, Super After Burner, Super Moto Cross, Super Space Harrier, Tempo, The Ultimate Fighter, Virtua Fighters and Virtua Racing Deluxe.

A number of third party producers are working on titles for the 32X and include Acclaim with Alien Trilogy, Batman Forever, and of course Mortal Kombat 2, Interplay with Clay Fighters 2 and Vikings 2, Sunsoft with Aero the Acrobat and Justice League, and Virgin with Cool Spot 3 plus an unnamed basketball game.

### Ultra 64

Nintendo's Project Reality has



now been renamed as Ultra 64... a rather naff name eh? I had hoped they wouldn't use numbers in machine names - we've had enough of that with computers!

Currently two hopeful games are known to be available for the 64-bitter when it is launched - a racing game called Crusin' USA by Williams which has been said to be more like a sprite based game like Outrun than a Ridge Racer/Daytona rival; and the killing game - Killer Instinct by Rare Design. The game will be a 2D Street Fighter II style beat'em up featuring stunning 3D ray-

traced, textured mapped, light sourced... in fact, to put it plainly, bloody realistic graphics in all departments... and the gameplay is said to be pretty impressive too... oh, it has a lot of blood aswell.

Now, all we need is a time



Killer Instinct - First Ultra 64 Beat'em up

machine to warp us to December '95.

# SNIPPETS

### Game Gun

With the release of gun games for the 3DO from American Laser Games (Mad Dog McCree and Who Shot Johnny Rock), the company have released a plastic gun similar to Konami's called the 'Game Gun' for 4900 Yen.

the 'Enjoy Coca Cola Game Gear' logo at the front bottom of the casing. The latter will be sold in a bundle with Sega's new Coke game,

Believe me, these Game Gears are a nice shade of Yellow, Blue, and transparent plastic.



Left: American Laser Games' Game Gun for the 3DO. Above: Mad Dog McCree coming soon for 3DO for the Game Gun.



where you play a cool skateboarder

kid in a side-scrolling arcade platform game. The 4meg game can also be bought separately by the time you read this.

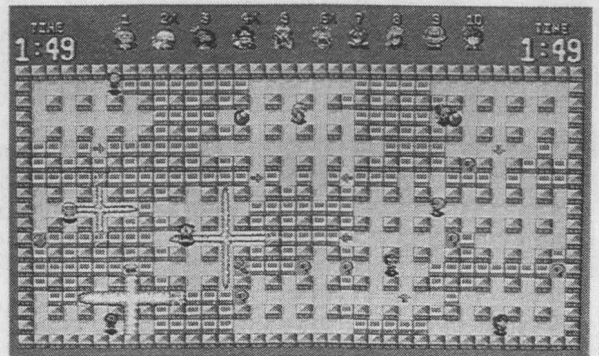
players Bomberman game for the PC. The game also feature different characters including PC Kid, and casts from other Hudson games.

### Trendy Game Gear

To celebrate five years of the Game Gear, Sega are to release four special edition machines in different colours - a nice shade of light blue, a bright yellow one with green fire buttons, a clear plastic version and lastly, a red one which is sponsored by Coca Cola with

### Hudson's Hi-Ten

Some time ago, we mentioned that Hudson soft have released a version of Bomberman were 5 players control two bombermen each. Now, Hudson have releasea a fully 10



The big screen Hi-Ten BOM Bomberman game from Hudson



# Super Famicom Software News

## Banpresto

No... we're not going to tell you that Banpresto are to release another SD tin-head game, but another scrolling Final Fight style beat'em up called Ghost Chaser. Featuring three characters to select, one or two player action, lots of moves including special ones like a flaming flying kick, and lots of baddies to take out... it looks like Banpresto may have a game worth playing!

## Capcom

Great news from Capcom is that there have at last seen sense, and are converting the utterly brilliant Captain Commando for the SF - a game they should have converted ages ago instead of the recent flurry of other naff scrolling beat'em ups. As you can tell, Captain Commando is one of our faves.

Also from Capcom will be Bonkers, a cartoon action game based on Disney cartoon which looks rather cool too. Word is out too that Capcom are to incorporate a special DSP chip in their forth coming Rock Man X 2 game. With 16meg to play with and a DSP, you can expect big things from Capcom!!

As we desperately wait for the US version of Capcom's Breath of Fire - Capcom Japan are beavering away on the sequel - Breath of Fire II which should be available around Christmas time. The game will feature the first two main characters from the original game and six great new characters along the way. The game will play just like the original with straight forward RPG angled-top-down view, and isometric battle sequences, although this time, you can get attacked from different sides.



More RPG from Capcom with Breath of Fire II

## Gametek

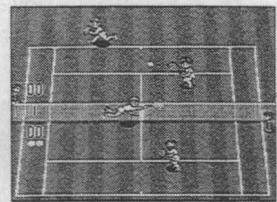
Although Brutal is expected to appear on the Mega-CD, the Street Fighter style beat'em up featuring animals is heading for the Super Famicom too from Gametek. The game looks pretty cool, but you can never rely on looks from these games.

## Gremlin

Although it was expected that E.A. would convert the excellent Jungle Strike to the SF., Gremlin are to do the job. So sharpen your Commanche Attack Chopper skills... not to mention hovercraft, stealth fighter and assault motorcycle when the rock solid game hit the streets around October.

## Human

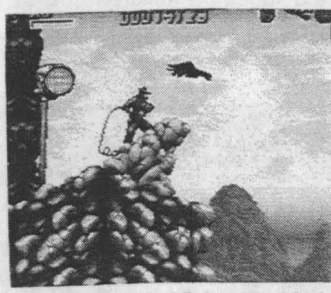
One of the best Tennis games on the PC Engine is Final Match, and at the end of August, Human are to convert the game to the SF with the usual 'Super' Prefix. Although the game is only currently 1 or 2 players only, I suspect, it will have a four player option when it is released.



Final Match Tennis on SF

## Interplay

The fairly successful Interplay beat'em up - Clayfighters is set to get a sequel in Clay Fighters 2. The game will feature all new background clay-scenery, and new characters. Lets hope Interplay improves on the gameplay!



Indy arrives on the SF, Star Wars Style

## JVC/Lucas Arts

Well... it had to come didn't it - first Star Wars, then Empire Strikes Back... and now - Return of the Jedi. And surprise surprise, the game looks identical in play to the previous two titles as you control Luke and co. in a multi-stage, multi-level, scrolling shoot and slash 'em up platform adventure against the Empire and Jabba the Hut's goons. You would have though after the first two titles, they could have produced something different for this title. Expect this some time in the Autumn.

And if you love these arcade adventure games, then you can also look forward to Indiana Jones which is based on all three of the hit movies. Graphically, it looks brilliant... but can you stand more of the same style of game play? However, if it can match the likes of Konami's Castlevania as Indy also uses a whip, then this will be a must title!

## Konami

The no. 1 Japanese software company have a few games lined up for the SF including Tiny Toons Adventure:Wild and Wacky



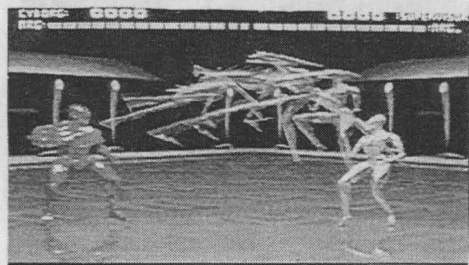
Sports - an 8meg Action/Sports title where up to four players can compete in some of the most wild and wackiest events known to cute furry kind; Sparkster is back and on the SF in a brand new Rocket Knight Adventure which looks great as he takes on the nasty wolf army; even more cartoon caper comes from Biker Mice From Mars - based on the cartoon series and will be a 3D (Zaxxon-style) isometric race shooter; and Konami are also to produce a game based on the hit cartoon - Batman: The Animated Series. Considering Konami have already done a Batman game - which was pretty good, the Animated Series one should hopefully be better.. expect to be on a big 16meg cart.

Last issue we mentioned that Konami will be converting Parodius II to the SF, and we can tell you that it will be available in November on 16meg. Unfortunately, Konami have ditched the two player option, so it'll be like the original conversion, although early screen shots of the game looks very good.



Parodius 2 on SF - The same old Cat boss, and one player only.

After the non-too successful shooting game - Lethal Enforcers from Konami, the company are to release the sequel Lethal Enforcers: The Gunfighters for both the SF and Megadrive. I suppose they had to support the people who bought those plastic guns somehow!



Rise of the Robot on SF.. coming soon?

### Mirage/Time Warner

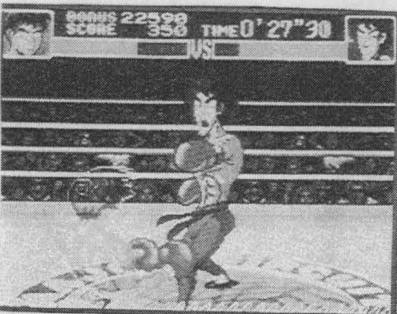
It seems we've been waiting for ages for Mirage's Rise of the Robot, and the SF version is expected to hit the streets around October/November... unless the company decide to pull out again. The robot beat'em up looked great when it was first shown, but we doubt it will ever be as good in terms of playability as Super Street Fighter II. The game will have 256 colour backdrops, but only 16 colour robots... which are a bit short of the coin-op version. We'll have to wait and see...

### NCS

Some years ago, NCS released a scrolling platform game on the PC Engine called Mr. Shubibin Man (not to mention a sequel). Well, NCS are to release a new version of the game on the SF on 8meg cart. later in the year. The game will have a two player option and have the same quality gameplay as it's 'Engine counterpart.

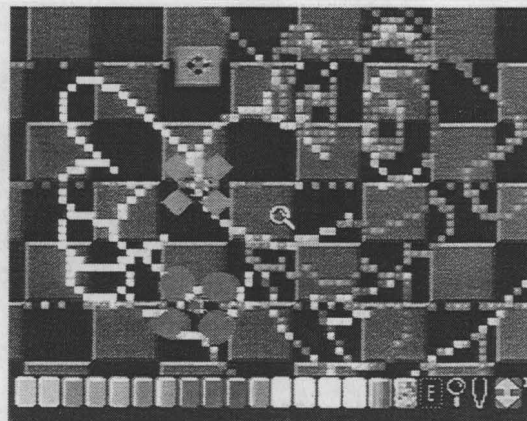
### Nintendo

At the end of August, Nintendo will release a strange title called Sound Fantasy on the SF on 12meg cart. The title is not really a game although



Super Punch Out - 3D Boxing on SF

there are puzzles, but more of an activity/educational program as it features 3 programs based on sound and graphics. You can play a memory sound game in Beat Hopper, a sliding puzzle action game in Ice Sweeper, and create your own piccies to music in Pix Quartet - where you select from four insects that run around the screen leaving colourful trails behind! More on this crazy release when we get our hands on it.



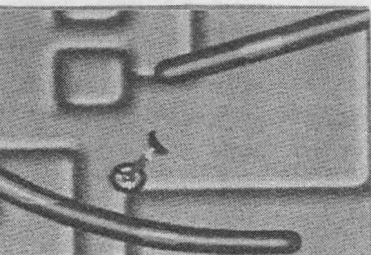
Nintendo's Sound Factory - Pix Quartet - Strange drawing package with sound

The Super Scope hasn't been forgot, and a brand new game for it will be released in the coming months called Tin Star as is said to be the best scope game to date - not very difficult to achieve in our opinion.

But the biggest titles from the big 'N' will be two games planned for around from top UK team - Rare Design. First, there's Donkey Kong Country - a mega 32meg cartridge. The game will be a massive arcade platform adventure as you play the part of Donkey Kong with help from his side-kick Diddy Kong. The main attraction of the game are the graphics which are all rendered to give a realistic 3D look with light source shading in 256 colours. With gameplay better than Super Mario - Donkey Kong Country will be the biggest game to hit the SF this year... as the original uncompress game is said to be around 300meg in size but compressed using Nintendo's mega compression software. Move over Mario! The other title will be a split screen racing game called Uni Racer produced by the Lemmings guys, DMA Design.



Donkey Kong Country - the Game Nintendo hopes to revive the Super Famicom to number one status!



DMA's crazy Uni Racer game for SF

Here you take control of different unicycles in a mega-fast Sonic-style race game compris-

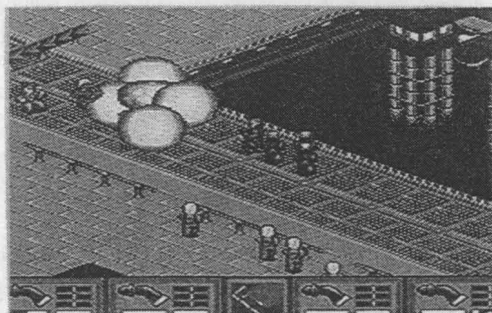


ing of around 256 screens per track. Apparently, each unicycle has over 6000 frames of animation - I didn't think a real life unicycle had that many! Expect this around Christmas.

Nintendo's other titles includes Super Punch Out, an upgraded version of the old 3D boxing game - but with better graphics, sound, more competitors (16 in all), and more moves. Well, it has to be better to beat Legends of the Ring, although early screen shots looks very promising; Wario's Wood - is another Tetris-style puzzle for the SF but featuring Mario's arch rival.... do people really go out any buy these games?

### Ocean

Bullfrog's great strategy shoot'em up game Syndicate will be hitting the SF around October on 24meg cart. Unfortunately, because of Nintendo's policy on violence, the game has been severely toned down. Not only have the graphics turned into a cartoon-look not to mention less detail, but there's no sign of blood anywhere.



Syndicate - not a patch on the Amiga/PC version

### Psygnosis

Although Psygnosis are hard at work producing games for the Sony machine, they are still releasing SF titles, and the latest offering will be Archer Maclean's Super Drop Zone. Early screen shots of this looks great with more bigger enemy aliens to tackle and the usual frantic action of the original defender game.

Psygnosis' great looking platformer for the MD - Flink, will also be on cartridge format for the SF in the coming months. Hopefully it won't just be a Megadrive conversion!

### Taito

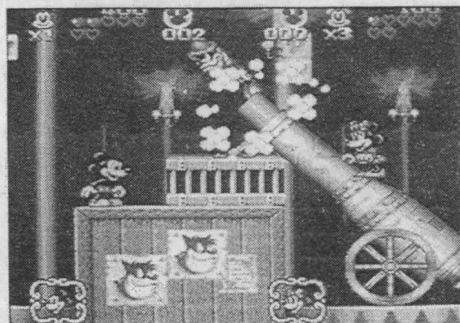
Taito has been rather quiet on the SF of late, not to mention what they have released are a bit below par (Sonic Blastman 1 & 2, Space Invaders, ...) but they are to convert one of their classic gun shooters to the SF - Operation Thunderbolt. Yes, you'll be able to go back to the hell again, using a joyypad or the Super Scope to blast away eight dangerous missions of gun-crazed madmen.

### Titus

If you like Joe & Mac, Titus are to release a similar scrolling platform game called Prehistorik Man. Featuring cool animated cartoon-style graphics... this title looks great.

### Tomy

Mickey Mouse is back again on the Super Famicom from Tomy in another arcade platform game. This time his looking for lost treasure, but he's up against a whole bunch of nasty pirates. As with previous Mickey Mouse games, the graphics are great, and the 10meg game will be out around Christmas.



Mickey's back on the SF in another adventure

### Seta

The longest most awaited game on the SF - Seta's Nosferatu, which was one of the first titles announced after a few months of the machine's release is hoped to appear this September. If you haven't been with us that long, the game's a creepy version of Prince of Persia... with a touch of Splatter House thrown in.



Street Racer - this is the full screen one player option.

### Unisoft

November will see Unisoft launch a new Mario-Kart clone called Street Racer. I suspect, the 'Street' name is taken from Street Fighter II, as the game features a whole host of diverse drivers for you to select including Biff the American Skinhead, Frank the Transylvanian monster, Suzulu the Arfrican warrior, plus Surf Sister the Australian blonde babe, Sumo-San the Japanese Sumo wrestler.. and more. All characters has their special driving skills and attacks. For example, Biff carries a baseball bat to club close opponents amongst other things. However, what makes Street Racer a possible big hit will be it's multi-play option as up to four players can take part at the same time with the a 4-way split screen. The game performs just like Mario Kart with full rotation, and even with the 4-player option, there's no slow down.... and the game won't be using a DSP! Street Racer looks real cool, and one to watch out for.



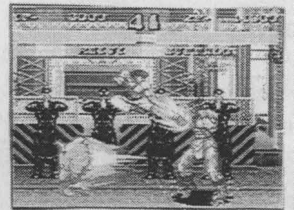
# Mega Drive Software News

## American Sammy Corp.

Amazingly, the US division of Sammy are to convert their brilliant Neo Geo shoot'em up - Viewpoint - to the Megadrive. Considering how impressive the Neo game was, it'll be worth seeing how good a job Sammy can do on the MD. We can't wait.

## Atlus

The Megadrive isn't known for it's one-on-one beat'em ups, but Atlus are to add to it with the MD conversion of the coin-op game Power Instinct. The Street Fighter II style beat'em up looks rather cool and features quite a lot of humourous special moves. Unfortunately the actual game was fairly average and not a patch on SFII. However, Atlus hope to have a near perfect conversion for the MD, so it could be worth a bash.



Power Instinct.. more beat'em Up

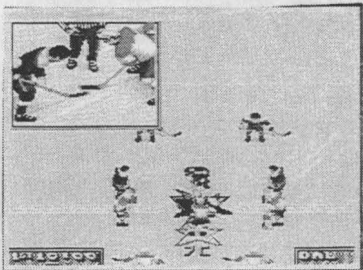


## Capcom

Strangely, Capcom has only released Street Fighter II games for the MD.. all other of their titles have been produced by other firms. However, in the coming months, Capcom are to release their first Mega Man game for the MD - subtitled The Wily Wars (oh er?!). The game will be like Mario Collection as it features the first three Mega Man games on the NES in one 12meg cart... which comprises of over 30 levels. As you'd expect, the game will have designed graphics and sound up to Megadrive standard.

Expected also from Capcom for the MD includes the conversion of Muscle Bomber (Slam Masters) - the hit wrestling game which is expected to appear on a whopping 32meg cart.

for around December, and the neat Final Fight-style coin-op beat'em up - The Punisher. This will likely be on 16meg cart., and available early '95... although it's not as good as Captain Commando. We wonder if they are delaying the release of Super Street Fighter II Turbo?



## Electronic Arts

Can you believe it - E.A. are to release another version of NHL - in NHL '95. We suspect that the game will be more or less the same but with all new stats. 16meg, out in September. Hands up who's going to get this one?

## Interplay

More conversions, as Interplay are to release the great SF driving game - Rock and Roll Racing onto the MD. Graphically, there's not a lot to distinguish this version from the SF.

Interplay are also converting Clay Fighters to the MD - with Super SFII and Mortal Kombat II coming soon... why would any one want Clay Fighters?

## Konami

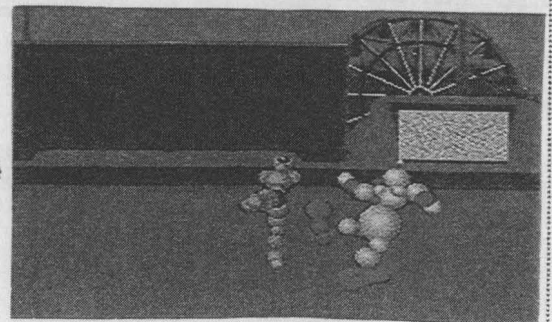
Aswell as producing Animanjacs for the SF, Konami are planning to release a version for the MD too around December. Also, Lethal Enforcers II will be converted to the MD and Mega-CD too.

## Namco

Last issue we mentioned that Namco are to release Pacman 2 for the SF - well, it seems they are to release the game for the MD too.

## PF Magic

Although PF Magic's Ballz was mentioned in the 3DO page last issue, it appears they are to release a version for the Megadrive too on a 16meg cartridge which will also be EDGE compatible too. The EDGE device been the communication add-on for the Megadrive enabling you to play games with other users with the same set-up. So, with Ballz, you can fight it out with another player over the telephone and rack up a massive phone bill! The Virtua Fighting style game but with vector-ball characters instead of shaded polygons looks great - hopefully it plays better than VF. Out late '94.



Ballz - Virtua Fighter style beat'em up with vector balls

## Psygnosis

When First Samuari came out for the Amiga, it was great. Then the sequel was released, and it was basically the same game with new bits thrown in. Now, Psygnosis are to release the sequel - The Second Samurai for the Megadrive, but instead of



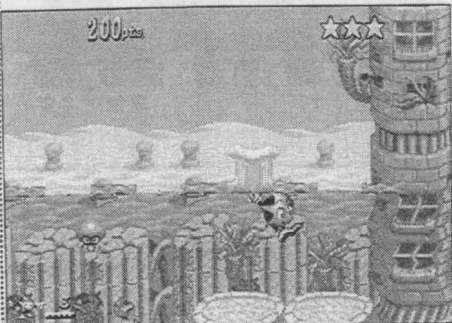
porting it from the Amiga, have totally redesigned the game with better graphics and a lot more action. The game still feature a lot of the original's plot as you have to free souls by breaking pots, and collect extra power-ups by collecting scrolls, plus a two player mode, although the second player plays on a different plane making it rather confusing at times! Second Samurai looks great, and one to look out from late in the year.

### Sega

Sonic the Hedgehog could be on his way out, as Sega has come up with a brand be character called 'Ristar' the Shooting Star in his first Megadrive coming out late in the year on a 16meg cart. The game will a Sonic-style scrolling arcade platformer as



Second Samurai - better than the Amiga version!



Ristar in action... a new Sonic Hero by Sega



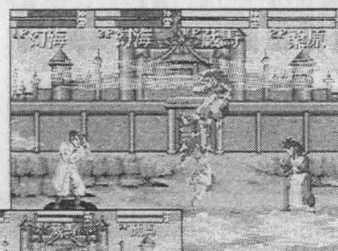
Ristar runs, stretches his flexible arms, and generally shoot around the screen dodging obstacles and little creatures that gets in his path. More on this great game in future issues of GAP... keep reading!!

However, Sega will have another Sonic game later in the year called Sonic & Knuckles (the echidna from Sonic 3). The game will be another fast scrolling platformer, but it is said to be

backwardly compatible with Sonic 2 and 3 cartridges. This will mean you'll be able to plug this new cart. into your machine, and then

plug in either Sonic 2 or 3 on top of it. By doing so, you will probably be able to play extra levels in either of the previous games, or maybe it randomly selects levels from the new game and the cartridge plugged in for a massive game!

Sega's Dolphin - Ecco will be back on the Megadrive in Ecco II (The Tides of Time) in August. The bigger 16meg title will generally play the same as the original but will also feature 3D sections where you swim into the screen. The game will also appear on Mega-CD too.



Treasure's great looking 4 player beat'em up Ghost Hunter Story.

From Treasure -

there's a great looking one-on-one beat 'em up game in the works called Yu Yu Hakusho (or Ghost Hunter Story)... based on the rather cool japanese animations. The best thing about the game is that, up to four people can battle it out all at the same time which should be a real laugh, making it the first one-on-one-on-one-on-one beat'em ups! With great graphics, sound and lots of special moves... this looks like another winner from Treasure. Expect this to appear around September on a whopping 24meg cartridge.

If you are into Role Play Games, Sega are working on a neat one called Surging Aura for release at the end of '94 on 16meg cart. The game will be very much like the Phantasy Star series.

Mega-CD owners can look forward to a CD version of Eternal Champions... Sega's answer to Capcom's Super Street Fighter II, as the game will feature a few move extra moves for each of the characters, plus four extra characters to fight



Here, Charlotte meets the end boss Amakusa... no hope of winning of course!

with/against. Available around December.

As for conversions, Saurus' version of Samuuri Showdown for Sega is looking just brilliant - a lot better than the SF version by Takara. The graphic's colour are a bit on the disgusting side - looking nothing like the original, but the size of the sprites are amazing.... really big, just like the Neo Game. If they can simulate the gameplay, and improve on the MD sound, then this will be one to watch out for. As yet, no cartridge size (unless it appears on CD-ROM) but expect it to be late '94 before you see it.

As well as all these titles, Sega also have Taz in Escape from Mars, The Adventures of Batman & Robin, Mighty Morphin' Power Rangers, Desert Demolition Starting Road Runner & Wile E. Coyote, and more!!!

### Virgin

Virgin looks like they are to convert all Disney cartoons to pixel format, as their latest venture is Disney's new movie - The Lion King. As with their previous games, The Lion King is being developed with help from Disney animators to give the game a true Disney feel. As you'd expect, it'll be another scrolling platform adventure as you control Simba from cub to adult-hood, plus Timon the bug eater and Pumbaa. On 24meg cart. out around November.

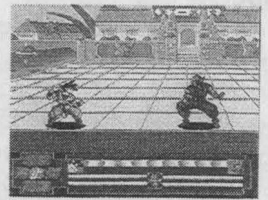


# PC Engine Software News

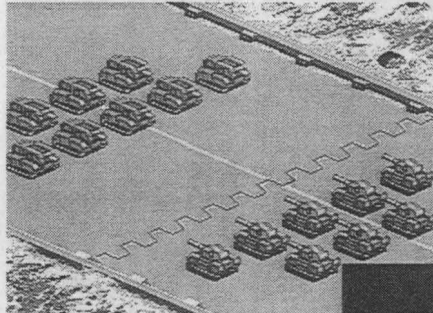
If you own a PC Engine, but not a CD-Rom, then it looks like you'll be starved of new games... as CD seems to be the only format being released for the machine. Last year, 76 titles were released on CD-ROM (quite a lot considering we could only name a handful ourselves!), while on HuCard, only 9 titles were produced. This year, 29 titles have been released... all on CD-ROM.

## Bandai

If you're missing Dragon Ball Z for your engine, then you will be able to get the crazy one-on-one beat'em up on Super CD around the end of August. The game will play like the SF version with strange air fighting aswell as those on the ground.



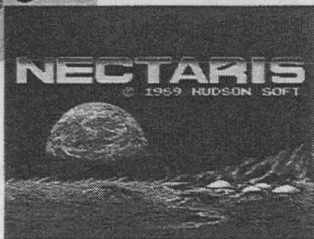
Dragonball Z on the PC-E



## Hudson soft

As you read this Hudson will have release their new Nectaris game - Neo Nectaris, on Super CD. The strategy war game based in the year 2099 looks very much like the original HuCard game although the battle sequences are a better, and also expect it to be mighty big with lots of animated sequences.

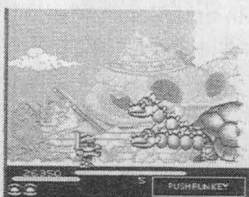
Above & Right - Neo Nectaris with better battle sequences than the card version, although title screen looks the same.  
Below: Avenue's Chiki Chiki Boys. Here one of the heroes meet the two headed dino boss.



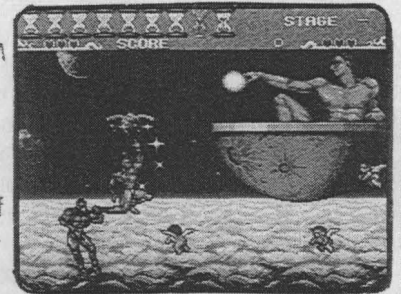
## Konami

We all had hoped that Konami would release more arcade action games for the PC Engine, but we have just heard that the next game from Konami for the PC-E will be another graphic Adventure game similar to Snatcher on Super CD-Rom. No release dates as yet, or much info. on the game.

## NCS



A couple of years ago, NCS release a wierd horizontal scrolling shoot'em up on CD-ROM which featured stranged semi-naked muscle men in various poses as enemies. Well, soon... late in the year, NCS will be releasing a sequel on Super CD-ROM, but this time, instead of a space ship, you control a muscle-bound bloke, as you go up against more crazy characters and mechanical machiery, plus of course lots of weapons for you to collect. The game also features a two player simultaneous mode for even more madness. More on this is future issues of GAP.



NCS' musclebound shoot'em up sequel

## NEC Avenue

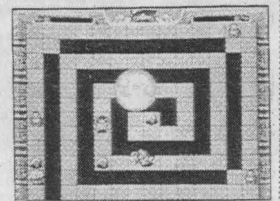
By the time you read this, Avenue will have released Chiki Chiki Boys (I believe it's also called Mega Twins or something?!) .. the Wonderboy style platform adventure on Super CD-Rom. Considering the game has been out for the Megadrive for years... it's seems a bit old now.

Arcade Card owners can soon get Strider for their machine as it will be out late August, and this looks rather cool. Considering what an amazing job they did when converting Ghouls and Ghosts for the SG... Strider should be near perfect to the coin-op.

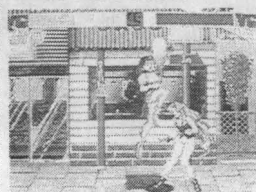
Also for a late August release will be Mad Stalker-Full Metal Force on Arcade Card CD, where you play a Mech warrior in a side-scrolling platform shoot'em up.

## Right Stuff

Right Stuff are currently beavering away on a 1-to-4 player arcade action game similar to Avenue's crazy ostrich game Splash Lake. The game will be called 'The TV Show!' It'll be out on Super CD-ROM and have similar style graphics as Splash Lake as each player try to take each player out while hopping about on tiles while chased by cute but nasty creatures. No release date as yet. It also looks like Right Stuff are gearing up a beat'em up for the PC Engine Super CD too. Hopefully more news of this in the next issue.



4 player TV Show by R.Stuff



Street Fighter action with gals

## TGL/GIGA

If you want an alternative Street Fighter II game, then look out for Girl Fighters V.G. The game features an assortment nine female Anime--looking fighters to choose from all with different attacks and special moves. Looks pretty good. The game is on Super CD-Rom and should be available as you read this.

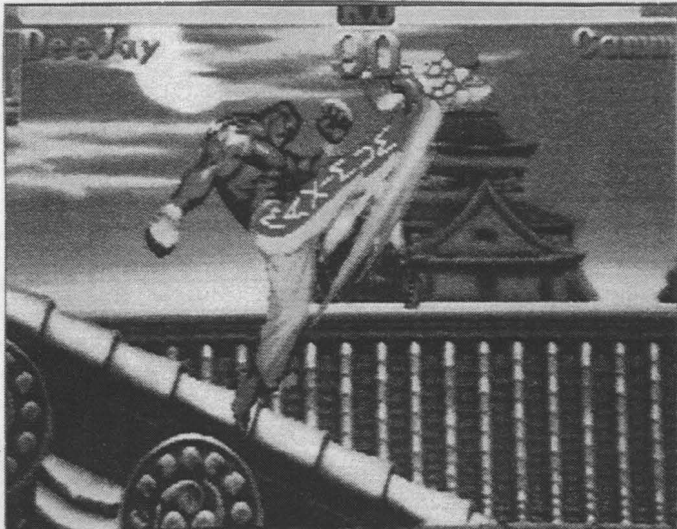


# 3DO Software News

The first few months of the 3DO has been rather dire... but the future looks bright for the machine... especially as a large number of games have ditched the all singing and all dancing FMV and 3DO polygon texture mapped graphics with little gameplay, and have gone back to arcade action sprite based playable games. We want more...

## Capcom

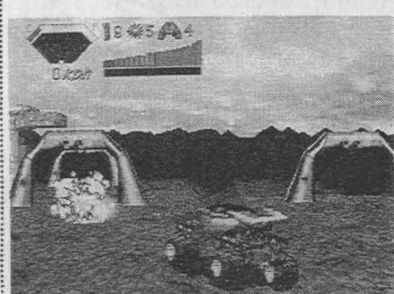
As all of us wait for the sneaky announcement of Super Street Fighter II Turbo (X) for the SF/MD from Capcom, the first conversion of the game will appear on the 3DO some time in November. Expect an arcade perfect conversion including all characters, sound, and special 'Super' moves, not to mention the mysterious Gouki. The only question will be the control method? Capcom is likely to bring out a special 6 button pad or stick for the machine! Time to save up!!



Super Street Fighter II Turbo coming to a 3DO near you soon! Arcade shot

## Crystal Dynamics

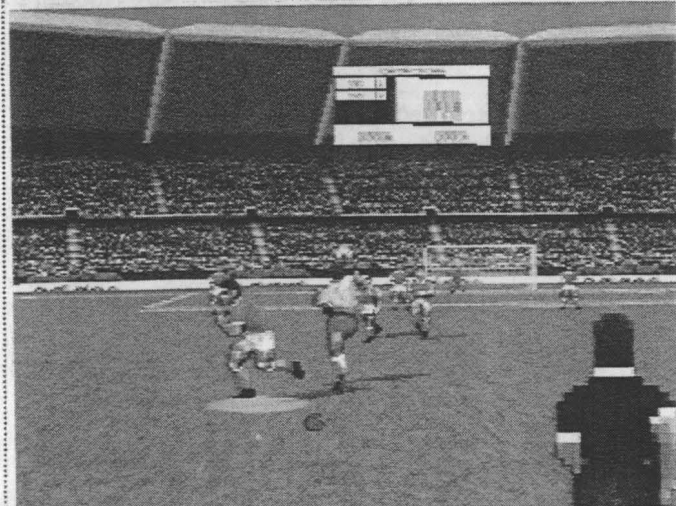
The best news on the 3DO is that, Crystal Dynamics are converting the brilliant SNK slash'em up Samurai Showdown to the machine. You can expect the talented team to produce an exact copy of the original Neo Geo game... including correct character sizes unlike the forth coming SF version by Takara. We're jumping with joy that Takara isn't going to convert SNK games to the 3DO... well, we hope they don't. Now, how about Fatal Fury Special, Art of Fighting 2, etc...?



Off-Road Interceptor... better than Stunt FX?

Crystal Dynamics are also working on a platform game called - Gex, where you play the part of a lizard (Geko?). The graphics here are brilliant, with highly detailed colourful backdrops. Who said they can't produce anything but 3DO texture-mapped games.

But coming real soon... well, quite late in the year will be Off-World Interceptor - previously called Off-Road Orion. First, the game was to be a sort of racing title, but it turns out that you now are a bounty-hunter who goes all out to get his man (armed with a few missiles and mines ofcourse) as you drive your 4x4 truck through nine different rough terrain planets packed with ramps, tunnels, spikes, bridges, and there's even end of levels bosses to deal with. Looks Mega Hot... and likely to sell in droves. As for Start Control II, the game's expected early '95, but there's still no actual 3DO screens of the game.



Great looking 3DO FIFA International Soccer from E.A.

## Electronic Arts

One of the best games currently in the works from E.A. is FIFA International Soccer. The original Megadrive title has been totally overhauled and is looking to be the best soccer game for any system.

However, EA, courtesy of Distinctive Software are busily working on a racing game currently code named The Need for Speed (a definite need for a name change!) The team was originally responsible for the racing game Test Drive (remember that?) so it's no surprise that you can choose from a range of top cars to race in including a Porsche 911, Jaguar XJ220, Lamborghini Diablo... and ofcourse a speedy red Ferrari. Early screen shots of the game looks extremely good with beautiful texture-mapped landscapes and Virtua Racing views - could this be the 3DO's answer to Play Station's Ridge Racer and Saturn's Daytona USA? Hopefully the game plays better than Test Drive!



The need for Speed... the new Test Drive game for 3DO

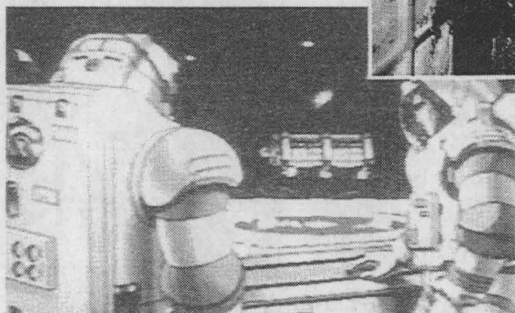
## Elite

Elite have two games in line for the 3DO in the form of Virtuoso and Powerslide. The former is a Doom-like game but with a third-person perspective (ie. behind the character view), where you control a 21st century musician (who will be digitised) in a virtual world, while the later game is a souped up racing game with the usual texture mapped scenery to impress all. PowerSlide is said to include the most realistic handling of a car of any game. Both of these titles are set



Right: Elite's 3D Doom game - Virtuoso, where you control a log haired rock star.

Below: Konami's Policenauts - a outer space graphic adventure similar in play to the brilliant Snatcher game. Let's hope a US version is around the corner!



to hit the streets around November '94.

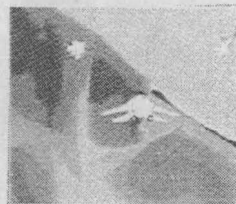
**Konami**

The first title from Konami for the 3DO will be a graphical adventure game called Policenauts. Early screen shots look great, but it looks like a Snatcher-style game, therefore near impossible to play if you don't know Japanese. Hopefully, they will add a bit of action into it, or better still produce other

arcade games!!!

**Morpheus Interactive**

This new company are gearing up a 3D flight sim. called VR Stalker and early screen shots looks promising. It looks very much like Afterburner but over soom brilliant texture mapped scenery.



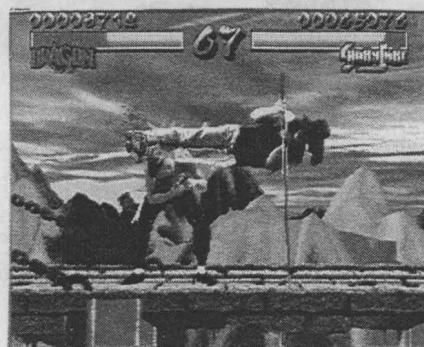
VR Stalker by Morpheus

**Namco**

The game's that are in development from Namco for the 3DO includes Solvalou and Galaxian 2...

**Naughty Dog**

The first one-on-one beat'em up for the 3DO is likely to be Naughty Dog's Way of the Warrior - and we have to say, Street Fighter II or even Mortal Kombat doesn't have anything to worry about. On the positive side, the game features the best scaling we've seen (as in Art of Fighting)... so smooth, you hardly notice. The game features good digitized characters with over 70 moves each, but like all digi. games - animation is rather crude - personally, we all prefer proper computer graphics! It looks to have slow response as in Ultraman and Mortal Kombat,



Way of the Warrior - Mortal Kombat style beater?

**Argonaut**

The polygon guys have a massive game for the 3DO called Creature Shock which will appear on 2 CDs. The game looks to be a more advanced version of Total Eclipse as you take control of a space craft skimming the planet's surface shooting the alien ships, dodging obstacles and enemy fire, enter underground bases, and so on. Plus there are Operation Wolf style shoot'em up action. But what makes this game great are the graphics... great ray-traced textured mapped stuff all over the place! Expect it around December.

**Rocket Science Games Inc.**

From a new US software company, Rocket Science Games have two games on the line for the 3DO - 'Loadstar' and 'Cardillacs and Dinosaurs'. The former is expected to be a 3D space shoot'em up similar to Wing Commander, while the latter looks to be either a Dragon's Lair style game or an adventure. More news of these in future issues.

**Software Toolworks**

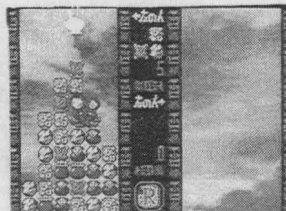
With Megarace coming soon, Software Toolworks also have an big Role Play Game in the works called Dragon Lore for the 3DO machine.

**Warp Inc.**

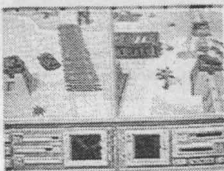
From a Japanese firm called Warp Inc. for release around now will be the first Tetris-variant puzzle game for the 3DO. As will all Tetris type games, there's a two player option, and the object is to make rows of the same shapes (which include strange alien faces, etc.) of colours that fall down the screen to make them disappear.

**The Others.....**

Also on the cards is a 7th Guest style adventure from Japan called The Black Mask of Death. Hopefully the game will have more playability than Virgin's title.. which was basically all graphics and sound and a few puzzles thrown together.



Top the Tetris game from Warp. Above: The Animation bit from the same game.



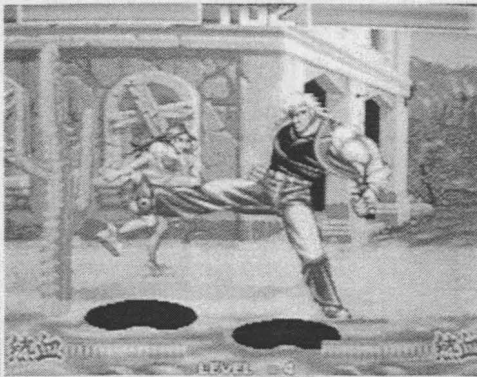
Return fire on 3DO

Who remember a game on the Amiga called Fire Power with that unforgettable BOOOOOOOM when the game was loading? Well, a sequel is currently in production for the 3DO called Return Fire. Like the first game, it'll be split-screen for two-player action. But instead of a straight forward top-down view, it's viewed angled top-down with the landscape scaling and rotating in 3D as you move around.

# NEO GEO SOFTWARE NEWS

## ADK

ADK haven't done many good games on the Neo Geo - their best was probably their first ever NEO GEO game 'Magician Lord'. Since then, they brought out Crossed Swords, Ninja Commandos, and



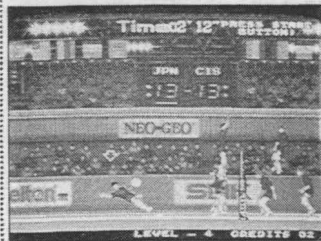
Gan Gan: More beat 'em up action from ADK. Note the shadows.. the girl is behind

the World Heroes Saga. And their latest offering for the Neo Geo is another 100+meg beat'em up called 'Gan Gan'. This is another Super Street Fighter II Turbo one-on-one beat'em up set in a 3D environment. When I say 3D... I don't mean Virtua Fighter.. basically it's like all one-on-one beaters, viewed from side-on, but one character, is slightly behind the other, ie. on another plane. Therefore, when both characters move towards the centre, they slowly turn to face each other so the back player faces out of the screen, and the front player faces into the screen. Gan Gan features 8 fighters to choose from including the main orange ninja from World Heroes, a small black basketball player (with basketball!), a Guile look-a-like armed with a stick, a cute sexy girl, and a big bloke that fights with wooden

sandles on his hands. The game features a whole hosts of moves and special moves, plus the Super move activated when the energy bar at the bottom of the screen lights up. ADK have also put in a lot of possible combo to make the game more exciting. Also, because of the 3D effect, when characters meet in the middle, they can grapple each other westling style. Oh yeah, I forgot to mention, it also have pick-ups... energy bottles to increase health, and weapons like a spade! Gan Gan looks pretty good... we'll wait and see eh!

## SNK

Still no word from the SNK stables on any of thier forth coming releases like Reactor, Samurai Showdown 2, World of Fighting, etc. Hopefully they will reveal something by next month! They've probably put all their programming teams to converting their current titles to CD format for the release of the Neo Geo CD system before starting anything, or finishing anything new.



Super Volleyball '94 - just like other versions of the game.

## Video System

Video System are possibly well known for only two games - Rabio Lepus - which isn't that famous, and Super Volleyball... the game that has hit just about every system, and surprisingly, the latter will be hitting the Neo Geo real soon under the imaginatively title - Super Volleyball '94. The game itself looks identical to the coin-op version apart from the SNK and NEO GEO signs all over the game. Like the recent versions of the game, you can choose normal players of cyber armoured characters with the super moves. Great two player game, but I can't see many people buying it considering it's not much different from other games... and over £100... I don't think so.

## Visco

Visco haven't done many games on the Neo, in fact, only one, the scrolling shoot'em up - Andro Duno. But their next will be another one-on-one beat'em up. I bet all you Neo Geo owners are getting a tad fed up with them, eh? Not quite sure what the title of the game is called, but it does have the world 'Chicago' on the title screen, even though it's not exclusively based in Chicago. It does however feature eight fighters from around the world (plus a few unselectable boss characters) - a Ryu-like character from Japan with fireballs and all, called Takeshi Kamui, a masked dude armed with a sword from Ireland, plus a guy that looks just like Karnov who also breaths fire, a pharaoh, an indian, and of course a nice sexy girl that packs a punch. As usual, lots of moves and special moves to make this like all other Neo Geo beat'em ups.



Visco's Chicago beat'em up. Here's the Indian Red-Gigers showing his flaming up upper-cut on the egyptian Alusion-Third.



Gan Gan: W.H.'s Ninja shows how to perform a 6 hit combo on one bad dude to take half of his energy!

Check out next month for more Neo soft

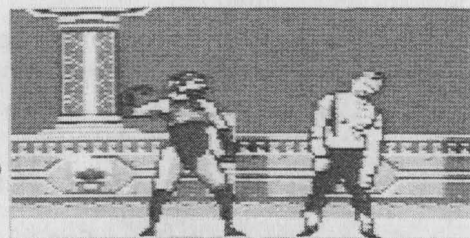


# Handheld Software News

## Game Boy

### Acclaim

One of the most ambitious conversions for the Gameboy will be Mortal Kombat II, and judging by the screen shots, Acclaim has done a pretty good job of it. The game, as expected has been cut down a bit, and only features eight characters to choose from (inc. Sub Zero, Kitana and Scorpion), but still features all their moves, and special attacks! Expected to appear in September. Watch out for a full review.



Kitana's about to perform a death move on this git!

### Banpresto

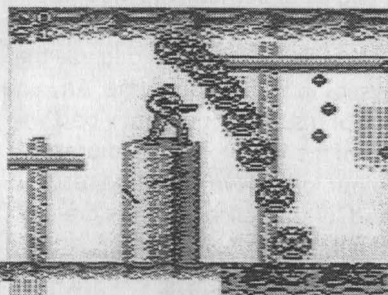
After the success of Compile's Puyo Puyo puzzle game on the MD and SF, the game will be winging it's way onto the Gameboy.... which is quite a surprise as the game is based on colour! SGB compatible.

### Capcom

Just released in Japan is Rockman 5, another Super Game Boy... hopefully a full review in of this in the next issue!



Rockman 5.. will there ever be a 6 on the Gameboy?



Contra on the Gameboy... just like the SF version

### Hudson soft

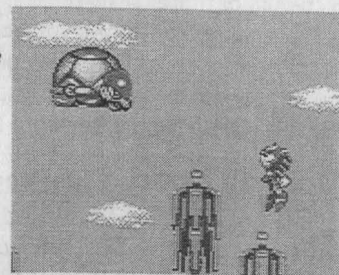
Scheduled for release on 21st October in Japan will be PC Kid 2 for the Gameboy on 2meg cart. The game will be Super Game Boy compatible and feature more colours when used with the add-on. As the game goes, it's more or less same as other PC Kid platform adventures.

### Konami

Hands up who liked Contra on the Super Famicom? Well, Konami are to convert the SF game to the Game Boy on a 1meg cart. for release around September. Early screen shots of the game looks real neat, featuring bits from the SF's first level.

### Sunsoft

As well as releasing Warner Bros. cartoon character games for the SF, Sunsoft are to release a number for the Gameboy too. Their next title will be Daffy Duck in Duck Dodgers in the 23rd Century on 2meg for release at the end of August. And this looks great... and it's Super Game Boy compatible too!



Sonic's Back ... and so is Tails.

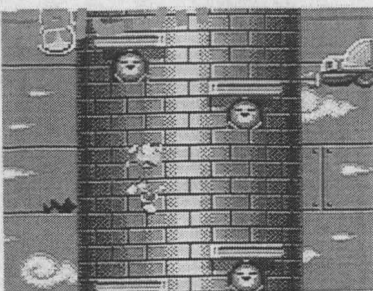
## Game Gear

### Sega

Good news for Game Gear fans is that Sega are to step up game production for the machine. Sega are to convert one of the best Megadrive games to the GG in the form of Treasure's Gunstar Heroes! The screen shots look brilliant, and should hit the streets real soon, We can't wait!

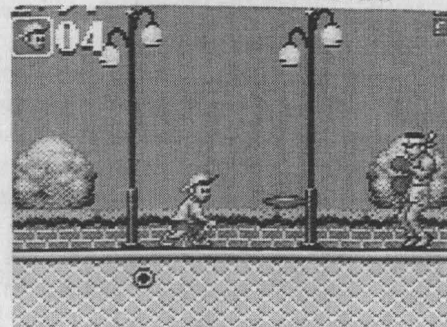
Already available is a new version of Puyo Puyo for the Game Gear which also features a mini Role Play Game. The game features standard Tetris game, a wander through the towns, and a 3D dungeon bit.

More Treasure news - Released as this issue is being complete is the Game Gear version of Dynamite Headdy. This game has superb graphics as you take control of Headdy in a crazy platform adventure. Also available as you read this is the Coca Cola kid game which is another big 4meg title.



GG Dynamite Headdy.. climb that tower!

September. and Sega are going sporty with a 2-on-2 basketball game and a baseball game.... well, they had to release a baseball game haven't they. September also sees a game called Taiba, a 4meg arcade platform game which is Strider-inspired as your character is armed with a big slashing blade thing.



Sega's new Coca Cola game for Game Gear!

November will see Sonic back on the machine in Sonic & Tails 2. The

Cont. on pg 16

4meg game will be another big arcade platform adventure as they go up against the evil Dr. Robotnik again. Although it's called Sonic & Tails 2, it'll only be a one player game.

Lastly, if you're into Japanese RPGs, there's one on the way, but no release dates on this yet.

**Taito**

Amazingly, Taito are to release one of their best platform games - Bubble Bobble on the Game Gear. However, the GG version is bigger than the coin-op game as it features over twice as many levels! Watch out for a full review of this classic soon.

## Review: Super Game Boy

When I heard about the Super Game Boy add-on for the Super Famicom (SNES) - I thought it was a ridiculous idea. I mean - the main reason for buying a Game Boy is it's portability - so you can play interchangeable games on the move. And the reason for buying the Super Famicom is the machine's specifications to produce high quality games in terms of sound and graphics as well as being playable ofcourse.

So, why would you want to play four colour Game Boy games on your Super Famicom?

Well, two reasons really. One is the big screen. The Game Boy's LCD screen is really poor, especially when it comes to

The Super Gameboy for the Japanese Super Famicom.



scrolling, but playing a game on a TV/Monitor really lifts the game... no more blurring now! However, because the TV screen emulates the Game Boy's screen... if the scrolling is rather jerky on the Game Boy, it'll be jerky when up and running on the Super Gameboy. This also goes for disappearing sprites when there are too many of them in a line - something I thought would have been eliminated, but no such luck.

The second reason for getting the SGB is having to use the Super Famicom's joystick/joyypad to control the game. Any one who has ever tried to get diagonals on the gameboy pad will know how difficult it is... most of the time you have to press in one direction and then the other to achieve the same result. But with the Super Famicom's pad, or a joystick... games are that much more playable... I certainly got further playing Batman - the Animation by Konami, (and I look forward to playing Zelda on it if Dan returns my Cart.!!) than playing on the actual Gameboy.

Apart from these two improvements, the redefineable or custom made borders aren't much cop. Although the Super Game Boy gives full colour on screen, the actual playing area is always limited to four selectable colours... this includes special Super Gameboy compatible titles, which was a real disappointment. I had expected special SGB games to feature around 16 colours or more.

So, is it worth buying? If you can get this cheap (it varies in price from £30 to £65), and play your gameboy games a lot, and buy a fair amount of Gameboy games, then YES... as the big screen and joyypad control is a lot better than playing on the GB. If you've only got a handful of titles, and only use your GB when you are travelling, then it isn't. However, what we really want is a proper Colour Game Boy from Nintendo!!!

### Donkey Kong (Super Gameboy - Nintendo)

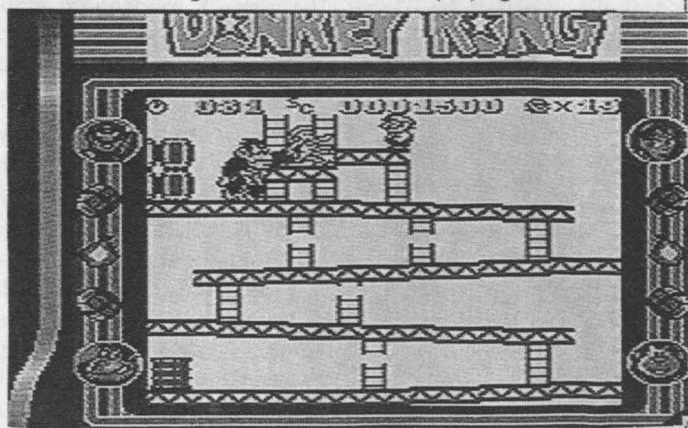
I have to admit, I haven't played much of this... infact, I only played it very briefly while I was at Console Concepts while checking out other stuff. Anyway, this is the first game that takes advantage of the Super Game Boy adaptor for the Super Famicom, and although I first thought it was basically a collection of the classic Mario/Donkey Kong games... I was surprised to see it's actually a whole collection of new action puzzle games which is surprisingly very good, and quite addictive.

The game itself doesn't feature mega colours on screen as you might expect, but basically with the additional colours, do make it look quite nice. It's a shame that the borders have more colors than the game itself. However, playing with the SF's joyypad is far better than the Gameboy's controls.

Some of the levels are inspired by classic Donkey Kong games like the Jungle level where you swing on vines and collect all items left by your girl, other levels have you hopping onto and off lifts and dodging those nasty flames (as in Donkey Kong Jr., etc.) but others are more like playing Super Mario on the NES. You have to jump platforms, collect keys to unlock padlocks, and even take out Kong himself by lobbing a few objects at the big ape.

Overall, Donkey Kong '94 is a great game - probably the best single screen platform game on the machine, and definitely worth the purchase.

Right: The Classic Donkey Kong level from the Coin-op is here too! Check the coin-op style borders.



**Overall - 88%**



# Letters Letters Letters

**If you want to express your views, ask a question, then write in... We need to fill these pages somehow... so write to: GAP, 25 Arnold Road, Bestwood Estate, Nottingham. NG5 5HR. (Sorry, but no personal replies.. unless there a big donation to the 'Lack of money to buy Neo Geo games society')**

**Q.** Congratulations with GAP magazine, I was disappointed when E.B. ceased publication. There was a feature in E.B.34 about how to do the 50/60Hz conversion for the Megadrive, could you please tell me how to do the 50/60Hz conversion for the SNES?

*Chris Mills, Notts.*

**A.** Well, our resident techie - Lewis, will hopefully get round to giving you the secret to wreck... erm.. convert your machine to 50/60hz. At the time of writing, Lewis is probably getting a skin colouring conversion in some Greek resort. When he returns, we'll get his screwdriver working over time!

**A.** I noticed you seemed to be slacking of your PC Engine coverage, to cover the new generation of so called 'Super Consoles'. Please don't, the engine is easily the best machine of the current generation of consoles and what I've heard of these new generation machines, it's unlikely they will have much in the way of decent games, 3D polygons won't make a decent Toaplan shooter.

Do you have any screen shots/news on Toaplan's new coin-op shooters - Batgunner or Tatsujin Special (the third in the Tatsujin series).

Also in one of your past issues of EB you mentioned you will be giving a list of companies which deal with game music CDs - I'm still waiting!  
*D.A. Jamnadas, London.*

**A.** We agree with you that the PC Engine is still a great machine, but it isn't us that's slacking, it's the available games for the machines. Past year, there has been a lack of games released for the machine... and what's new are usually strategy war games, digital comics, mah jong, graphic adventures, and complex role play games - there are very few arcade titles. It seems most of the developers are developing for the FX - we hope!! We will continue to support the 'Engine, but only if it's supported by the software.

Unfortunately, we have no news of either Toaplan games you mentioned, but if we do, you'll see it in our future coin-op pages. Our resident shoot'em up freak - Dan the Man - is a Toaplan fan too!

As for Game Music CD supplier list.... we were going to do one, but no one actually stock them on a regular basis. or order them - most seem to have the 'this is what we have - and we won't be getting any more' attitude. Try Console Concepts, KT Konsols, and The Japan Centre. Maybe if a few thousand

people demanded them, we'll pop over to Japan and official import them!? That is if we win the National Lottery too!

*The following are some general questions we've been asked:*

**Q.** I think it's about time someone on the scene who knows what they're on about started shouting, as the main mags, with the possible exceptions of Superplay & Edge are all rip-offs and a bit boring.  
*Tim Newman, Leics.*  
Ps. Please put in some Gold Finger codes.

**A.** Er... yes... lets all shout - "ALL BLOODY UK CONSOLES MAGAZINES ARE RIP-OFFS AND A BIT BORING!"  
How's that?

As for printing Gold Finger codes, are there anyone else who wants them? Personally, I don't see much point in printing them, as most just gives you extra lives or infinite time. If you are a real games player then you don't need them. If the programmers wanted cheats and stuff, then they would have them in the program, activated by some form of combination key press. Hence why we don't print Game Genie Codes or Action Replay codes... we don't see the point of having to buy an extra piece of equipment when the game already features a cheat in it.

Also, I believe there is a PC utility that converts Game Genie Codes to Gold Finger ones.

**Q.** A number of people have asked about the

3DO's backup memory, and how previously played saved games get wiped.. especially with The Horde, Crash & Burn and Super Wing Commander.

**A.** Unfortunately, there's no way to determine what save game gets wiped unlike the PC Engine CD-ROM which when full tells you and asks you to wipe some files off. The 3DO SRAM system is a right bugger.. we've stopped playing Super Wing Commander because each time we get quite far into the game, the files get wiped after playing other games.

However, it's expected that many companies have taken note of this and future games with have a SRAM selection option in their games. On of the first is included in Alone in the Dark. Also, the 3DO Company are planning to release a memory card for the system, rather like the one available for the Neo Geo, although no release date of this is available. Hopefully it'll be soon... and cheap!!!

**Q.** How can I write for GAP?

**A.** If you have something interesting to contribute for GAP whether it's a hot news story, a review of a game you've just got, or whatever... please give the Ed. a bell on the blower first to confirm if it's already being handled, suitable, etc. Then write your piece on paper or pref. onto a disk in PC format and send it in.

# Seal of the Pharoah

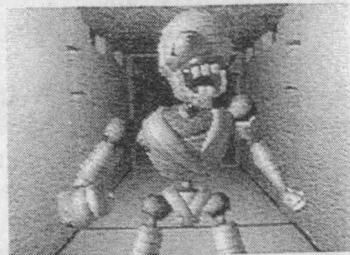
Oh no, it's Pyramid Master!, I'll explain. Seal of the Pharoah is a strange adventure game that plays like Dungeon Master with sand.

From a rough guess (it's Japanese), I think the idea is to search the various levels of a tomb to find parts of a seal that will presumably let you a) Escape b) find a treasure room or c) both (take your pick).

The graphics are good, there are monsters that pop up in front of you occasionally to relieve the boredom of the identical corridors (alright, there's a limit to how many shades of sand you can have, but some wall decorations would have been nice). The monsters vary from jelly like blobs to some excellent animated wasps, but

I'm not sure about the cannon ball firing locust! They're all textured and rendered well, but have little animation apart from their attack moves.

The combat is real time and is, frankly a joke. You throw a spear at them a few times, then they get an attack, then it's back to you until one of you loses his life bar. In that respect, it's far inferior to the game it imitates.



Seal: Er... Nice skeleton... do you come here often?

Sound is ok, usual footsteps and some good sampled groans and gasps if you're hit. The 'music' however is a five second looped doomination that will drive you spare.

There are pickups and extra weapons to find to increase energy and occasionally you'll encounter a character that gives you some hints (I suppose -

Japanese remember), but it's all been done before, and a lot better. It even moves in jumps like Dungeon Master and the repetitive corridors and stop-start nature of the attacks soon get on your nerves. One for sale role players only, and I doubt an English version would improve things.

video	- 73%
Audio	- 62%
Playability	- 60%
Lastability	- 68%
<b>Overall</b>	<b>- 68%</b>

...DAVID

**Machine**  
3DO  
**Publisher**  
Ask Kodansha  
**Format**  
CD-ROM

# Tetsujin

Supplied by Video Game Centre - 0202-527314

Who says the next generation of games has to be complex?, take this game. Travel around 3D texture mapped buildings, meet an interesting variety of robots and kill them with unfeasably large weapons. Simple but fun.

The intro is a very long rendered graphics piece with tons of Japanese speech so the plot is largely useless, but basically you wander around mazes inside a tower block finding the lifts to take you out of the building, all the while looking out for new weapons and the large assortment of psychopathic robots that lurk in the dark corridors. That's basically it. Every so often you'll meet a boss robot and there are some simple switch throwing puzzles, but it's mainly explore and shoot.

Unlike Dr Hauzer with it's multiple viewpoints, this is strictly 3D 'out of the eyes'. The corridor graphics are viewed, depending on the level and cleverly textured. On the higher levels they look like disco lights set into the walls! However they do become blocky if you get close

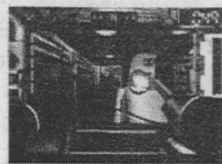
to them. The enemy robots are varied and detailed. Some look like ED-209s, while others hop towards you like metallic frogs, but the worst are small ramming robots that can't fire, but keep hitting you, losing valuable energy. Luckily you can find extra ammo and shields, as well as a recharge room to completely restock weapons as well as

from your clunking feet to the various gun effects and the music varies from moody Blade Runner stuff to a weird dance track that sounds like 'Relax'! Despite it's simple nature (or perhaps because of it) I enjoyed this game immensely. It's a no nonsense shooter with good visuals and sound and enough levels and robot variations to keep you playing for a long time. Lets have an English version soon though, eh Synergy? And if someone will lend me the 100 to buy it...

Video	- 79%
Audio	- 78%
Playability	- 88%
Lastability	- 86%
<b>Overall</b>	<b>- 82%</b>

...DAVID

**Machine**  
3DO  
**Publisher**  
Synergy  
**Format**  
1 CD-ROM



Left insert: The actual 3D game  
Below: The brilliant FMV sequence



save the game. The weapons are all guns, but vary in power and effect and you can swap between them at will, but it's very satisfying when you shoot a robot as tons of sparks fly off them until they explode in a fireball. The sound is good, effects range



# Dr. Hauzer

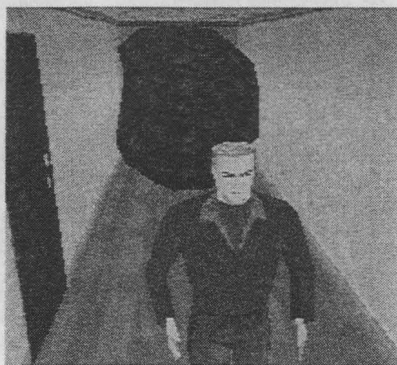
First thing's first, this is not a rip off of 'Alone in the Dark' - it's a Homage, ok? Unfortunately I can't read Japanese, so the plot is a mystery, but your character arrives at a spooky mansion and must move from room to room avoiding the numerous traps and collecting objects to help open more rooms and puzzles. (As it's called Dr. Hauzer, maybe the Doc is making a house call after a 48 hour shift without sleep? - Ed.)

Of course the selling point of the game is the superb polygon graphics. Everything from your good self to the furniture (which can be moved to solve puzzles) and the floor is constructed from texture mapped polygons. Because of this, you have a blocky appearance, but also the benefit of three viewpoints - from an overhead view (useful when you enter a new room) to a 'through the eyes' view. If you imagine 'Out of this world' in a 3D game, you'll get the idea.

Control is simple and you'll soon have your character running, jumping, and picking up objects with ease. He can also push and pull objects to clear an exit or set off a pressure pad.

The inventory is easy to use, and all the objects are recognisable, so there's little confusion, and as in most adventures it's a case of trying objects out in different locations. The puzzles are fairly easy to begin with, but soon become

harder and there's a wealth of hidden rooms and cellars to discover. Some of the traps are fun as well, such as the bathroom that fills with water or the boulder that rolls towards you when you enter a corridor. Unfortunately some are just plain unfair, such as doors that lead to open pits or exploding vases, so save often. There's an



Indiana Jones has nothing on Dr. Hauzer!

immense feeling of satisfaction when you figure out a hard puzzle as well, help by the graphics and humorous cut away scenes of your character looking around puzzled or surprised. In one room for example he sees what I guess is a ghost (jap text remember) and the look of horror is just brilliant (Just like in Virtual Fighter - ED.).

Of course while the graphics are great (and they are), it's the sound for a change that is stunning. Riverhill soft have really pulled the stops out on

this one, from your footsteps (which change depending on the surface you're walking on) to the ticking clocks and wooden creaks as you pull a table, it's audio paradise. Even the intro music is cool, even if it is a rip off (sorry, Homage) of Danny Elfman's Batman and Beetlejuice music. Sadly, the in game music is a short, spooky number that repeats and soon gets on your nerves.

Anyway, if you like graphic adventures, you'll love this one. The graphics and sound combined with absorbing puzzles will keep you going for hours (personal experience here!) and even the Japanese text isn't too annoying. Saying that though, I would have to see an English version.

Video	- 83%
Audio	- 90%
Playability	- 80%
Lastability	- 85%
Overall	- 86%

...DAVID

# Real Pinball

(Supplied by Video Game Centre)

When I heard someone was making a pinball game for the 3DO, my eyes lit up. Imagine - loads of tables, real music and effects and perfect ball control. Well, keep imagining because this is a 24 carat turd.

The main problem is the angle of the tables. They tried to be clever and used a 3D view (i.e. the tables look like you are actually standing over them, so the back is small than the front) instead of the Pinball Dreams style overhead view. Unfortunately this causes too many problems as the far end is too small to make out details and the tables are so colourful it's hard to make out what half the table is meant to be - you can hit what you thought was a drop target, only to find it's a solid wall.

There are five tables, all based on

oriental themes, but all of them has a distinct lack of features - just bumpers and a few holes and drop targets (the programmers must be stuck in the 70's - ED.) Oh, I tell a lie, one does have some tubes, but they cover the table underneath (so much for the 3DO's transparency effects!).

I could perhaps let the game off for all these faults if the ball moved realistically but it looks like it was programmed by Stevie Wonder. It staggers around the playfield like a legless spider, changing size so quickly at times it looks as though someone never heard of perspective and making it almost impossible to hit with the top flippers, and there must be the mother of all magnets near the main flippers as nine out of ten it falls straight between them

from the top of the table (even when you start a game!). The sound is basic clunky effects and some boring oriental tunes.

Buy this game for someone you hate who loves pinball. I guarantee he'll kick his 3DO out the window within an hour, it's so bad it hurts.

Video	- 67%
Audio	- 40%
Playability	- 5%
Lastability	- 6%
Overall	- 40%

..DAVID

Machine  
3DO  
Publisher  
Panasonic  
Format  
1 CD-ROM

# Stunt Racer FX

Supplied by Console Concepts - 0782-712759

**Machine**  
Super Famicom  
**Publisher**  
Nintendo  
**Format**  
8meg Cart  
with FX

Well, Stunt Racer FX isn't the best racing game around that's for sure... and I can't think why the game doesn't look any better than Star Fox. However, it's still a rather groovy game.

Stunt Racer FX comprises of four options - Speed Track, Stunt Track, Battle Track, and Practice Track. Speed Track is a one player game where you have to get to each of the check-points in the required time competing with three other computer controlled cars. Stunt is similar but you're on your own, and there are obstacles like ramps, water, boulders and so on, and your objective is to collect as many bonus stars as possible. Battle is the two player split-screen game, while practice lets you... practice.

You can select any of three different cars to race in any of the tracks: the slow 4x4 truck made up by it's fast acceleration and built like a brick; it's opposite number - the super fast F-Type Racing car which slow acceleration and fragile; or the all rounder - the coupe. However, when you complete two tracks, you get to play a bonus stage where you can drive a whopping big lorry through an obstacle course of flags, or speed round a race track on a bike!

Each of the cars has limited boost to speed up your vehicle, and a damage indicator which if reach maximum means one car lost (you get three cars when you start... like having continues/credits). However, scattered

around each track are boost and damage icons which you can run over to increase boost and/or decrease damage.

This brings me onto control... which is awful. The trouble is, the steering using the pad is not responsive enough, while the top L and R buttons

floors, obstacles, etc.. and you have a time figuring out where to go next.

The game also features some nice texture mapping in the form of billboards to

spice up the tracks. As for speed, the new FX chip makes everything run smoothly, although why isn't it full screen? Why a border around the main screen, and a panel at the bottom? Unfortunately, the 2 player mode is not that great because the screens for each player is rather small, and runs slower.

Overall, Stunt Racer FX is a nice little game and worth a gander. However, it could have been a much better game... especially better controls. It would have been nice too, to have tracks like Geoff Crammond's Stunt Racer with big whopping jumps, or Hard Drivin' ones including the loops.



Stunt Racer FX: Speed Track & 1st, 37 secs to get to check point

are too responsive! So, you have to use both steering methods to get around the tracks, which is very awkward. Okay, in the long run, you'll get the hang of the controls, but I still think this was a major mistake. Like Virtua Racing, there's also different views - which are okay, but I much preferred Virtua Racing's ones.

The graphics are great, but the resolution of the game makes everything look very chunky... in fact, even more chunky and blocky than normal! The colours are a used to good effect in most part of the game, but occasionally there's colour clashing between walls,

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

**Overall** - 83%

...ONN

# Side Pocket

Hand held Steve Davis fans can now play a quick game of pool, on the way to the pub to play the real thing. Except you can't...

Unfortunately, this Mega Drive conversion only plays American 9 ball pool (where the balls must be downed in order of colour) instead of the British 2 colour game, but once you get over the culture shock, it's actually a more skillful game. It's played in two modes, a 'normal' one or two player game of 9 ball, or a one player playet tournament where you rise up the ranks by potting the balls in order for points with a limited number of shots, which can be won back by potting the ball into a flashing bonus pocket which occasionally shows

up.

There's also a series of trick shots you can attempt to get used to the controls, which is the usual dotted line pointer combined with a power bar and the ability to add spin to the ball. Sadly the ball physics seem a little off. You can hit a free ball of at full power and it will hardly move sometimes.

The graphics are the standard top view of the table and the balls are large enough to distinguish colours, so it's your own fault if you pocket the wrong one! The irrelevant pictures of women that adorned the Megadrive version are here as well (and look very good actually). The music is actually pretty good with different blues and jazz scores for

each level on the tournament, these effects are minimal clicks as you hit the balls.

A work-man-like conversion of a game that can never really be played on a computer screen, and the tournament is strangely addictive.

**Machine**  
Game Gear  
**Publisher**  
Data East  
**Format**  
2Meg Cart.

**Video** - 70%  
**Audio** - 77%  
**Playability** - 70%  
**Lastability** - 67%

**Overall** - 72%

...DAVID



# Wolfenstein 3D

OK. It has been almost four months since a new Jaguar game was released and many people who have spent time and money on this new piece of kit are becoming desperate. What do Atari think they are playing at?

Thankfully Wolfenstein 3D is here at last although many Jag owners would have liked to have seen Doom released in it's place. Wolfenstein was first released for the PC and wowed games players with it's fast

paced 3D graphics and the copious amount of blood letting. The SNES followed with a surprisingly faithful version but minus the all important gore (and the Nazi element - Ed.).

To the credit of Atari this Jaguar version incorporates all the red stuff of the original and has gone further by making the game much faster. The different

weapons your character can blow away the nazi foe has also been included - ranging from pistol to cumbersome but powerful gatting gun.



Wolf 3D: Nazis - Don't you just hate these guys!

There are ten levels of mayhem to blast through each one with it's own secret rooms and increasingly tough enemies. A large part of the game requires you to search out hidden rooms for food and weapons which

can become tedious especially as all the levels tend to look the same.

Wolfenstein 3D for all these faults is a good challenging game which has great atmosphere and a severe amount of carnage for those of you with an twitchy trigger fingers. It doesn't stretch the capabilities of the Jaguar but it is a step in the right direction.

Video	- 85%
Audio	- 88%
Playability	- 86%
Lastability	- 85%

Overall - 86%

...RICHARD

Machine  
Jaguar  
Publisher  
id Software/Atari  
Format  
Cartridge

# Brutal Sport Football

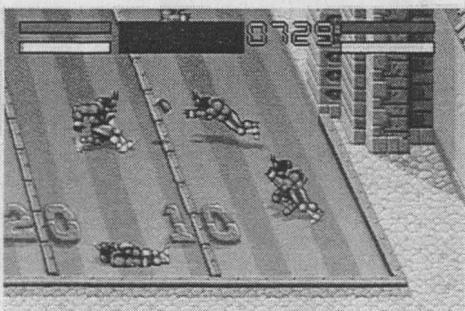
American football games were never any cup of tea. Too much strategy and not enough action for my liking. Brutal Sports Football changes all that with a definite leaning towards gratuitous violence. In fact this game should be called Blood on the Grass because by the end of a game you see more blood and ownerless limbs strewn about the pitch than a small civil war.

In single player mode you are up against the computer controlled opponents in several league or cup competitions. The computer controlled teams range from easy to very nasty. There

The graphics are clear and colourful but the animation of the sprites could have been better. Music, as with a lot of games of this type does get annoying after a time but this can be turned off allowing for the excellent spot FX to take over.

In the single player mode BSF is surprisingly good fun but as with all sports games the challenge really starts when two are playing. This is one of those games which won't sell Jaguars by the thousands but it is a game that you would return to again and again.

Machine  
Jaguar  
Publisher  
Telegames  
Format  
Cartridge



Brutal: 10 yards to go, and he's goin to get his head kicked in!

Video	- 85%
Audio	- 83%
Playability	- 87%
Lastability	- 85%

Overall - 85%

are no rules or conduct here, just score as many points as you can whilst physically destroying the opposing team.

..RICHARD

## Jaguar News

Well, as they say 'No news is good news', and it has been rather quiet on the Jaguar front. Although Atari keeps on signing new developers - which now also include Electro Brain (have they done anything good?), plus Time Warner Interactive (who will be releasing Rise of the Robots for the Jag.), and 20th Century Fox Interactive, where are all the games we ask?

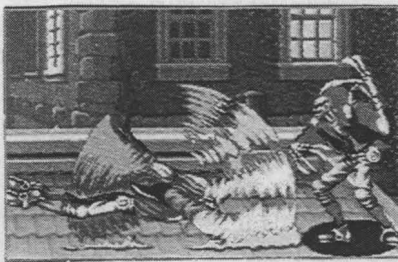
The best looking game currently in production for the Jag. comes from a German team calling themselves Eclipse with Iron Soldier - a 3D arcade action game featuring Battle mach robots through 16 massive missions. Iron Soldier will appear late '94 on 16meg cart.

# World Heroes 2 Jet

What is it with Alpha Denshi? Apart from Magician Lord, they seem to be totally incapable of producing a good game. World Heroes was less than great and World Heroes 2 wasn't much better, so it comes as no surprise to find that once again, World Heroes 2 Jet is indeed a pile of toss.

Basically, what ADK have done is to re-release WH2 with two new characters - Jack, a mohican English type with blades all over the shop, and Ryofu, a HUGE Chinese geezer with long bladed pole. To be honest, the inclusion of Jack is the only thing I really like about this game, as he's got some really wacky moves - he 'swims' on the floor, tunnels

underground, flies through the air blades-a-flashing - it's a shame it took Alpha this long to come up



Jack shows his groovy swimming move!

with an interesting character. As for the old cast, well they're still pretty boring, even if many of them have got more special moves than the characters from Street Fighter II. Unfortunately, most of the new special moves add nothing to the game (although I do like Ryoko's



The cast of World Heroes 2 Jet

new running throw).

Well, there's not much else worth mentioning about WH2

Jet. There are one or two new features (such as being able to fake being dizzy - great idea) but they are wasted on a boring game. The graphics and sound are just like WH2, i.e. Not so good. Ditto for the gameplay. Anybody who pays £175 sovs for this needs their bleedin' head examining, mate.

**Machine**  
Neo Geo  
**Publisher**  
ADK  
**Format**  
176meg Cart

- Video** - 60%
- Audio** - 65%
- Playability** - 70%
- Lastability** - 50%
- Overall** - 60%

Supplied by K.T. Konsols  
0847-66949

...DAN

# Top Hunter

**Machine**  
Neo Geo  
**Publisher**  
SNK  
**Format**  
100+meg

Supplied by Games  
World - 0836-741926

Top Hunter isn't like most of SNK's other games. It's a platform beat-em-up, but thankfully not at all like Robo Army and the like. This game is done in a much more cartoon-like style, with excellently detailed graphics, full of character and colour. Gameplay is great too. Whereas in most SNK platform beat-em-ups the gameplay is of the tedious walk along/punch/walk along/punch/fall asleep formula, Top Hunter is much more exciting, with bonus stages, grab-able weapons, ride-able robots, shag-able sheep, etc. (Errm... I don't think there's any of the latter! ... Ed.)

The two hero-types Cathy and Roddy, are great too (and they've come a long way since Rainbow. Remember that great kids programme with George and Zippy and that big hairy bastard, Bungle?) ... Errmm... I think you're

confusing the names with Rod, Jane, and Freddy... and that big hairy bastard is Geoffrey! ... Ed.) as they can both do Street Fighter 2 - type moves: a fireball, a hundred foot kick, a dragon punch, a diving attack and a dashing punch



Roddy rides a 'bot, but is up against a bigfoot!

attack. As well as all this, they have stretchy extendable arms to allow them to grab things from a distance - very handy. As you may have guessed, Top Hunter is a bit good. Lovely graphics, great gameplay, jolly sound but unfortunately one small snag - only five levels. this does make the game a wee bit short lived, as getting to the end isn't so difficult. Still, if you

don't mind paying for a game which won't last long but is fun while it does, Top Hunter is well worth a look.

- Video** - 93%
- Audio** - 88%
- Playability** - 93%
- Lastability** - 75%
- Overall** - 90%



...DAN



# Super Side Kicks 2

Super side kicks 2

First of all I have to say I don't like football much. Next of all, I must say I BLOODY CAN'T BLOODY STAND BLOODY BLEEDIN' FOOTBALL GAMES. Sure, I love Kick Off 2 and Sensible Soccer, but sitting in the Ed's room watching him and MT playing the latest shite Japanese footy games drive me absolutely barking (You now know why we play soccer games each week!!.. Ed.). However, as I'm the only one daft enough to have bought a Neo Geo I had little choice but to play this one. Actually I didn't mind too much



SSK2: The main side-on action part

because Neo Geo sports games are usually quite entertaining due to the slick presentation, with lots



of speech and nice visual touches. (In fact, observing how some games seem to have speech for absolutely everything made me think how fun it would be to be one of the programmers responsible, and perhaps add some extras. Imagine Daytona - "Course Select - Beginner - Bier avec lemonade - Transmission select - automatic - My dead budgie could have you, you weener." Hmm, maybe I'm digressing a little).

Although Super Sidekicks 2 does have lots of speech, and very nice

sequences after a goal, it's basically the same as every other Japanese footy game I've played. It's pretty good, but it's nothing new. And yes, I do realise this review is just a load of irrelevant shite, but what can I say about a game that's been done so many times before? If you like footy games and have lots of money to spare it's worth a look, but just leave me be, willya?

Video	- 75%
Audio	- 80%
Playability	- 80%
Lastability	- 60%
Overall	- 67%

Supplied by K.T. Konsols  
0847-66949

...DAN

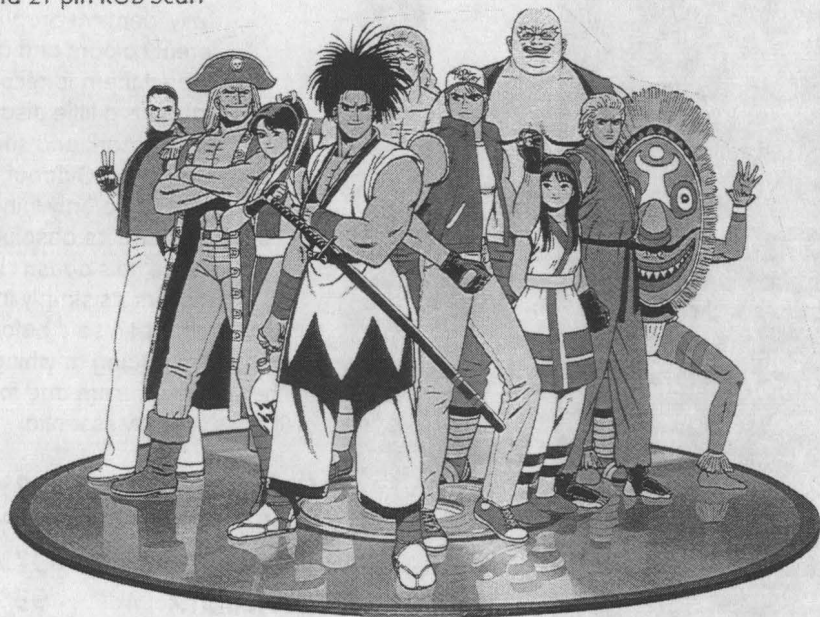
## Late Additional News

9th of September, 1994..will be the start of the CD revolution of the Neo Geo. SNK are really gearing up the new system with a lot of promotions. As well as the system, you will be able to buy the new style joysticks plus a host of different leads for the system including RF, Audio/Video and 21-pin RGB Scart lead.

It's also rumoured that SNK will release some of their older titles on compilation CD-ROMs. For example, NAM 75 with Baseball Stars, or ASO II with Golf. Fingers crossed that they do... I mean.. no-one would buy Baseball Stars when they can get the sequel for the same price... this also goes for Art of Fighting and Fatal Fury. Maybe they will put all three on one CD-ROM!!! Probably not.

Check out next month when we will hopefully be able to put the Neo Geo CD through it's paces!

We've also heard that Video Systems (which have released Super Volleyball... see Neo Geo Software News) have released a game called Aeo Fighters 2 on the Neo Geo MVS. According to D.A.Jamnadas of London, it's a vertical shoot'em up which has ten levels and isn't particularly good - not to mention it slows down a bit. Hopefully a full review of this in next month's issue!



THE NEO GEO PAGE

# Fatal Fury Special

Super Famicom by Takara -  
32meg Cart.

Like Street Fighter II CE, Fatal Fury Special is basically Fatal Fury II with extras. There are a few more characters to choose from as you can now pick the bosses, and some of the standard characters has an extra special move... plus all of them have a Super Special move which are difficult to pull off when you need them.

Graphically, I can't fault Takara on this one... the colours are really great, probably their best looking conversion, it's hard to tell it from the original Neo Geo game. Everything seems to have been included. Sound has not slipped by the wayside either. Every tune from the Neo has been wonderfully recreated on the SF in Dolby Surround Sound... sheer brilliance! The effects and speech are great too as you might expect.

As for gameplay, Special isn't a great improvement over 'FFII', and plays just the same. As FFII is probably one of the better SFII clones, I can only recommend it if you don't have the original FFII. The additional characters isn't worth the extra asking price if you have however! There is an



KIM SHOWS THE POWER OF A BACK KICK

addition option called License Play where you try to beat as many random computer fighters in 3 minutes. Unfortunately, this is rather boring after a few goes.

Video	- 92%
Audio	- 90%
Playability	- 85%
Lastability	- 80%
Overall	- 85%

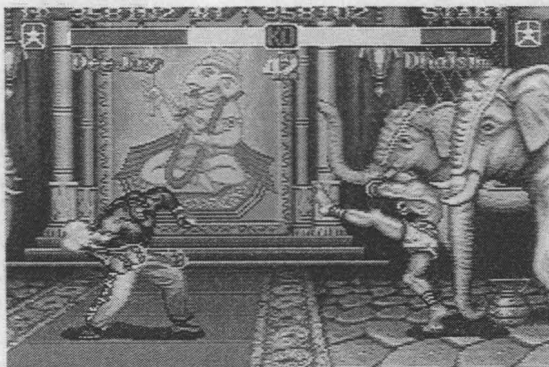
...ONN

# Super Stree

Probably the most popular game ever released appears again on the consoles. The new version has more game options, four extra characters to select from plus a few extra moves... is it worth getting?

Machine  
Super Famicom  
Publisher  
Capcom  
Format  
32meg

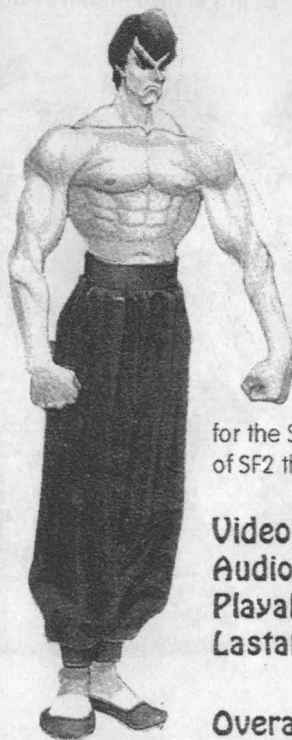
If ever there was a popular video game, Street Fighter II would surely be the one. Apart from the five official versions of the coin-op and several pirate versions, there's been a lot of merchandising. But the question has to be asked, were all these versions worthwhile? I found it rather strange that Capcom should release Super Turbo so soon after the release of Super Street Fighter II, and really when you compare the two games you have to admit that Super SF2 doesn't seem so very different to the previous versions. Okay, so it does



Dee Jay machine gun punches through Dhalsim's yoga fire.

have four new characters and redone graphics and audio, but the existing characters weren't very different to what they were previously. I guess the point I'm trying to make is that Capcom seem to be ripping us off a wee bit. Why release this instead of Super Turbo? (and yes, I do know that the cartridge memory limit is supposedly 32meg, but if the Megadrive can exceed it's limit, I'm sure something could be sorted out). I suppose Super Turbo will be released eventually, and Capcom will be laughing all the way to the bank. In fact (and call me a cynical git if you like) I sometimes wonder if Capcom didn't program Super Turbo first and then decide to release a cut-down version, Super SF2, in order to rake in more dosh. After all, the upgrade board, if indeed that's what Super Turbo is, probably doesn't come cheap...

Anyway, enough of this idle speculation, what about the conversion? Well, the coin-op allowed Capcom to upgrade the hardware to make a more impressive game, but of course the same isn't true for this conversion and so what we find is a game that is basically identical graphically to the last version, with different colours and a new character set. You didn't expect them to recode it from scratch, did you? The sound is a little disappointing. The tunes don't quite hit the mark and some of the samples are laughable (Zangief's "Giddout, Giddout, Giddout" for one). Of course the only thing that really matters is the gameplay and it's absolutely spot on. As a one player game, this doesn't interest me that much but for two players it's simply the best thing going. Far too much has been said before of this game for it to be worth me adding anything but this is clearly the best game for the Super Famicom and for those of you who aren't yet sick of SF2 this is pretty essential.



Video	- 92%
Audio	- 88%
Playability	- 97%
Lastability	- 99%
Overall	- 96%

....DAN

cont..



# t Fighter II

..cont.

## Megadrive

The Mega Drive version of Super Street Fighter II is more or less the same as the Super Famicom version apart from a few minor touches. Firstly, the backdrops have less animation, but that's not too noticeable. But the sound is rather poor. The music should have been perfect considering the Megadrive's great FM sound chip - they really should have hired Yuzo Koshiro to do the job instead of rather rough tracks. But the sample effects are dire. Muffled sound effects and samples that are unrecognisable from the coin-op.

Interestingly, the game does have a few bits over the SF game including extra couple of stars for faster games... although not as fast a game as Turbo, plus a two extra options over the SF version... although these aren't really brilliant. A really stupid addition is the time challenge where you have to beat the

opponent in the fastest time... but there's no save option. The best thing over the SF game is the Expert mode that lets you fight all 16 characters instead of the random 12 which results in a better ending.

What really amazes me is the size of



Cammy shows who's superior in the air!

the cartridge, at 40meg. Why is this version 8meg bigger than the SF version? Surely Capcom could have included the Turbo options if they had removed all the crap bonus stages (No-one actually enjoys playing these - they are so boring!) and I bet that Ryo intro. sequence takes up a few chunk of memory.

If you already have Street Fighter II

Special Champion Edition PLUS (or whatever it's called), then this is not an essential purchase as the extras here isn't take much of an improvement, although if you are Street Fighter II mad, then you should rush out and get it. Although if you were Street Fighter II mad in the first place, you would have got a Super Famicom in the first place and get the SF version of the

Machine  
Mega Drive  
Publisher  
Capcom  
Format  
40meg



MD: Ryu shows Cammy that the Dragon Punch is still a deadly weapon!

game instead!

All in all, Super Street Fighter II is probably the number one game for the Megadrive - it's definitely the best one-on-one game around with superb playability, and very addictive.

Video - 90%  
Audio - 80%  
Playability - 95%  
Lastability - 97%

Overall - 95%



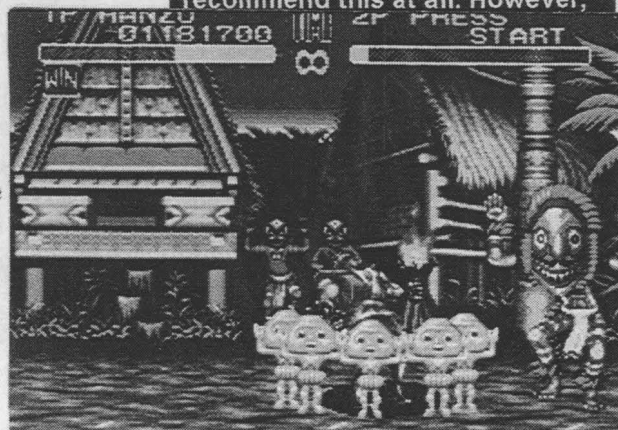
...ONN

## World Heroes 2 Super Famicom by Takara

Oh my, World Heroes again. The original game wasn't one of the best one-on-one beat-'em ups around, and the sequel wasn't an improvement. The main attraction was the inclusion of a few more characters to the game - but they are pretty boring. J. Max the American football has to be one of the worst characters for a beat'em up, and Shura the kick boxer is one of the worst animated characters I've seen... that special knee attack move looks so stupid.... although the Mudman was rather funny.

Like most other NON-Street Fighter II title, World Heroes II is quite playable for a while - but after you've tried all the characters and challenged a few friends... you'll be back on SFII and WH2 won't see the light of day again.

Graphically and sonically, it's more or less the same as the first WH, which is pretty good, but nothing spectacular. Overall, World Heroes 2 is an average beat'em up, but with the likes of Street Fighter II (Turbo or Super) and even Mortal Kombat II, I can't recommend this at all. However,



World Heroes 2: The Mudman performs a neat special dance move!

if you loved the coin-op, then this is a pretty good conversion.

Video - 80%  
Audio - 75%  
Playability - 75%  
Lastability - 70%

Overall - 75%

....ONN



# Powers Kingdom

This is what we want. This is the first true role player for 3DO, and it's a scotchier. It's the usual story, gather a band of adventures to defeat a demon, but the way it's presented is superb.

After the usual silicon graphics into (with english speech!) you begin in your home town as a knight, and it's here

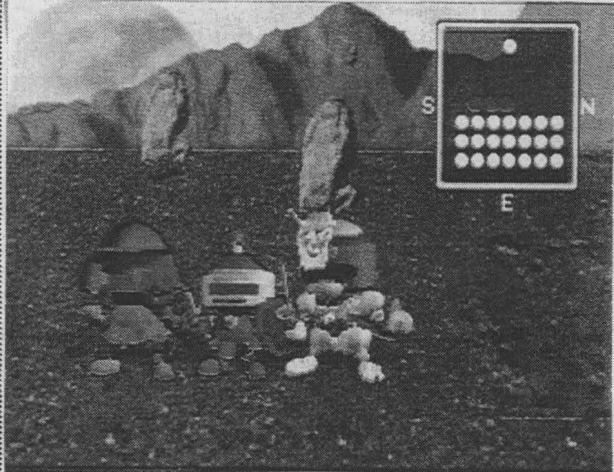
that can be viewed from all angles in 3D. Even the monsters are cute (the squat skeletons are especially good). This 'looking down at an angle' view makes the game feel like you're controlling a board game from one end of the table. This is becomes especially apparent during combat where characters are moved a limited number of 'squares' before they can attack.

Apart from the graphics and the music, which is the usual rousing piece, this is a fairly standard RPG. You choose your route from a map, then work your way around each area, finding new weapons and items in chests and fighting the monsters. There's a handy map that shows your immediate area, and even shows where the

healing and attacking spells, the effects for which are sometimes stunning, such as the rainbow cylinder that spins around an enemy. Combat brings experience, which means more spells and attacks.

The only thing that lets this down is of course the Japanese text on all the menus, but you soon sort out what goes where and will be swapping weapons with no trouble. Apparently, the company have no plans to release this in America. I hope public opinion proves them wrong. It would be tragic to let this slip by.

**Machine**  
3DO  
**Publisher**  
Microcabin  
**Format**  
1 CD-ROM



Powers Kingdom: The party of three goes adventuring in 3D.

the graphics begin to stand out. Every character in the game is a cute rendered 'deformer' (ie. similar to the super deformer games on Famicom)

Of course, when you find a companion, they can help you in combat. The priest is especially useful having both

- Video** - 80%
- Audio** - 79%
- Playability** - 75%
- Lastability** - 85%

**Overall** - 82%

...DAVID

# Dolucky's A League Soccer

This is another crazy football game similar to Capcom's Rockman Soccer... but this is a lot better. Firstly, the graphics are something else... as you can select from four teams of animals which are all nicely drawn and animated. The best of the bunch are the Pocki Funky Dogs team, who are like little terriers, scampering around on all fours which had me rolling with laughter, especially after picking the less-than-normal cat, bear and rabbit teams first. The referee is great too - a tiny mouse that keeps on getting in the way, always getting knocked down or kicked about. Then there are the fouls. Foul a long-eared rabbit, and it goes crazy clutching his foot while hopping about in agony! Klinsman has nothing on these fellows.

As in Rockman Soccer and Soccer Brawl, it's played left/right, and as well as the usual pass, shoot, jump, sliding tackle, not to mention decking the opponent, etc... (these are better than Rockman's too) your team has a super energy bar at the bottom, which when

you hold down one of the buttons enables you to perform Mega moves. For example, you can dribble the ball at lighting speed, and send the ball flying faster than a speeding bullet - not to mention setting the goal on fire if you score! Unfortunately, the computer

land mines!! There's also bonus stages where you have to kick balls at strange bosses like Bomberman.

Although I said the game plays better than Rockman Soccer, I didn't think much of Capcom's game... and Dolucky's is a game that plays well for the first few times, but after you've seen all the teams and pitches, and kicked about with a friend, it doesn't have the playability or lasting interest as normal footie games like FIFA.

**Machine**  
Super famicom  
**Publisher**  
Imagineer/Zoom  
**Format**  
12Meg Cart.



The bear's striker goes for goal against the dogs

players are a bit good, especially the goal keepers, so trying to score without using the 'super', is near impossible. There are different types of pitches too... ranging from your standard all green luxury pitch, to one of stone with moving conveyor belts and scattered with

- Video** - 85%
- Audio** - 80%
- Playability** - 70%
- Lastability** - 50%

**Overall** - 70%

...ONN



# Shockwave

(Supplied by Video Game Centre - 0202-527314)

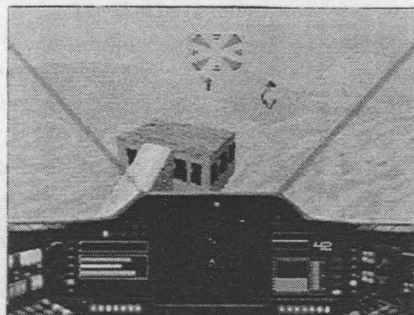
It is the future. Mankind is under attack by insect-like aliens in this weird cross between 'War of the Worlds' and the 'Aliens-Earth War' graphic novels.

You play the rookie 'Wildcard', assigned to Earth's orbital defence platform as the attack begins. Together with four other pilots, you're the only chance Earth has (cue dramatic music). All this is laid out in the suitably over the top intro combining miniatures, real actors (i.e. ones who can actually act as oppose to people dragged off the street, as most FMV games seem to be) and silicon graphic ships.

The game itself is a 32-bit version of Thunderhawk on the Mega CD. You fly over the texture mapped terrain (which thankfully isn't flat as other magazines feared) blowing away various flying and ground based alien scum. Your limited to laser and missiles, which need to be refuelled by flying under drones, which become scarcer the further into the ten long missions you get.

Although you have freedom of movement (you can turn around and go back if you missed something for example), there is a set route and danger zones on either side that can be entered, but you risk getting blown up by the orbital missiles. This tends to make the game slightly annoying - but makes it easier to programme I guess.

Your cockpit has plenty of displays, including the radar to keep you on the right path, which doubles as a video display, as you get semi random messages from base and the other pilots (who you never see during the game sadly, which undermines the idea of squadrons attacking targets). One of the other pilots looks and sounds exact-



Shockwave: In your Stealth Fighter - Mission 1, over Saudi.. aliens in the distant.

ly like the singer Cyndi Lauper!

The enemies are varied (more new ones are added each level) and detailed, although you tend not to get too close to see detail, as that usually means you're dead meat. The ground detail is especially good on some levels, especially swooping over a mountain top into a valley filled with aliens on level two, and everything moves at a swift pace. There are also night missions (the Thunderhawk reference

again) and constant chatter from your female computer. The sound effects (in surround sound) are very limited - only a feeble laser effect and the chittering of the aliens if you get too close. Nice sampled explosions though. There's also no music at all during the game, which is odd considering the lack of effects.

I'm in two minds about this game. While it's obvious a lot of time has been put into it, the simplistic gameplay (it's just a flashy shooter remember) and lack of new ideas (no multiple weapons - the invisible wing pilots and disappointing sound) really don't make it the huge hit we were hoping for. It's good - but not that good, as the advert used to say.

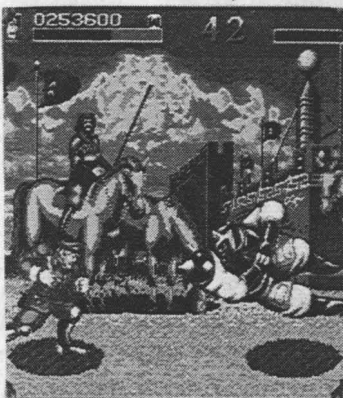
Video	- 87%
Audio	- 60%
Playability	- 88%
Lastability	- 80%
Overall	- 80%

...DAVID

# World Heroes

Last issue I said I had forgiven Takara because of their excellent conversion of Joe and Mac for the MD, and I wished Takara was responsible for this conversion instead of Sega Midwest. This has got to be the worst version of a Neo Geo game for another system.

Firstly, the graphics are diabolical - the question rises: How many colours can the Mega Drive display on screen again? And the answer after playing this is possibly 16 at best. You can quite



possibly count the number of colours for each of the characters on one hand... and as for animation... any less frames and the game will be a slide show. As with a lot of Mega Drive

games from the US, the sound is terrible. Although the game has the same tunes of the original, they are dull and tinny... and as for the samples effects,

they have a hard job competing against those on Sir Clive's Spectrum.

Okay, a game is not based on sound and graphics alone.... and this game certainly doesn't, but the worst thing about it is it's playability... or lack of it. World Heroes wasn't the best beat'em up

around, and this version is possible contender for worst beat'em up on the system. Because of the slow and jerky animation, playing the game is just awful. Performing the special moves

are quite difficult too, apart from those that just require you to rapidly pound the fire button.

Overall, what can I say but - avoid this like the plague. If you want a decent beat'em up - then there are lots of better ones than this, especially with the release of Super Street Fighter II.

Video	- 35%
Audio	- 30%
Playability	- 25%
Lastability	- 10%
Overall	- 25%

..ONN

Machine  
Megadrive  
Publisher  
Sega (Midwest)  
Format  
16meg

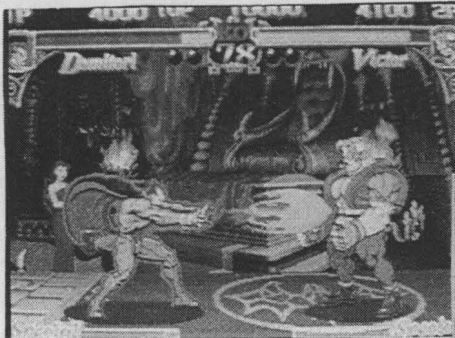


# £1 a Credit?!

Here's a round up of some of the best coin-ops heading your way from the land of the rising Yen, and very likely the games that will be converted to your home console system.... well... most of which will only be converted to the top 32/64-bit machines because of the technical hardware and size of game.

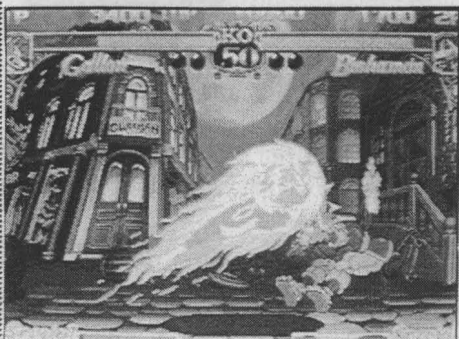
## Capcom

We start with the company that brought you the top selling Street Fighter II (and most eager to hear them announce Street Fighter III - which is rumoured to be in beta-test stage and incorporate Ryu, Ken and



Vampire: Damitori launches a fireball at Victor performed the same way as Ryu/Ken move.

Sagat - but none of the other fighters... the rest will be all new!), who have released a brand new one-on-one beat'em up to satisfy SFII gamers before SFIII appears. And what a game this is. 'Vampire' - The Night Warriors, is basically Super Street Fighter II Turbo (X) but with monsters and demons instead of 'normal' human beings. There are ten fighters to choose from, all with their different moves, special moves, and like the latest Turbo (X) edition, by performing special moves or hitting your opponent will increase the Special bar which will enable you to perform a super-duper special move. The characters that are available are Demitori - a Dracula-like bloke that can turn into a devil and with similar moves to Ryu/Ken; Sasquatch - the mega big and furry Big Foot that can stomp oppenents and blast them with snow and ice; Zabel - a ghoul from England that can change form and electrify opponents; Morrigan - the sexy she-devil with Ryu/Ken moves and a jet-pack to zip around the screen; Gallon - the Werewolf who can zoom around the screen on



Vampire: Gallon the Werewolf zooms upwards with a flaming punch on Bishamon.

fire like M.Bison; Victor - the Frankenstein-like monster that's more or less the equivalent to Zangief; Aulbath - the green plant-like lady with strange moves; Bishamon - an ancient Samurai warrior (a bit like the one in Dragon, the Bruce Lee Story when he's dreaming) armed with sword so plays like Samurai Showdown; Felcia - the cat girl whose extremely fast and include a lot of air attacks; and lastly Anakaris - the egyptian pharaoh who has some crazy mag-

ical power moves like dropping a tomb on the opponent from no where!

Vampire looks great and likely to become one of the best beat'em ups around for ages... although I can't see the characters being as well known as the SFII crew. Likely conversion to the Play Station, Saturn, and Ultra 64.

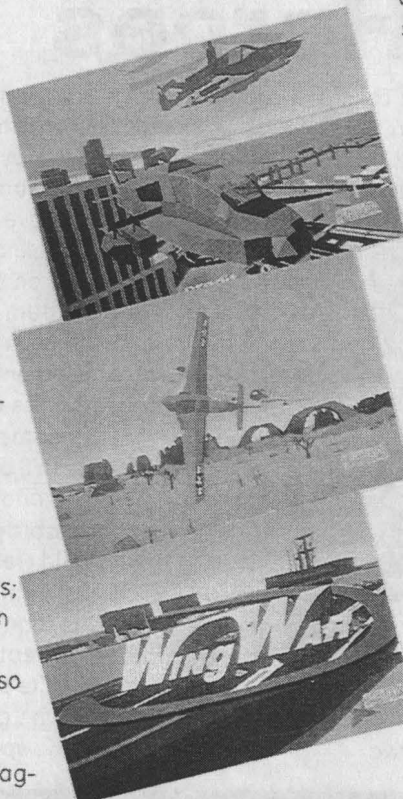
## Data East

The Ninja Boys are back, as Data East returns with 'Joe & Mac Returns'. However, this isn't another scrolling platform adventure, but a single screen Bubble Bobble-style platform game. Your girl has been kidnapped, and you have to take wipe out all baddies on each of the stages, not to mention



Joe & Mac Returns: Here our hero meets the 2nd level boss - the Mammoth!

those big dino bosses before you can rescue her. Standard platform game play, and likely candidate for a console conversion for the SF or MD.



## Sega

Sega are really going for broke with polygon games, and currently have two new ones in the works. The first completed game is Wing War - a G-Loc style 3D arcade flight sim., but this game lets you select from a range of crafts to fly including a Mustang, Harrier, Fokker, Lighting and even Werewolf and Apache helicopters. Like thier latest Star Wars Arcade game, Wing War doesn't use texture maps like Daytona, but single colour polygons. However, they air crafts all look very good and the landscape are brilliant with full city scapes including roads, sky scrapers,

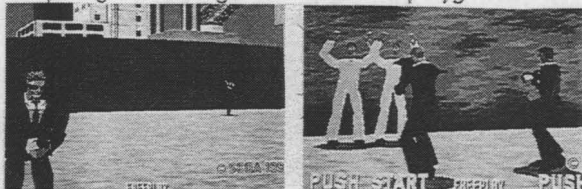


bridges, etc. The game does offer extra playability as Wing War features a two machine set-up enabling two players to fight it out against each other. Possible conversion to Saturn.

But more interesting is their second game which is cur-



rently in it's early stage - at the time of writing said to be around 45% complete. The game uses Virtua Fighter knowhow to produce a 3D action shooter called Virtua Cop which is developed by Sega's AM R&D Dept. 2 using their Model 2 board. The game will be a one or two player Cabal-style shoot'em up as you play special police detectives in Virtua City, but of course, played in a 3D world with everything done in light sourced filled polygons with texture



Virtua Cop: The Cops checks out the harbour and arrests a couple of suspicious looking characters. All sailors are suspicious characters anyway!

mapping thrown in here a there. As well as this, the game has an Operation Wolf shoot'em up section too. Virtua Cop looks great, and a likely candidate for Saturn conversion... and possibly Super 32X, when it hits the streets.

Sega also showed off a very strange puzzle game featuring the characters from Bonanza Bros. It's so strange I won't attempt to describe it.

### Seibu Kaihatsu Inc.

Many of you may have played the rather difficult vertical scrolling shoot'em up Raiden II in the arcades. Well, Seibu have recently release another sequel called Raiden DX. This version looks identical to the second game but features an option screen that contains a Training mode where you can start at any point in the game, plus Beginner and Expert modes. Seibu probably had people complaining that the game was too difficult? As the sequel game is being programmed for the Play Station, lets hope Seibu convert this version instead!

### ... And the others -

Konami have a Tetris clone which look fairly simple but very colourful - expect a conversion on any format. Bandai has a one-on-one beat'em up called Mobile Suit Gundam EX Revue. It features 12 armoured Gundam robots with it's usual host of moves. Possible conversion for most machines - even Bandai's own console CD system. Banpresto has a wicked looking vertical shoot'em up in Ultraman Z. Tons of nasty enemies, giant size bosses, mega weaponry, and so forth.

# GAME MOVIE

We all know about the Street Fighter II movie currently in production with Van Damme and co., but the Japanese are more concerned with another Street Fighter II Movie - the Anime version. Like the live actor version, this one also features most of the characters from the top selling Capcom game including those from the Super version.... Fei Long, Cammy, T.Hawk and Dee Jay will all be there.

Also, the cast of voices will be played by some of Japan's top actors ... unless you watch a lot of Japanese films - then you won't know them.

Hopefully, by the time you read this, the Anime Movie will be out, and you can be sure we'll give you a review of it when we see it, although we can say it has some superb animation - check out the

screen shots here!

As well as the Street Fighter II Movie, SNK has also released

Fatal Fury - The Motion Picture, another great looking Anime featur-

ing major Japanese voice actors.





# REVIEWS

## Wild Guns

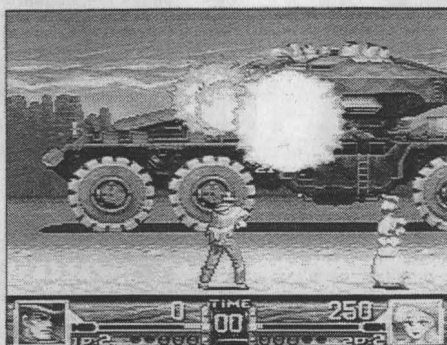
At long last, a Cabal game for the Super Famicom - and what a great game! Forget DSPs, FX chips, mode 7 special effects.. and so on, this is the buisness... no nonsense action packed shoot'em up!

Wild Guns has you controlling Clint (a Clint Eastwood like character) or Annie (a sexy gal, in a long dress!) or both if you have a friend to join in, up against the baddiest cowboys, scumbags, and mechanical nasties this side of the Wild West.

Each level consist of around two stages with mini-boss, and a big boss after that. As with Cabal, the bad guys pop up from all over the place trying to blow some holes into you. Control is fairly complex, but once you get the hand of it, it's dead easy to play. Not only can you spray bullets all over the screen, jump up and dive to the left and right, but you also have a limited number of smart bombs, can double jump, hit opponents with your gun if they appear too close, throw laso to stun opponents, and pick up and throw back dynamite that's thrown at you.

Shooting certain baddies or parts of the scenery sometimes reveal useful objects like extra bombs, different guns (rapid fire machine gun, more powerful

shotgun, even more powerful grenade launcher, or even a naff pop-gun, extra bullets for your pick-up weapons, or money bags/gems.



Wild Guns: The twosome blasts one of the bosses. More futuristic than the old Wild West!

Wild Guns looks brilliant with detailed backdrops and sprites, all of which animated extremely well.... miles better than Cabal, and nearly as good as Nam '75. Especially good are the giant size bosses that roll on screen - Nam '75 style. Sound is just as effective will the usual Wild West tunes, and all manner of gun fire sound effects.

But it's Wild Guns playable that wins the day. The game's playability is one up on the Operation Wolf theme as you have more control - so not only are you frantically trying to target and shoot

everything quickly, you are also moving your character around - doing both successfully require fast thinking and quick reflexes. The levels are varied, not to mention difficult enough too. All in all, Wild Guns is a great shooter, and a must for all Cabal/Nam '75 fans... and anyone else that want an action packed shoot'em up.

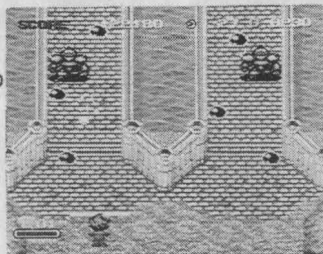
- Video - 90%
- Audio - 85%
- Playability - 90%
- Lastability - 80%
  
- Overall - 85%

...ONN

Machine  
Super Famicom  
Publisher  
Natsume  
Format  
8meg

## Zig Zag Cat

Zig Zag Kat is a rather strange game. When you turn on the machine, the first thing that pops into your mind is that it's a Role Play Game.... viewed in traditional top-down Zelda style, lots of little characters talking in japanese to each other, and some moody music to set the scene. Even when your character walks out of the castle to the map screen - the game looks like an RPG... but when you select a location to go to... the game turns into Arkanoid! Yes, you read right - the advance bat and ball game. Each stage has a number of blocks and enemies on either a single screen or a scrolling one. At the very top of the screen is a 'goal' that's protected by a wall of blocks, and you have to demolish the wall and send the ball through the goal. This is achieved by



Bounce that cat and destroy the knights down each path.

controlling your guy with a paddle at the bottom of the screen, where you have to bounce your 'cat' which acts like a ball.

As with Arkanoid, should the cat hit the bottom of the screen, it's a life lost. Also, hitting certain blocks or creatures reveal power-up icons which drop down the screen for you to collect.

These can enlarge or reduce your paddle, increase the power of your cat, sticky paddle, multiple cats, lups, etc., plus money. Money is used during the game when you enter villages, where you can buy extras, or play bonus games where you can gain extra items.

Incidentally, the bonus games are harder than the main game! After several stages, you'll meet the boss which require a large number of

hits to destroy.... like up against Doh. Then it's onto the next loaction.

Overall, Zig Zag Cat is basically arkanoid with extras bolted on and surrounded by an RPG story. The game is very playable, and fairly addictive... but after a few levels, it does get a bit repetitive as the game doesn't change much.. most different graphics.

- Video - 75%
- Audio - 65%
- Playability - 80%
- Lastability - 50%
  
- Overall - 70%

...ONN

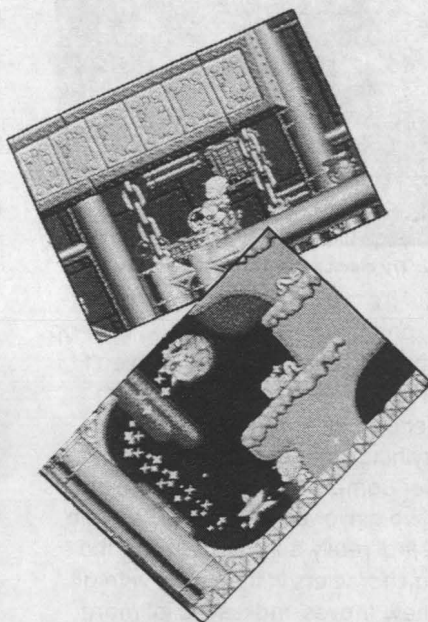
Machine  
Super Famicom  
Publisher  
Den'Z  
Format  
12meg



# Bubble & Squeak

This game seems to have been in production for ages.. firstly out on the Amiga, and at long last out for the Megadrive. The game itself is rather simple - just get both Bubble & Squeak to the Exit of each platform stage... nothing can be simpler. Well... if it would be if it wasn't for the fact that you can only control Squeak. On some stages, you first have to locate your Bubbling friend, and once found, a tap on the freeze button and he'll tag behind you.... walking, and jumping as you do. Unfortunately, he can't always follow Squeak, so alternate route are required. With moving platforms, deadly little critters that zap both character's energy, not to nice water, not to mention co-operation required between the two characters to get through certain obstacles... things are a lot tougher than a straight forward platform game. It's this co-operation between the two characters that make the game very tricky and different from most platform games. A lot of the time, Bubble won't be able to make it up a number of platforms.. so you have to freeze him on a lift... then make yourself up a few levels to activate the switch to get the lift moving up. Freezing Bubble will enable him to grab you and launch you upwards. Killing the nasties will leave coins behind... and if you can find a bubble gum machine, pop some coins in and get a bubblegum for Bubble (hence his name), where he'll let you ride on him (Goeman style) and also blow bubbles to take out those enemies. You can

also kick Bubble.... very useful for getting those essential bonuses... although you have to beware, as he can land in an awkward place and die... thus losing you a life!  
And that's not all. Locate and collect the submarine icon, and you can enter an underwater shoot'em up stage,



which is a bit easy - very much like the basic shoot'em up sections in the first Mario Land game on the Gameboy, but is fun and makes a change from the main game.

The graphics are very much like Virgin's Mick and Mac... not to mention Robocod... cute colourful animated sprites and wild and snazzy parallax scrolling backdrops. Superb! The two

main characters are really brilliantly drawn... if Sunsoft ever make cuddly toys out of them, they'll make a bucket load of cash! The sound is okay... catchy little tunes that suits the game without been too annoying, and sound effects are effective... with the usual bong, plink, quack, etc. - nothing major to speak of really.

All in all, Bubble & Squeak is a nice little game.. the platform action and puzzle elements are a good mix, making it quite a challenge and extremely playable. Although the game does have a password system, it's won't be very easy to crack, unless you play it all hours of the day and night. Because of the cute graphics... the game seems to be aimed to younger kids... including females. I can seem more girls buying this game than any other currently for the Megadrive on it's graphics alone! A definite worth checking out title!

<b>Video</b>	- 90%
<b>Audio</b>	- 70%
<b>Playability</b>	- 85%
<b>Lastability</b>	- 75%
<b>Overall</b>	- 83%

...ONN

# Pete Sampras Tennis

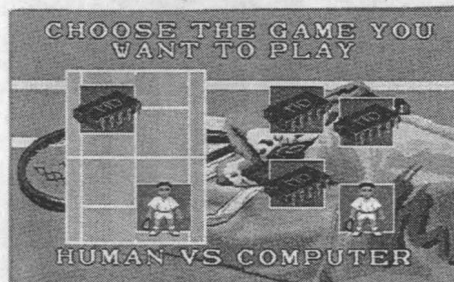
Supplied by Games World (0836-741926)

Although the Super Famicom has a number of good Tennis games, there really isn't a decent one on the Megadrive, so it's good to see Codemasters with this ingenious game. The biggest attraction of the game is the cartridge - so called the J-Cart by the Codies which contains two joystick ports on the cart. This means up to four people can play the game without having to buy an extra 4 player adaptor... although you still need to get extra joysticks/pads - well, you can't have everything can you!?

But, is Pete Sampras" Tennis any good? or is it as boring as Pete Sampras himself?

Well, as in all Tennis games, there is a wealth of options which would take me too long to list... so I won't bother. The games themselves are played in the now common 'TV' view - angled top-down from one end of the court. Unfortunately, the

perspective of the court is a bit over the top, with the front baseline across the full width of the screen, but the back baseline nearly half the width. So, you can guess what this means. If you are playing at the back, it's easier to get your shots in as there's a bigger area to aim for. Graphically, it's okay - very Megadrive standard and nothing too exciting, although the animation of the players is rather limited - more frames are definitely required!



Choose to play with 3 other human opponent.

**Machine**  
Megadrive  
**Publisher**  
Codemasters  
**Format**  
8meg- J-Cart

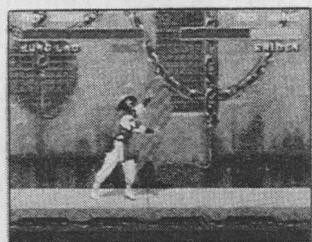
Cont. on pg. 32

# REVIEWS

## Mortal Kombat 2

I have to admit, I'm not a Mortal Kombat fan... the game's major fault is that it really relies too much on the special moves, and all the characters are very much the same apart from their special attacks. Although I'm not a fan, it's still a fairly good game to play, especially the sequel with all its hidden bits.

Amazingly, Acclaim as done the impossible, and crammed every last detail of the arcade original into the cart... which the original game lacked. Graphically, this is one of the best conversions I've seen... not only are the backdrops masterfully recreated, but the sprite characters are well defined too... none of the "I've only got eight colours to defined the character" business. Animation is cool too... just like the coin-op, although the coin-op's animation never impressed me! And amazingly... blood, blood and even more red blood!! No more Nintendo



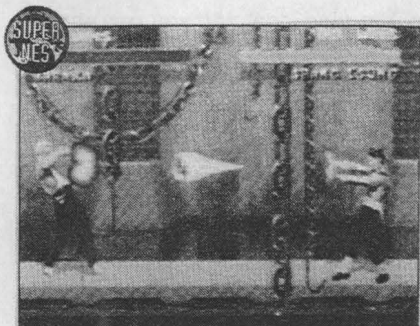
Raiden has a new shocking move!

ensorship this time!! Oh yeah... even little touches like the face that pops up at the bot-

tom right of the screen is included here!!!

Sound is ported straight out of the coin-op too... the music is great, with all the sound effects from punches and kicks to the special attacks effects, not

to mention the commentator (do you call him the commentator?... referee?, or what?) announcing rounds, wins or losses, and comments when you do well.



MK2: Try blocking this fireball you ugly mug!

But it's the game play that's important, and this plays just like the coin-op - although I have to admit, I haven't tried every move in the game... I'm rather crap at Mortal Kombat, but everything seems to be there! The one player game is a real challenge, but it's the two player option (like all beat'em ups) that really is the biz. Having the extra characters in the game with all the new moves, makes it a lot more challenging... not to mention trying to pull off all the fatalities, babalities, etc.. (where's that copy of EGM/GamePro?). Overall Mortal Kombat II for the Super Famicom is a brilliant conversion - nothing seems to have been missed. It may not have the playability of Capcom's Street Fighter II games (especially Super Street Fighter II / Turbo) but once you've played a few games of it, it does get extremely addictive as you try out all characters, all moves, all fatalities, all

secret characters, and I suspect, extra secret bits Acclaim have stuck in too.... A MUST!

**Machine**  
Super Famicom  
**Publisher**  
Acclaim  
**Format**  
24meg

<b>Video</b>	- 95%
<b>Audio</b>	- 95%
<b>Playability</b>	- 92%
<b>Lastability</b>	- 92%
<b>Overall</b>	- 93%

...ONN

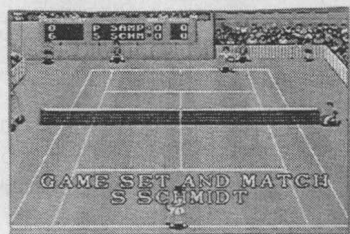


..Cont'ed from pg 31

On sound... it's a bit mixed. There's some great crowd cheers... and when the game heats up, the crowd goes crazy, shouting out 'come-on' and so on... even to the point of having the umpire interrupting to say 'quiet please' before game can resume. This is great, although can get on your nerve at times. The score samples are a bit naff unfortunately as instead of sampling each full score like 'Love Forty', each individual word is sampled and strung together, so sounding unrealistic.

The game plays fairly well, but has

rather limited shots compared to many SF Tennis games, and you have to be fairly precise when you hit the ball... all too often, the ball hits your player before you can actually hit the ball. The computer players



Standard looking Tennis game!



range from extremely thick to Mr Sampras himself who can win a game in seconds!

Overall Pete Sampras Tennis is probably the best Tennis game on the Megadrive, but falls short of many class SF and Engine Tennis titles. But with the additional joystick adaptors built-in, it's certainly worth checking out - as there's nothing playing against several players.

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

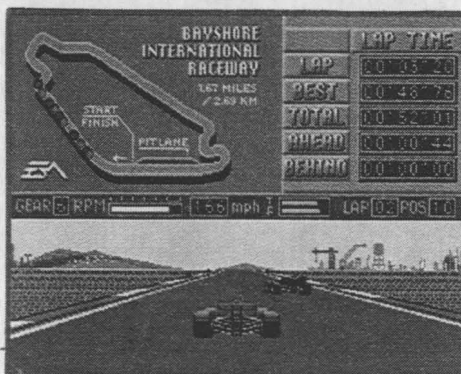
...ONN



# Mario Andretti Racing

Wow... a new Electronic Arts game! 16meg too! And Mario Andretti license! This must be good eh? W-r-o-n-g! This must be one of the the worst racing games around.... with some of the most basic graphics seen on the Megadrive. Basically what we have is a one or two player split screen racer, although you can drive three different types of cars - Indy Car, Stock cars or Sprint (dune buggies). Like Gremlin's Nigel Mansell's Grand Prix, the game has a tutorial for each of the tracks presented by Andretti... which doesn't exactly help much.

Although you have the ability to select different cars, all the tracks are standard flat race circuits... so even if you pick the buggies, there's no big jumps or water obstacles.... a real let down. The graphics are really poor... early Megadrive standard... limited colour,



One player split-screen game... like Pitstop on C64

and similar to Road Rash but without the detail side scenery. Sound is basic too, with mostly engine sound effects.

The game plays is okay, but when you have Virtual Racing already available, I certainly can't recommend Mario. Although VR does cost twice as much... you'll certainly play it 100 times more than you'll play Mario, plus you can

now get VR relatively cheap if you look around. EA seem to have gone into making a more realistic driving game with lots of true facts and figures... that would suit more to the drivers that stay well below the speed limit instead of the arcade 'burn rubber' freak. One to avoid!

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

...ONN

**Machine**  
Megadrive  
**Publisher**  
Electronic Arts  
**Format**  
16meg Cart.

# Jurassic Park

Any game that bills itself as an interactive movie is looking for trouble, and the 3DO park is no exception.'

My one major gripe is that considering Universal made this themselves, why the hell can't they use clips from the film? Believe it or not, all the main characters have been played by com-

break into the computer to restart the systems and call a helicopter. This is done by playing little games (the first is space invaders with dinosaurs!), get a high enough score and you can attempt the next code level.

Of course it's not that simple. You can only move one person at a time to a 'safe house' and to get there you have to play one of three games depending on what dinosaur is near. The Tyrannosaurus level is a 3D driving game, with you in the jeep at night. You have to race down the dark twisting road, avoiding obstacles, while the T-Rex gets ever closer in your rear view mirror. The problem is because your sight is so limited its difficult to stay on the road or miss obstacles, and the 3D isn't that

good either.

don't collapse, they spin off screen. WOW, that's realistic! The final stage is the raptor chase. You're inside a building and have to find the exit before the raptor finds you. It'll all in rather good 3D, the walls are texture mapped and the light fades realistically into the distance, but it's nothing a PC couldn't handle. The raptor however is excellent, a silicon graphic beast that runs towards you most convincingly. It's like a 3D monster maze for the nineties.

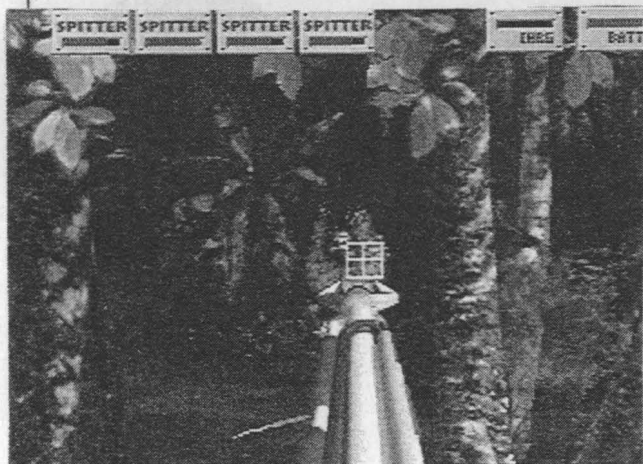
Unfortunately, if you lose a character, you have to restart to complete the game as they ALL have to get to the helipad, so save the game frequently!

Graphics vary from functional to very good (the raptor level). There's small bits of video of the characters running through woods for no apparent reason and the music is thankfully, barely noticeable. The only decent music is the original theme tune used in the intro.

Sadly, this is another major disappointment for Jurassic Fans everywhere. Oh well, at least I can watch the real thing on laser disk soon.

....DAVID

**Machine**  
3DO  
**Publisher**  
Universal I.S.  
**Format**  
1 CD-ROM



The spitter level... jam that taser in it's face!!

plete strangers and the only clip from the film is the helicopter approaching the island during the intro. Anyway, now that's off my chest...

The game itself is divided into two main areas. You have a limited time to get all the people in the park to the helipad, trying to avoid dinosaurs along the way. Once there you also have to

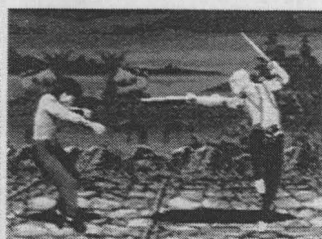
The spitter level is 'Operation Dinosaur'. You fire your Taser gun into the forest where spitters run by, to stun them. Occasionally they'll stop and spit at you. Every time you're hit, the screen darkens slightly, making it harder to see them. The funniest part here is when you get their energy down, they

# Mortal Kombat 2

Amazingly, Probe has done another brilliant game - this time a really great conversion of Midway's Mortal Kombat 2.

Having just reviewed in the Super Famicom version (see previous pages), I was surprised to see that the Mega Drive version is just as good. The main difference between the two versions are in the graphics... the MD version just has a tad less colour, which is quite apparent on the character select screen - and that Probe trade-mark, a bit of stipple colouring here and there. But apart from that, there's hardly anything to tell the two games apart.

Like the SF version, everything that seems to be in the coin-op is here... all 12 characters to select from and all the moves and special moves, not to mention those finishing moves. I suspect, all the hidden characters and other extras



You know, you can poke someone's eye out with those thigs!

are there too - just that, I haven't been able to get them - being not a MK

fan. All the graphics lack the extra colours, once you start to play the game a bit, you hardly notice them as the levels are brilliant drawn with full



MD MK2: Choose your fighter from this rabble!

animated backdrops just like the arcade from face pulling parallax scrolling trees, to rushing clouds on the higher levels.

As for sound... musically, MK doesn't have the greatest of music, but all the sound effects are there from grunts and moans, to the special attack shouts and the commentator shouting 'Fight' and 'Outstanding' in that low Carlsberg tone of voice.

The game features a host of options from Very Easy settings to Very Hard, and you can play it with the now standard 3 or 6 button pad.... not to men-

tion the activator if you have one... does anyone?

Well, I really can't say much else about the game... it's another great conversion of a very good (but not as good as SF2) beat'em up ... and there's a lot of blood too! must add. If you love the coin-op, then this is a must buy if you have a Megadrive... but if you have both the MD and SF, then go for the SF version mainly because the graphics are nicer, and the SF pad is easier to play than using the 3 button Sega pad - having to press Start to block is irritating (unless you have a 6-button one).

Video	- 92%
Audio	- 92%
Playability	- 92%
Lastability	- 92%
Overall	- 92%

...ONN

# Pulseman

I have to say, this game looked great on paper... a sort of new version of Sonic the Hedgehog... but instead of a Hedgehog, it's a strange computer generated character... an electric spark or something... well... it was original called Spark.

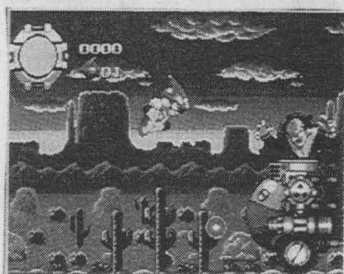
Anyway, the game is another fast scrolling platform game in true Sonic style, where Pulseman must stop evil happening in the various countries around the world.

So it's another platform game where you have to speed alone, jump on and off stationary or move platforms, avoid or electrify the nasty bugs and things (I think you play inside a computer), get through several stages until you meet the nasty boss at the end which require a severe number of hits to destroy it.

As Pulseman, as well as running, you can also turn into a flying spark and bounce along the screen. This is required on other leves where you have

to travel along circuits which are quite tricky.

Graphically, Pulseman doesn't have the look of Sonic, not bad... but not colourful enough and most of the backdrops are a bit bland and uninteresting... probably because it's very 'in the



Pulseman meets one of the bosses

computer' style of graphics with flow chart symbols, colour blocks, etc. Sound is really quite poor. The music is fairly average... something that sounds okay, but after a few goes, you want to turn it off, and the samples are terri-

ble... muffled speech is not my cup of tea.

Overall, Pulseman is a pretty okay platformer, but not a patch on Sonic or other Sega Platformers... especially Gunstar Heroes. Worth Checking out however.

Video	- 75%
Audio	- 70%
Playability	- 80%
Lastability	- 75%
Overall	- 78%

...ONN

Machine  
Mega Drive  
Publisher  
Acclaim  
Format  
24meg

Machine  
Mega Drive  
Publisher  
Sega  
Format  
16meg



# Super PC Kid

When the bald prehistoric kid first appeared on the PC Engine a few years ago, it was one of the best games of the year. Now, PC Kid is on the SF, I have to admit, after the trilogy on the 'Engine, this SF game just doesn't stand up to Super Mario World, Super Metroid, and other SF Scrolly Plat-form-ers. The game has all the features of the Engine's third game... he can head butt the dinos and eggheads or stun them by diving into the ground, collect yellow smiley faces, jump on colour flowers, bounce on walls or scramble up them with your teeth, swing up trees, gobble up meat to turn into a more meaner and dangerous guy, and get different colour sweets to grow bigger or smaller!

What makes PC Kid, is the variety and craziness of the levels. These range from normal scenes like lava rivers to cross by hopping onto rocks, and swimming under seas, to negotiating 'inside' dinosaurs when you enter them or get eaten, and then there are those wacky big dino bosses.

Although it doesn't play as well as

other platformers, it's variety makes you want to continue playing to see what lies on the next level... and the next



Super big PC Kid climbs a clock with his teeth

level...

Strangely enough, the game also features loads of bonus stages... so many that nearly half the time in spent playing them than the actual game itself it seems. These include bouncing on clouds collecting smiley faces, pumping air to blow-up a bloke!, and collecting and chucking flowers into a basket on the back of a 'gator.

The game's graphics are more or less the same as those on the PC Engine game, but also featured lots of special

effects... giant size sprites, scaling, rotation, etc. Sound is like the 'Engine's again... bopping jungle-style music with average sound effects.

Overall, Super PC Kid is an above average game, but it's gameplay seems dated now compared to when it was first released several years back. Many people will find it rather easy too especially with so many bonus stages, and collectable Tups, so lasting interest isn't too high. However... worth checking out if you're a mad PC Kid fan, or never played any of the games before.

Video	- 80%
Audio	- 75%
Playability	- 75%
Lastability	- 70%

Overall - 77%

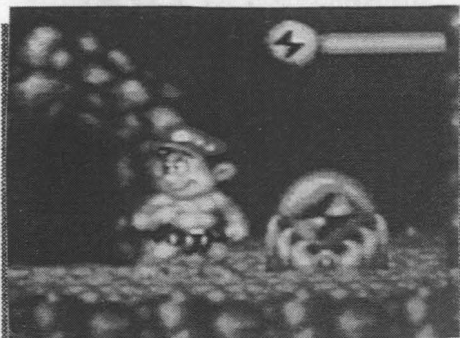
...ONN

Machine  
Super Famicom  
Publisher  
Hudson soft  
Format  
12 meg

# Super Adventure Island 2

The first Super Adventure Island for the SF was a rather cool game, not to mention fairly tough... and had some rather cool music done by Mr. Koshiro. Now the sequel, and this time, instead of a straight forward platform game, Hudson has made it more like Sega's Monster Lair... more RPG and puzzle elements as well as arcade action.

The plot is basically the same, as you control Master Higgins in a quest to rescue his girl, who now is his wife, but



Adv. Island: Pull the lever and all lighting blocks appear like in Super Mario World!

he and she doesn't know it, as both have lost their memories. Anyway, the game consists of several islands to

explore, but to get to them, you have to perform different tasks. To get to each island, you have to paddle a raft, represented in traditional angled top-down RPG view. Stupidly, like most RPGs, you can get attacked, where the game switches views to a side-on close up, where you fight off or dodge birds, sea-creatures, etc. This is very boring and should have been removed as you gain nothing, and is very annoying.

Once at an island, the game plays like the previous Adventure islands as you punch or dodge the nasty creatures, climb ropes, jump on platforms, and so forth. You will also encounter stone tablets that instruct you to perform tasks (you can also gain this info. by dreaming at the inn) like to find the silver sword and smash the rock stopping water. Scattered around each level are chests containing useful items (like the sword) but are tricky to get to, not to mention require you to do something else before you can get to it - if you know what I mean!? Like other RPGs, you have an inventory where you can select different weapons, armour,

shield, magic, etc... assuming you can find them or buy them -money is gained by killing creatures. SAI2 also features a save option so making it slightly easier.

Graphics are really great, and a tad better than the first game, and sound is fairly good too... like the first, full of dance tracks, etc. SAI2 plays really well, although I did find it rather tricky... not hard in action, but hard in figuring how to get to parts in the game... and where to go next after completing a level. SAI2 is worth checking out, and one of the better releases the past month.

Video	- 85%
Audio	- 80%
Playability	- 85%
Lastability	- 70%
Overall	- 80%

...ONN

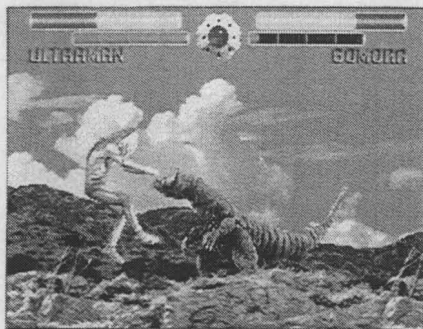
Machine  
Super Famicom  
Publisher  
Hudson soft  
Format  
12meg

# Ultraman Powered

The Japanese at last has got their act together with some 3DO games, and the first is Ultraman Powered - Bandai's conversion of their hit (hit in Japan anyway) one-on-one monster beat'em up. The game itself is basically a conversion of all other versions, except using the 3DO's hardware to the full.

Firstly, you are presented with the most spectacular intro. sequence I've seen... a full Full Motion Video title sequence just like you were watching the Ultraman series on the box, accompanied by a great Japanese title song... all this is done in very tacky fashion... which really makes it brilliant!

Once the intro. sequence is over, you are presented with a number of options.. from single games to a Ultraman Database full of 24-bit pictures. As for the main game... Ultraman Powered plays as good (or as bad) as the other versions. Each battle is over in one round... so no mucking around here! Ultraman has a number of available moves from standard punch, kicks, sweeps, roundhouse kicks, grab-and-throw, and the Mortal Kombat-like Upper Cut... plus a few special attacks. These can only be achieved if your power bar has enough energy, and lets you fire multiply fireballs forward, a diagonal-up energy ring, stomp downwards while in the air, produce a barri-



Ultraman gets busted by Gomora monster!!

er, and the ever-so-difficult super power laser!

Unfortunately, while all these moves are great, the control is very awkward, and response is slow. Each time you do a move, Ultraman doesn't actually do it until a second or so later. This makes the game very frustrating at times, especially as the computer opponents are right cheats... knocking you down, punch you several times, and then throwing you before you can do anything about it!

I have to admit, I wasn't too taken with the game at first, but after a few days, it kind of grew on me. I've played it nearly every day since getting it... there's this addictive quality of beating all the monsters that drives me on I think, as the game is very tough... especially as you only get a few continues. I like it better than Mortal Kombat in fact!

Unfortunately, the worst thing about the game is the price... as it cost anything up to £100, I can't really recommend it.

Oh yeah... the Japanese dubbing on the American video is brilliant and must



The flying 3D section, shoot the nasty lizard!

be seen and heard. Check out the Japanese speaking captain from SledgeHammer! Hahaha!

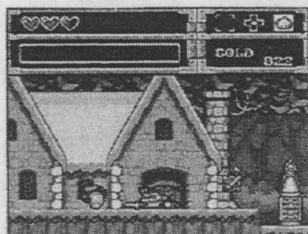
Video	- 85%
Audio	- 85%
Playability	- 75%
Lastability	- 75%
Overall	- 70%

...ONN

# The Dynastic Hero

This game is an American conversion of one of the later Wonderboy games, and has been out in Japan for some time now. You play the part of Dyna, the prince of Beetras, in his endeavour to free the land of Tarron from the Drillkor Empire. On loading the disc, you are presented with a cartoon anime-style intro and a song played directly off CD. All very well presented. The actual game is very similar to the original Wonderboy, with the added bonus of a bit of problem solving along the way. It's a big improvement on the first game, sprites are bold and colourful, and there is a lot of interaction with other characters required in order to progress. The graphics are well drawn and make full use of the 'Engines colour palette. The soundtrack during the game is good, with some particularly nice tunes. But I've heard better sound

effects, the effects used here are cringe-worthy and sound as if they are produced on a 1980's Casio keyboard. Rather than the action taking place on successive levels, this game requires you to explore the whole land of Tarron,



Mushroom soup again for Dyna!!

solving each problem as you come across it. So the typically linear gameplay encountered in most platform games isn't so much of a problem here, although the tasks have to be carried out in a certain order. After defeating

each boss you will come across a town, where you can enter houses and shops and talk to the locals to gain information. Visit the inn and you can save your current position. Like the other games in the series, weapons and magic spells can be bought with gold obtained from killing meanies.

I myself really liked this game, it's one of the best platformers I've played in a long time. It's not one of those games where you get stuck at a certain point and never play it again, as long as you persevere you'll progress at a very even pace. You won't get bored either, as I did with the original Wonderboy. The important thing is to pay attention, one of the bosses

cont..

Machine  
PC Engine  
Publisher  
TTI/Hudson  
Format  
Super CD-ROM<sup>2</sup>

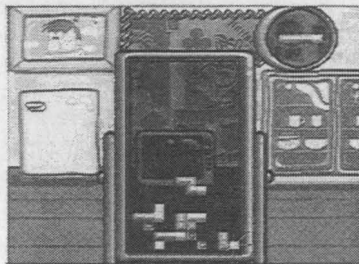


# Tetris Flash

BPS are back with another Tetris-variant... when are they going to come up with something new? Basically this is a cross between the original Tetris and Dr. Mario. You start the game with a number of coloured small blocks (1x1 in size) scattered at the lower third of the column. A few of these blocks (usually right at the bottom) flash and these are the ones you have to get rid of to complete the stage. To do so, as in Dr. Mario, you have to line up three or more blocks of the same colour... where they will disappear, and any connecting blocks will fall... hopefully producing another line.

The difference in Tetris Flash is that, the shapes that drift down the screen are totally weird - very much like those in Tetris II+Bombliss but multi-coloured, making things a tad trickier. However, if you can make a number of chain-reactions, or one big tetris, you can cause certain blocks to disappear (ie. all red ones blocks) making life easier.

The one player game is not bad... although a bit slow and too easy on easy and normal mode... you can last hours on it! Although Hard mode is more of a challenge. Unfortunately, after playing Tetris for many years now, the game doesn't really offer anything new... after half an hour of this, it gets a bit boring. The two player mode is a bit



*Tetris with colour and a splatter of Dr. Mario* more interesting, but only a bit. It's basically the same game but the winner is the one that takes out the flash blocks first. To affect the opponent, producing several or larger tetris lines will send a random shape zooming down the opponent's screen!

The game also has a Puzzle mode, where you have to place one shape in the correct position to clear the stage. Simple, and too boring.

All in all, Tetris Flash is another average Tetris variant that's fairly playable, but no better than other variants... ie. Dr. Mario, Puyo Puyo, Columns, Spin Pair, etc. The graphics are great... especially the backdrops and animation bits which doesn't play a big part in the game. Sound is okay with some good selectable tunes... and okay sound effects. Tetris Flash is pretty good... but not worth selling out 30-40 for... you're better off getting yourself a Gameboy with the original Tetris for the money!

Incidentally, Game B on Gameboy Tetris is quite similar and much more playable!

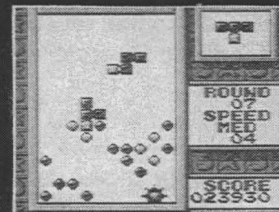
**Machine**  
**Super Famicom**  
**Publisher**  
**BPS**  
**Format**  
**8meg**

**Video** - 80%  
**Audio** - 80%  
**Playability** - 70%  
**Lastability** - 50%

**Overall** - 65%

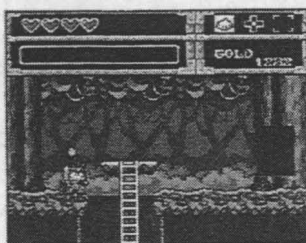
...ONN

A Gameboy version of Tetris Flash is also available. and is Super Gameboy compatible. The game plays the same but of course on a smaller scale. Because it's on the GB, it has more appeal just like the original Tetris. I still play the original Tetris on the GB, but never on any other system. So the overall



ratings for the GB version is slightly higher.

..cont. will ask you questions concerning your progress, and if you haven't been concentrating on the game you won't get very far. You have to talk to every villager you meet, they are often very helpful. Sometimes you will be accompanied by a special friend from one of the villages, there are four such charac-



*Climb down the ladder and you'll... er... go down!*

ters in the game, and they are essential to your your progress. They will help you out in combat and in finding special passageways to access secret locations.

So, did I have any problems with Dynastic Hero? Well here's quite a

major one- it's not as hard as some of the other games in the series and practically anybody with any gaming skill could complete it. But with it being quite large, completing it could take you a reasonably long time. I played it right through to the end- it's took me about 10 days, but I have been playing it quite a lot. It's one you'll keep going back to, and all in all if you're after another good platform game to add to your collection, or if you are a fan of the Wonderboy games then this is certainly one to look out for.

**Video** - 88%  
**Audio** - 76%  
**Playability** - 90%  
**Lastability** - 70%

**Overall** - 80%

...RACHEL

## GAME MUSJC

On the game music front.. here's a small list of what's available the past month.

After the great success of Nintendo's Super Metroid on the SF, the big 'N' has released the Super Metroid Sound in Action GM. As well as Super Metroid, you can also get Legend of Zelda - Sound & Drama GM, which comprises of 2 CDs with all music and sound for the game, and the story too!

Konami music are a big favourite of ours, and Parodius 2 GM has recently hit the streets, not to mention a host of Final Fantasy VI GM CDs from Square ... which has some of the best music sound tracks of any game. A MUST.

REVIEWS

# Burning Soldier

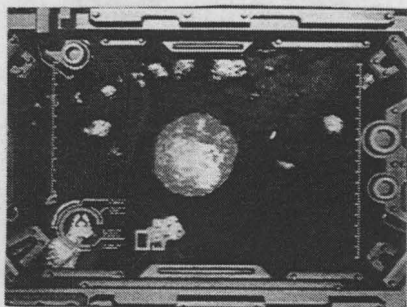
Supplied by Crazy Konsoles (0422-342901)

Burning Soldier is a 3D Computer Graphic shoot'em up rather like Microcosm, but as it's based in outer space, or have you zooming over the planet's landscape with 3D ray-traced, light-sourced polygons... it's much more like Galaxian 3... or more appropriate - 2.

The game has a standard 'Alien invasion' storyline presented in pretty good FMV... equipped with nasty moving alien creature for added effect. Unfortunately, the quality of the images aren't as good as other 3DO titles like those in Shockwave or Wing Commander. This is a pity, because it's the major feature of the game. You wouldn't play Galaxian 3 if the graphics were produced on a Megadrive would you? Like Galaxian 3, a second player can join in the fun making the game more challenging as you try to rack up a bigger score than your opponent, and try to work together to get further.

Level one has you zooming into an asteroid belt. The computer takes full control of your ship (all streamed off the CD no doubt) while you control your target to blast away occasion on-coming rocks and the scores of alien space crafts and it's laser bolts. If anything hits you, down goes your energy. Note, you only get one life, and your energy doesn't get topped up - so shoot everything!! You have standard twin-cannon lasers, and if you hold down the another button, it'll charge the homing weapons...

which when flashes you can fire them. During the game, you get a running commentary (in English) and occasion information as to what to do. There are lots of cut scenes like the enemy mother



Burning Soldier... stage 1, blast through the asteroid field.

ship launching fighters at you, and when you reach the end of the level, just like Galaxian 3, you have to shoot the mothership's weak spot, while your ship flies around it dodging the Mega laser beam.

Level two has you zooming down canyons, and also hopping on the surface (your ship is more like a battle-mech) as you blast alien ships and ground bases. Then it's over a city, and then the alien's base...

All in all, Burning Soldier is a neat 3D shoot'em up, certainly better than Microcosm which is available now on 3DO too. It's the nearest thing to Galaxian 3 on any machine until Namco releases the game for the 3DO or another system. The 3d graphics really enhances the game, and so does

the sound.. although you have to adjust the music volume so you can hear the sound effects and speech. The levels are varied enough to encourage you to keep playing (infinite continues), and the game's very tough in normal setting, so you won't complete it with one credit in a day. The only real complaint is the sluggish control... although this is partly to do with the 3DO joystick... it's about time someone produce some decent pads or sticks for the machine! I suppose most are waiting for Capcom to release Super Street Fighter II Turbo and if they come up with a proper 6-button pad/stick. The other fault is of course, with the continues... you'll be able to complete the 5 to 6 stages in a few hours.. and after that, it can get a bit boring.

Video	- 90%
Audio	- 85%
Playability	- 85%
Lastability	- 70%
<b>Overall</b>	<b>- 80%</b>

Machine  
3DO  
Publisher  
Pack In Video  
Format  
1 CD-ROM

...ONN

## NEXT MONTH

After last month's missed release date of this issue, I won't say when the next issue will be out, but probably 5-6 weeks when this issue is released. Although we plan to release it monthly, due to time required to put it together, and around a week to get it printed... we can't promise it will ever appear ever 4 weeks!

However, next month we will hopefully be able to give you a full run down on SNK's new Neo Geo CD system with the CD games for the machine.

We should hopefully give you a full Japan report... the best places to visit, the big theme parks (even possibly Joypolis), and some hot news of what's it like at Sega's AM2 department

Hopefully Lewis will be back with a techie section to blow up your machine

We'll have a round up of some of the recent RPGs including a in depth review of the Mega Final Fantasy VI and why it's so hot.... even possibly the most wanted game in Japan - Mother 2. and of course all the usual goodies you expect from GAP.

So don't miss next month's issue. Subscribe now if you haven't already done so!!



# Step Aerobics

Supplied by Krazy Konsoles  
(0422-342901)

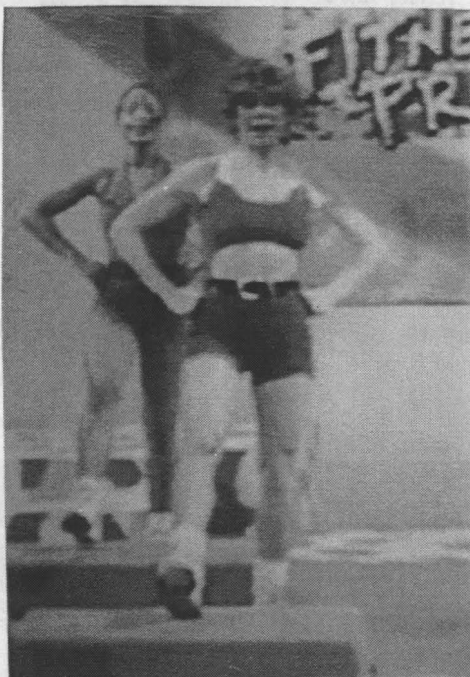
Machine  
3DO  
Publisher  
ESPN/Intelliplay  
Format  
1 CD-ROM

What's this? Step Aerobics? Yes... This is why I bought a 3DO for. Instead of sitting on your arse all day watching the screen... IntelliPlay brings you an exercise CD-ROM to burn up those layers of fat surrounding every part of your body - AND I sure know who needs this!!

As the title suggests, the exercises are used in conjunction with the 'STEP' exercise unit (the big breeze block thing), although if you don't have one, you can still join in as it caters for non-Step owners too. Personally, I think the 3DO company should have put a clause in the production of all 3DO machines in that, all systems should be made of cast iron to support the heaviest of users... so you can use your 3DO as a STEP!! If they also bundled this CD-ROM with it, they could sell millions of 3DOs for sure... Play and lose weight at the same time!!

Anyway, when loaded, you get a choice of workout exercises including warm-ups (last 9min 05secs), Basic Step (12:13), Power Step (12:37), Cooldown (4:00), plus safety techniques on using the Step. you can pick and choose which ones to go for, or select the whole lot.

The workouts are presented by four fitness pros that talk you through the workouts... just like watching a video (all in American) and just watching them in action makes you sweat!!



STEP.. now the basics.. one foot in, one foot out...

The live action Full motion video is pretty good, but if you've seen EA's

Shockwave or Ultraman's intros., the quality isn't that great in comparison. The frame rate isn't 50 or possibly not even 25 fps either, and with the low resolution and possibly only in 4096 colours (certainly not 24-bit, or 32,000 shades), it's not that hot. However, if you are actually doing the exercises, you'll be too busy panting and sweating to notice! As for sound... everything is taken from the CD-ROM, so CD quality.

All in all, a very good exercise program, even if all the workouts put together only lasts for around 36mins. Therefore, it's certainly cheaper to buy a exercise video instead, or for the price of the CD-ROM, you can actually get a STEP II which includes a video! The only advantage of the 3DO is that you can go straight to a certain program without having to rewind or fast forward. The other complaint is the very jerky scrolling credits... yuk! If it was around a tenner... I'll probably buy it!

... ONN

# Alone in the Dark

Supplied by Krazy Konsoles - 0422-342901

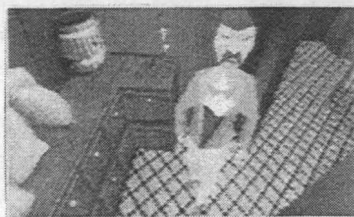
Machine  
3DO  
Publisher  
Interplay  
Format  
1 CD-ROM

Oh my, am I disappointed with this. Three years ago, Infogrammes stunned the PC World with this hot 3D polygon adventure game - Alone in the Dark.

Now it's on the 3DO, and after reading several magazines that this version will be a vastly improved game, I'm afraid to tell you this is an exact copy of the PC title. Yep, a PC port. The graphics are identical to the PCs... no extra polygons, and no extra textures. I was hoping they would have at least made the characters in the game a bit better - more like Virtua Fighter with some trendy texture mapped clothes maybe... but no such luck.. The only real addition is the speech when you read the books, etc. and a better inventory set-up so you can select what you want while having a screen showing your present location and situation.

Speed is the same, and the occasional, rather annoying view angles

and not being in the correct position to open doors, or deck the monsters, etc. are still present in the game.



Choose to play with 3 other human opponent.

However, the gameplay remains the same which isn't a bad thing... and as the original was such a great game - full of puzzles, and lots of monsters to kill, if you haven't played Alone before, this is a must... probably better than Dr. Hauzer, although they are quite similar. Right from the start of the game, you will be attacked by two nasty creatures if you don't shift yourself... or one, if you can somehow stop one from coming

from the trap door... maybe that big chest will help? Alone in the Dark is a lot tougher however, so will take you longer to complete and easier to understand as it's all in english! Like Hauzer - you'll have to save quite often to get anywhere.

Great game, but should have been better graphically and sonically.

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

Overall - 85%

...ONN

# 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.**

## Dolucky's A-League Soccer (SF)

On title screen, press Up, Left, Down, Right, B, Right, Down, Left, Up, Y, Left, Right, Up, Down, X, L, T, and start for an option screen. This enable you to select different team colours, select the Jet Mole Dangerous team and more.

## Donkey Kong (GB)

When played on the Super Gameboy, try selecting the Park backdrop with the tree on the left!

Also if you draw all over the title screen with a big red pen, a monkey in white will appear!

## Dynastic Hero (PC-E)

Dynastic Hero (PC Engine) Can't find the Micro-Armor? You'll have to back-track a bit. At the very start of the game, on the water area there is a chest with a wall all round it. Once you have the trident, go back to this area and swim underwater to reach the chest, which contains the Micro-Armor.

*Rachel*

## Fatal Fury Special (SF, Arcade, etc...)

As the game is available for the SF, and soon on the PC Engine, here are the special moves for each character. Do the following when your energy bar is flashing red.

Terry B. : Down, Down-Back, Back, Down-Back, Forward and press Strong Punch+Weak kick (XB on SF)

Andy B: Charge Down, Down-Forward, Forward and Weak Kick+Strong Kick (AB on SF)

Joe H.: Forward, Back, Down-Back, Down, Down-Forward, and Strong Punch+Weak Kick (XB on SF)

Big Bear: Forward, Down-forward, Down, Down-back, Forward, and Strong Punch+Weak Kick (XB on SF)

Cheng: Charge Down-back, Down, Forward and S.Punch+W.Kick (XB on SF)

Kim: Down, Down-back, Back, Down-back, Forward and both kicks (BA on SF)

Jubei: Down-back, Down, Forward and S.Punch+W.Kick (XB on SF)

Kai: Forward, Back-down, Forward and S.Punch+W.Kick (XB on SF)

Duck King: Back, Down-back, Down, Down-forward, Forward, Forward-Up, Down and S.Punch+W.Kick (XB on SF)

**ermmm.. I'll give you the rest next issue!!**

## Fighter's History (SF)

After the Fighter's History logo has disappeared, on pad 1,

press Right, Right, Up, Up, L, R, ..... and you should hear a bell noise. Now when you select your characters, you can also choose to play the two bosses - Clown and Karnov.

## King of Dragons (SF)

To get 99 credits, start a one player game, and when you have one credit left, on the continue screen, press Start on pad 2, then press Start on pad 1 before the time runs out. After you've chosen your character on pad 2, you'll have 99 credits.

## Long Nose Goblin (PC-E)

Here's a couple of my own-Super Long Nosed Goblin (PC Engine) On level 4, while swimming underwater you will see a power-up in an area that is only accessible if you are small. Collecting this power-up will give you 30 extra lives.

*Rachel*

## Macross: Scrambled Valkyrie (SF)

When the Zamuse logo appears, circle the joystick 360 degrees clockwise twice, then press buttons L, R, L, R, and when you go to the option screen, you'll be presented with a level select.

## Mortal Kombat (Mega-CD)

As with cartridge game, when you are on the 'Game Start' and 'Options' screen, on pad 1, press Down, Up, Left, Left, A, Right, Down (ie. D.U.L.L.A.R.D.), a 'Cheat Enabled' Option will appear which will enable you to do all sorts of things:-select your stage and play the bonus stages, P1Win - one hit win, P2Win - One hit kills first player, Moon - puts silhouettes in front of moon on pit stage (!), Dads - changes fighter's names, Green - Reple appears before each round with advice, Lives - unlimited credits, Flag 6 - Computer does fatalities, and Turbo - speeds up the game. and other strange things!

## Pete Sampras Tennis (MD)

Go to World Tour and enter name then go to password screen and enter ZEPPELIN, you'll now play the 'silly world tour' complete with smashable dizzy and hands that pop out of the ground and throw the ball back at you!

## Raiden (Jag)

For unlimited lives on one of the better games on the Jag., reach the boss at the end of the first level and quickly hold press the following buttons:- 1, 4, 7, 3, 6, 9, then Options, and you'll hear a noise for unlimited lives!

## Ranma 1/2: Super Battle (SF)

If you want to play the last boss in either one player or two player mode... on the title screen, hold down both L and R buttons using pad 1, then select your required option.

## Revenge of the Ninja (Mega-CD)

*Hand icon*



## GAME TIPS

...cont'ed from pg 40

On the 'Game Start' and 'Options' screen, press Right, Left, Up, Down, Right, Left, Up on pad 1 and a Test Mode will appear which will enable you to see all piccies etc. on the CD.

### Samurai Spirites (GB)

Unfortunately we don't have this game, so I can't say this is correct, but muck about if it not! Hopefully we'll have the game by next month.

We think if you reset the game three times (press Start and Select together) OR press Select three times when the Eyes appear at the start, you can access three new characters on the character select screen including the end boss who has EIGHT special moves!, a ninja-like character and the referee with the flags. Both the latter have three special moves. If anyone wants the know how to do the moves, write in and we'll print them in the next issue!

### Shadowrun (MD)

This is own tough game.. so here's a nice little cheat for it. On the title screen, when Press Start appears - on Pad 1, press A, B, B, A, C, A, B. Then start the game. In the game, press Start for the options... and press A to access the pocket secretary, and move right down to the bottom and select the invisible option which is the debug mode where you can select all manner of helpful items.

### Super Formation Soccer 94 (SF)

For more teams on this game, on the title screen press Y, A, X, A, Y, X, A and Start. You will now have special teams including England, Wales, Uruguay, etc.. However, after doing the above, on the title screen, you can also press Y, X, A, B and start for even more teams - the Masters and Human teams.

### Star Trek:TNG (SF)

For the level select, on the title screen, press Y, Y, X, X, A, A, B, and B. You should hear a sound. Start the game, and then press Start to pause, and press Y button for the level select screen.

### Super Street Fighter II (SF)

This is a rather naff tip, but what the hell. When the stats appear for any of the characters (when you leave the game alone), ie. Ryu... you can hold down both the top L & R buttons and you'll see the other fighter's stats. Interesting eh?

Also, when you are playing Balrog (Boxer) do you find it difficult to hold down all three punch or kick buttons to charge for that super count punches? Well, go to the button configurations, and deselect the weak and medium punches and kicks (turn them into stars) so you only have a Strong punch and Strong kick button. Now, all you have to do is to hold down one button instead of three!

### Super Street Fighter II Turbo (Arcade)

This tip is a bit naff unless you play Guile as some of his original moves were taken out in Super Turbo. For original character moves (no Super) by selecting you character using the weak punch button, then quickly either:

i) shake joystick left and right rapidly and hit weak punch for

Ryu, Ken, Zangief, Blanka, T.Hawk, Fei Long, Balrog, or Vega. ii) Shake joystick Up and Down rapidly, then hit weak punch for Chun Li, Hoda, Dhalsim, Guile, Cammy, Dee Jay, Sagat, or Bison.

Also, Chun Li's and Honda's Super moves can be charged if you hold the joystick forward. ie. you can perform Honda's Super (Hold back for 2 secs., forward, back, forward).... and while still holding forward, you can walk up to opponent, and hit the punch to execute the Super whenever you like! You can also jump forward, so can be used in a combo! So with Chun Li, you can perform Super move (still hold foward and don't press kick), and do a jumping strong punch, land while still holding forward and jab, and press kick for Super move.

### World Heroes 2 (SF)

To control the last two characters in this game, on the title screen - press Select, A, Up, R, Up, Select and Start the game. On the player select, you won't see the actual characters, but when you select a character, hold down Select and either press L button for Dio (Ultimate Thing) or R button for Neo Geegus (Morphing Man).

Neo Geegus, has very limited moves - three types of blob attacks, a flaming attack by charging down and push up and Punch, and to morph into other characters, press Punch and Kick buttons.

Dio has a hose of moves:

Fireball:Down, Down-back, Back, Forward and Punch.

Lunging punch: Yoga Flame move with Punch.

Another Lunge punch: Yoga flame move with Kick.

Somersault kick: Back, Back-down, Down, Down-forward, Up and Kick.

Slide: Down-forward and kick

Nasty throw: 360 circle move with Punch.

### World Heroes II Jet (NEO GEO)

Not a cheat this, but there are in fact three different endings to the game. The ending will be different depending on how much energy you have left when fighting the last round... hardly any energy lost, about half lost, and nearly all lost.

### Yu Yu No Ken 2 (SF)

If you want to control all the characters in the game.. on the title screen, press (on pad 1) Up, Down, Right, Down, Left, Y, X, A, B, for two extra fighters. And if you press the following on the title, Down, Up, L, L, R, R, Y, X, A, Y for the other fighters.

There also 3 characters in the game with super moves which are near impossible to do! The main guy top-left in character select... press right, left-down, right-down, left, right and press both X and A. The little woman with the purple hair in red and white - charge right, right-down, down, left-down, left, right and press A & R buttons. Blue hair sword person - charge down, left, left-down, down, right-down, right and press X & Y.

### Zelda:Link's Awakening (GB)

If you have the bomb and the bow and arrow, assign one to button A and the other to button B. Now if you press both buttons, you'll launch an arrow with a bomb stuck on it!!

# Intelliplay Poker

Supplied by Video Game Centre (0202) 290858

This is interesting. It's described as an interactive Poker Tutor and comes with an enormous book that teaches you the basics of Poker play, and then leads you into the subtleties of bluffing etc. To be honest, the book's a lot better than the 'interactive' CD, but more on that latter.

The game CD is set in an old west saloon (of course) and after the five players have introduced themselves via some video clips, the scene shifts to the table. You sit at one end and the other four (one must be left out) sit at the back. Now the players are cartoon representations of the real player, but they are occasionally animated (usually to threaten you).

The CD has four versions of poker from five card stud (standard poker game) to seven card draw (when you

have two cards to start and must 'buy' the rest as you build up a hand). Play is very slow in the cartoon mode, with long pauses between deals. Thankfully, you can play a top down view that removes the animations and speed things up. At the end of a hand, you see a brief video sequence of the winner taunting you. At first they're fun, but as each character only has 20 clips, they soon repeat and start to annoy.

The 3DO plays a reasonable game of poker, but it doesn't bluff very well and so it's easy to beat it after a while. Thankfully you can alter the stakes and the money you start with, so huge amounts of money can be won (or lost) in one hand.

The graphics are functional, nothing more. The video clips are clear, but in a very small window and the intelligence of the characters seems very ropey at times, and why the cliched prospector and Mexican bandits? Some different

opponents (from the 1920's for example) would add some variety. The music is awful plinky western rubbish, turn it off immediately.

To be honest there's nothing apart from the excellent tutor book to make you want to buy this, unless you're a sad lonely person who can't find real people to play against.

Video	- 70%
Audio	- 40%
Playability	- 73%
Lastability	- 70%
Overall	- 70%

...DAVID

Machine  
3DO  
Publisher  
Intelliplay  
Format  
1 CD-ROM

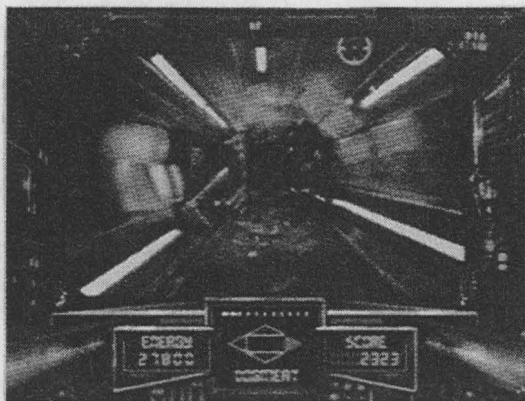
# Sewer Shark

Oh no, a flashback! This was the first game I reviewed for the Mega CD.. ooh, ages ago it seems. For the few who haven't seen it, it's a full motion video shoot'em up set inside a network of sewer pipes that connect two cities. The idea is simply to kill anything that moves as you speed through the tunnels in the 'Hole Hog', your ship.

You have a co-pilot, Ghost, who is fairly useless except at insulting you, as well as a robot who flies ahead, opening sewer grills and giving you directions as to when to turn into a different pipe (there are junctions dotted around. If you go down the wrong one, it's usually a dead-end - and end of game).

The big selling point on the Mega CD was the fact that apart from the animals in the sewer, the rest of the game was entirely made up of video, so you got a really good impression of speeding through real tunnels. There's also a long intro. (surprise surprise) and occasional slices of video to help the story along as you get further into the game. On 3DO, little has changed. The video's on a larger screen and is much clearer, and the cockpit has been

restyled. Unfortunately, the clearer video in the tunnel actually hinders you as the superimposed critters now blend into the detail, making them almost invisible at times. Also the junction warning light on the cockpit is so small



Shoot down the tunnel... and shoot everything!!

it's very easy to miss the right turn and it's back to the beginning of the level (you're given a new nick name by Ghost every so often and restart from the last one). Speed is of course not a problem here and disc access is almost instant.

The main changes (apart from clearer graphics) is the sound. As some one who had to sit through the Mega CD's 'music' (actually off the megadrive's sound chip instead of the CD), this

punchy, drum heavy CD music is a joy for the ears. It's also nicely inconspicuous, never drowning out the meaty gun samples and rat squeals as you shoot them. There's also more background noise such as opening grills and the excellent splatter sound when you shoot a bat (sick - Moi?). There's also more comment from Ghost now.

This is an okay shoot'em up, spoiled by the invisible targets and lack of variety in the backgrounds. It's also very easy to complete once you get the hang of it, and it's only about half an hour to play from start to finish. Now if only Digital Pictures could do Ground Zero Texas and include a light gun, that would be fun...

Video	- 80%
Audio	- 78%
Playability	- 74%
Lastability	- 65%
Overall	- 75%

...DAVID

Machine  
3DO  
Publisher  
Virgin  
Format  
1 CD



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**Wanted: Konami's** Castlevania X for PC Engine and Martial Champions.. must be cheap! Also willing to swap Twisted (3DO) for Dragon's Lair (3DO). Tel: Onn Lee, 0602-606442, or write to GAP address.

## Popful World

(Super Famicom - Falcom - 8meg)

I'm not quite sure this is the correct name but whatever it's called, this is Falcom's answer to the Sega's Wonderboy in Monster Land series.... a scrolling arcade adventure platform Role Play Game similar to Falcom's own Ys III, but with cute cartoon graphics. The game has you controlling a small warrior girl armed with sword and shield who start in a small village with not a penny to her name.... yes... we've all heard the storyline before. Anyway, you can wander along the village (viewed side-on as in Ys III) and talk to all the people not to mention enter any of the unlocked houses. One of these house will be a lady who will ask you to help find a wizard... so off you go to the first level.

As with Wonderboy, you have to make it through each of the stages slashing small sword wielding flurry creatures, jumping on and off moving platforms, avoiding rolling rocks, and so on... until you meet the bosses... a not too tough mid-boss that throws bombs all over the place, and the end stage tree boss, who has a nasty extendable arm (or is it branch) and must be hit several times in the head. As well as being able to jump and slash with your sword, you can defend, and use different items as with most RPGs. Money is gained by killing nasties, which can be used to buy items from shops. Killing the first boss will free the wizard which you can control on other levels instead of the warrior girl. The game's graphics are great - cute colourful animated sprites and chunky backdrops, although the sprites are a bit on the small size, which makes it a tad difficult to slash opponents without getting hit yourself. There are also some nice special effects thrown in now and again. Sound is commendable... okay music accompaniment and effective sound effects - but nothing special.

Popful World plays very well indeed... even if the japanese text hinders the game a bit especially when you enter houses and shops. Although it's very playable, it's unfortunate that it just doesn't compare to other SF scrolling platform games like Super Mario, Castlevania, and even Ys III. It's worth checking out... especially if you want a Monster World game for your SF.

Video	- 75%
Audio	- 70%
Playability	- 75%
Lastability	- 70%
Overall	- 73%

...ONN

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# GAME TEST - NO.1

This is a new series in GAP fanzine where each month we'll give you a challenge or Test to perform on your console, so you can try your luck out. So on with Game Test no. 1 :-

Have you ever wondered why horizontally scrolling games (either shoot'em ups or arcade platform adventures) always scroll the screen to the right... ie. your ship or character always move from left to right of the screen, and never (hardly ever) from right to left?

Well, it's because tests in Japan revealed that gamers found it more difficult to play games where the scrolling was going the other way. Incidentally, the only game that I can think of that scrolls from right to left is Namco's cute airplane game - Sky Kid (is it called Sky Kid?... I can't remember - but it has that catchy military tune, and you have to bomb a war ship of a military castle).

So, this month's challenge Game Test is :- if you have a portable TV/monitor (I wouldn't try it on a 22 inch or higher really), boot up your console with a vertical scrolling shoot'em up like for example Ultimate Tiger, Raiden or the GunHed series of games. Now, turn your TV/monitor 90 degrees to the right onto it's side, and see how big a score you can achieve while playing with the ship flying from left to right. After a few goes... (note all scores!!), turn your TV/monitor the other way around. Now play the game with the ship flying from right to left, and note down the scores again.

If the theory is correct, you should have higher scores when you first play it with the ship flying left to right than when the ship is flying right to left!

Incidentally, while doing the tests, they also found out that most people prefer to use a controller with their left hand and using fire buttons with their right hand... hence why the majority of arcade cabinets are in this fashion.... which is a bummer for players like myself who prefer to have the controller (joystick) with my right hand and use the buttons with my left. My own opinion is, my preference is the more sensible way of control, as most people are right handed (myself included) so you use your right hand to control the main object - performing pixel perfect moves with precision.... while the left (dumb) hand only has to stab at the fire buttons. In terms of most shoot'em up, you only have to pound the fire button as fast as possible! Strange why most people prefer it the other way?

ONN

## Bandai's BA-X

With so many systems coming onto the market, it was amazing to see Bandai announce their own Cd-Rom system at the Tokyo Toy Fair - called the BA-X, which will go for 29,800 yen (£185) in Japan around the end of autumn.

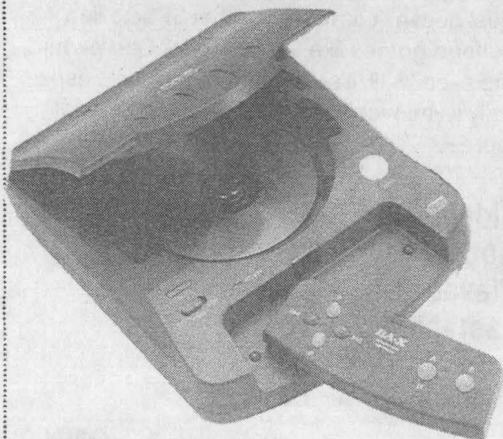
The machine looks like a large Sony

Discman in a dark purple colour with different coloured buttons. It comes with one infrared controller that neatly slots into the front of the machine - which means there's very little chance of a second control pad for the system.

However, the BA-X isn't likely to be a major or even a minor threat to the likes of Sony, Sega, NEC, etc.. especially as the system is only 8-bit with custom LSI chips, as Bandai seems to be aiming the machine at the educational market or the very young. Most of the titles currently in production for the system are simple



BA-X.. groovy for the kids!



interactive titles that use a lot of Full Motion Video. These include interactive comics (or digital comics) puzzles, encyclopedias, and a few simple games.

As you might expect from the creators of Dragonball Z - a version of the game is one title that's making it to the system



# PREVIEWS

## Way of the Warrior

3DO BY UNIVERSAL INTERACTIVE STUDIOS

The demo version of Way of the Warrior wasn't playable, but it did show what you can expect from the game. Basically, this is a Mortal Kombat clone featuring crazy digitised fighters. Like M.K., the animation of the fighters aren't too hot, with suspect collision detection too. Each character has a ton of moves (in fact around 80 standard one... and loads of special ones including Death moves) - most of which are really ridiculous. For example, Shaky Jake, a county bumpkin can use his long pole to jab at the opponent and then throw them with it from a distance.... and there's the stupid looking multiple punch attack used in Mortal Kombat too. One of the worst things about the game is that each time you perform a move, hitting the opponent doesn't send them backwards (or the attacker backwards)... so you can constantly drain their energy by pounding them without the opponent being able to do anything. At times, a game can be one in seconds because of this!

The sound is well irritating with weird sample effects.. again, we hope they change them! However, on the plus side, the Art of Fighting-style scaling when the characters move further or closer to each other is brilliant - real smooth and detailed, even better than Ultraman.

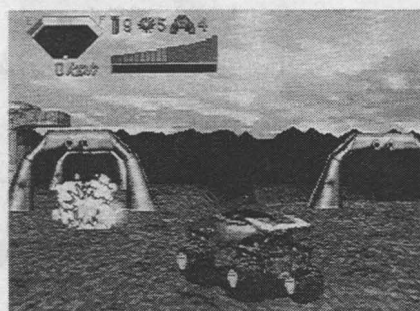


I have to say, I wasn't too impressed with Way of the Warrior (although fans of Mortal Kombat might love it) - although it can only improve - maybe it'll be as good as Mortal Kombat 2 when it's finished?!

## Off Road Interceptor

3DO BY CRYSTAL DYNAMICS

The preview version of this was called Off Road Orion and all it let you do was drive the 4x4 buggy around the texture-mapped rugged terrain - and boy is it great! The buggy really handles well as it bounces along the rough surface, and like Total Eclipse, the landscape is beautifully created with lush grass, mountains, canyons, lakes, etc. The whole thing moves very smoothly



without any jerks unlike Total Eclipse... with superb 3D updates. A press on the top button on the pad and your 4x4 somersaults into the air - every handy when you turnover - and the animation of this is brilliant... you can almost feel those suspension working.

Unfortunately, although it looked like you could go anywhere you like, this isn't the case. You can drive at angles, say around 60 degrees either side, but you can't actually turn the buggy right round and head back the way you came.... hopefully, this will be changed in the final game... we hope!

## LAST MINUTE UPDATE NEWS

**SEGA:** Sega have revealed a new prototype joystick for the forthcoming Saturn machine. With a large base, and auto-fire switches, there's now no excuse to blame the controllers when you muck up on a game. Panasonic take note!

Still on Saturn, it seems the rumoured cartridge only Saturn system - code-named Jupiter, will now NOT appear. This is proba-

bly because of the release of the Super 32X in Japan. This will mean the majority of games for the Saturn will be on CD-ROM, and any expansion add-ons can use the cartridge port. Maybe Sega are planning a Super 64X (or 128X) for the system in the coming year? However, it's likely to be extra ram cartridge, etc.

**Nintendo:** Nintendo are to release a great SNES

pack this Christmas which comprises of a SNES, a Super Game Boy, Super Mario World and a voucher for a free Game Boy game! All for £129.99... not bad eh?

**Atari:** Atari has just released a new adaptor for the Jaguar called the JagDaptor (they do come up with stupid names don't they!?). When plugged into the back of the machine, it gives you composite video, split composite, RGB, stereo phono audio sock-

ets, and S-VHS. And all for the asking price of \$50... yes, it's American.

**3DO:** More 3DO machines are soon to appear. Both Goldstar and Samsung have shown prototypes of their systems... both in the VHS video recorder mould... and expected to hit the streets by Christmas.

Creative Technology also had a working proto-type 3DO board for the PC at CES!

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# Alternate Reality

## THEME PARK

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!

**B**ullfrog is one of the best software producers in the UK with hits like *Populous*, *Powermonger*, *Populous II*, *Syndicate*... and now *Theme Park*. The game is expected to be converted to the Jaguar and 3DO in the not so distant future, and very likely onto the Mega-CD, and other CD-ROM platforms.

Basically, *Theme Park* lets you manage your own Amusement Park while trying to make it the biggest, the best, and the most profitable while in competition with other Park owners around the world.

The game is similar to *Sim City* as you start off with a bare plot of land and with

your set amount of cash, must construct a full park to rival Alton Towers or Disney Land. With your few thousands.... you have to lay down paths, build shops, stalls and rides, place public conveniences, plant trees and bushes, erect fences and walls, and more. These are easily done by selecting the icon at the bottom of the screen and placing them onto the land.

Building the park is only a part of the game, as everything costs money, so you'll have to be a shrewd business person and juggle the books. This includes deciding the cost of the entrance ticket price... too high and less people will come (note, all rides free);

product costs like chips, cola, burgers, and stall games; staff wages (mechanics, caretakers and entertainers); and how much money you put into Research and Development to design



This is a rich park... as it contains the expensive Haunted House and Arcade!

and produce new rides, shops, stall, ware houses, staff training, etc...

And that's not all. You can control the amount of salt you put on the chips, set the percentage chance of winning in the stalls, how expensive the prizes are, negotiate staff wages and goods prices, remember to order stocks of goods, dabble shares, keep an eye out for people getting lost, keep tabs on how old the rides are as they can blow up!, adjust the rides settings (speed/excitement, running time, and capacity) and not to mention the occasional thug that slip into your park and causing havoc... where a guard is needed to rid the blighter!

At first, *Theme Park* is extremely tough to play... you start off placing rides and stalls all over the place... and make a little profit... then suddenly... WHAM... you go into the red and soon enough - bankrupted and Game Over.

But after a few days of play, with some planning and little rules (ie. don't put food shops next to rides... or the little people will eat - go on the rides - and throw up all over the place! and if playing in a rich country - keep ticket prices fairly low - you may make less profit but more people will be in the park to spend more money), making large profits becomes fairly easy... and

you can then sell your park and start again in a different country... hopefully making enough money to start up in the US and Japan! Of course, trying to make a packet in the Antarctic is a lot tougher!!!

Graphically, *Theme Park* is brilliant - most of the objects are cute and rendered to give it a 3D look. Sound is terrific too with neat sample effects and different music for each of the rides.

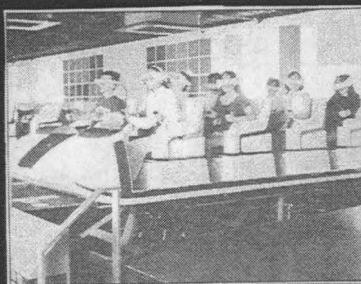
Overall, *Theme Park* is a masterpiece of a game, and will have you up all night playing it. It won't suit everyone, but *Sim City*/*Populous* fans will love it.

## Joypolis

**T**heme parks are big business in Japan, and Sega have opened a giant one called 'Joypolis'. The park not only features loads of Sega coin-ops, simulators, and big rides... but the first VR Ride... called imaginatively, the VR-1. Punters are strapped into an AS-1 style simulator which seats eight people, and equipped with a pair of Virtual Reality head-sets. With the rocking and rolling simulator putting your stomach into orbit, the VR head-set makes you think you are really 'there' enabling you to look in all directions. With this set-up, you can ride the biggest roller coaster in the universe, travel through space, or whatever.

Another ingenious ride at Joypolis is an 'interactive' roller-coaster ride. Most roller coasters just has you strapped into the seat, and it'll roar around the track at

break neck speed, while you hang on for dear life. At Joypolis, there's a gentler ride with karts for one or two people each, that are equipped with machine guns! As you speed around the track, in and out tunnels, etc.. targets pop up from all over the place and you have to quickly



Sega's new Virtua Ride at Joypolis

aim and fire at them... cool eh? We assume the guns are similar to those used in *Quaser* etc., and at the end of the ride, you get a score card. Now, if they implemented the guns in the *Corkscrew* and *Nemesis* at Alton Towers...



# SONIC AND TAILS DRINKING

By Dæe.



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