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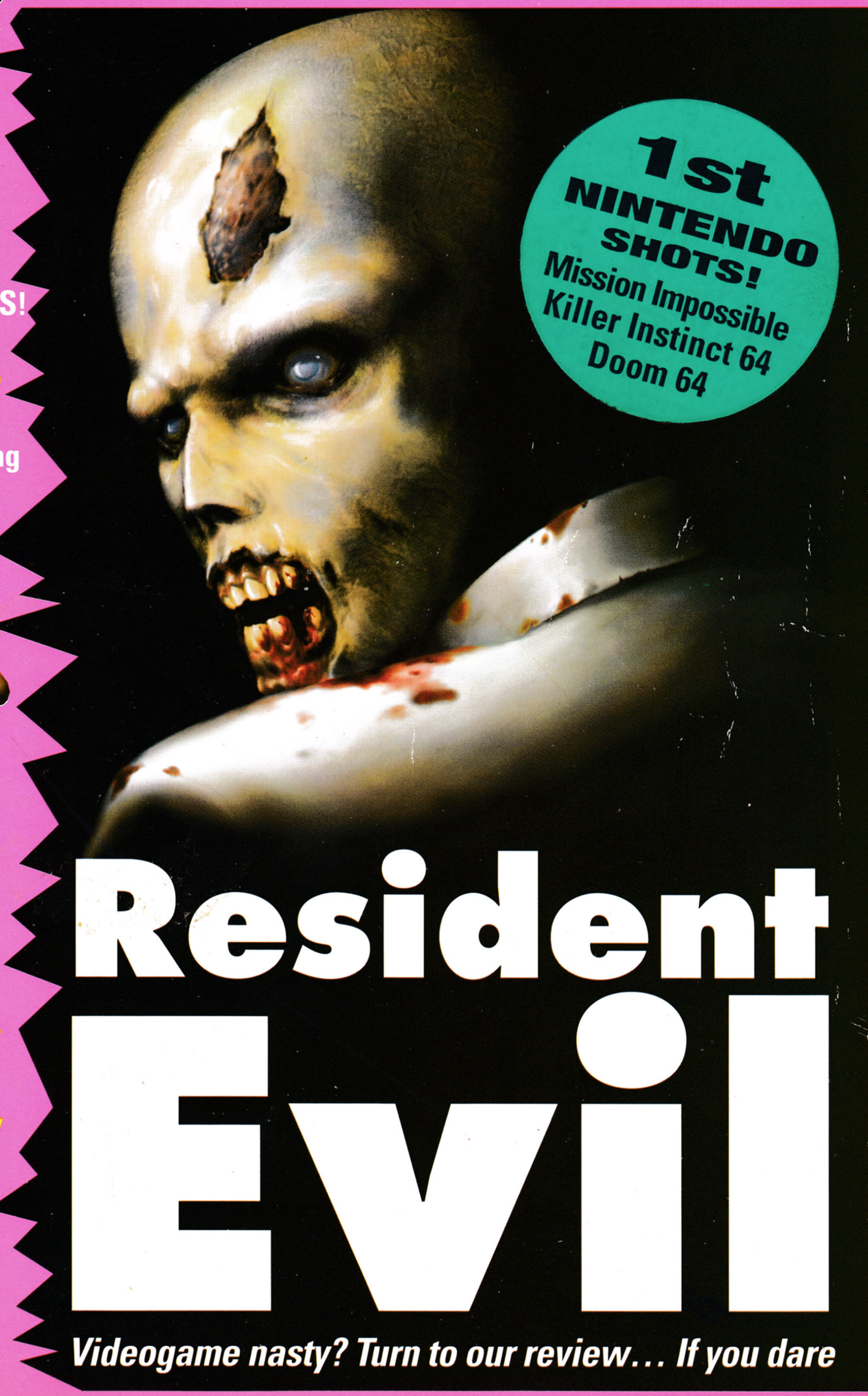

1st NINTENDO SHOTS!
Mission Impossible
Killer Instinct 64
Doom 64

# Resident Evil

*Videogame nasty? Turn to our review... If you dare*

Issue 44 July 1996

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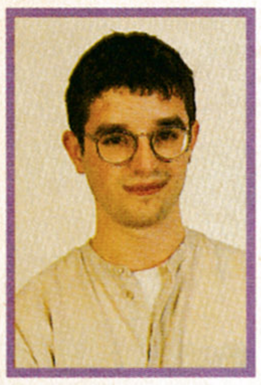
# GAMES MASTER

"The best games mag in the world'

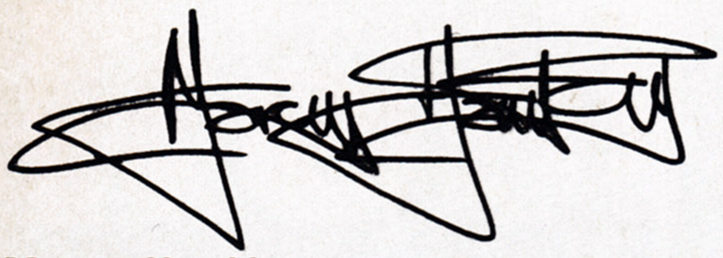
## Welcome to Issue 44



**"More stunning new games on show than you could pack a small pair of trousers with."**

Wow. That's the one word that echoed 'round the expanse of the E3 – Electronic Entertainment Expo – show held in LA recently. It's a massive computer trade show that's attracted worldwide attention thanks to the US launch of the Nintendo 64.

There were more stunning new games on show than you could pack a small pair of trousers with. Sega and Sony revealed the titles we can expect to be playing over the next six months, 16 bit gaming showed that it's still alive and kicking like a rabid donkey, and *Super Mario 64* proved to be the unsurprising hit of the show: 'It's the best game I've ever played in my whole life!" being one of the comments we managed to over-hear. Things are looking decidedly cool in gaming – full report begins on page 8.



**Marcus Hawkins**

## Our promise to our readers...

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

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"SHEER SPEED!"

"QUALITY KIT!"

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"SILKY SMOOTH!"

"TOP 100!"

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"SNOGGABLE BEAUTY!"

## STOP PRESS! STOP PRESS!

- *Street Fighter 3* in development! Sources indicate that Capcom is readying the game for an arcade release by the end of this year, and it'll use advanced graphics techniques. No more 2D then...
- Interplay have at last confirmed they are a member of the Nintendo 64 development Dream Team. This comes as no shock, since we've known about *Descent 64* for ages, but there are also rumours that they'll be developing *Clayfighters* and a few 'Virtua Sports' titles.
- Sony are to release a cheap PlayStation development kit in Japan, which will actually allow you to develop games yourself! Once you buy a 'Let's Create Development Kit', you join the Let's Create program, and are given a development PlayStation that can be connected to a PC. The system costs an equivalent of about £1,500, and although you can develop your own 'garage' games, you can't publish them yourself. More news about a possible UK release soon. We've also heard that The 3DO Company are considering a similar move for their 64 bit upgrade, M2.
- In the US Nintendo 64s will be in the stores 10 days before the official launch date. Sadly any shops selling early will be penalised by the Big N.

GamesMaster Issue 45 – On sale Thursday 4th July

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## GAMES MASTER PREVIEWS

***A bit of redesign to our previews section this issue, and loads of stunning shots from the best up and coming games to match. Our First Look section is crammed with the best games from E3...***

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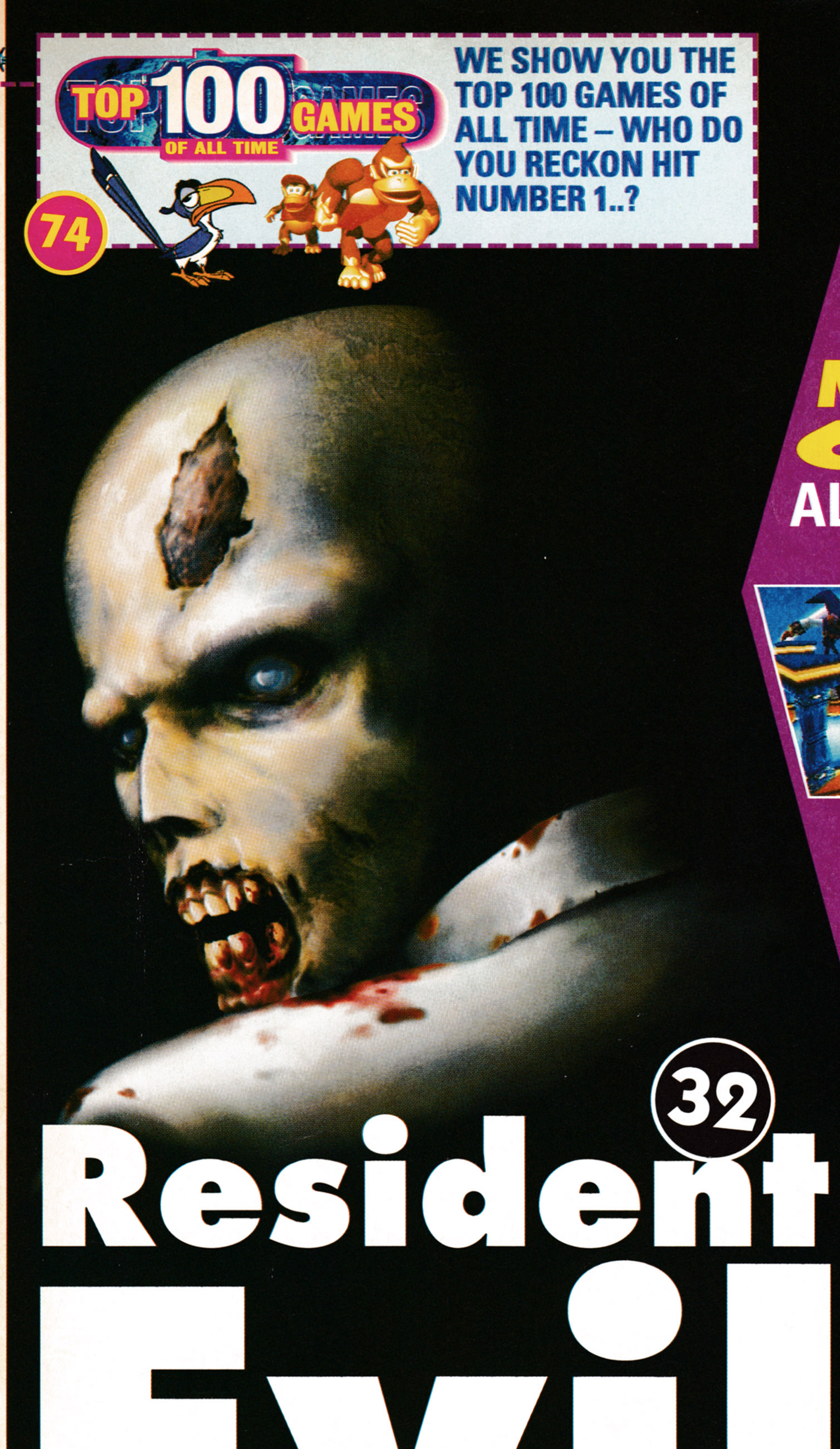
**WE SHOW YOU THE TOP 100 GAMES OF ALL TIME – WHO DO YOU RECKON HIT NUMBER 1..?**



# Resident Evil

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**There's been a lot of talk about this game, not least about its gory content. But the waffle stops here. The GamesMaster reviewers are unleashed – we tell you if the hype's right. Dead good or what..?**

# E3

## Super Mario 64

## ALL-NEW PICS!

## NiGHTS

## ALL YOU NEED TO KNOW!

***We bring you the hottest shots and all the details from the biggest computer trade show – E3! Coverage begins over the page, with the very latest pics from* Super Mario 64...**

## REGULARS


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# NETW

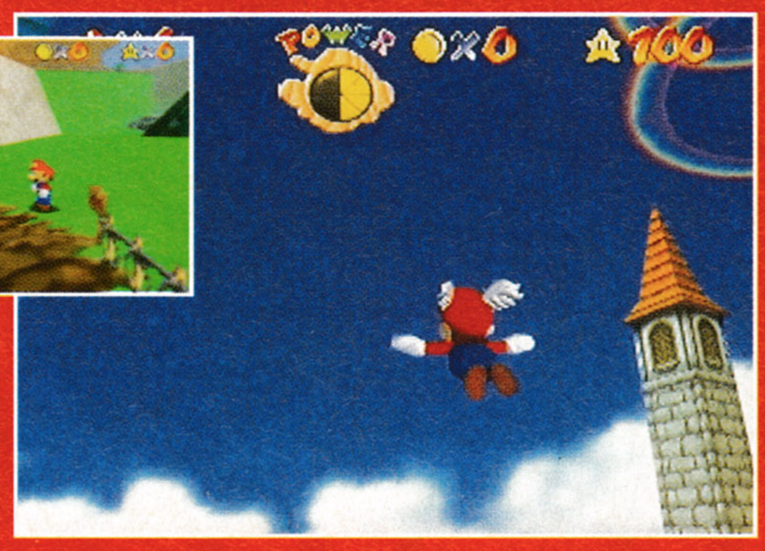
## SUPER MARIO 64
### THE MOST IMPORTANT GAME EVER?

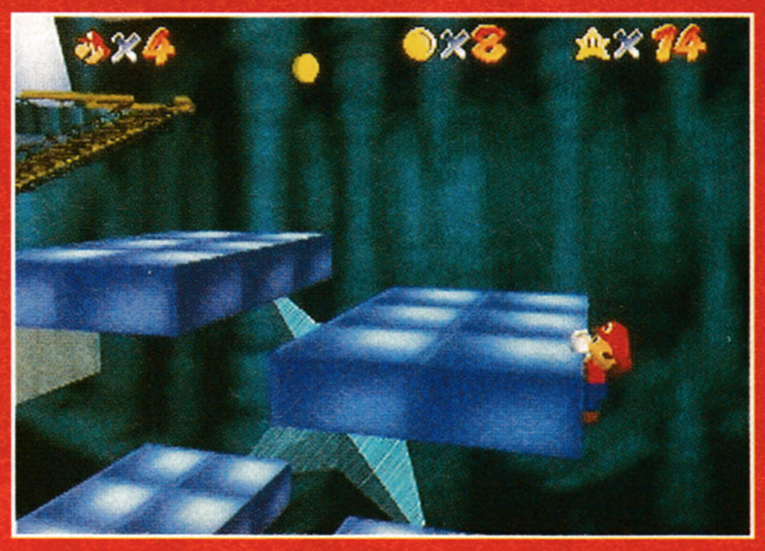
Our reporters at the E3 computer trade show were glued to the N64 launch title for almost two hours. And the widespread opinion is that this is the best thing ever. In fact, after Virgin Interactive unveiled N64 title *Freak Boy*, their international president told trade paper CTW that "it might be a case of back to the drawing board" after seeing the near complete *SM64*.

It's just such a gorgeous looking game. The polygons are shifted around at a super smooth rate, there's no glitching and the suspect camera views have now been well and truly sorted. It's just such a flowing game to play. Enjoy these very latest shots...

So impressive a spectacle is *SM64* that CNN ran footage...

(Above) The underwater sequences have to be experienced to be believed. They are simply stunning.



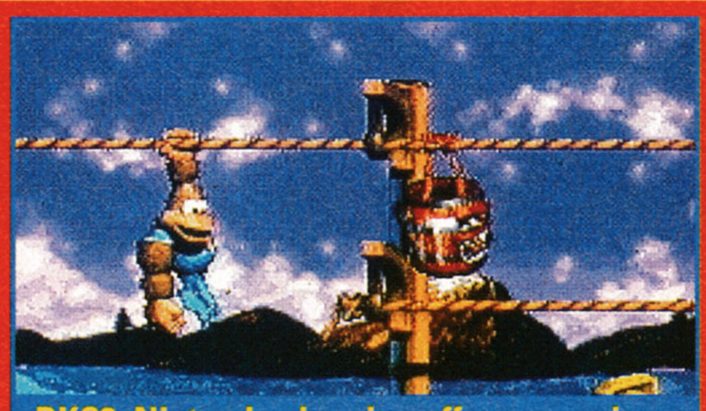


## 16 BIT GAMING KICKS BACK

Sega and Nintendo have revealed the 16 bit titles they will release on the Mega Drive and SNES, respectively, later this year.

Sega will release more than 12 of their own games, in the US at least, including the 3D rendered *Sonic Blast*, *Vectorman 2* and *Virtua Fighter Animation* – yes, the *Virtua Fighter* series is at long last making its debut in 16 bit form.

Nintendo also revealed their prime titles: *Donkey Kong Country 3 – Dixie's Double Trouble*, *Kirby Super Star* and the stupidly playable and addictive *Tetris Attack* (featuring Yoshi). *Ken Griffey Jnr's Winning Run* (also heading for the N64) and *Super Mario RPG – Legend Of The Seven Stars* (which isn't coming to the UK) were also on show.



DKC3: Nintendo showing off once again.

**Tetris Attack: Addictive**

**Kirby Super Star: Bouncy**

**DKC3: Dixie's Double Trouble**

## NEW GAMEBOY LAUNCHED!

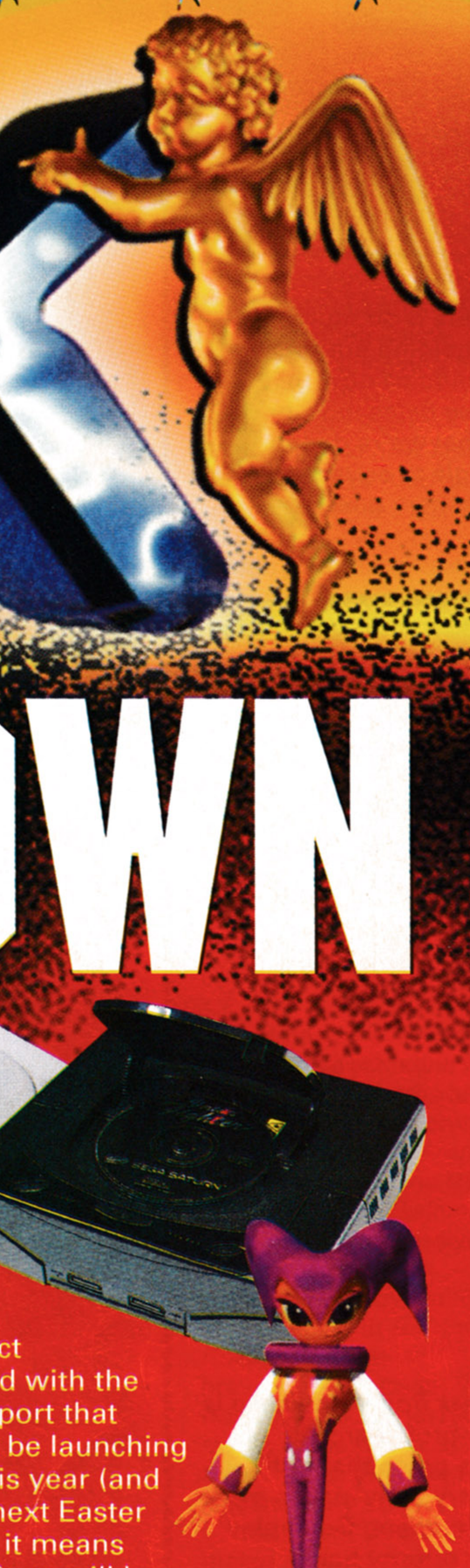
The 'Pocket GameBoy' as it's called is essentially a smaller version of Nintendo's popular green screen portable.

The new system has a much improved screen display with higher contrast and no motion blur, which makes for hassle free gaming on the move. The body is brushed chrome, and the whole unit is smaller in size (including being about half the depth of the original).

The Pocket GameBoy wil be launched in Japan for a slightly cheaper price than the original, followed by a US launch soon after. We'll update you on the UK version next issue.

Project Atlantis, the 32 bit colour handheld from Nintendo has now been put on hold until next year, so that they can put all their resources behind the launch of the Nintendo 64 and the Pocket GameBoy this year.

# YORK



# ALL FALL DOWN

## PRICES TUMBLE AS WW3 COMMENCES

In a move announced at the recent E3 show in America, Sony have stuck the Vs up to Sega by dropping the price of the PlayStation to an amazing $199. This follows Sega's Saturn price drop to $249 earlier this year.

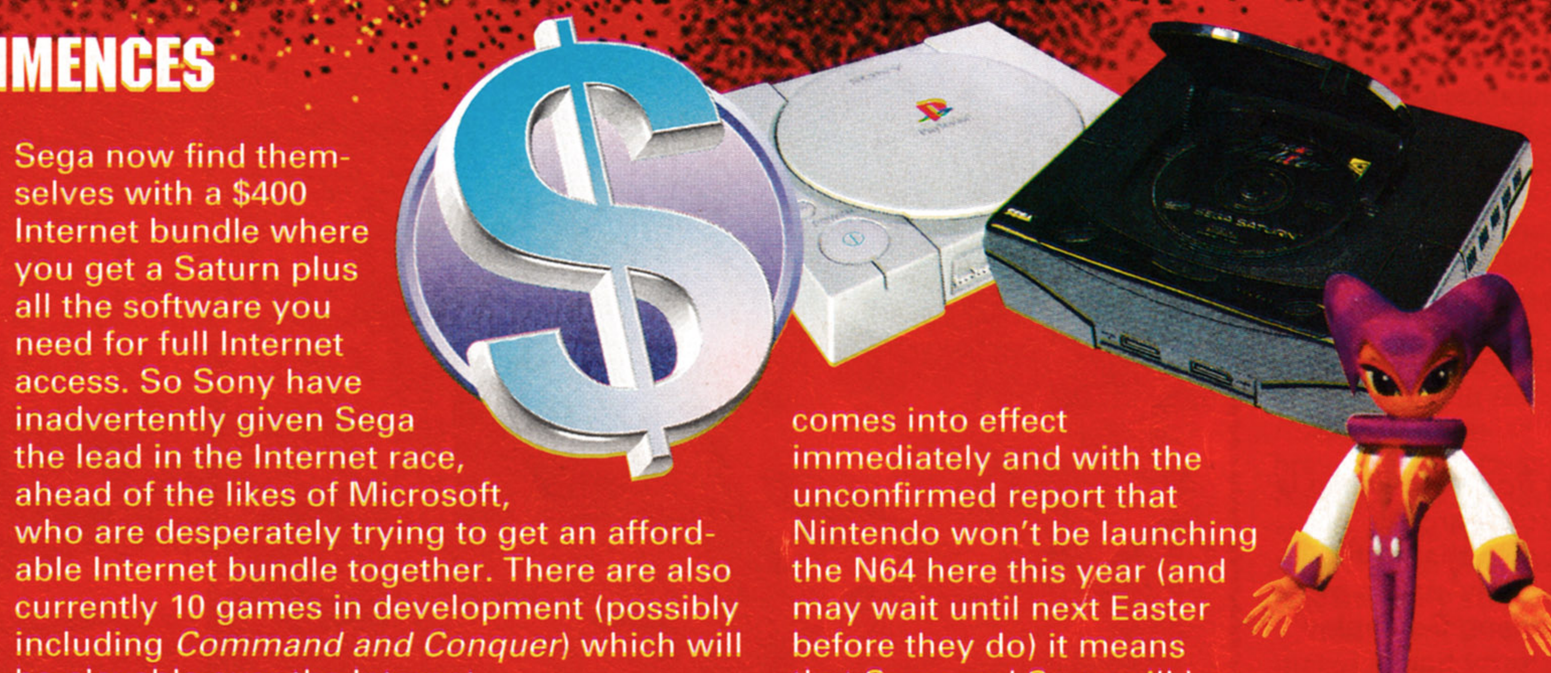
However this price drop is not out of the kindness of Sony's hearts. They know they are going to have a tough time for the remainder of this year with the Nintendo N64 launch in September plus Sega's monster software line up (consisting of *Sonic X-treme, NiGHTS, Daytona 2, Command and Conquer, VF3, Fighting Vipers, Virtual On* and many more).

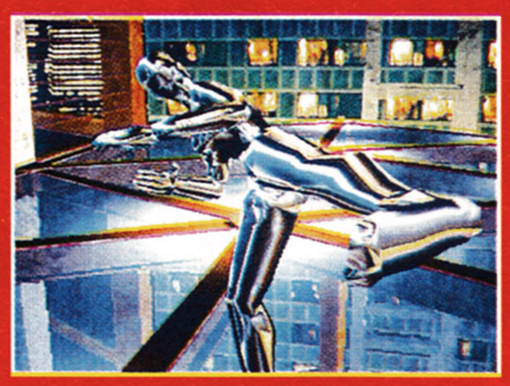
Sega immediately reacted by slashing the Saturn to $199 while Sony UK upped the Euro stakes by matching the US price £ for $. Sega again followed suit and commented, "We wanted the price to be the same and let the software do the talking. We're confident we have the best software line up this year."

At the same time Nintendo announced that they weren't going to drop the price of the N64 at launch. They feel that the higher price is okay because theirs is a 64 bit system (although a few months ago their slogan was the best system for the cheapest price).

One side effect of this price war is that Sega now find themselves with a $400 Internet bundle where you get a Saturn plus all the software you need for full Internet access. So Sony have inadvertently given Sega the lead in the Internet race, ahead of the likes of Microsoft, who are desperately trying to get an affordable Internet bundle together. There are also currently 10 games in development (possibly including *Command and Conquer*) which will be playable over the Internet.

In the UK the Sony and Sega price drop comes into effect immediately and with the unconfirmed report that Nintendo won't be launching the N64 here this year (and may wait until next Easter before they do) it means that Sony and Sega will have Christmas all to themselves.





**How much will the Saturn be when *VF3* arrives? It might be worth buying now just for *NiGHTS*...**

## CHEAPEST 3DO EVER

### HMV BARGAIN BONANZA

3DO machines and games have all been on the end of a massive price drop as well, but for a very different reason. High street retailers HMV have decided to clear out their stocks of the ailing 3DO along with all the software. You can now get the machine for only £99 (the official price is £199) while the software starts out at £9.99 (usual price £45).

While it signals the beginning of the end for the machine itself there are still games in development and you can now get some truly fantastic tites for next to nothing. Make sure you take this chance to pick up *Need For Speed, Return Fire, Space Hulk* and the rest. If you want some ideas check out our Top 100 Games of All Time feature on page 74, that'll tell you what to go for.

It's very much a while-stocks-last kind of sale and there are no plans at the moment for HMV to replace their stocks, so you'd better get in there quick if you want to take advantage.

**(Left) *The Need For Speed* and (above) *Return Fire*. Two of the best on a snip of a system. Not bad!**

The month in...

NINTENDO

● There is so much stuff coming out for Nintendo 64 now that the release dates have been set, that we're gonna struggle to squeeze it all in, but here goes.

● On top of all the games shown in the main section opposite you'll be getting *Monster Dunk* from Mindscape, a two-on-two basketball game with outrageous moves and famous monsters from the worlds of movies, games and books. Sounds good.

● Electronic Arts are in the middle of developing *FIFA '96* (although the name will probably change to *FIFA '97* if, as is likely, the game slips). It's going to feature hundreds of international teams and will have one major advantage. That N64 controller will allow some new and unique moves never before seen in a *FIFA* game.

● *Freak Boy* from Virgin is a low-profile arcade puzzle game that's still in the very early stages of development. Gameplay is the priority here.

● Next up there's a killer Williams trilogy. *Wargods* is based on their new 3D beat-em-up (and no, it's nothing to do with *Mortal Kombat 4*), *NBA Hangtime*, the follow up to *NBA Jam* and *Robotron X*, an updated version of the old classic. Interplay are coming in with *Ultra Descent* (probably to be called *Descent 64*), a *Doom* style flying game.

● Other sports games lined up include American aimed titles like *Wayne Gretsky Hockey* and *Ken Griffey Jr Baseball*. All claim to have the best sports graphics yet seen.

● Much talked about *Blast Corps* is almost ready for release and has you clearing a pathway through a city by destroying everything in the way. We found it a bit confusing, but fun.

● *Buggie Boogie* puts you in a dune buggy, racing against the environment and other players. A split-screen mode is in there for the two-player races.

# NEW NINTENDO EXCITEMENT REACHES

*A machine is only as good as the games that it plays. So judging by this little lot the Nintendo 64 will be buuurrriilliaaant. Actually we played some of these in the States and we can tell you they're ace.*

## STARFOX 64

**NINTENDO**

Will probably be renamed *StarWing 64* in the UK, just like the SNES version. This version is based on the same characters but with far superior graphics (obviously) and different environments and game modes. This will probably be the first *N64* shoot-em-up.

*Fox McCloud? Isn't he in the X-Files? Er.*

*Just a bit different from the SNES version then.*

## WAVE RACE 64

**NINTENDO**

Set on water, *Wave Race* features some of the fastest racing action ever seen. The game is as realistic as possible with real physics affecting your jet-skis as you race over the ocean fighting real waves as well as the opposition. There are different modes for both one and two-player games including an obstacle and stunt course. Can't wait.

*Can't quite see how many stunts there will be. What else can you use other than ramps?*

*Guaranteed to make you feel sea sick.*

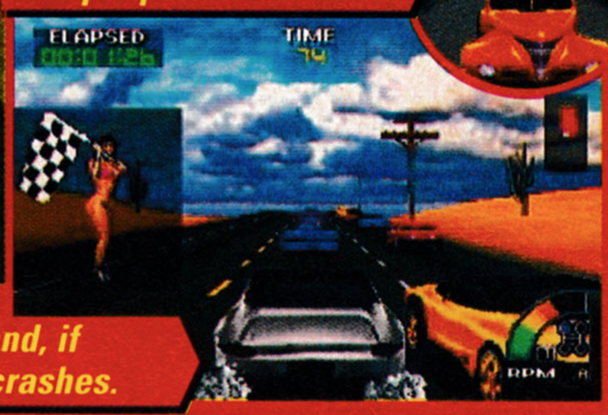
## CRUIS'N USA

**NINTENDO/WILLIAMS**

An arcade-perfect conversion of the Williams arcade racer. It ain't *Ridge Racer* but it's still loads of fun to play. This time around on top of the four vehicles you get to drive, they've added a ton of hidden stuff to keep you guessing.

*If you must know it's a bit like a cross between* Need For Speed *and* Outrun.

*Unfortunately you can't run people over.*

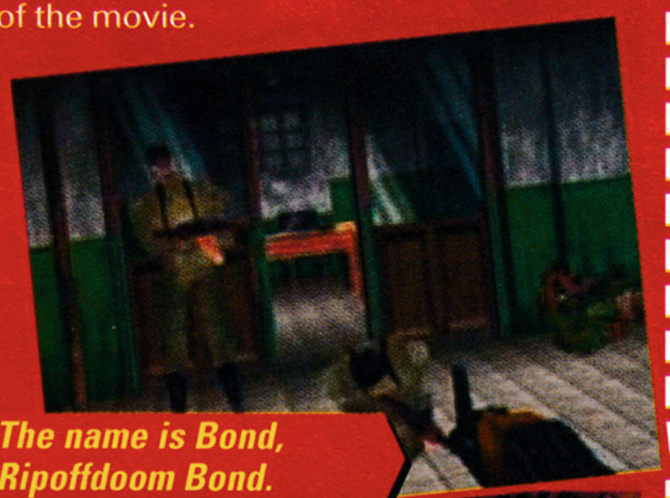



*Lots of cars and, if you're crap, crashes.*

## GOLDENEYE 007

**NINTENDO/RARE**

Based on the Bond movie, *Goldeneye* 007 features different types of gameplay, including a *Doom* style section based in a military base. Digitised graphics have been used to recreate the look and feel of the movie.



*The name is Bond, Ripoffdoom Bond.*



*You can look up and down, as you can see.*

## KIRBY'S AIR RIDE

**NINTENDO**

The pink thing (who should sue Noel Edmonds for stealing his character and naming him Blobby) joins the Nintendo All Stars team. Up to four players can join in the air board endurance challenge of the *Air Ride*. You have to perform moves and stunts (remember *UniRally*?). This will be one of the first to properly utilise the analogue controller and even promises to generate random courses to make sure you never get the same ride twice.

*Not likely to appear in a Van Damme movie is it?*

*God only knows what this is but it'll be cute.*

*Now you can see Kirby's new 3D world for real.*

*Kirby's Air Ride is like a multi-player* UniRally.

# 64 LINE-UP: FEVER PITCH!

## KILLER INSTINCT 64

### NINTENDO / RARE

Combine *Killer Instinct* with *Killer Instinct 2* and then throw in a whole load of new stuff so that everyone feels that they're getting a different game. That's the recipe for *Killer Instinct 64*. All the characters are there but armed with a whole load of new moves. Pressure Breakers, Rock/Paper/Scissors moves, Combo Breakers and Combo Linkers herald some amazing rucks. The same arcade quality animation and speed will ensure that this sells bucketloads.

*Top beat-em-up action as Nintendo bring you a combination of the two existing KI games.*

*Ah, Spinal has got no body to fight with.*

*How come he's not melting in all those flames? He must have special fire retardant pants.*

*Maya from Killer Instinct 2 takes on Jago from Killer 1.*

## DOOM 64

### NINTENDO / WILLIAMS

The developers are so proud of *Doom 64* that they played it down the phone for us and now we've had the chance of a sneaky look and can safely say that this will blow every other version away, including the incredible PSX one. New levels, new effects, new proper 3D monsters and plenty of weapons to blow them away with.

*If anything is worth getting all worked up about it's this, Doom 64. It rocks.*

*A close-up of the monster – you'll notice there are no pixels or blocky bits. That's because these creatures are real 3D.*

## SUPER MARIO KART R

### NINTENDO

One of the best multi-player games on the SNES is almost bound to be one of the best multi-player affairs on the N64 – more cutsie characters, better courses and a four-player split-screen mode to make the most of those battle races. Until N64 *Bomberman* comes along this will rule the multi-player stakes.

*Could the four-player mode make this the No 1 N64 racer?*

*You're gonna have to spend a fortune on joypads to get this playing to its full potential.*

## TETRISPHEAR

### NINTENDO / H2O

*Tetris* goes 3D with a vengeance. This time you have to remove the 3D blocks to get to the core of a 3D rotating sphere.

Just when you thought you had *Tetris* beat huh? The game will come with amazing 3D graphics and huge sound effects to keep you puzzling.

## MISSION IMPOSSIBLE

### OCEAN

Your mission, should you choose to accept it, is to create a game based on one of this summer's biggest movies starring Tom Cruise. You get to choose various spying missions, all in a *Doom* style. The movie is gonna be huge and there's little doubt that if this captures the mystery and intrigue then it will do well.

*Hang on, he's taller than Cruise.*

*Apparently the film's great, and the game looks promising.*

## BODY HARVEST

### NINTENDO / DMA

Brought to you by the makers of *Lemmings*, but forget all that cute stuff because *Body Harvest* is nasty. You have to stop an alien invasion using over 130 vehicles. You can drive everything from trucks and aircraft to hovercrafts and ships. Get set for one hell of a wild ride.

*An old WW1 tank, for mowing down slow people and buildings.*

*If this fella starts to bug you spray it with glue and laugh as it suffers.*

## The month in... PLAYSTATION

● Ancient coin-op titles may be getting a new lease of life following a deal between GT, Williams and Atari. Williams, who now hold all the rights to Atari's arcade titles have passed on the home version rights to GT. This means that titles like *Gauntlet* and *Xenophobe* will be on the PlayStation soon.

● The PlayStation version of *X-Men: Children of the Atom* is still on its way, even though it is suffering from long delays. The latest news is that the game is up and running but too slowly to be considered for release. Work continues.

● Playmates have lined up their release schedule for the next few months and it's starting to look pretty impressive. *Battle Arena Toshinden 2* hits the US to be followed by *Skeleton Warriors*, an impressive side-scrolling action battle. *Powerslave* follows that, along with *Burning Road*, which we previewed last issue. *VMX Racing* is a 3D rendered racing game which is supposed to be more realistic than any other. Cartoon hero Duckman makes an appearance in *Duckman: The Legend of the Fall*, a puzzle game.

● Capcom coin-op *Star Gladiators* has undergone the conversion process. The coin-op it's based on was built using PlayStation technology so the port should have a fast turn around. Capcom have also started work on *Marvel Super Heroes* featuring all the greatest comic book heroes.

**DON'T MISS:** *Aquanaut's Holiday* (18), *Die Hard Trilogy* (19), *Jumping Flash 2* (20), *StarFighter 3000* (21), *Onside* (21) *Syndicate Wars* (28), *Resident Evil* (32), *Space Hulk* (36), *Fade to Black* (38), *Track and Field* (44), *Sampras Extreme* (47), *Gunship 2000* (49), *Alien Trilogy* tips (66), *Swagman* (82).

TM

**SEGA**

● The battle between Sega and Sony seems to be hotting up after each dropped the price of their 32 bit console. Talking to the computer industry trade paper, CTW, Sega's Director of European Marketing – aiming his comments at Sony, blasts: "Up yours, we won't panic. We won't let you have any advantage. You're the ones that are running and we're going to kick your arses as you're running away." That's fightin' talk for you. The S1 (the infamous white Saturn) will also be released this summer at £199.

● Keep your eyes out for the Sega-sponsored *Euro '96* supplement which will be appearing in all of the tournament's host city regional newspapers.

● The first solid details about the Saturn sequel to *Daytona* are beginning to emerge. *Daytona USA: Championship Circuit Edition* will keep the four camera viewpoints of the original (Bumper Cam, First Person Removed, Twice Removed and In The Car), but will include a new two-player option, likely to be a split-screen due to the success of *Sega Rally*'s. Sega are still not confirming if it will include a track editing option though. *DUSA: CCE* should be out this autumn.

● Revealed: the full Saturn internet link-up details were announced at the E3 show in Los Angeles. The Net Link will cost $199.99 which should be matched £ for $ over here). It'll allow you to access the Internet through your TV, play network games, e-mail, WWW surf and other on-line services. The combined cost of a Saturn and Net Link will therefore be under $400.

● As we go to press, the second International *Virtua Fighter 2* Tournament is being held in Toronto, Canada. Fighting takes place on the only two Virtua Fighter 2 V2.1 coin-ops in Canada, and there will be arcade technicians on hand to sort out any machine problems.

**DON'T MISS:**

*NiGHTS* (16), *Die Hard Trilogy* (19), First Looks (22-25) *Syndicate Wars* (28), *Ghen War* (50), *Shining Wisdom* (53), *Alone in The Dark: Jack Is Back* (54), *The Need For Speed* (57), *DarkStalkers 2* tips (62).

# PLAYSTATION PLENTY

## MASSIVE LINE-UP ANNOUNCED

***Tunnel B1* boasts the smoothest 3D we've ever seen.**

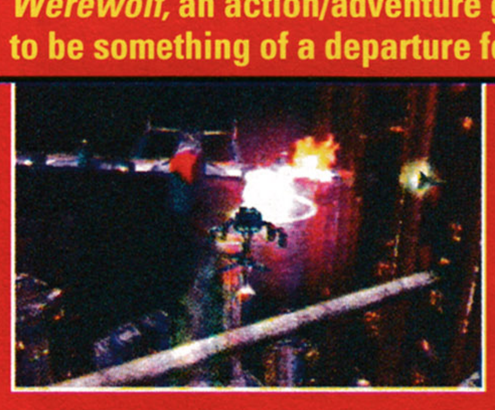
***Bubsy 3D* is yet another ground-breaking 3D game**

**Capcom enter the third dimension with *Star Gladiators.***

Nintendo may have stolen the show but Sony provided the vast majority of E3's sideshows announcing a huge array of titles for their already-established grey wonderbox. Apart from the wealth of games you'll see in our PlayStation column (pg 11) and our three hot tips on this page you can expect *Dark Forces*, the PC *Doom*-em-up, *Star Gladiator* and *Werewolf* from Capcom, stunners *Tunnel B1* and *Viper* (from Ocean), *Beyond the Beyond*, Sony's first RPG, *Epidemic* (*Kileak 2*), *Jet Moto*, a jet-ski game, *Twisted Metal 2*, *Bubsy 3D*, *Contra* and many, *many* more. Look out for an exhaustive round up next month.

***Beyond the Beyond*: The PlayStation's first pure RPG excursion. Tasty.**

***Werewolf*, an action/adventure game, looks to be something of a departure for Capcom.**



**(Left) We can't wait for *Twisted Metal 2* to arrive.**

## CRASH BANDICOOT

**Combining cuteness with impressive next gen specs, *Crash* looks great.**

With Mario set to kick the Nintendo mega-machine into hearts, minds and wallets the world over, it seems that the search for cartoonish talismans is on again. Sega are countering with NiGHTS (and Sonic, of course) and a fair amount of Sony's stake seems to be riding on Crash Bandicoot, demented inhabitant of his own interactive (mostly) 3D platform world.

The game is split into two styles; a smattering of fairly traditional 2D sections which still manage to look pretty impressive nestle alongside the game's raison d'etre, full-on 3D action. We managed to get a quick go and the sheer power of the engine takes the PlayStation hardware to new heights, while Sony will be hoping that the gameplay passes muster and that their new mascot catches the public's imagination.

## DESTRUCTION DERBY 2

Thanks to its stunning graphics the first *DD* was one of the most eagerly awaited games ever, yet failed to deliver the feel or satisfaction that its visuals promised, despite its impressive speed (although it was the best selling PlayStation game in Europe last year). Psygnosis aim to put that right with the sequel.

Improvements include faster tracks which are both wider and longer, a pit option, more spectacular crashes, even more debris and, best of all, a feature which allows you to set up your own, ridiculous stunts.

**(Below) You'll be putting in some air-time.**

***DD2* looks even better track-wise, as you can see.**

## WIPEOUT 2097

How do you improve on one of the most stylish and widely acclaimed games ever? It's a tricky one but Psygnosis look to have managed it somehow. As well as adding new courses, something which, alone, would have satisfied *Wipeout* addicts, they've brushed up the visuals and tweaked the gameplay to produce what should be an even more stunning racer.

The major improvements are peripheral, including more trackside animation for that all-important virtual world illusion, minor tweaking of the HUD, more weapons, new lighting effects, more Designers' Republic icon-dust and, naturally, more exclusive cutting-edge techno tracks from the most credible artists available.

**(Below) The monorail is just one of the new animations you'll see.**

# SATURN STRIKES BACK!

## SEGA PREPARING FOR WAR...

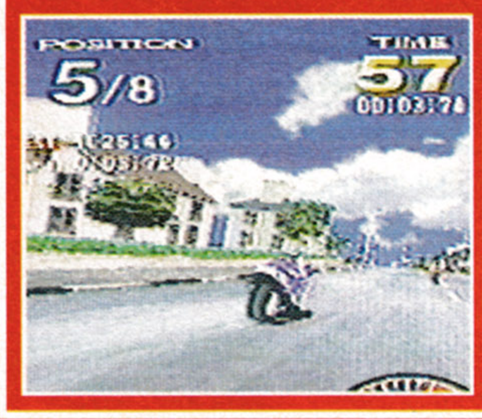
It was clear from the titles on show at the E3 show that Sega are once again relying heavily on their killer app arcade conversions to push the Saturn into '97. *Virtual On*, *Fighting Vipers* and *Virtua Cop 2* are all at very early stages, but out of all the coin-op titles we saw, *Manx TT* is the one we're desperate to have a go on. Nothing came close in terms of sheer speed and headache-inducing adrenaline rushes.

Pure home titles were on offer too, including *NiGHTS* along with its analogue 3D Saturn controller (*NiGHTS* is explored in more depth on page 16) and a very early version of *Sonic X-Treme*. Other titles either shown or talked about with intense exceitement include, *Heart Of Darkness*, *Virtua Fighter Kids*, *Worldwide Soccer 2*, *Dragon Force*, *Magic Night Rayearth*, *Destruction Derby* and *World Series Baseball 2*.

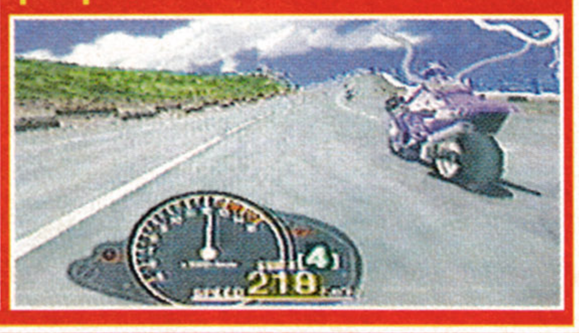
### MANX TT

Faster than a fiercely hurled baby on a well buttered ice-rink, this is the racer we're itching to get our hands on. It may not have the realistic bike mount of the coin-op, but the final version will be ultra-FAST.

*Manx TT*: Nippy.




**Will Sega produce a bike peripheral for the home? NAH.**




### VIRTUA COP 2

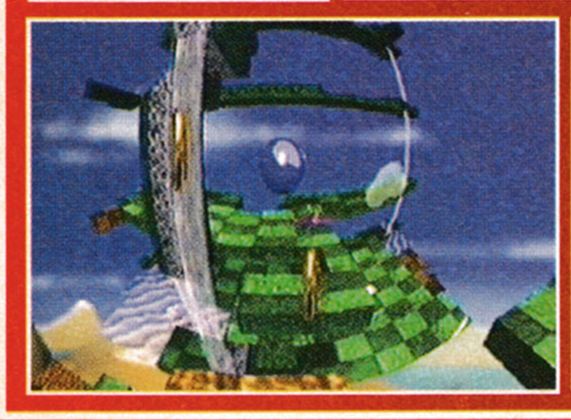
Already seeming to blow the original's conversion away. *Virtua Cop 2* throws up even more intense polygonal baddy-blasting action and seems glitch-free, even at this stage.

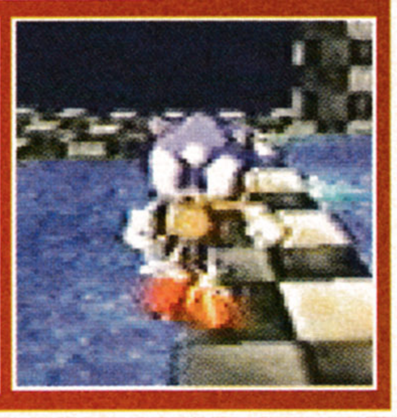
***Virtua Cop 2*: Same style of mayhem, only more of it.**

### SONIC X-TREME

An early version of the game was on show (perhaps explaining the concentration of attention on the impressive *NiGHTS*). Sonic is making his first ever cross-platform launch this autumn, with new games also due on Mega Drive and Game Gear (*Sonic Blast*).

***Sonic X-Treme*: So fast you wouldn't believe. You wouldn't!**

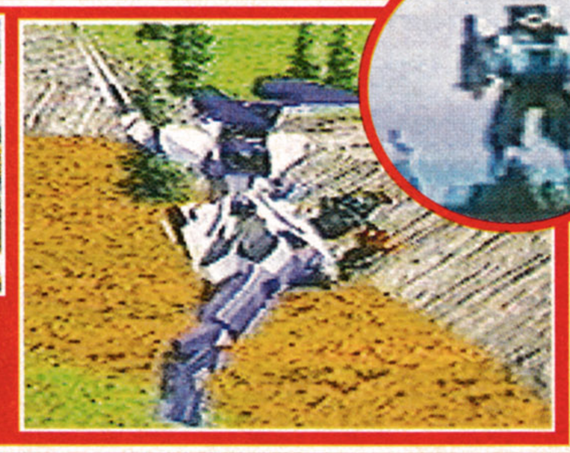




### VIRTUAL ON

A futuristic battle game where hulking great robots slug it out in arenas. This is shaping up to be a superb conversion of a top class arcade game.

***Virtual On*: A battle-em-up that should make use of the Saturn link cable.**



### FIGHTING VIPERS

Another conversion that is on the way to capturing the full intensity of the coin-op original. It's the first of Sega's *Virtua Fighter* 'clones' that allows you to 'use' the scenery.

***Fighting Vipers*: Slick, fast, addictive, violent, texture-mapped joy.**

# CHARTS

## Charts

**All change this month in the CD charts – hello *Duke Nukem* and *RRR*!**

CARTRIDGE

| | | |
|---|---|---|
| 1 | Brian Lara Cricket '96 | MD |
| 2 | Toy Story | MD |
| 3 | FIFA Soccer '96 | MD/SNES |
| 4 | Sonic & Knuckles | MD |
| 5 | Killer Instinct | SNES |
| 6 | Donkey Kong Country 2 | SNES |
| 7 | PGA Tour Golf '96 | MD/SNES |
| 8 | Primal Rage | MD/SNES |
| 9 | Sonic The Hedgehog 2 | MD |
| 10 | Mortal Kombat 3 | MD/SNES |

CD CHART

| | | |
|---|---|---|
| 1 | Duke Nukem 3D | PC |
| 2 | Ridge Racer Revolution | PSX |
| 3 | Theme Park | PSX/Sat/PC |
| 4 | Civilization 2 | PC |
| 5 | Worms | PSX/Sat/PC |
| 6 | Encarta '96 | PC |
| 7 | Command & Conquer | PC |
| 8 | Little Big Adventure | PC |
| 9 | Actua Soccer | PSX/PC |
| 10 | Worms: Reinforcements | PC |

# COMING HOME WITH COCA COLA

## WIN A WEMBLEY TOUR WITH JAMIE REDKNAPP

**PLUS** COCA COLA EURO '96 KITBAGS

**PLUS** THE OFFICIAL EURO '96 CD

'I really like this Coca Cola stuff, me' Jamie Redknapp might say.

Wembley Stadium is very much hallowed ground for British soccer fans and this month GamesMaster has teamed up with Coca Cola, sponsors of this year's Euro '96 championship to bring you the chance to win a tour of the Stadium, plus runners up prizes of a whole bunch of goodies.

The winner will get a tour of the stadium for him (or her) and a parent/guardian where they will see behind the scenes and catch looks at the player's changing rooms, the police control room, the media room and, best of all, the trophy room. Then they will get the chance to run out of the famous players' tunnel for a kick about with the England star. You'll also get a kitbag full of Euro '96 goodies.

The five runners up will blag themselves a Euro '96 kitbag containing enough Euro '96 gear to make your mates green with envy.

On top of all that 10 special prize winners will receive a copy of the Official Euro 96 album, on CD. It features tracks by Blur, Supergrass, The Lightning Seeds, Boo Radleys, Massive Attack and Jamiroquai, among others.

Coca-Cola®

REFRESHING THE FANS OF EURO 96™

UEFA euro 96 England

©1994 UEFA TM

To win the tour answer the question below and to qualify for a runners up prize answer the second question.

**Which team won this year's Coca Cola Cup Final?**

**Which Britpop superstar won the Coca Cola Cup II at Wembley recently?**

Send your entries into
Eat footy sleep footy drink Coke compo
GamesMaster Magazine
Future Publishing
30 Monmouth Street
Bath
Avon
BA1 2DL

Entries must be in by June 28th

# ATARI JAGUAR

## DEAD OR JUST SMELLING A BIT?

If you're a Jaguar owner you may have noticed a distinct lack of Jaguar stuff appearing in GamesMaster, or even appearing in the shops. We thought we'd put on our detective hats and see what we could come up with.

The news is not good. A source at Atari told us that they have no plans to release any more Atari produced games in the foreseeable future. They are withdrawing the Jaguar from sell-through and have some vague plans to do something a bit special at Christmas. They are not reacting to the Sony/Sega price drops because the Jaguar is only £99 and can be found for less if you shop around. However, in America they have reduced the price of the Jaguar to a measly $49 (around £30) to clear the stocks of the machine.

Another slightly disturbing fact is that Atari have not manufactured any of the machines since mid 1995, and have no plans to order any more unless present stock levels clear. Atari have also canned most of their internal development. So while Atari go to great lengths to say that they are still hanging in there, taking on the Japanese giants, it seems that they really are a spent force and it's just a matter of time before it all goes toes up for the Jaguar.

As you'd expect though, Atari are publicly denying any such talk of the Jaguar being extinct. *Worms* has been confirmed as being released on the system, but one game doesn't change the situation. There's a distinct lack of games being released, and good software (or, at the very least, quantity of software) is the key to a console's success.

So, are you a totally fed up Jaguar owner, or are you still very happy with the way things are going? Let us know by writing into Letters. See page 88 for more details.

# WIN GUNS AND VIDS!

This month sees the debut of a new British specialist in Japanese animation, A.D. Vision, with the release of cult US film Gunsmith Cats.

The film follows the exploits of the Gunsmith Cats – no surprise there, the buxom bounty hunter Rally Vincent and side-kick Minnie-May Hopkins. They find themselves in deep water on Chicago's streets when they are forced to infiltrate a gun-running operation.

If you fancy getting hold of a copy for free, plus a couple of sleek goo-spewing guns to go with it, then simply answer the question below. Send your answers to:

**Gunsmith Cats Compo,**
**GamesMaster Magazine,**
**Future Publishing,**
**Beauford Court,**
**30 Monmouth Street,**
**Bath, Avon BA1.**

Oh, and please make sure you tell us just how old you are on your entry. Closing date is Monday 8th July.

**What's the name of Chicago's American football team?**

GAMESMASTER

ON SALE THURSDAY 4TH JULY

LOOK WHAT YOU CAN DO IN THE NEXT ISSUE OF

Die Hard Trilogy

PlayStation/Saturn/PC World Exclusive Review

Be the first in the world to find out if three games in one really does work!

PLUS!

Get the complete solution to this month's cover game *Resident Evil* and *Panzer Dragoon 2*, and the first installment in our massive *Duke Nukem* guide.

# NiGHTS

**FOR – SATURN**
**FROM – SEGA**
**AVAILABLE – SEPTEMBER**
**PRICE – TBA**

**95% COMPLETE**

The eternal battle of good vs evil. Or as Sega see it, them vs Nintendo, or Sony, or anyone else who wants to come and have a go. To give them credit, over the last six months they have been coming out with some classy titles to take on the big boys at Sony. *Virtua Fighter 2* to take on *Tekken* and *Sega Rally* to do a number of *Ridge Racer*. Now they have turned their attention to the slightly more ominous presence of Nintendo, who are shouting about Super *Mario 64*. Sega aren't scared though, they reckon they've found someone who can have Mario.

The latest Saturn blockbuster, *NiGHTS*, has been developed by the team who brought you Sonic and they've pulled a few rabbits out of

**On top of getting rings and pulling loops you have to follow these hoops to find the best way around.**

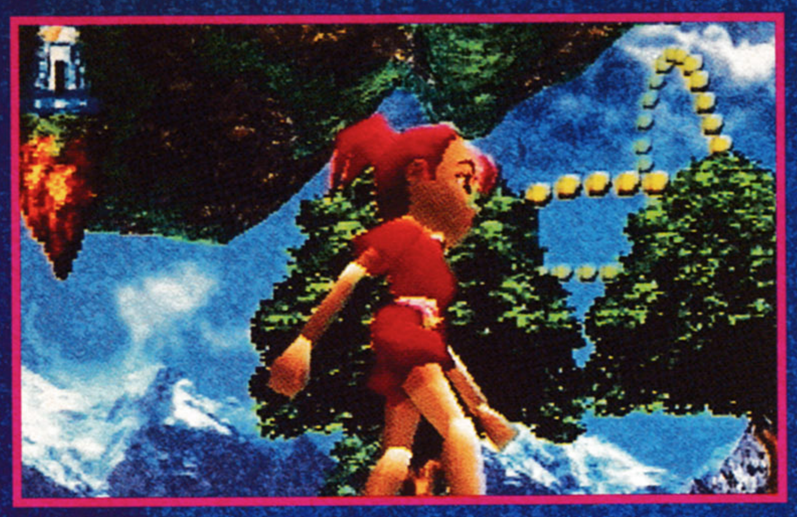
**Looping the loop leaves an impressive trail and also gains you bonuses. It's also a good way of trapping the rings that you may have missed.**

## I FEEL THE NEED, THE NEED FOR SPEED

NiGHTS is basically Sonic mixed in with a flying game. You have to fly through these courses, collecting the number of rings necessary to open up the next one. You can either pick up the rings as normal or perform daring loops to get them. The courses are packed with special features that you have to conquer if you want to progress. Things like speed ups (like you need more speed!), springs and direction changers are just the basics. There are even a few puzzles thrown in for good measure that allow you to open up the secret bits (like raising the tomb lid to get down and get some bonuses). Blink for a second and you're likely to find yourself spinning off into the unknown.

It's not just flying though. If the timer runs out then you have to resort to some fancy footwork which gets real frantic. You are constantly chased down by Nightmare's minions and if they get you, and you wake up, you're dead, sort of. On the walking stages you get to witness the 3D in full effect as you can move into and out of the screen, as well as jump around.

Then there's the bosses, where would we be without them? These huge 3D monstrosities await you at the end of each world. To kill them you have to turn on the power and ram them.



Who needs Mazza when you've got a girl to play around with? That's what Sega reckon anyway.

Pretty impressive huh? And this is an actual in-game screenshot, this is what it looks like to play.

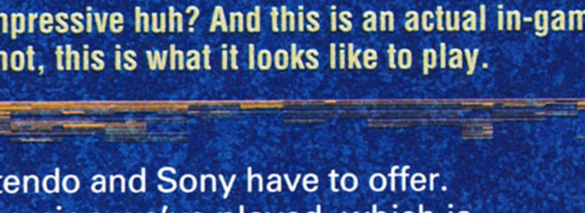
The first boss. Just smash into him and make him back off until he dies.

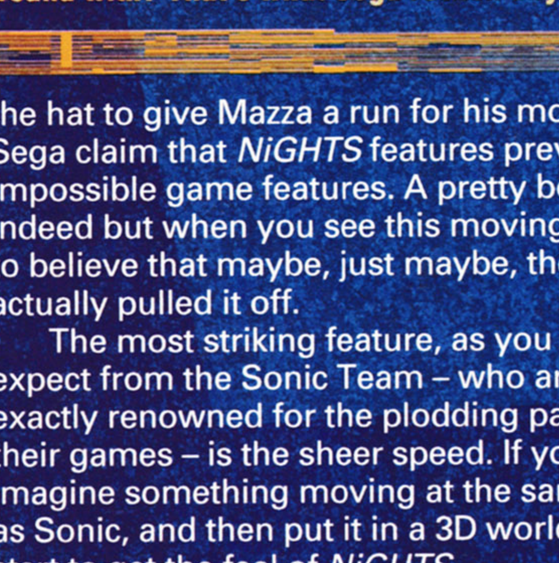
the hat to give Mazza a run for his money. Sega claim that *NiGHTS* features previously impossible game features. A pretty bold claim indeed but when you see this moving you start to believe that maybe, just maybe, they have actually pulled it off.

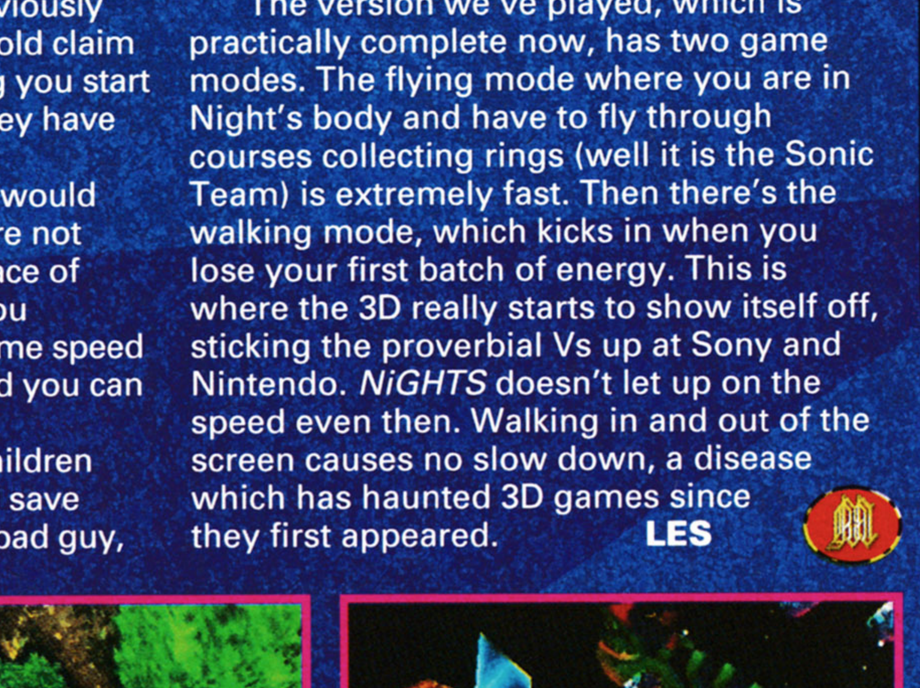
The most striking feature, as you would expect from the Sonic Team – who are not exactly renowned for the plodding pace of their games – is the sheer speed. If you imagine something moving at the same speed as Sonic, and then put it in a 3D world you can start to get the feel of *NiGHTS*.

The story revolves around two children who have to enter a dreamworld and save Nightopia from the attentions of the bad guy, Nightmare (aptly named) and prevent the bad dreams triumphing over good. But that's largely irrelevant. What is relevant is the gameplay and Sega reckon that they have something that beats the best that both Nintendo and Sony have to offer.

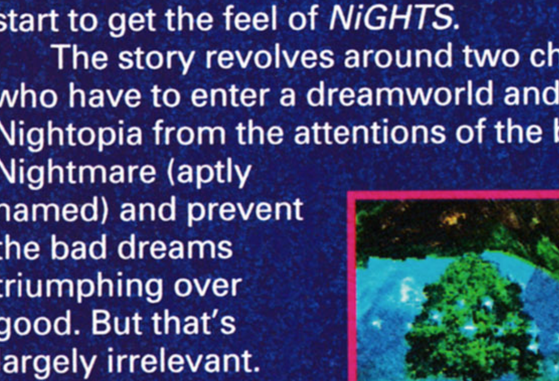
The version we've played, which is practically complete now, has two game modes. The flying mode where you are in Night's body and have to fly through courses collecting rings (well it is the Sonic Team) is extremely fast. Then there's the walking mode, which kicks in when you lose your first batch of energy. This is where the 3D really starts to show itself off, sticking the proverbial Vs up at Sony and Nintendo. *NiGHTS* doesn't let up on the speed even then. Walking in and out of the screen causes no slow down, a disease which has haunted 3D games since they first appeared. **LES**







Look, you can see how the game looks when you walk.



At the start of the level you are empowered with the gift of flight, a bit handy that.

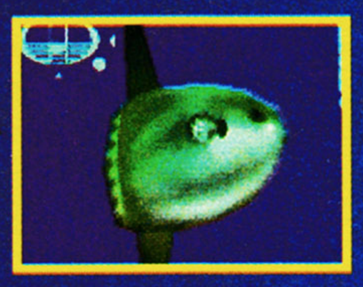
All this speed and not a single blue hedgehog in sight, or is there? This girl has got an uncanny resemblence to the hedgster when she flies in game.



**I RECKON...**

That if the buzz surrounding this game continues to grow, and bearing in mind its early form and development background, we can't see it dying down, Sega may just do the impossible. They might even steal a certain plumber's limelight. **WILL**

# AQUANAUT'S HOLIDAY



**FOR – PLAYSTATION**
**FROM – SONY**
**AVAILABLE – JULY**
**PRICE – TBC**

**97% COMPLETE**

Sit back... relax... and let your fingers trickle gently over your joypad. Right – let's go talk to the fishies!

Yep, there's no killing to be done in *Aquanaut's Holiday*. No fishy blood will be spilled, fish treasure will be left well and truly where it is. It's not some wild ha(ddo)ck 'n' slash-em-up, you see. This is an underwater exploration game. A game where the whole point is to just wander, explore and hang with the cool finned fellas.

*Aquanaut* has two basic elements: One, travel out through the ocean, encountering new fish life and communicating with them through your four sonar (the shoulder buttons) watching as some fish react differently to combinations of sounds (wait until the turtle starts spinning – quite mad). Second, you must build a reef for the fish you attract to live and breed in. There's not really any end point as such, but the fish population can reach a maximum size for a reef you've built – just keep building!

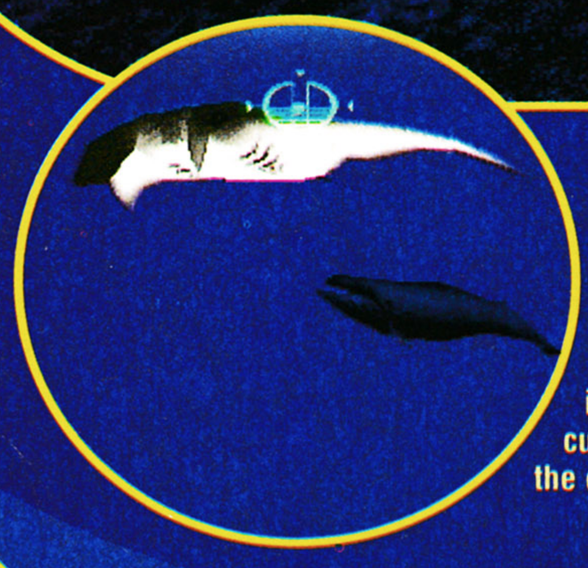
I played this when it originally came out in Japan, and was certainly impressed by the atmosphere it managed to build up. Slap it on in a darkened room and you'll be whisked away to another world, accompanied by the purr of your submersible and a deep blue spilling from your TV screen. My only major reservation was the lack of interesting scenery and large shoals of fish. We'll see if this is sorted out next month though.

**MARCUS**

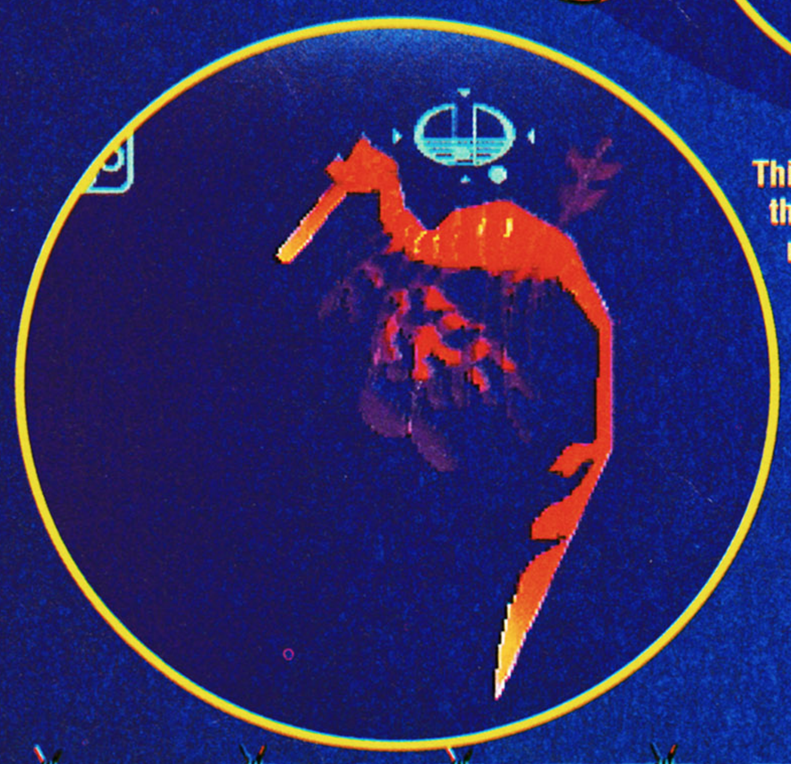
These marker bouys you fire act like save points.

You can make the turtle spin using different patterns of sounds from your four sonar.

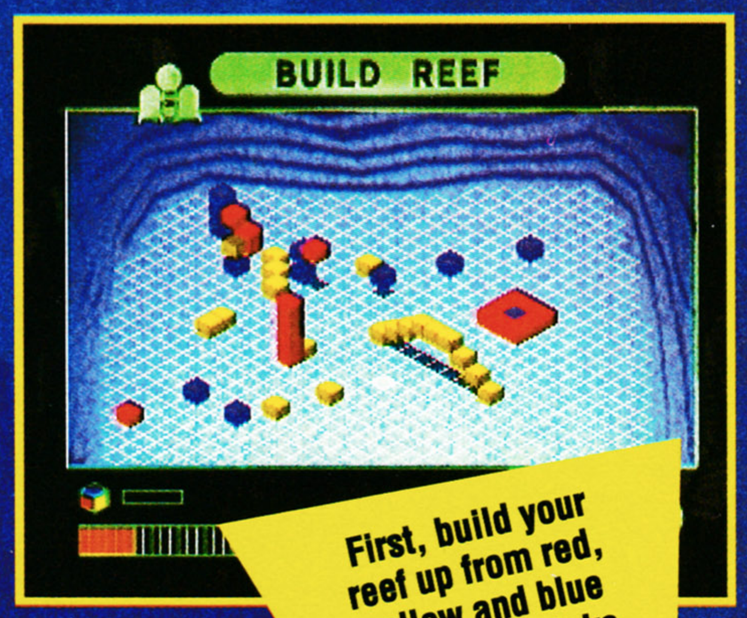
There are two views from your submersible available in the game – circular or rectangular.



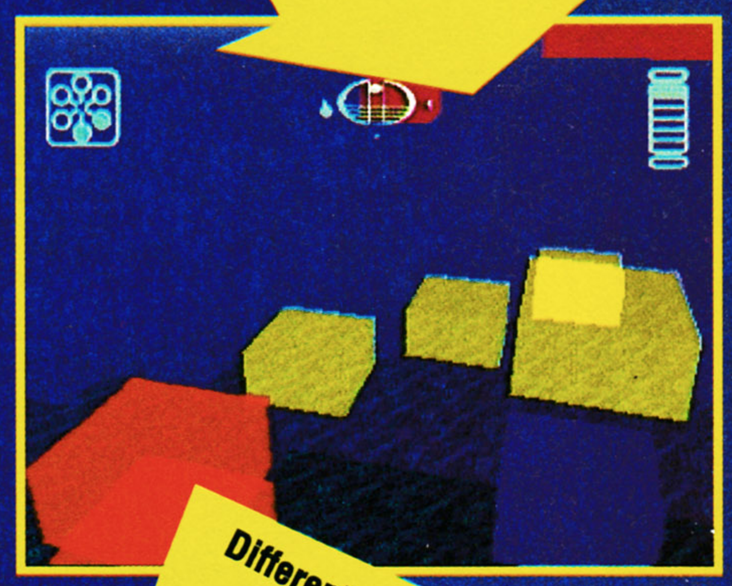
Whale meets polygonal manta ray. The green 'icon' at the top of the screen indicates your current depth in the ocean.



This here's a leafy sea dragon, a relative of the sea horses and pipe fish. I know my natural history, you see. Go on – test me...




First, build your reef up from red, yellow and blue fish poo – no joke. Go for mad shapes if you can.



Different fish are attracted by different colours. Shame the 'real' reef doesn't look too realistic.

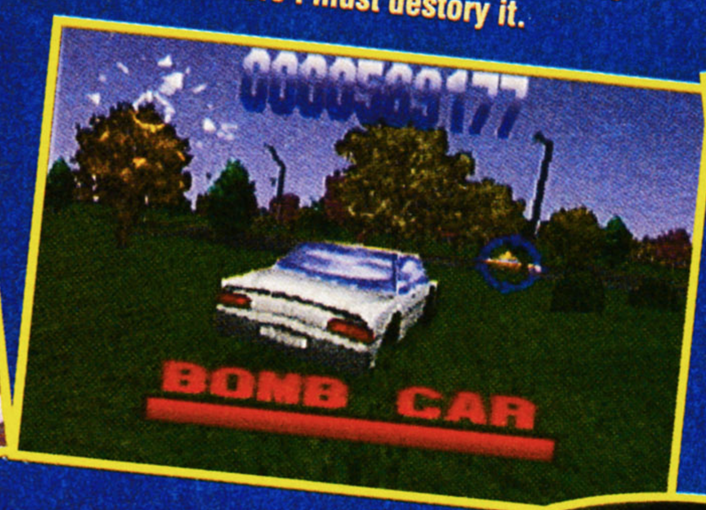
## HOW'D YOU GET HERE?

You're a member of an international oceanographic institute who has a worldwide reputation for dedication to undersea research. But you've been feeling a bit stressed lately, and to stop yourself from becoming too gill, you decide to take some time off. But your boss urchins you to take the trip of a lifetime: to survey a specific area of the sea and build a reef! No stress, no pressure, no deadlines – just you and the leetle fishies.

# DIE HARD TRILOGY

The graphics in *Die Hard Trilogy* have advanced considerably since we took these shots.

Here I've found the bomb car. If I want to emerge the hero I must destory it.




Wahey! Smash into all the cars if you fancy, but you must find those bombs...

**FIRST REVIEW!**
**Next month we'll bring you the exclusive review of *Die Hard Trilogy*! Issue 45 – on sale 4th of July.**

***FOR*** – PLAYSTATION/SATURN/PC
***FROM*** – ELECTRONIC ARTS
***AVAILABLE*** – JULY
***PRICE*** – TBC

**94% COMPLETE**

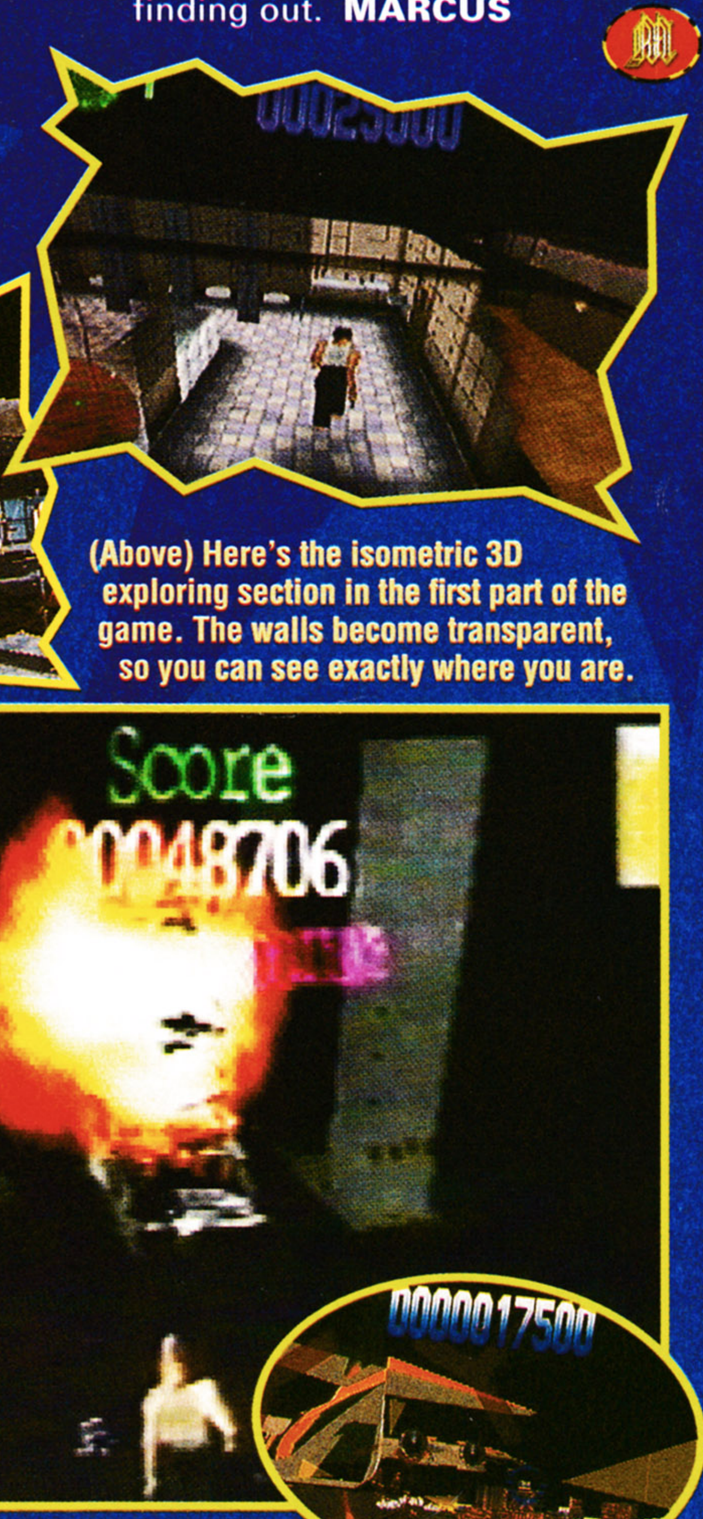
We've talked about *Die Hard Trilogy* before, but it's time for GamesMaster to take another look at this high profile game, and its combined gaming styles, before we get into an exclusive fact-spewing review frenzy next issue.

Just as *Alien Trilogy* attempts to capture the moody feel of all three Alien movies, *DHT* tries to recapture the excitement and energy of the three Die Hard films. It does this, quite simply, by splitting the entire game into three. The *Die Hard* section takes the form of an isometric third person blasting and exploration game. True to the film, you'll have to move up through the towering Nakatomi building (all towering 10 levels of it) and rescue the good guys. And lasses.

*Die Harder* sits firmly in the seat of a *Virtua Cop*-ish first person shoot-em-up, where you run about Washington's Dulles airport jiggling your gun at a swarm of polygonal terrorists. From what we've played this already looks like it'll be a tough nut to crack.

*Die Hard With A Vengeance* is based on the mad dash around the streets of Manhattan to find hidden bombs. Like the film, it's an edge-of-your-seat drive-em-down, with 15 different vehicles to drive – from trucks to sports car. And you won't just be restricted to the roads – you'll be able to mount the sidewalks as well. But will that allow you to get to the bombs in time? Who knows? But it'll be fun finding out. **MARCUS**

**There's some lovely texture-mapping going on in *Die Hard Trilogy*. And explosions.**



**(Above) Here's the isometric 3D exploring section in the first part of the game. The walls become transparent, so you can see exactly where you are.**

## THREE GAMES? OH YES.

*The developers have chosen a different gaming style for each film. And they don't seem to be skipping on the excitement...*

Die Hard: *You must start in the car park and blast your way up through 10 levels.*

Die Harder: *The Virtua Cop-style section. Absolutely packed with enemies.*

Die Hard With A Vengeance: Twisted Metal – *without the car armaments.*

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Wins luxury quartz watch or Zippo lighter!*
Wins a 35mm Hanimex flash camera or a databank!*
Wins credit card calculator or stopwatch or pocketknife!*

*Or choose from many other prizes offered on this line!

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InfoMedia PO Box 28 Northampton NN1 5DS. Technical Helpline: 01604 732028.


# JUMPING FLASH 2

*FOR – PLAYSTATION*
*FROM – SONY*
*AVAILABLE – TBC*
*PRICE – £TBC*

**96% COMPLETE**

When *Jumping Flash* hopped into existence it got a going-over for its trouble, cute or not. An angry mob brushed aside the groundreaking graphics, silky smooth first person perspective and all. They trampled all over its stunningly well-done and original game mechanics, considering a truly 3D platformer to be of no significance. Sadly, some even failed to give the game credit for showcasing just what the PlayStation was capable of. Why? Because the game was too easy. Many people even finished it at the first attempt. Value-wise it was a wash out.

And now *Jumping Flash 2* is here with a point to prove. The graphics are now even smoother and boast a new range of stunning effects, including some beautiful weather conditions. The game-play's been tweaked nicely as well. There's a new meter to help you with your three stage leaps and the rather boring *Doom* style levels have been kept to a minimum. And, hopefully, it'll be harder. Just look at these screen-shots and tell me you don't want to play it. If it can weld more of a challenge to its velvety controls and seminal graphics it'll be an instant classic.

**WILL**

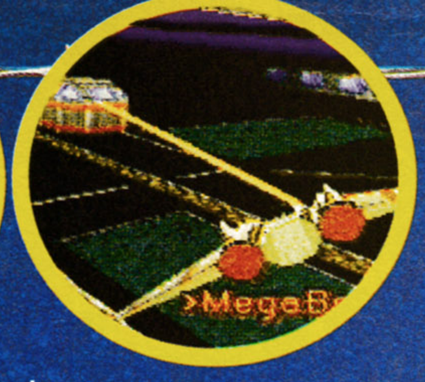
**The new weather effects vary with your altitude and visibilty suffers.**

**Jump in the pool and everything goes wobbly, while the music is muted.**

# STARFIGHTER 3000

**FOR – PLAYSTATION**
**FROM – TELSTAR**
**AVAILABLE – AUGUST**
**PRICE – £TBC**

**95% COMPLETE**



Something good has come out of the 3DO affair. It must have because now the top 3DO games are being converted to every other platform so that someone somewhere can make some money out of them. *StarFighter 3000* is the first and is a conversion of *StarFighter* on the 3DO. Nowt added (except for some more detailed graphics on the buildings) and nowt taken away.

The game is a rock 'ard 3D shoot-em-up where it's you against the world, well not quite because on the second level (only 15 stages per level mind you) you get to command a squadron of brave (but quite stupid and crap at flying) pilots. Each mission gives you various targets to zap and various weapons to do it with. Keep an eye out for the bonus parachute drops though, because they give you the best weapons in history.

You get complete freedom of movement over the 3D world and can kill anything, whether it's an objective or not. You can power your ship up with extra bits and bobs by blowing up buildings and targets, then picking up all the items that come out of the explosions.

Apart from a bit of a brush-up job in the graphics department this looks to be a fairly faithful conversion of the best shoot-em-up on the 3DO.

On the PlayStation however it's gonna have tougher competition, how will it fare? Well, we'll let you know when we review it soon. **LES**

The Eiffel Tower. Do your bit for Anglo-French relations and blow it up.

Your team mates get in touch. Ignore 'em cos they're rubbish and want all the glory.

# ONSIDE

**FOR – PC/PLAYSTATION**
**FROM – TELSTAR**
**AVAILABLE – JULY**
**PRICE – £39.99/£44.99**

**97% COMPLETE**

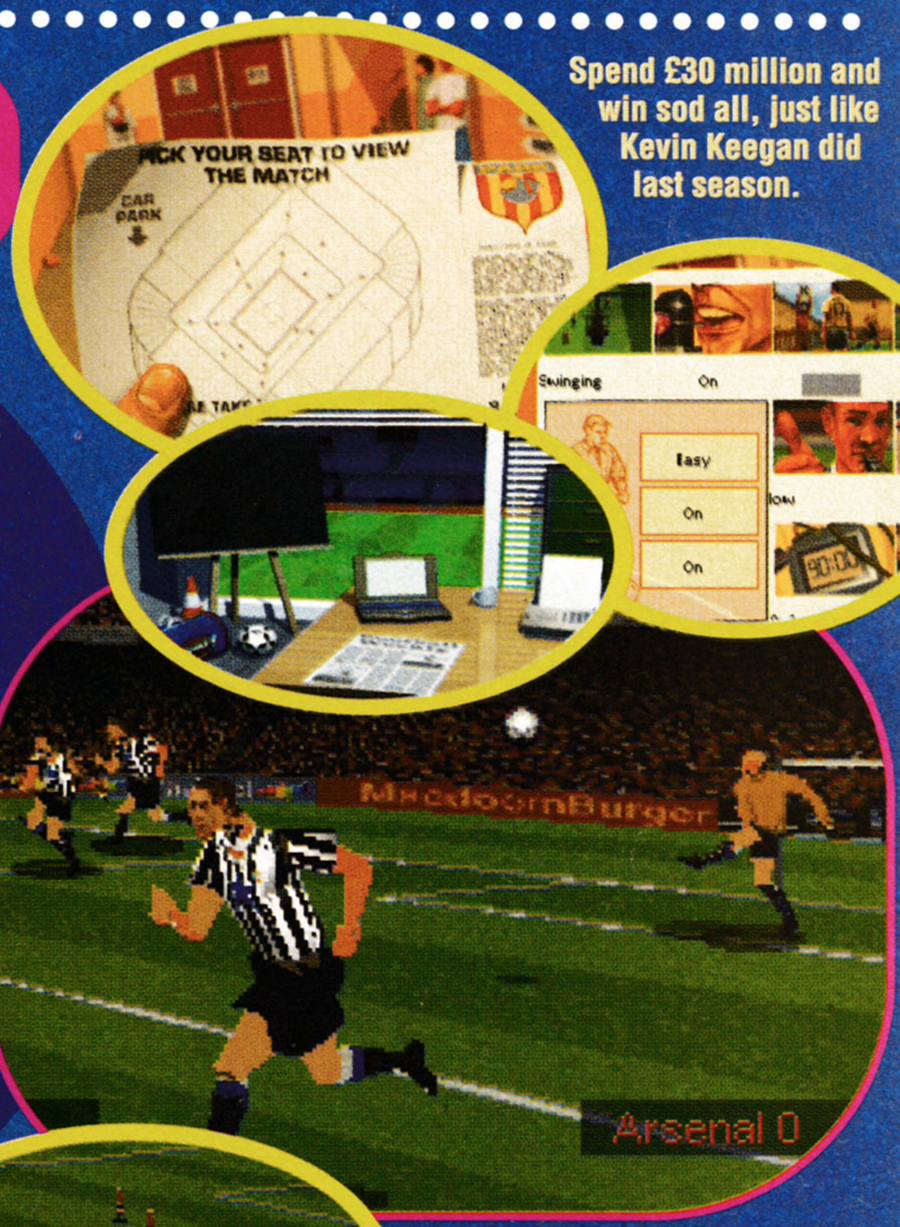
Soccer games aren't exactly rare right now. There're loads of them. But not one of them on the PlayStation allows you to manage a team as well as play the games. Until now.

*Onside* allows any budding Alex Fergusons or Eric Cantonas to practice all their skills, be it kicking a ball or kicking your players for getting it wrong. The playing side of the game looks as good as any other at the moment and Telstar assure us they're making it better.

Best of all, two people can compete even in the technical sections, allowing for the total two-player footy experience. As the manager you get to deal with training, transfers and all the other aspects of a managerial career while on the pitch you get to do the business for real, or as real as 7000 frames of animation will allow.

The game itself is a very fast and smooth footy game that Telstar claim will rival, if not beat, any other. The multiple camera angles and outrageous antics (overhead kicks, volleys etc) of the players will make for a fun footy game. You get to choose your teams from any of the top four European leagues as well.

*Onside* sounds ace and from the early looks we've had it could well live up to its hype. We'll know more next month when we bring you our hot review. **LES**




Spend £30 million and win sod all, just like Kevin Keegan did last season.

# FIRST LOOK PREVIEWS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*Hello. This is where, each month, we'll bring you the very first shots of games that are in development, as well as the very latest shots of the hottest games. That's why it's called First Look, you see. This is the first outing for all of these pictures.*

## ROBOTRON X

N64

MORE THAN 100 LEVELS ARE BEING PLANNED!

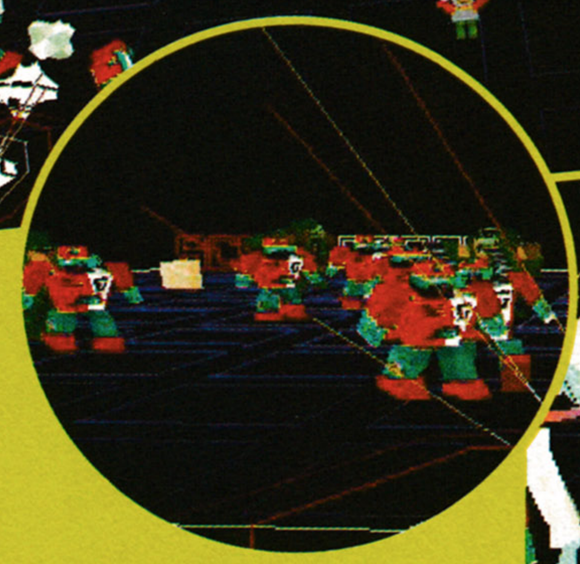
**WILLIAMS ● AUTUMN '96**

It's 15 years since Williams released the original *Robotron* to an unsuspecting arcade crowd, and now, in a surprising move, we're getting a revamped 90s version for the home.

The game is being released on the PlayStation and PC (Windows '95) first, with a Nintendo 64 port appearing later. It's certainly being given a next generation feel, with a techno soundtrack, panning camera, light-sourcing, gourad shading and some of those ubiquitous texture-mapped polygons. Even the score is built out of polygons!

You control Robotron himself, as he attempts to rescue hostages from the armies of evil robots. There'll be no shortage of weapons and power-ups for you to nab, and over 100 levels to explore, as well as bonus and boss stages to beat. Developers, Player 1, are confident that the improved features of *Robotron X* will add to the gameplay, but keep the original feel of its predecessor intact.

*AS YOU CAN SEE, THE GAME IS STILL IN A VERY RAW STATE, AND RELEASE IS SCHEDULED FOR AROUND SEPTEMBER TIME.*



ROBOTRON X *IS CURRENTLY THE ONLY KNOWN GAME THAT WILL SUPPORT THE PLAYSTATION DUAL ANALOG JOYSTICK DUE SOON...*

LIGHT-SOURCING, TEXTURE-MAPPING AND SHADING!

**SHOOT-EM-UP ● OTHER FORMATS: PSX/PC**

# KEIO FLYING SQUADRON 2

SAT

**JVC ● AUGUST '96**

Given that JVC have their own version of the Saturn available in Japan, it's no surprise that they're producing games for the system. And one of the most eagerly awaited is the sequel to the old Sega 16-bit favourite, *Keio Flying Squadron*.

*KFS2* combines both platform and shoot-em-up action, where you are Rami, a cute super-bunny girl, who along with your pet dragon Spot, must seek out hidden treasure in a rather eccentric vision of feudal Japan.

There are five different stages, featuring a total of 19 levels. These take in such diverse environments as a haunted mansion, clock-work castle, amusement park and labyrinth-like aquarium. Enemies come thick and fast and lean on the fruit-whistling side of madness too – artillery pigs, suicidal dogs or marauding racoons anyone?

*LOOK, TO THE RIGHT – THAT'S RAMI, THE BUNNY GIRL HEROINE. WATCH AS SHE FLOATS ON UMBRELLAS AND NIMBLY AVOIDS LAVA FLOWS!*

STUFFED WITH FMV ANIMATED SEQUENCES!

**PLATFORM SHOOT-EM-UP ● OTHER FORMATS: NONE PLANNED**

CINEMATIC EFFECTS INCLUDE FADES, PANS AND CLOSE-UPS!

# DISCWORLD 2

PSX

**PSYGNOSIS ● WINTER '96**

If you've read Reaper Man by Terry Pratchett, an installment in the long long *long* line of Discworld books, the theme of Psygnosis' second game based on the series may be familiar to you. Death's off on holiday you see, and Things Are Going Wrong.

The first game even made it into our all-time top 100 (voted on by game publishers, developers and journalists – see page 74), and its sequel boasts even better animation – over 20,000 hand-drawn animation cells were used! Eric Idle should be returning to provide Rincewind the wizard's voice.

*YOU TAKE ON DEATH HIMSELF IN* DISCWORLD 2.

**GRAPHIC ADVENTURE ● OTHER FORMATS: PC**

# SEA BASS FISHING

SAT

**JVC ● AUGUST'96**

Lobbing a hook and line into a texture-mapped river and sitting in front of your telly waiting for a bite doesn't sound dead sexy does it? But fishing games are springing up all over the videogame scene.

JVC are bringing the Saturn its first, in the form of a sea-based one. You'll be able to follow the Captain's advice and pick your own tackle – but be warned, your choice of fishing equipment makes all the difference to the type of fish you hook.

Once you've got a finned fella on your line, you can switch to an underwater view, where you'll get a close-up of your fish struggling. But it's all in rendered 3D, so that makes it all right. You can take part in a tournament or go for a Free Fish Mode where you go out to catch a specific species. If this all gets too much, why not go for 'Sleeping Mode' and let the Captain wake you after a few hours kip?

*FISHING EXPERTS DAIWA HELPED IN SEA BASS'S DEVELOPMENT.*

FATTEN UP YOUR MAGGOTS!

**FISHING SIM ● OTHER FORMATS: NONE PLANNED**

Real-time 3D backgrounds and characters!

# ATHANOR

PSX

**PSYGNOSIS ● WINTER '96**

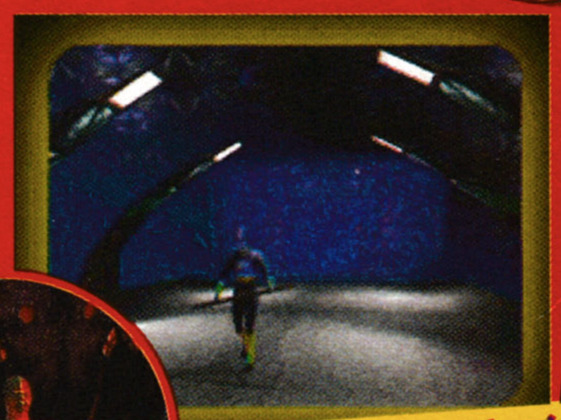
Over 200 scenes!

This is a sumptuous looking adventure set in the 'virtual' universe of Athanor. It's the place the citizens of Byzance escape their gruelling lives in, taking part in virtual sports and the like. It's a world which draws heavily on Greek mythology, and where you'll have to 'do' battle against Ray Harryhausen favourites the Minotaur, Hydra and Gorgon Medusa.

There are three different fighting schools in the game, where the player can learn how to tackle the various beings you'll encounter. But that's not all. Oh no. You must also solve a mysterious series of disappearances and discover the secret link between the real world and the virtual one.

*PLEASE DON'T TAKE THE MICKEY OUT OF THIS FELLA'S EYEBROWS.*

*FROM WHAT WE'VE SEEN OF* ATHANOR *SO FAR, IT HAS AN INCREDIBLY RICH ATMOSPHERE.*



30 frames per second animation on PSX!

**GRAPHIC ADVENTURE ● OTHER FORMATS: PC**

FEATURES 60 DIFFERENT CHARACTERS!

# SENTIENT

PC

**PSYGNOSIS ● WINTER'96**

*You're going to have your work cut out once you enter the grim world of* Sentient. *Too much plot. Our brains. Hurt.*

This is a strategy RPG which puts you firmly in the trousers of an intergalactic detective, in a space station, inside a sun. There are mad things going 'dahn', involving a plague, a photograph, a crash-landing, a case of mistaken identity, a murder, a resurrection, a haunting dream, another murder, a mask and a race against time. Blimey.

Psygnosis are working on ensuring that *Sentient* features multiple, random-ising sub-plots as well, just to make sure that you'll be able to keep coming back to the game after you've solved its riddles once.

**STRATEGY/RPG ● OTHER FORMATS:PSX**

POD HUNTING ACTION IN 2069!

# STEEL HARBINGER

SAT

**MINDSCAPE ● AUTUMN'96**

It's 2069. An alien force has sent a swarm of rectangular pods to earth to pave the way for their invasion. Upon impact, these pods spew out a seething mass of metallic tendrils which connect with anything organic they touch.

A scientist, whose daughter has been infected by a malfunctioned pod, turning into a hybrid alien machine/human creature, wants to investigate the pods. So, he sends his mutant daughter out... There...

Brimming with weapons and viewpoints, this combines both 3D adventuring and explosive shoot-em-up. We'll keep you informed of its progress.

*Will you save the world from the pods?*

**BLAST-EM-UP ● OTHER FORMATS:PSX/PC**

# ROBOTECH: CRYSTAL DREAMS

N64

**GAMETEK ● AUTUMN '96**

*Robotech: Crystal Dreams features a lovely rendered intro. Set in deepest space. Which is what you'd expect.*

We've been waiting for true, in-game shots of this title almost since day one of the 'Ultra' 64, as it was known back then – Gametek were one of the first third-party developers to join the Nintendo 64 Dream Team, after all.

Outside of the UK, it's a title that many gamesplayers are eagerly awaiting, purely because of the license. It's based on a popular cartoon series, you see, and the game's designer is a long-time *Robotech* fan. In fact, *Crystal Dreams* is destined to be the first part in a series of N64 games set in the *Robotech* universe. But we guess that all depends on how well received the first one is.

In the game, you'll get to interact with Rick Hunter, Max Sterling, Breetai and other characters from the series and go on to tackle a host of Zentraedi ships, the crystalline Ebolian legions and the renegade members of the Robotech Defence Force. Luckily, you come armed with a Veritech Fighter which can transform into a fighter, battleoid and guardian. Which we reckon sounds schmaaarrrt.

*Gametek were one of the first companies signed up to the N64 Dream Team. So we're surprised the game hasn't advanced faster.*

*Your ship will be able to transform into three different forms. Good, eh?*

**SPACE SHOOT-EM-UP ● OTHER FORMATS:NONE PLANNED**

# THE FALLEN

PC

**PSYGNOSIS ● WINTER'96**

The story in *The Fallen* certainly sounds dead good. Set in a future US, there are two groups in society which are at each other's throats: The Lords, the secret police force which use bribery, corruption, gambling and violence to make the rules, and The Fallen, underground rebels who are determined to break them.

You can choose to fight on either side – enforcing the system as a cop or taking the system on as a rebel. Psygnosis are confident that the game has a non-linear structure, so the way the action and strategy develops is entirely up to you.

*The Fallen: perhaps the most bizarre game from the house of Psygnosis.*

**STRATEGY ADVENTURE ● OTHER FORMATS:PSX**

OVER 30 TRACKS ACROSS FOUR CONTINENTS!

# INTERNATIONAL MOTOR-X

PSX

**WARNER INTERACTIVE ● AUTUMN '96**

One of the great features of this off-road motor-cycle simulation is the ability to create your own tracks within seconds, thanks to a track editor. And, combining this with the two-player options (either link-up or split-screen) and various difficulty levels (practice through to several championship levels) which should suit beginner and expert alike, this should extend its gaming life.

*TWI previously released* Kawazaki Superbikes *on the 16 bit formats.*

**RACER ● OTHER FORMATS:PC**

# TUROK:DINOSAUR HUNTER

N64

**ACCLAIM ● AUTUMN '96**

When we brought you the first shots of Acclaim's time-travelling, dinosaur-busting Nintendo 64 game in issue 42, we were deluged by letters, E-mails and phone calls requesting more information. Well, we're happy to give you these very latest and considerably advanced (the game is nearing 70% completion) pics.

Nintendo went through the roof when they discovered Acclaim breaking the infamous non-disclosure agreement and releasing the somewhat rough-looking videotape of *Turok* previously (where we obtained our original pics). But the game's now looking sumptuous and is already "very smooth an a right royal laugh" to play, our reporters at the E3 show tell us.

*Turok has superb sound – all jungle-like.*

**ALL-NEW SHOTS!**

*The dinosaurs you hunt aren't simply stupid 'drones'. They'll hunt you down too!*

**DINO FEST ● OTHER FORMATS:NONE PLANNED**

## STAR CONTROL 3

SAT

**WARNER INTERACTIVE ● WINTER '96**

The third installment in the *Star Control* space combat/exploration series sees the saga getting the next gen pixie dust treatment. 24 animated alien races have been created by a team of Hollywood special effects artists, and as a space-ship commander you get to interact with all of them as you attempt to save the very fabric of space time.

*Hollywood and the games industry are getting closer every day...*

**ACTION ADVENTURE ● OTHER FORMATS:PSX/PC/MAC**

## THE ADVENTURES OF LOMAX

PSX

**PSYGNOSIS ● WINTER '96**

You want the full name? *The Adventures Of Lomax In Chaos In Lemmingland.* Yoinks.

On first look, it appears similar to *Rayman* – it's certainly plump with cuteness and going the way of the traditional platformer. But Psygnosis are working hard on adding 3D elements which allow you to move in and out of the background. But will you be able to rescue your friends from Evil Ed's dead evil spell?

**ONE OR TWO-PLAYER MODE!**

*Platformers really have to be something special these days...*

**PLATFORM ● OTHER FORMATS:NONE PLANNED**

## SAFE CRACKER

PC

**WIE ● AUTUMN '96**

You're a top security expert. Oh yes you are. And in order to bag the job of your dreams you must prove your worth by breaking into your new employer's HQ and opening their master safe.

*Safe Cracker* is pitched as being the first CD game to use Quicktime VR as its basic platform, enabling total freedom of movement for the 'camera' in the fully 3D environments.

**OVER 50 ROOMS AND 35 SAFES TO CRACK!**

*There's certainly going to be plenty to keep you going in* Safe Cracker. *35 safes? Your boss must be rich.*

**GRAPHIC ADVENTURE ● OTHER FORMATS:MAC**

## ECSTATICA 2

PC

**PSYGNOSIS ● SPRING '97**

*Ecstatica 2* is currently the working title of the highly rated PC game's sequel. And no wonder – it's not due to hit until early next year!

After saving Ecstatica in the first game, you journey home. As you approach the castle of your youth, things appear... amiss. There's an evil smell hanging in the air, and an eerie silence. The Lord Demon didn't take kindly to your saving Ecstatica...

*The first game was a huge hit. Can this possibly do better?*

**ADVENTURE ● OF: NONE PLANNED**

**MORE THAN 1000 CAMERA VIEWS!**

## THE CHAOS ENGINE 2

A1200

**WARNER INTERACTIVE ● AUTUMN '96**

The eagerly awaited sequel takes the characters from the original and shoves them into a game where things are slightly different. There's a one-player full-screen or split-screen mode, a two-player split-screen head-to-head challenge and four worlds set in different time periods for you to explore. And blow ten merry bells of hell out of. The 3D landscape is interactive and the special powers come thick and juicy. What more could you want?

*We were 'rather keen' on the first* Chaos Engine. *A top shooter and no mistake, missus.*

**SHOOT-EM-UP ● OTHER FORMATS:AMIGA 5/600**

## PITBALL

PSX

**WARNER INTERACTIVE ● AUTUMN '96**

This has a basketball flavour to it, as it's a two-on-two full-contact virtual-jam fest where you have to use force to retrieve and defend your possession of the ball.

There are 12 arenas to play in, 12 characters armed with up to five special moves each and a full management option which allows you to manage and/or play a character over 14 seasons.

**FOUR-PLAYER MULTI-TAP COMPATIBLE!**

*Will you prove to be the* Pitball *terrier? Future sports are so violent.*

**FUTURISTIC SPORT SIM ● OTHER FORMATS:NONE PLANNED**

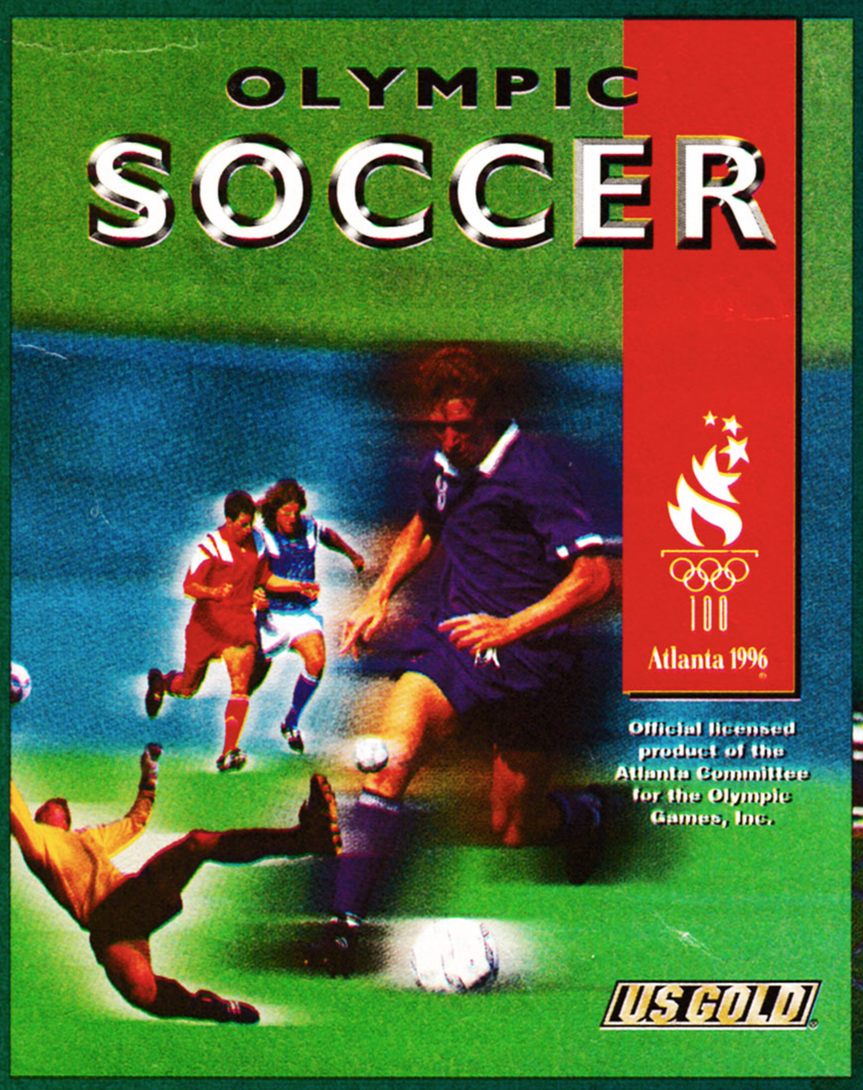
**TURN TO PAGE 82 FOR THE FIRST LOOK AT *SWAGMAN***

# live the spirit

***A football game lives or dies on the strength of its gameplay. You can have the best graphics and sound in the world but if the game doesn't play football then forget it! Olympic Soccer however, has everything.***

- *Compete against 32 teams from around the globe*
- *Full Olympic Games tournament and Arcade mode*
- *Unique commentary by radio commentator Alan Green*
- *1 to 4 player simultaneous breathtaking action*
- *Super smooth motion-captured animation*
- *Technically advanced Real-Time 3D Engine*
- *18 playable TV-style camera views with action replays viewed from any angle*
- *3D player and object polygon modelling offering over 20 moves*

***Olympic Soccer excels in the playability stakes, it combines speed & skill control with breathtaking end-to-end action.***




***PLAYSTATION™***
***SEGA SATURN***
***PC CD-ROM***

***Available Summer '96***

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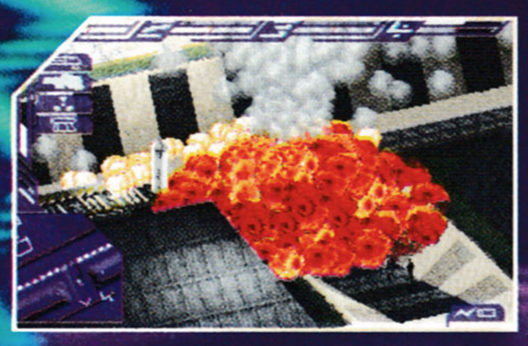
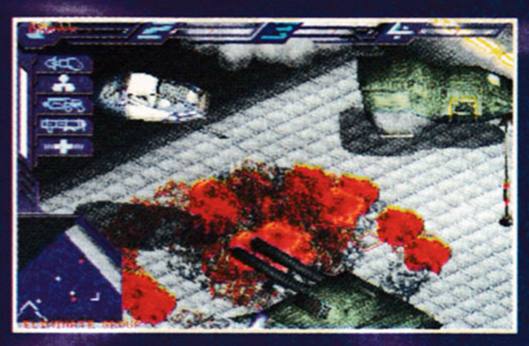
# Diary





# SYNDICATE

**As we get ever nearer to our exclusive review let's check out what the team have been up to during the last few weeks with *Syndicate Wars*. Your man on the spot: Mike Diskett, Project Leader.**

"Today I'm going to do an impersonation of a college Careers Advisor. I'm going to convince you of the joys of being a computer programmer or, better still, the joys of being a computer games programmer (like a normal programmer, only less nerdy).

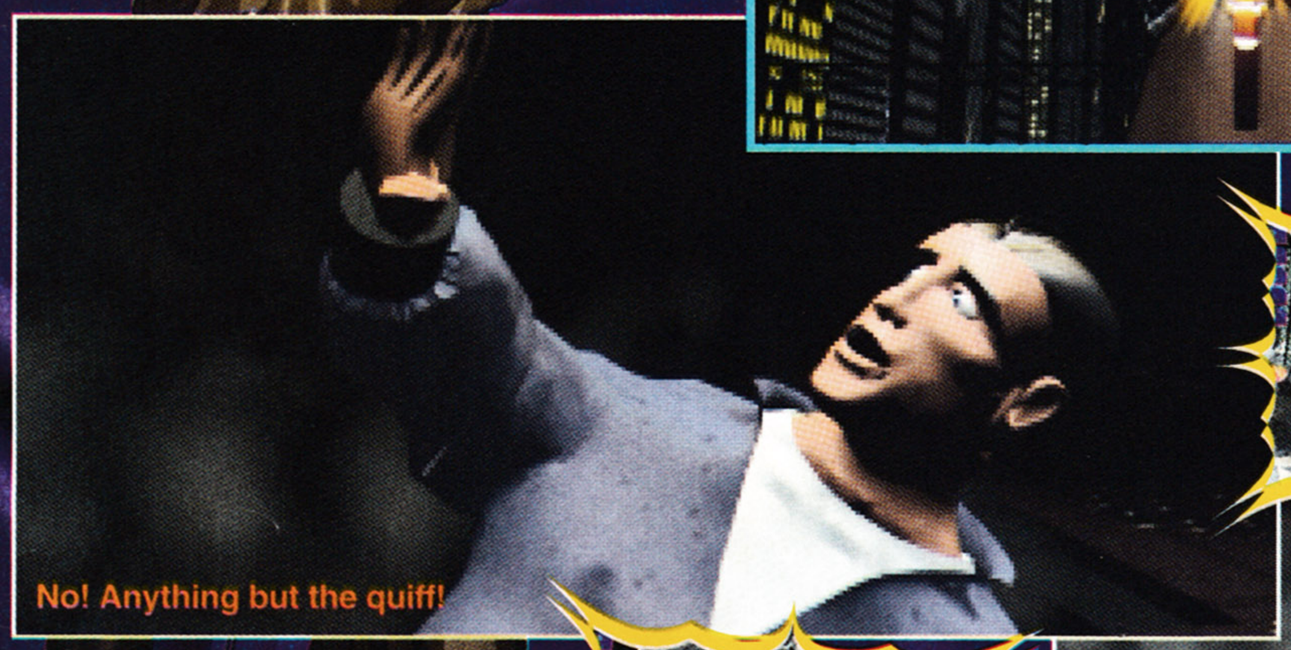
"Programmers live in two realities: first, the boring normal reality, that has really nice graphics (24-bit true colour super-super-hires) and a good fast frame update (about 50Hz). But the programmer has very little control of over this reality; sure, he can waggle a few of his muscles and use them to move around in 3D space and interact with the scenery – and the collision detection is excellent. Spot on, in fact.

"But programmers have access to another reality. The graphics are a bit, er, pixelly, the frame rate is variable, the collision is sometimes dodgy, and the feedback is almost non-existent. But in this Universe the Programmer is master. Gravity putting a bit of a downer on your existence? No problem, bin it. Can't travel faster than the speed of light? You can now. You want Instant Matter Transportation? You got it.

"Now, on my desk I have a football-sized gun turret on top of my CD rack. And with some top engineers, a few million pounds and a lot of time, this gun turret could probably be made to function in a realistic manner. Tracking targets as they move round the room, firing a painful energy bolt at anyone without access privilege to my CD collection. But in the other reality I can code up a target-tracking gun turret in a day. Give it an energy laser bolt in a morning, and stick it into a suitable map editor in an afternoon.

"So I have.

"Yes, *Wars* has automatic gun turrets made out of a 3DS mesh drawn in-game in 3D in real-time. It tracks the surrounding area, looking for suitable enemies to lock on to, and kill. But don't worry, some of these devastating turrets are on your side, providing you with a base to retreat to. A safe haven in a world that hates you.



No! Anything but the quiff!

Oh dear, it looks like it's gone pear-shaped.

Hey, let's talk. Red eye make up on a bloke who's trying to act tough doesn't work okay.

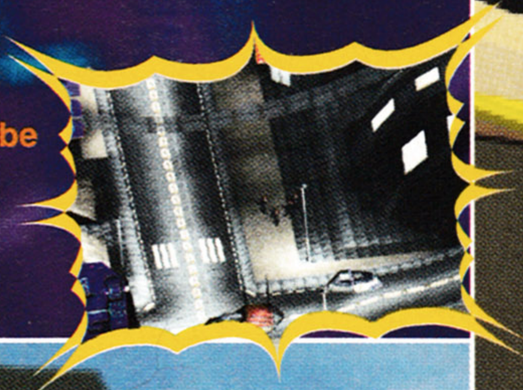
# WARS

EXCLUSIVE PICS! World's First Review Coming up...

"As we're now nearing the end of *Syn Wars*, us programmer types on the project have been discussing a matter of little consequence. Did we go about writing *Syndicate Wars* in the most efficient way possible? The argument is split into two camps. The Cambridge graduates, with "Spend a month or two just designing the game, a couple of months writing the game to the exact spec from the design stage, then level design, then test it.". Or my camp, self-taught bodge coder, with "Start coding immediately, all decisions are made on the fly, don't rule anything out until you've played it. Basically, let the game evolve". This is how *Syndicate Wars* has been gestated into existence. And I think the results prove I'm right."

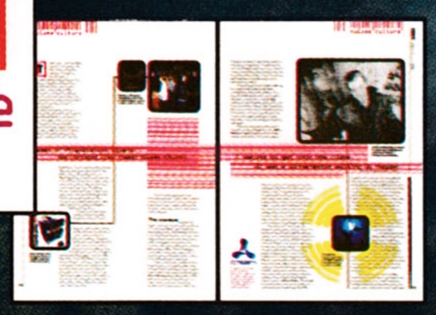
Let's hope so.

A cleric (background) and two bog-standard agents.



Mornin zur, you don't want to be carrying that there shotgun on the streetz now do you?

# Not all videogames magazines are the same



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# EDGE

PlayStation ■ Saturn ■ Nintendo 64 ■ PC ■ 3DO ■ Arcade ■ Net ■ Multimedia ■ CGI

# REVIEWS

**WE'VE GOT A BIT OF EVERYTHING THIS ISSUE. ZOMBIES, GENOCIDAL ALIENS, FOOTBALL, FIGHTING, RUNNING, CONQUERING, SERVING, HOVERING, POTTING, SHOOTING, SHINING, JACKING, SETTLING AND SPEEDING.**

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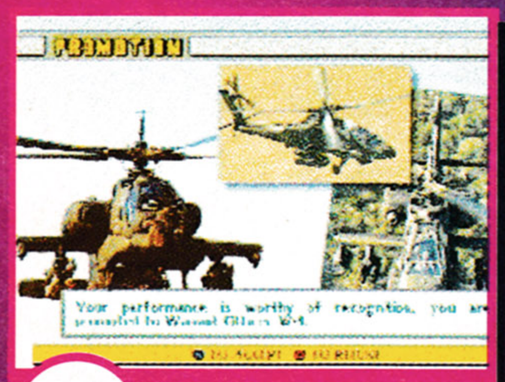


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## OUR REVIEWING GUARANTEE...

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

### MARCUS HAWKINS

Position: Editor, GamesMaster

Marcus was impressed with *Resident Evil* this month. To a worrying degree.

### LES ELLIS

Position: Deputy Editor, GamesMaster

Les wasn't particularly upset by *Evil* either. The West-country Satanist loved every minute.

### WILL GROVES

Position: Prod' Ed', GamesMaster

Will's too busy trying to simulate English glory on *Euro '96* to worry about zombies. Or is he?

## GUEST REVIEWER

### DEAN MORTLOCK

Position: Deputy Editor, Sega Power

Porkchop's the fella when it comes to Saturn. He is all-knowing, all-playing. Mmm.

### ROB PEGLEY

Position: Editor, Official PlayStation Mag

He may look shocked, but he's the Big Cheese when it comes to PlayStation. Respect, Rob bloke.

### DANNY WALLACE

Position: Writer, Future Publising

Danny now writes for Comedy Review. But don't worry – he used to write for Total! Oh yes.

### ZY NICHOLSON

Position: Writer, Future Publising

Zy used to be head ginge on Super Play and now writes for an armful of game mags.

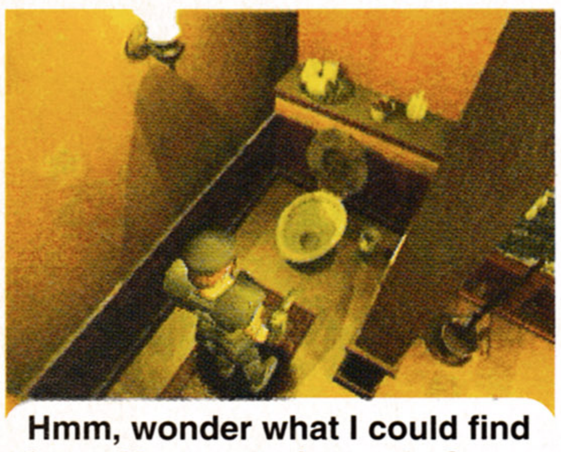
### DAN GRIFFITHS

Position: Staff Writer, PlayStation Power

The gravel-voiced PSX and PC nut has worked on PC Attack and UFG. Very experienced.

Can you tell me where the toilet is? Ow. Alright I only asked, no need to bloody shoot me. Looks like you've already been.

# RESIDENT EVIL



Hmm, wonder what I could find here. Mutant turds maybe?

You're walking down a gloomy corridor. There are weird noises all around you. The door you try is locked but there's a groaning noise coming from behind it. You turn a corner and find your partner, or what looks like it might have been your partner. His head has been torn off and thrown casually to one side. His body is obscured by a person hunched over him. Is he trying to help? The chewing and bone crunching sounds indicate that he's taking a closer interest.

Suddenly the thing becomes aware of your presence and slowly turns around. His lower jaw is covered in blood and sinew but that's the least of your worries. It's hard to tell if this thing is even human. Its decayed face would be bad enough but the stench of rotting flesh is enough to churn your stomach. He, or should that be *it*, gets up and lunges at you. Almost before you realise your gun is in your hand the first bullets hit the zombie in the chest.

You flinch as the zombie's head explodes like a putrid pineapple. You open your eyes in time to see the corpse hit the floor next to your dead partner. Taking care not to slip in the goo you take a step towards your partner to retrieve his weapon. The first indication you get that anything is wrong is the sharp pain in your ankle. Looking down you see the zombie chewing at your feet. Without thinking you raise your other foot and swing it savagely, aiming for the head. You're numb to the sounds by now so the rip and pop of the head coming away from the shoulders and bouncing against a wall mean nothing. Brrr...

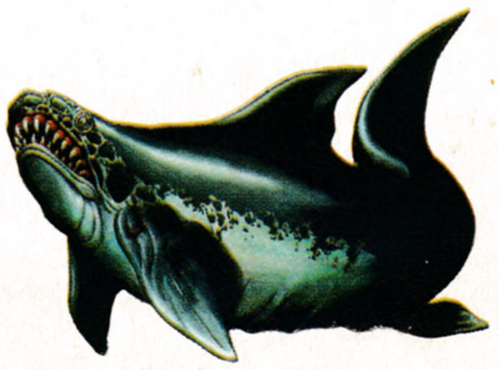
## AND TONIGHT'S CONTESTANTS ON BLIND DATE ARE...

The dim hero cops. Why don't they just run away?

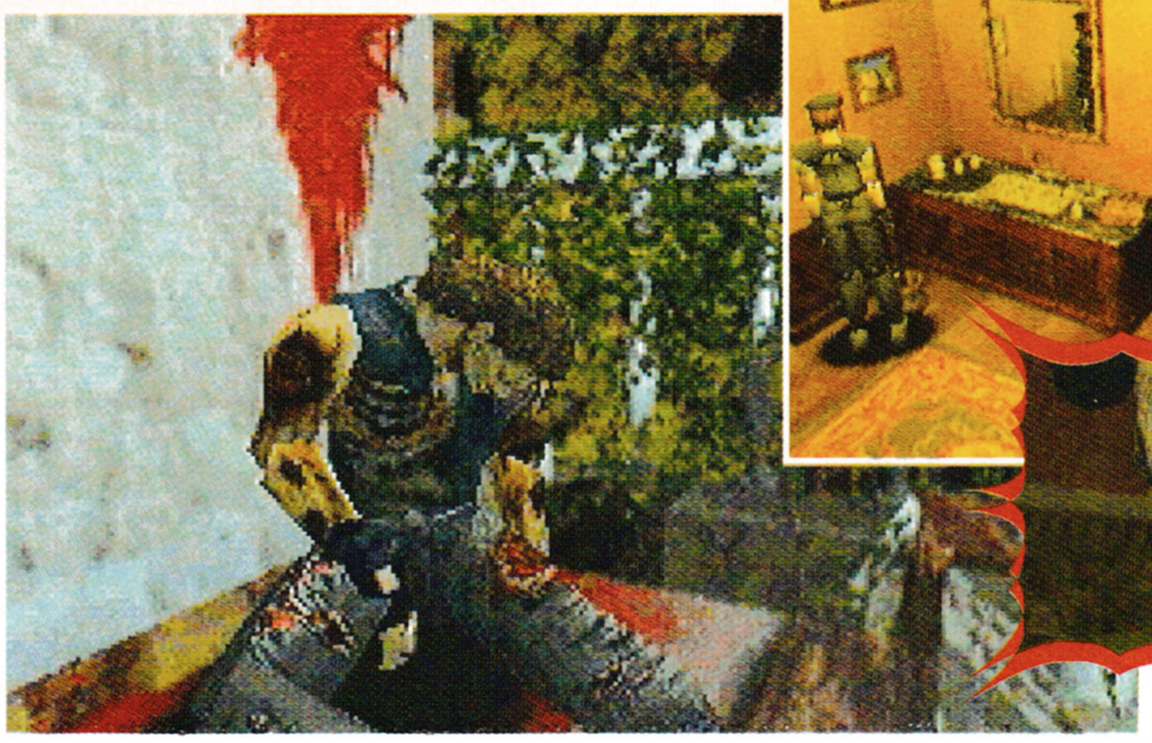
Every horror film has a chick who dies. This is her.

Introduce this one to your bazooka, real quick.

Just when you thought it was safe to go to the loo.



Blimey. Maybe putting all that bird seed in his pocket as a joke wasn't really funny after all.



# ENTER EVIL

Les Ellis

## WELCOME TO HELL

This sounds like a pretty gross horror film, one of those tacky books by Shaun Hutson or Stephen King, or even worse a normal day at my house. But if it were a movie it would be over in two hours, you'd breath a sigh of relief and go home. No such luck here because *Resident Evil*, when it gets hold of you, won't let you off so lightly.

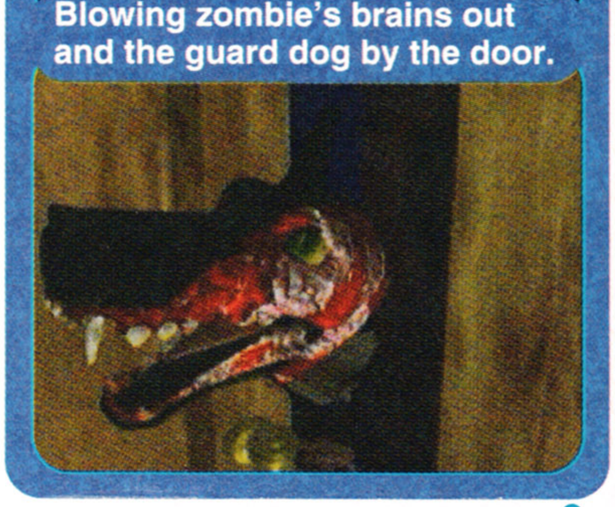
*Resident Evil* is probably the first game that could be heralded as a videogame nasty. Forget all those things that used cheap and tacky FMV to try and shock you, *Resident Evil* relies on an eerie atmosphere, lots of mounting tension and some genuinely scary moments to do the business on your nerves. After a few games of this they'll be completely shredded, believe me.

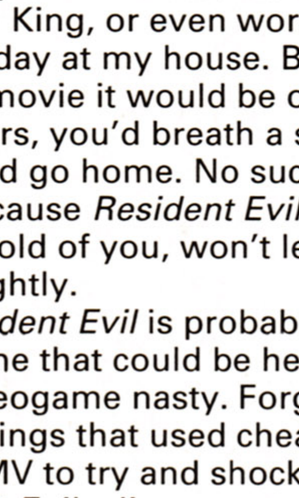
*Resident* is a cross between *Alone In The Dark* (without the boring bits) and Day of the Dead. You're in a mansion, wandering from location to location looking for your team members and items to solve the puzzles that are dotted around. Luckily the puzzles are fairly few and far between and when you do find them they aren't difficult to work out. Any items you need to solve them are usually pretty close to hand as well. The puzzles serve more as a distraction than anything else. They certainly don't get in the way of your head-removing antics.

Control is as simple as you like. One button does everything, one accesses your inventory and one gets your gun ready. Easy. None of the complex multiple button presses of other games off this genre. This means you don't have to worry about messing up in the heat of a gunfight. Even when your chosen weapon runs out just as a zombie reaches you (and don't worry, it will happen) it's dead easy to switch to your inventory and pick up something equally juicy to use. Current fave is the bazooka (what a mess) but the shotgun, pistol or knife are just as effective, although less spectacular.

### TOP BITS

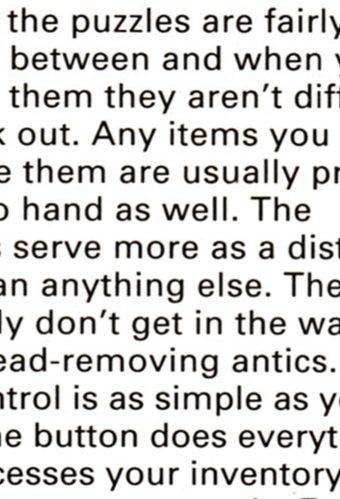
Blowing zombie's brains out and the guard dog by the door.

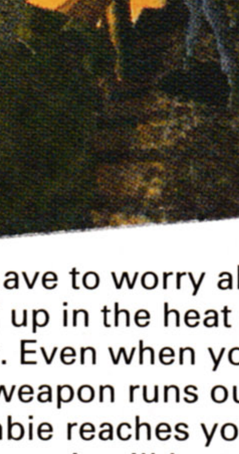




My God, it's a zombie Butlins Red Coat. Kill with all haste.

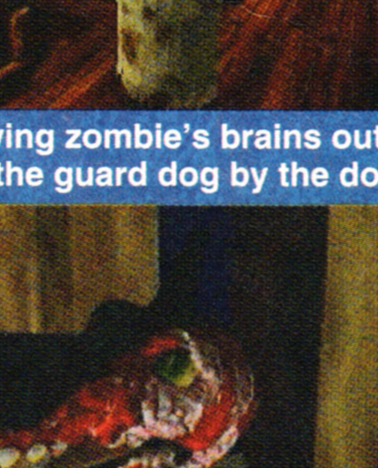
It's a good idea not to shake him by the hand you know.





I guess throwing a chocolate treat won't work.

The bigger they are, the harder they hit you. Shoot.



Cool Chris the cop. He deserves to get eaten.

Looks small doesn't he? Just wait until you see him.

Where be that blackbird to, I know where he be. Ouch.

The big boss cop, but he's got a beard. Odd fella.

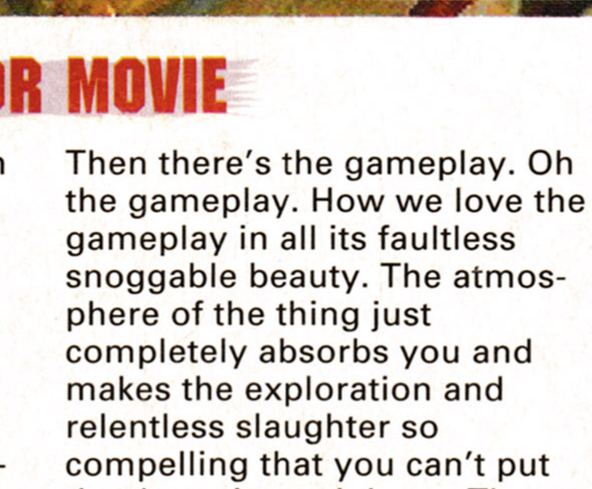
If you play as Jill you get the bazooka here.

## INTERACTIVE HORROR MOVIE

*Resident Evil* is just heaving with great touches. Graphically you have that blood spraying everywhere when you shoot something, the heads flying off when you kick a zombie, those weird creatures (just wait until you see the pools, hmm) not to mention all those beautiful rendered locations and cinematic cut sequences that blend in perfectly with the rest of the game.

Soundwise you have an unbeatable atmosphere. Tense music and sound effects that leave you on the edge of your seat. Just wait until you're walking along that dark corridor and a dog smashes through the window to get to you. You'll jump, trust me. Then there are some of the grosser effects. Like the zombies crunching on your face or the killer crows trying to peck your eyes out.

Then there's the gameplay. Oh the gameplay. How we love the gameplay in all its faultless snoggable beauty. The atmosphere of the thing just completely absorbs you and makes the exploration and relentless slaughter so compelling that you can't put the damn joypad down. The shock tactics, the killing and the puzzles combine to make one of the most enjoyable games of all time.



## TOP BITS

Drop kicking zombie heads when they bite you. Wahey.

Firing bazookas to make zombies explode. What a mess.



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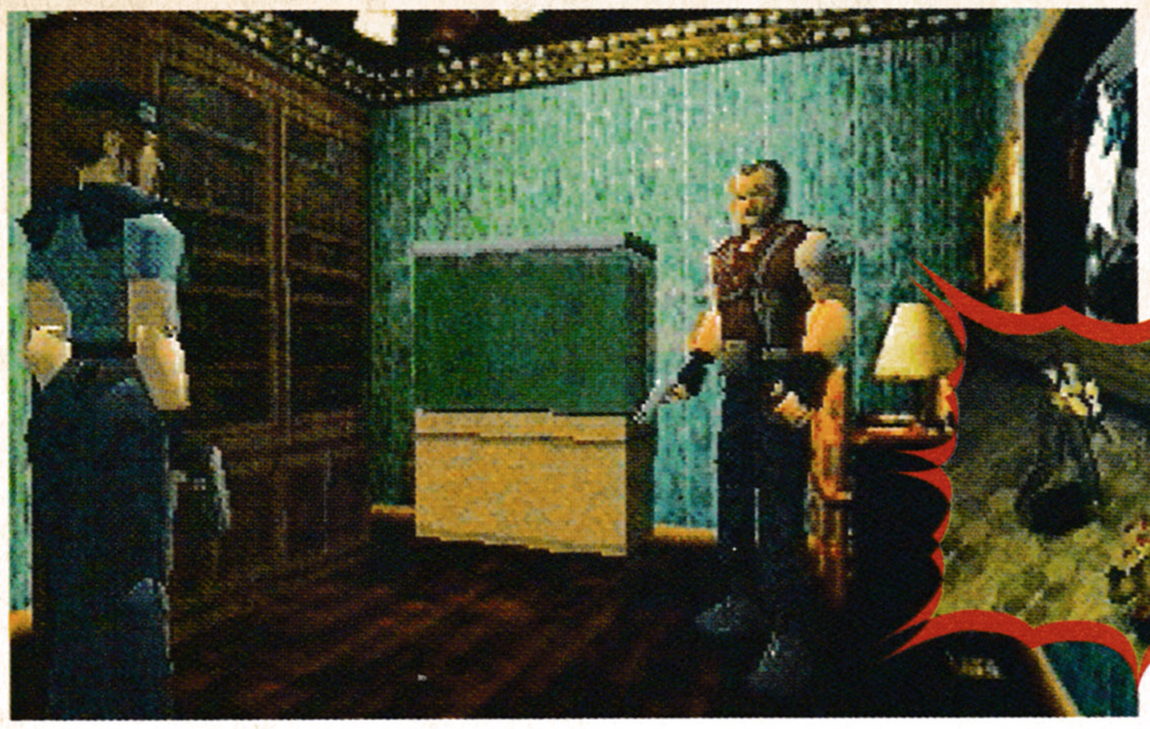
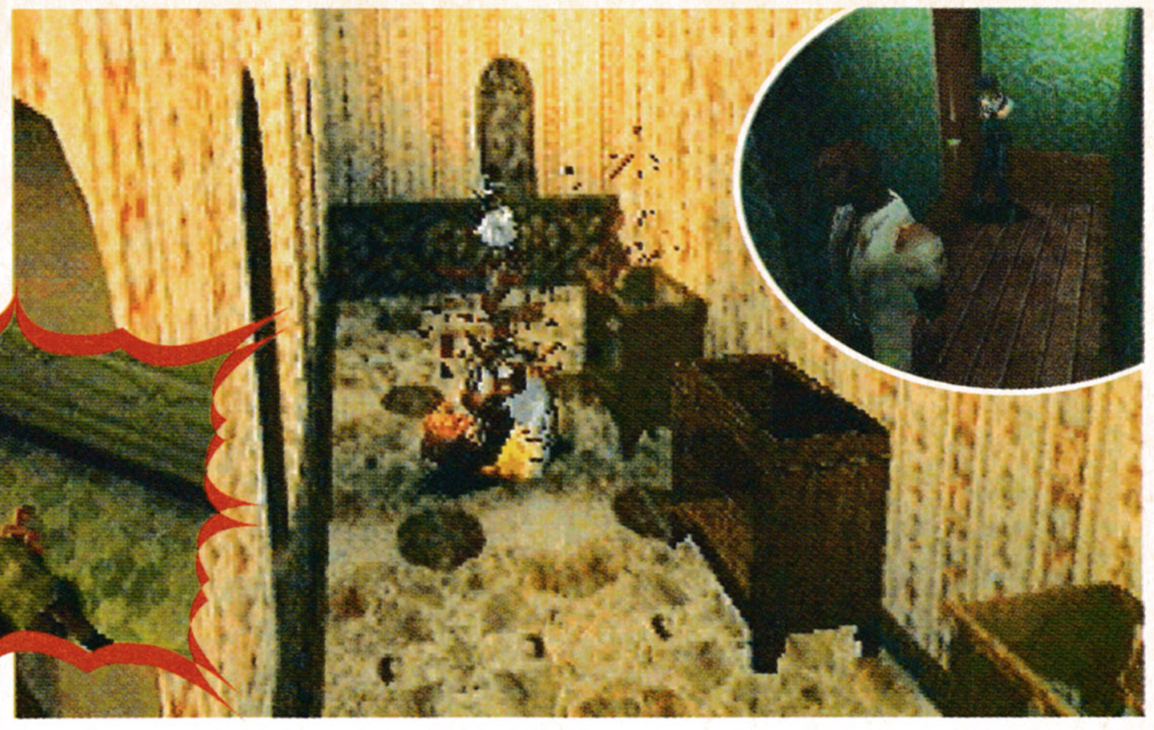




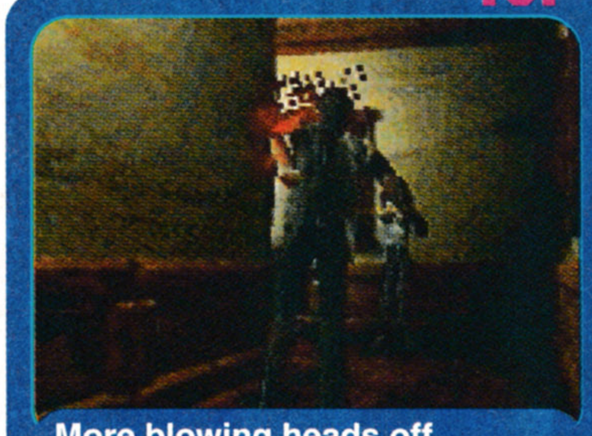
## KICK 'IS 'EAD IN

*Resident Evil* is the most fun you can have with a shotgun without getting really yelled at by the police. Whether you're kicking a zombie's head off, shooting it off with a well timed shotgun blast or just blowing them apart with the bazooka you're gonna get messy.

This really is the perfect mixture of exploration, puzzles and out and out psychotic violence. Its polygon loveliness combined with the rendered locations gives a realistic look and feel while the heart pounding atmosphere makes sure that you are always ready to come back for more *Evil*.

*Resident Evil* is without doubt one of the best games on the PlayStation and is the first alternative to *Doom* in the terror stakes. If you want gameplay that just won't let go, terrific (or should that be terrorfic?) graphics and an atmosphere that'll have reaching for the andrex then you've found your game. *Resident Evil* is the new star attraction on the PlayStation, make sure you don't miss it.

## TOP BITS



More blowing heads off shoulders antics.

If you let them get close you can do it with a single messy shot.

**(Far left) Shock tactics. You search the desk and these doors open to reveal this.**

### SECOND OPINION

Les hasn't looked this frightened since the last time we pulled his blind up. *Resident Evil* is an almost perfect blend of graphics, puzzles, and suspense. WILL

| GRAPHICS | SOUNDS | GAMEPLAY | LIFESPAN | OVERALL |
|---|---|---|---|---|
| 91 | 91 | 96 | 93 | 95 |

**Rendered locations and polygon characters makes this more realistic than anything that's gone before.**

**Spooky music, eerie effects and top rollicking blasting effects. Turn this baby up to the maximum.**

**Puzzles, exploration and tons of gunfights. You could ask for nothing more. Something for everyone.**

**Even when you've finished it you'll want to come back for a bit more wanton bloodshed.**

***Resident Evil* is bloody brilliant and whoever made it should be knighted or offered up as the next bit on the side for Princess Di. LES**

**JUDGEMENT**


# you buy it.

**£3.49 for three evenings**

BLOCKBUSTER VIDEO®

# SPACE

Those aliens don't play fair you know. Running down long corridors and trying to take on our Terminators with their bare claws. Our boys only have blasters, flame-throwers and loads of other nasty weapons. These aliens don't even bleed acid or gestate inside a living human host and yet we still can't beat them. Welcome to *Space Hulk*.

*Space Hulk* is a welcome alternative to all those *Doom* clones that are going to inundate the PlayStation any day now. It may look like *Doom* but it ain't *Doom*, it's superior in almost every way. It combines the out and out frantic action of *Doom* with the strategy and tactics that you would only normally find in a top-notch RPG.

And if you thought that *Doom* had a lot of atmosphere, just wait until you get a load of this. Sure *Doom* was tense but *Space Hulk* will have you jumping out of your pants, right after you've filled them, well almost. The screech of Gene Stealers screaming towards you, combined with the yells and screams of your fellow Terminators, with the sound effects of the aging hulks and motion trackers thrown in for good measure, all add up to create an unbelievable amount of nerve-shredding tension.

With the tactical gameplay of giving your team orders and taking control of them from time to time as well as the bloody rampage of your first person perspective blasting and hand-to-hand antics *Space Hulk* is pretty near unbeatable in gameplay terms alone. It's also one of the few games that started out life as a board game that is actually any good when it hits the screen.

All the missions aren't the same. You can forget all that mindless blasting stuff, as in most of these you have to figure out what to do and either follow your orders or give them out to the team. The objectives may vary from just clearing an area, picking up items or flaming parts of the ship but one thing is for certain, once the mission starts you don't get any time to relax as the action is relentless.

This game is a real experience. Playing the early missions introduces you to the *Doom* element as you do as you're told. Then you discover the hidden magic when you take charge of your own team and start dishing out the orders, that's when all hell breaks loose.

*Space Hulk* is still ace. It

You're in trouble now. Remember; swing, block




Training is too easy. If you really want to learn what to do jump in at the deep end with missions.

Look at your scanner. Blue = potential death

## GAMESMASTER TIP

You're gonna have to learn hand-to-hand combat sooner or later so you may as well do it now. If you don't get the first blow in to kill the Gene Stealer then hit block as soon as the Stealer pulls back. Then you will successfully defend against his attack.

SEGA SATURN
PlayStation

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# HULK

FOR - PLAYSTATION
FROM - EA
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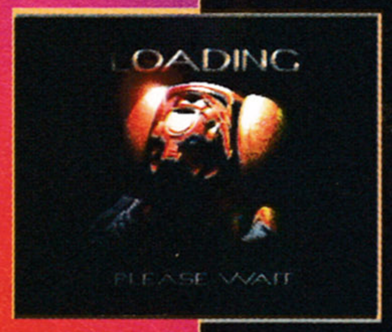
AVAILABLE - JULY
PRICE - £50
STOP ■

always was in all its other incarnations but on the PlayStation it rules. A great conversion, with a few new bits, of an utterly great game. If you need proof that a new wave of stunning PlayStation games is on the way, check this one out for a pure adrenaline rush.



This is where you plan out the missions and give out the orders. You get about 30 seconds before all hell breaks loose.

## SECOND OPINION

Poor old Les. What with this, *Resident Evil* and all the sunshine he's just not himself. It's obviously not good for him but will he stop playing *Space Hulk*? Nope. WILL

Aren't they cute? So loveable and misunderstood.

| GRAPHICS | SOUNDS | GAMEPLAY | LIFESPAN | OVERALL |
|---|---|---|---|---|
| 92 | 93 | 94 | 94 | 93 |

**A gem, combining two genres in style. Very atmospheric and, dare I say it scary at times. An experience you don't want to miss. LES**

Catch a glimpse of a Gene Stealer up close and you'll see how superior to *Doom* this is.

Very spooky and atmospheric. Plenty of speech and scary effects to keep you going.

The combination of *Doom* and an RPG just can't be beaten. Pretty damn gruesome as well.

Loads of missions and they get extremely tough. A great challenge that you'll keep coming back to.

JUDGEMENT 93


you buy it.

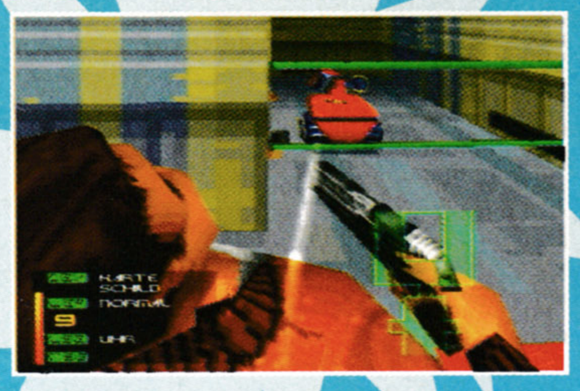
£3.49 for three evenings

BLOCKBUSTER VIDEO®

*As you would expect, no expense has been spared on the presentation front and every so often the action is interupted by some quite lovely rendered goings on.*

## Action + Puzzles = F2B

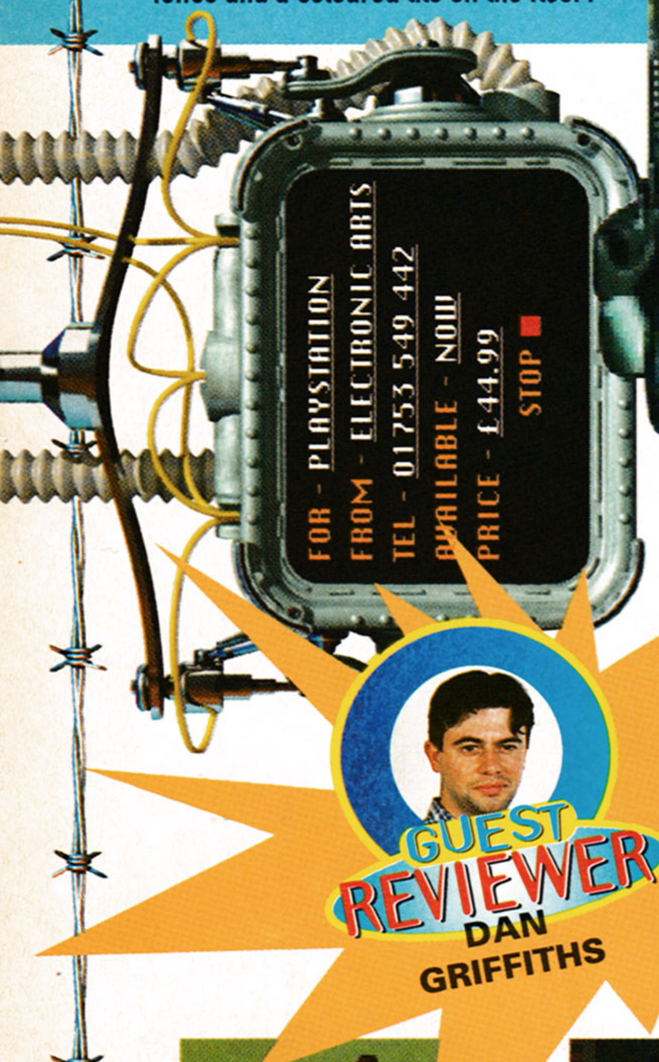
You're going to have to use your head to get through F2B. Take this little teaser for example. What have we here? An electric fence and a coloured tile on the floor?



Whoa there! There's a robot on the other side of the fence and it's after your blood. I recommend standing on the tile to shut down the fence and let it through – then pegging it!

Here's another fence nearby. Stand next to it and wait. The robot will follow you, handily trundling onto the tile and switching off the fence in front of you.

Quick, before it gets a fix on you, nip through the now dormant electric fence and down the corridor before the robot knows where you've gone. Cinch.

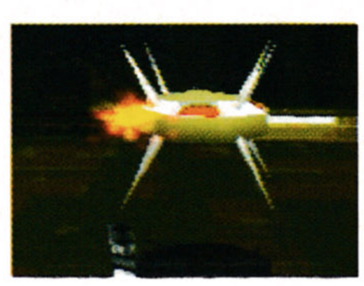



# FADE TO

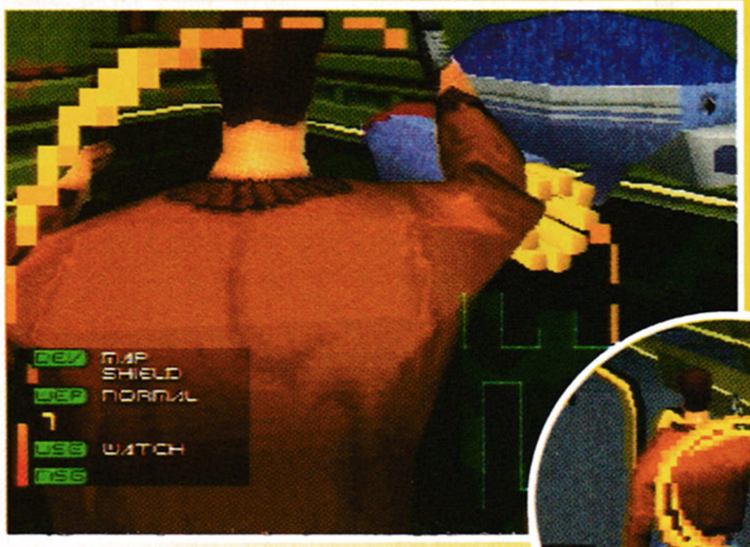



Did you know that *Fade to Black* was originally named *Crossfire* but they had to change it to avoid it being confused with an ancient ball-bearing gun based board game? Remember that one? Well, even if you don't you must recall that *Fade to Black* was a huge PC hit last year. It sold by the truck load, on account of it being completely fab. So when one of our spies requested our presence at the usual gent's toilet rendezvous, and thrust a crumpled Post-it note (TM) with the words 'Psst – *Fade to Black* coming to PlayStation' into GM's collective hand we could have kissed him on both cheeks and chipped in for his bus-fare. Ever since that day we've been drumming fingers on desks and each others' clammy foreheads waiting for it to slip under our office door.

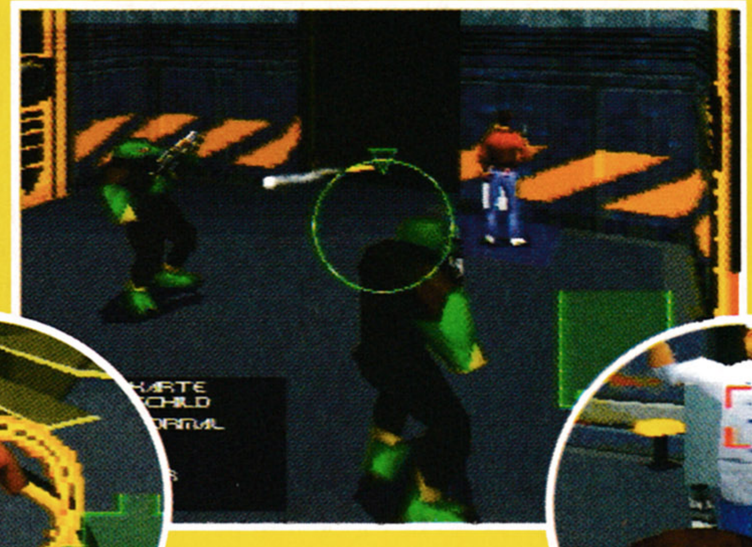
*F2B* sees Conrad Hart, the hero of *Another World* and *Flashback* bursting into 3D as he tries to escape the grip of his old enemies, the Morphs, who hold him captive in their slug-like ship. The clever bit is the floating camera perched some distance above and behind Conrad, from which we watch his exploits. And



*Just a few of the tremendous things awaiting you in F2B. Recharge points! Grubby snowmen! A chef just asking to be shot! Spiders! Scary biped robot-monsters! And spiky hovering things! Great.*




*You never tire of looking at the back of Conrad's head. And in the cut-scenes you get to see what the front of it looks like.*



*This room's a real bugger. Those Morphs keep regenerating and killing you. Buggers.*

*Never fans of a fair fight, Morphs much prefer to gang up on you. A quick trigger finger is essential to get through some of the levels.*

SEGA SATURN
PlayStation

**Try it before**

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*These are F2B's two main views. Behind Conrad, following him like a bad smell. Or sitting on his shoulder, like a chip.*

# BLACK

*A variety of languages are available to play the game in. Our favourite being the barking German version of events.*

when danger rears its slimy head we simply hit a button and the camera swoops into an over the shoulder view, complete with crosshairs.

PlayStation *Fade to Black* is brilliant. The graphics, gameplay and, most pleasingly, the controls of the slightly stuffy original have been given a thorough PlayStation make-over. You won't recognise the old place. There's more texture-mapping and yet everything moves smoother and faster. The levels are pretty much unaltered, yet it's much more fun to play, and as for the controls. Well, let's just say that the original's were absolute bloody murder.

These days the view switching, firing and reloading of your gun are all done with a single finger-friendly button.

And let's not forget that *F2B* was no lame duck first time around. It's a masterful game that keeps the blasting, exploring and puzzle solving coming thick and fast in just the right proportions. A close second behind *Resident Evil* in this month's round up of PlayStation must-haves. Treat yourself – buy 'em both.

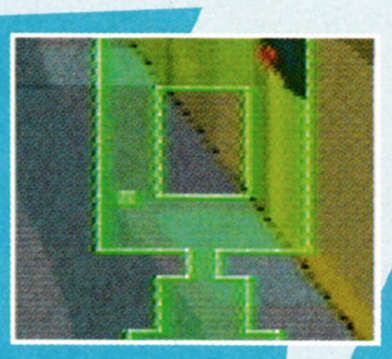
## SECOND OPINION

He's right y'know. *F2B* is great but maybe a little slow for real action-heads. If only *Resident Evil* featured *F2B*'s tracking camera. Now that would be something. WILL

## PC Vs. PlayStation

**What has PlayStation *F2B* got that the PC version hasn't? Got a few days to spare?**

Well there's more detailed, faster moving texture-mapping for a kick off. Look, Conrad's finally got the hair he so richly deserves, instead of having a brown block masquerading as his head.



Look at that handy little scanner/map thingy in the bottom right of the screen. It shows you the position of the walls and nasties around you. You didn't get that on the PC version. No-siree.

Everything moves faster and looks 'cleaner'. Take the target that shows you the direction from which you're being attacked. An altogether sexier green circle and arrow replaces the brown splodges of old.

*Standing on switches on the floor opens doors. Usually.*

## GRAPHICS 93

Great looking and, more importantly, silky-smooth moving 3D graphics. A bit chunky-looking at times but what the heck.

## SOUNDS 89

Stirring orchestral soundtrack, lots of narrative speech and hundreds of zap-pow sci-fi effects.

## GAMEPLAY 93

Although it can get a bit taxing later on it's never frustrating. A treat from beginning to end.

## LIFESPAN 90

Numerous huge levels to explore and the odd intensely difficult part. *F2B* is no short-term proposition.

## OVERALL 91

**Superb. It seems the PlayStation's obsession with vastly improving established PC titles shows no sign of letting up. DAN**

## JUDGEMENT

you buy it.

£3.49 for three evenings

BLOCKBUSTER VIDEO®

By the time you read this you should have some idea how England are doing/have done in the European Championships, but if my own performances are anything to go by, we'll need a whole lot more than three lions to see us through. I've been trounced by the Swiss, the Dutch and, worse, the Scots. The England players have rarely managed to pass to each other and the old headless chicken formation seems to be the order of the day once more. Alan Shearer did hit one thunderous volley but sadly it was in the wrong direction.

Yes, the team struggled against opposition that passed the ball around it, held possession and were technically superior all round. This, as far as I can tell, is down to the two button control system. By using a bewildering mix of symbols, timing and button combinations you can pass high or low, fake passes, control the ball, as well as head or volley first time. Or at least that's the theory. In reality it's a different story. This is not an easily accessible game. On the plus side this means that there's a real learning curve, something which is missing, presumed dead in a lot of football games. If you're prepared to put in the time and effort you can get very good indeed. Slick moves are possible and explosive finishing will become second nature.

Also in *Euro '96*'s favour is the fact that, whatever anybody tries to tell you, the competition on the PC is less than formidable. *FIFA* is and always was over-rated, for starters. In fact, *Euro*'s closest competitor is its direct predecessor, *Actua*, of which this is basically an upgrade. The most significant improvement is in taming some of the motion-capture which, although very pretty, disrupted *Actua*'s flow. Sliding tackles are now less cumbersome and if you do take the ball away your player actually has some chance of getting up before it's taken off of his endlessly sliding toe.

Naturally, all the tournament teams and stats are in here, as well as some suitably stunning stadium backdrops based on the actual venues. There's also a full range of tournament strategies to be taken into account. Player's stats drop dramatically if they're over-exerted and bookings and sendings-off lead to suspensions, severely denting your chances if your approach is too, ahem, robust.

All in all this is as slick and involving a package as we've seen, right down to yet more superb commentary from Barry Davies. The only blemish on Euro's disciplinary record is its surly attitude to beginners, but after a while you won't be a beginner, will you?

**Will Groves**

**The players take the full advantage of the opportunity to show the stadium.**

# EURO

## GM TIP

Every footy game has one particularly effective scoring tactic and *Euro '96* is no exception. First get to the by-line and wait until the symbol at your feet turns into a square. Now shake off your marker and hit the pass button. The ball will be crossed automatically. As soon as the ball is crossed tap the shoot button. Your striker should now volley or head the ball into the net. Simple.

**Get to the by-line for that lethal cross.**

**Yes, it's the dreaded penalty shoot-out. *Euro*'s is tougher than most.**

**The plan view will please purists but exposes some gameplay flaws.**

A goal sparks suitably frenzied player flocking.

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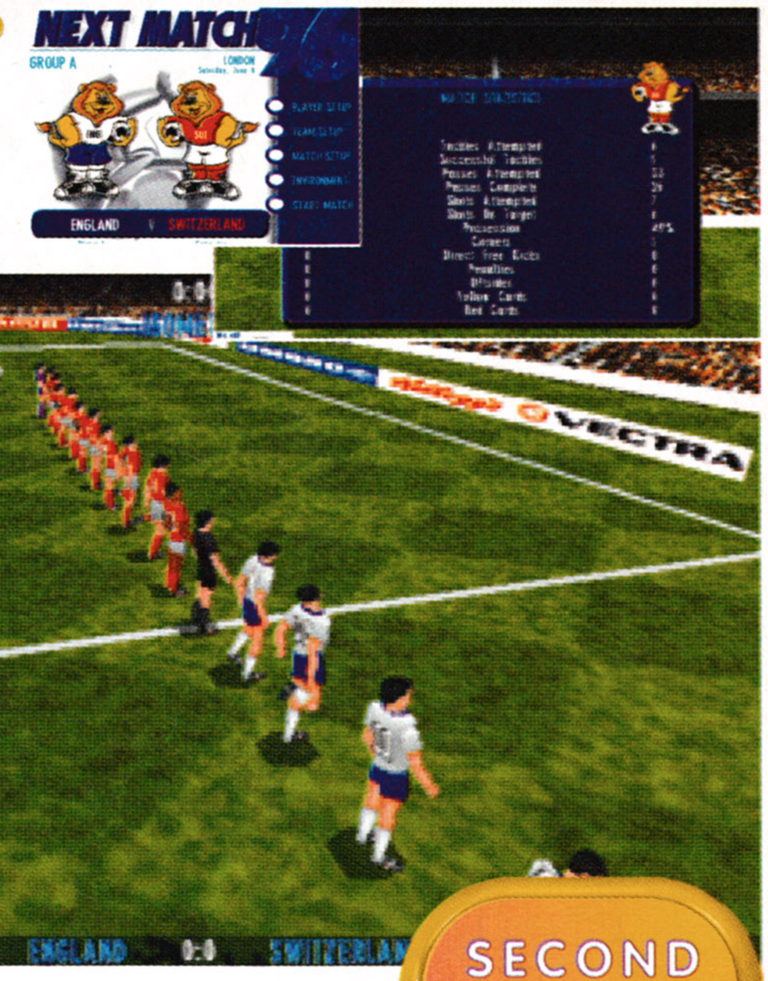
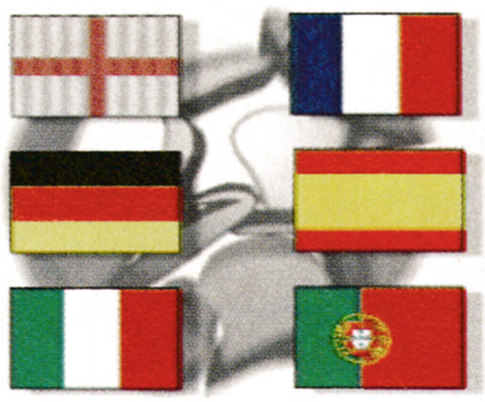


(Left) Don't like the tournament draw? Bin it and do it again. (Right) Even the refs have stats.



## SECOND OPINION

Despite the sheer beauty of *Euro '96*, I've got my doubts. It might be easier to get into the real England squad than to win the computer tournament. MARCUS

## FIELD OF DREAMS

**Gremlin have gone to great lengths to make the most of their license. If you get a second take a look at the painstakingly modelled venues you'll be playing in. Not bad eh?**

Liverpool – Anfield

Leeds – Elland Road

London – Wembley

Newcastle – St James Park

Sheffield – Hillsborough

Nottingham – The City Ground

Birmingham – Villa Park

| GRAPHICS | SOUNDS | GAMEPLAY | LIFESPAN | OVERALL |
|---|---|---|---|---|
| 90 | 92 | 82 | 89 | 86 |
| As lush as the turf at Wembley, with swooping cameras, motion-capture and proper stadia. | The commentary's so good that you have to wonder how long it'll be until humans are surplus to requirements. | Still flawed in the control area but improved thanks to some more subservient motion-capture. | The license won't last, obviously, but the tournament's completely tailorable and multi-player options abound. | |

**JUDGEMENT**

***Euro '96*** **is silky smooth in the presentation but less than hospitable to beginners. The best footy game for your PC though.** **WILL**

# OLYMPIC SUMMER GAMES

GUEST REVIEWER

Danny Wallace

Oh. I see. It's like that, is it? Well I never. You've got some cheek. Mister. I've never been so insulted in all my life. And that. So let's just get this straight...

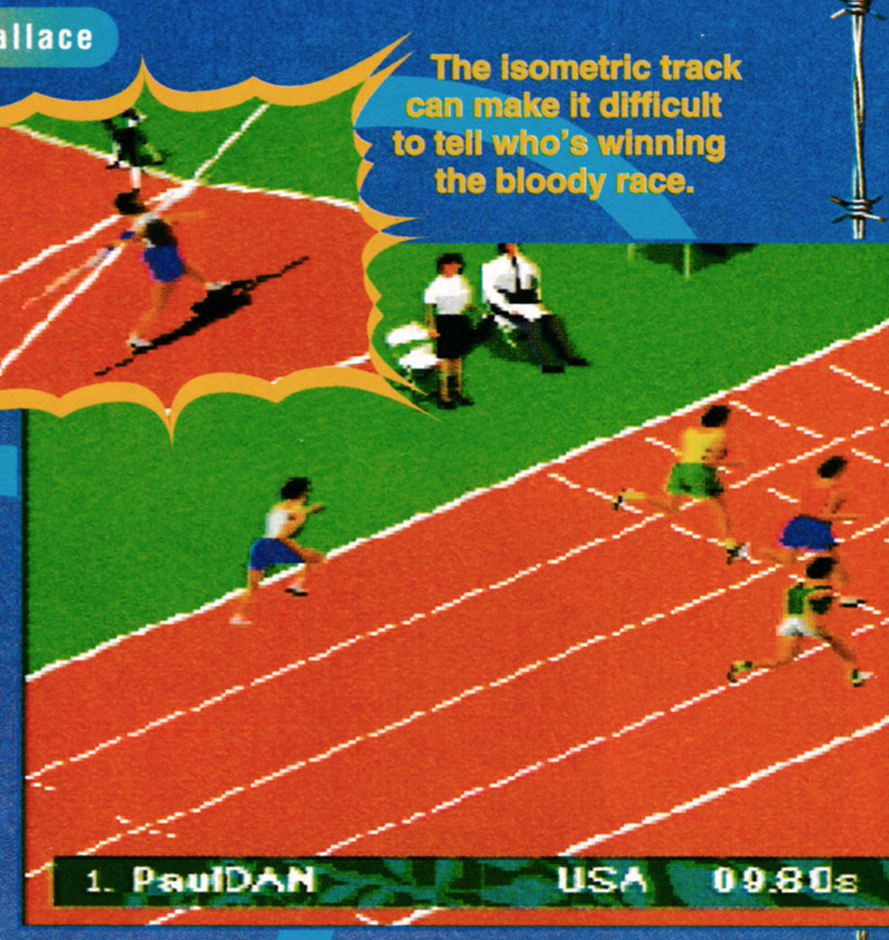
In 1984, when I was about seven, I would go round to one Ian Fletcher's house. I don't think you'd know him. Ian was quite cool, though. His face never had jam on it, and he had the ability to make funny noises using just his shins and forefinger. It was with young Ian that I first experienced videogames. It was with Ian that I first experienced... Daley Thompson.

Yes. Daley Thompson. And his Spekky Spaktrum *Daley Thompson's Decathlon* 'videogame'. Forgive me, but it was top. You'd get your athlete, and run the sweaty little tinker into the ground using a simple, happy combination of skill, persistence, forearm strength, joystick and eager, healthy, child-like malice. And now, twelve years on, when my interests, like yours, lie more in girls and music than they do in the carefully-orchestrated distribution of nasal fluid, things have changed. Or, like, have they?

Well... kind of. *Olympic Summer Games* certainly looks a lot better than Daley's blocky sports fumbles, but the basic premise remains creepily on-hand. Button-bashing.

Of course, in 1984 button-bashing was a new, shiny, mysterious and, ultimately, unfailingly entertaining method of play. Nowadays, though, it's a cynical, jaundiced, care-laden old veteran of the videogames industry, over-used, over-rated and over-indulged. It's almost – and whisper this – a step back. The SNES, in my opinion, is worth more than that.

Bashing at your buttons to make your athletes run or turn or jump is too simple. Too simplistic, even. And it's hardly a method that pushes you to the very limits of games-playing finesse (that's left to the numerous game-play flaws, see), now, is it? Bad event design and structure makes it a dull, unexciting affair for one-player, and even the option of playing up to eight of your friends doesn't make up for lacklustre playability and annoying, unneeded negative quirks (it's never clear who's in the lead in the 100M sprint, for example, and the discus throwing is, in the simplest of terms, frustrating). *Olympic Summer Games* is a pure, undiluted example of one aspect of gaming the SNES should have been past during the last olympics and US Gold's *Olympic Gold* release... bang-'em-out programming. Unsuitably over-reliant on the success of the past to bring mediocrity to the present, T•HQ have failed to bring anything new to Nintendo's 16-Bit. And there's no excuse for that.

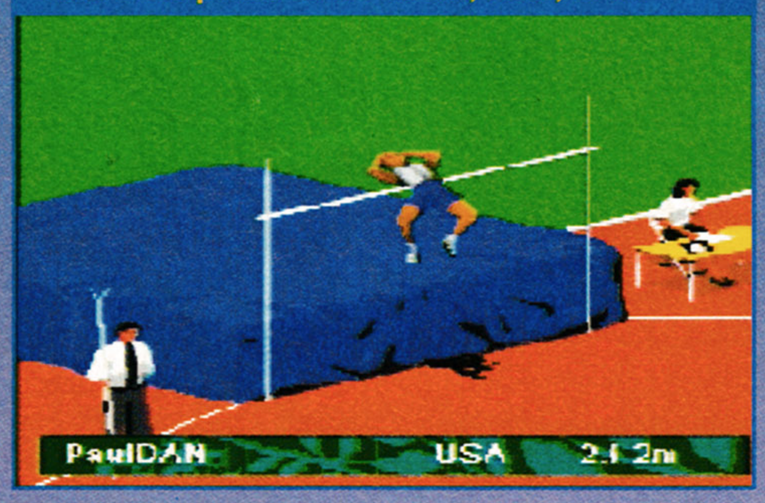



The isometric track can make it difficult to tell who's winning the bloody race.

Shot my putt! What a gal.

What's it ever done to you?

That's no place to lie down, now, is it?



## GRAPHICS SOUNDS GAMEPLAY LIFESPAN OVERALL

| 75 | 50 | 78 | 75 | 69 |
|---|---|---|---|---|
| Lifeless, dull and completely average... a sadly wasted opportunity. | The sound stayed up for around three to four minutes. Work it out... | Fairly okay if you're with your mates, but painful in one-player mode. | Again, simply because of the competitive element, it gets average marks. Otherwise... | |

**JUDGEMENT**

**A good example of the lack of imagination SNES developers are going to have to get over. Or we'll thump them. DANNY**

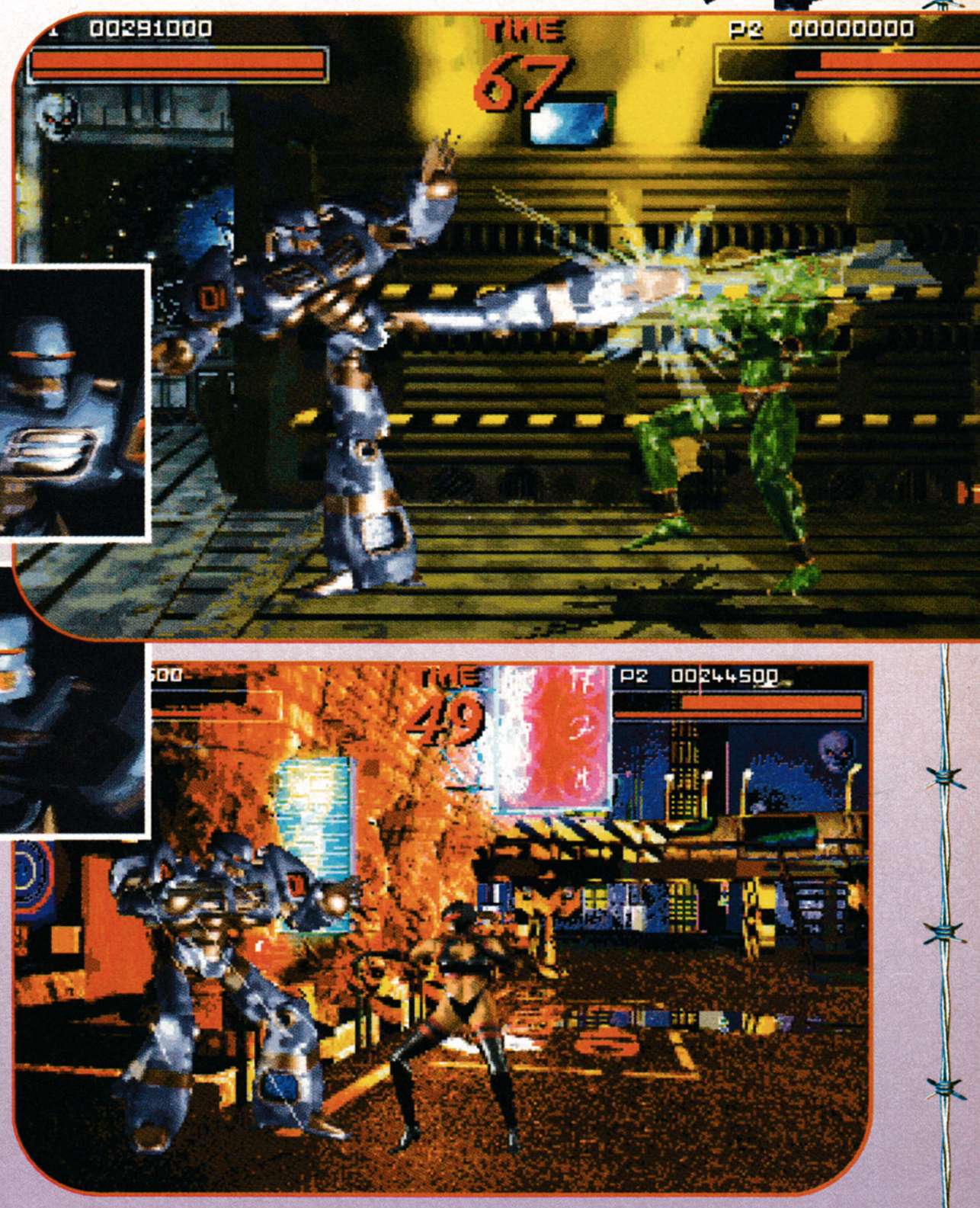
# Pray for Death

**Will Groves**

A promising title and, at first, a promising looking beat-em-up.

*Pray For Death* shamelessly filches from all the greats. There's the story ladder and atmosphere of *Mortal Kombat*, not to mention some basic finishing moves. You'll also find plenty of *Street Fighter* style quarter-turn-forward moves, plus a simple combo system. And as you can see there's a distinctly *Killer Instinct* look about the whole thing, especially around the match up screen and the characters. It even looks as though Fulgore's doing a spot of moonlighting.

All this is great, naturally, and bearing in mind that this game will set you back less than £20 (1p less, in fact) the fact that it's accidentally taken on a couple of the characteristics of *Rise Of The Robots* shouldn't overly deter you. Admittedly the characters are a little jerky in their responses and movements, and have that very *Rise*ishly awkward manner of kicking, but they're really not as bad as all that. It's far from outstanding, and lacks the real balance and flow of the premier fighters but it's cheap 'n' cheerful. Les says.



(Left) Each background has its own special effects. Here's water.

(Below) They're chatty souls in *Pray For Death*, though not friendly.

| GRAPHICS | SOUNDS | GAMEPLAY | LIFESPAN | OVERALL |
|---|---|---|---|---|
| 85 | 77 | 70 | 72 | 78 |

*Pray*'s strongest suit. Good character design, slick presentation and sinister backdrops.

There's a deep-voiced robot with a bunged up nose plus some average slaps and bangs.

Takes elements from all the greats but turns out to be more of a mongrel than a pedigree.

Suffers badly from *Rise* randomly-hammer-and-win syndrome in one-player, but it is a beat-em-up.

**JUDGEMENT**

**It's getting another five points for value, but only because Les keeps going on about it, which is a fair point I suppose. WILL**

# TRACK &

If you're Jeremy Beadle, John Major or Jimmy Hill then you might not enjoy this game. Nothing to do with sharing the same initial, it's just you only really get enjoyment out of this if you play it with friends. And they probably haven't got any.

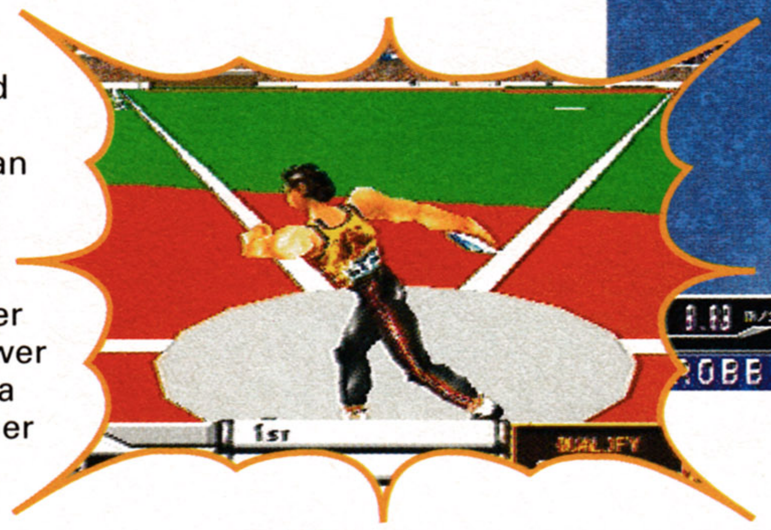
Yes, it's back. Just as the hideous finger sores of years ago had healed, the ultimate button-basher returns. Konami have taken the old arcade favourite and seamlessly added some great new graphics and animation which ease it into the next generation. But be warned this is a game of two multi-taps. The multi-tapping you have to give your joypad and the multi-tap you need to allow three other mates to join in.

The concept remains the same as ever, Konami having left the gameplay well alone. Over 11 events you assault a joypad in a bid to make your motion-captured sprite run faster, throw further and jump longer than the sprites controlled by your equally frantic mates. You still use two buttons to either run or build up power reserves and then a third button to either jump or throw.

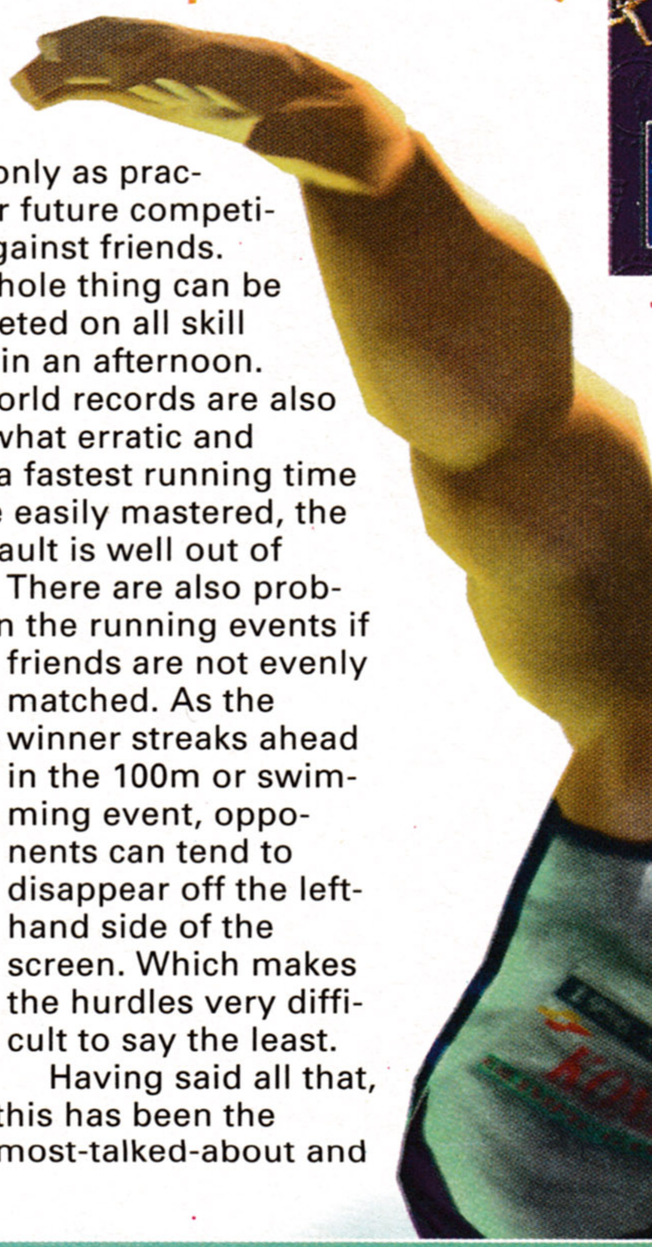
And while this lack of variation would seem repetitive, there are enough subtle differences in technique needed in the various events to keep it all fresh. From the manic 100m to the tricky triple jump and rhythmic hurdling, each event provides a different challenge.

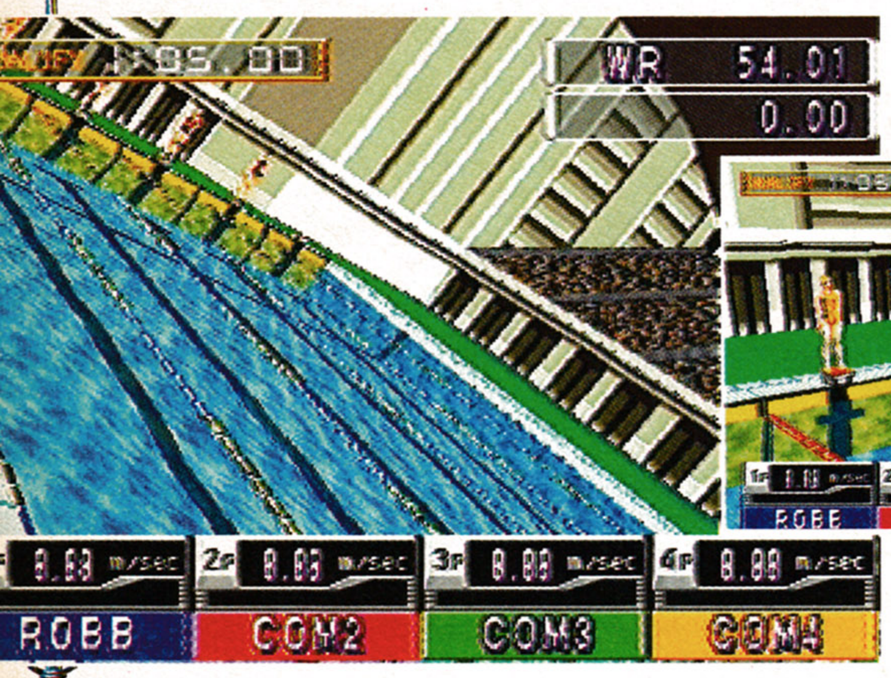
While all seems rosey in the world of retro gaming, however, there are some basic flaws in the game which are annoying. Firstly the sad ability levels of the computer opponents means that one-player action is virtually meaningless and good only as practice for future competition against friends. The whole thing can be completed on all skill levels in an afternoon. The world records are also somewhat erratic and while a fastest running time can be easily mastered, the pole vault is well out of reach. There are also problems in the running events if friends are not evenly matched. As the winner streaks ahead in the 100m or swimming event, opponents can tend to disappear off the left-hand side of the screen. Which makes the hurdles very difficult to say the least.

Having said all that, this has been the most-talked-about and

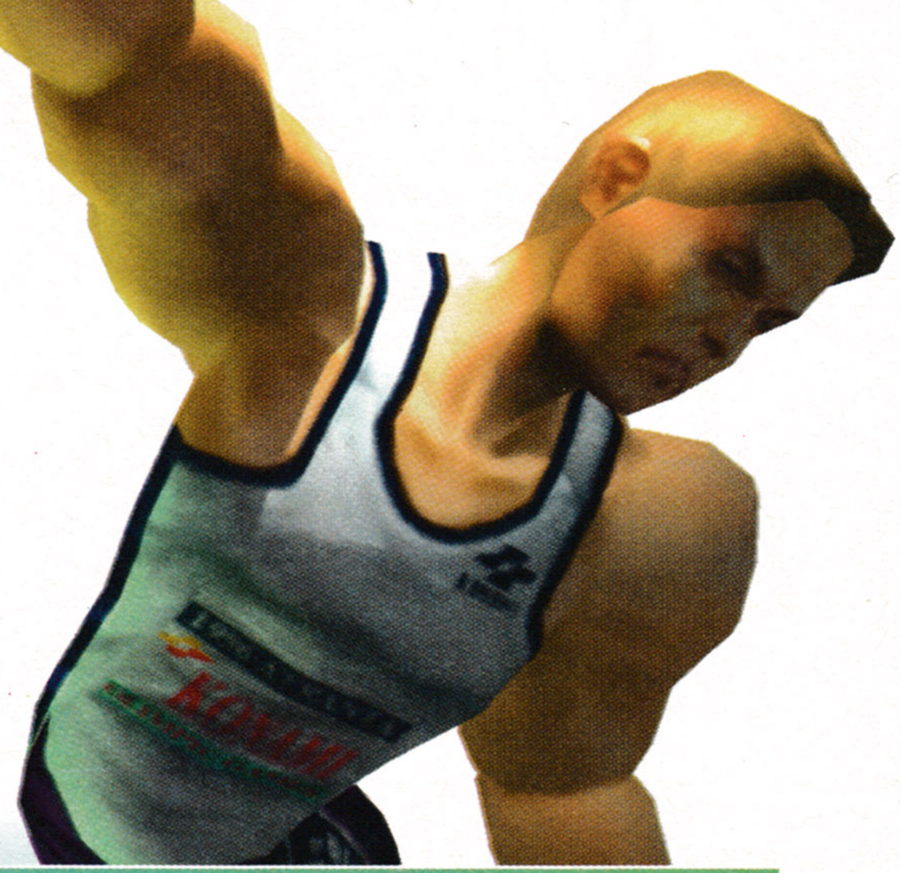


**The rather lovely gold statue event select carousel.**






**We're not that keen on the swimming events around here.**




## JUMP AROUND

The jumping events are all about accuracy and timing, with the pole vault and high jump really testing your abilities. The long jump and triple jump call for manic button jabbing, but you must keep a watchful eye on when to take off and what angle you fly through the air at. Too low an angle and you won't go far enough, too high an angle and you fly up in the air and land on your arse short of the sand pit. Once you've got timing sussed in the high-jump it's a fairly easy event and you can shove the bar up early on. The pole vault is harder, but based on the same principle, it's just a case of experience in knowing when to plant your pole. Ooh er, missus.

**I'm not taking this lying down, you know.**

**The high jump's a real test of your timing.**

# FIELD

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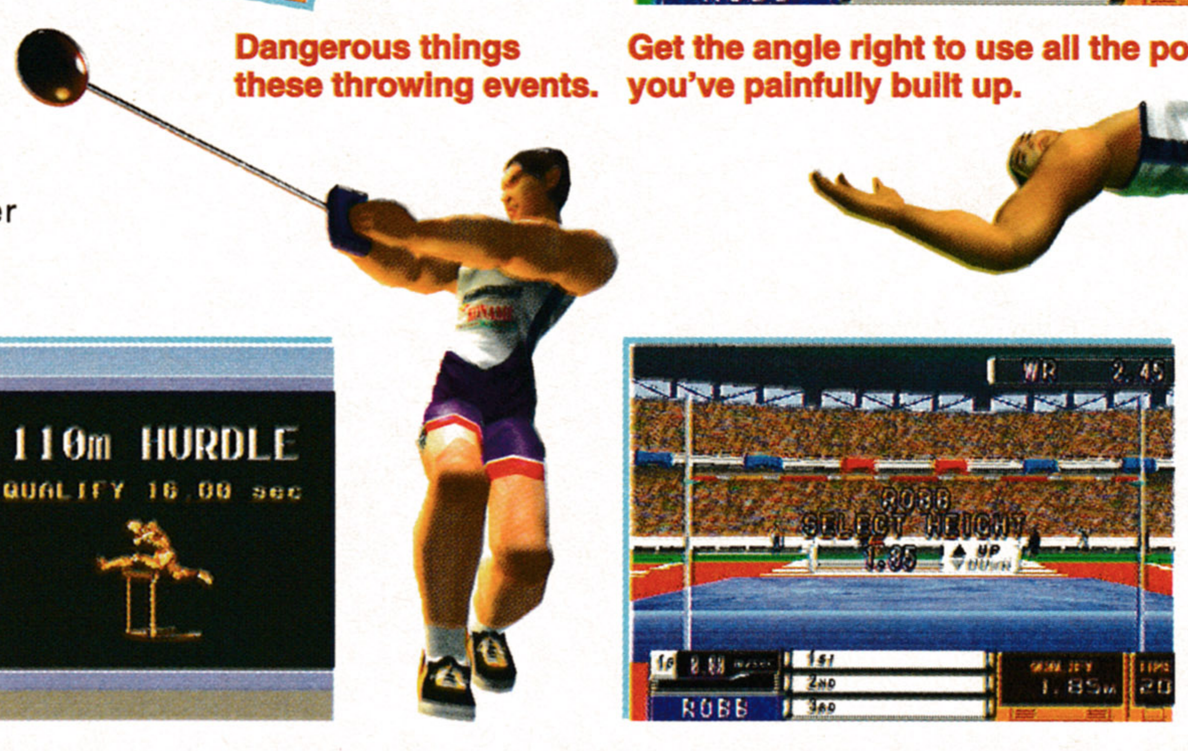
## THIS WILL THROW YOU

Hardest of all the events are the throws and so these are the key to your success. It's a case of keeping up power the whole time while also working the action button. The hammer is particularly hard and it can take ages to even throw the thing at all, let alone get a qualifying distance. The discus and shot are much the same and only the Javelin gives you any chance of some dignity.

If you get the hammer right first time you're a genius.

most-competitively-played game in the office so far this year. A true test of gaming abilities. Techniques have been honed, with people taping their fingers, pulling jumpers over their hands and using all manner of joypad-damaging rubs and bashes. Laughter has been manic and plentiful and this has disrupted production schedules throughout the building.

A sad game to play alone, but one of the best to play with friends. As long as you've got enough plasters around that is.



Dangerous things these throwing events.

Get the angle right to use all the power that you've painfully built up.

### SECOND OPINION

It leads to repetitive stress injuries, but I've not enjoyed a game with friends as much in ages. A waste of money to play alone though. WILL

| GRAPHICS | SOUNDS | GAMEPLAY | LIFESPAN | OVERALL |
|---|---|---|---|---|
| 88 | 76 | 74 | 89 | 87 |
| Impressive athletes and backgrounds, great presentation and very realistic animation. | Good enough. Some decent commentary would have been the icing on the cake, but you can't have everything. | Simple but with a very real competitive edge. This is one of the ultimate multi-player confrontations. | This style of game's been going for ten years and these graphics can only enhance that lasting popularity. | |

**One-player is fine for getting in some sneaky practice, but a little sad if repeated too often. This is strictly multi-player fun. ROB**

**JUDGEMENT**

**The ritual name-calling and talking-tough battles. Remember, whoever has the bigger guns makes the rules.**

**Just landed in their new country and look at 'em. They've got the patio built and the barbecue lit already.**

# CONQUEST OF THE NEW WORLD

**Colony control looks like a garden shed to me.**

LES ELLIS

One person has an idea and everyone else nicks it. Bloody annoying when that happens isn't it? Man Utd spend a bit of money to win the title a few years ago so Blackburn and Newcastle copy them. Except Newcastle couldn't win it. Take That dance to some naff music and before you can say, "Oi – Gaz, Jas, Mark, Howard, Bob – NO!!!" there are hundreds of boy bands all wiggling their stuff. Pity they didn't follow Take That's lead and all split up at the same time.

Then there's *Civilization*. Top game. Then there was *Civilization 2* and before you know it all the clones are here. Some of them have a few good bits but none of them quite match up to *Civ 2*'s majesty. Take *Conquest*. Explore new countries, make colonies and beat the crap out of any other nation who get in your way. All very nice, but *Civilization* has done all this superbly, first.

The only thing that this has to offer that actually betters *Civ 2* are the combat sequences. Pick a fight with someone and you can control which units do what to your enemy. All very nice, but it comes at a price. *Conquest* is set in the Middle Ages and to remain accurate they haven't bothered with any of those discoveries and advances that made *Civ 2* tops. No nukes here.

*Conquest* is basically a slow paced exploration game with the odd bit of combat thrown in to keep you awake. Building up the colonies and exploring the world is initially compelling but it lacks all those extras that kept *Civ 2* interesting. Everything that *Conquest* does, *Civ 2* does better and faster. These games are hardly the most exciting things ever and *Conquest* is duller than most. Keeping it historically accurate was Interplay's biggest mistake.

Play *Civilization 2*, then if you can pull yourself away from it you may find something appealing in *Conquest*, but why bother with cotton when you can have the glossy silk of the greasily smooth Lord *Civ*?

| GRAPHICS | SOUNDS | GAMEPLAY | LIFESPAN | OVERALL |
|---|---|---|---|---|
| 80 | 79 | 73 | 74 | 74 |
| The minimal detail doesn't detract from the game too much. | Mellow and soothing music with a few reasonable spot effects. | *Civ 2*, but without all the good stuff. It gets a bit dull after a while. | It's got depth in abundance but is lifeless compared to *Civ 2*. | |

**Completely overshadowed by *Civ 2* in every way. After playing that this just pales into insignificance. Lacks the instant appeal and longevity of *Civ*.** LES

**JUDGEMENT**

# Sampras Extreme

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PRICE - £45
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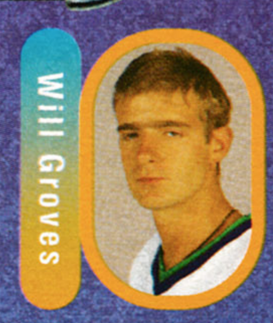


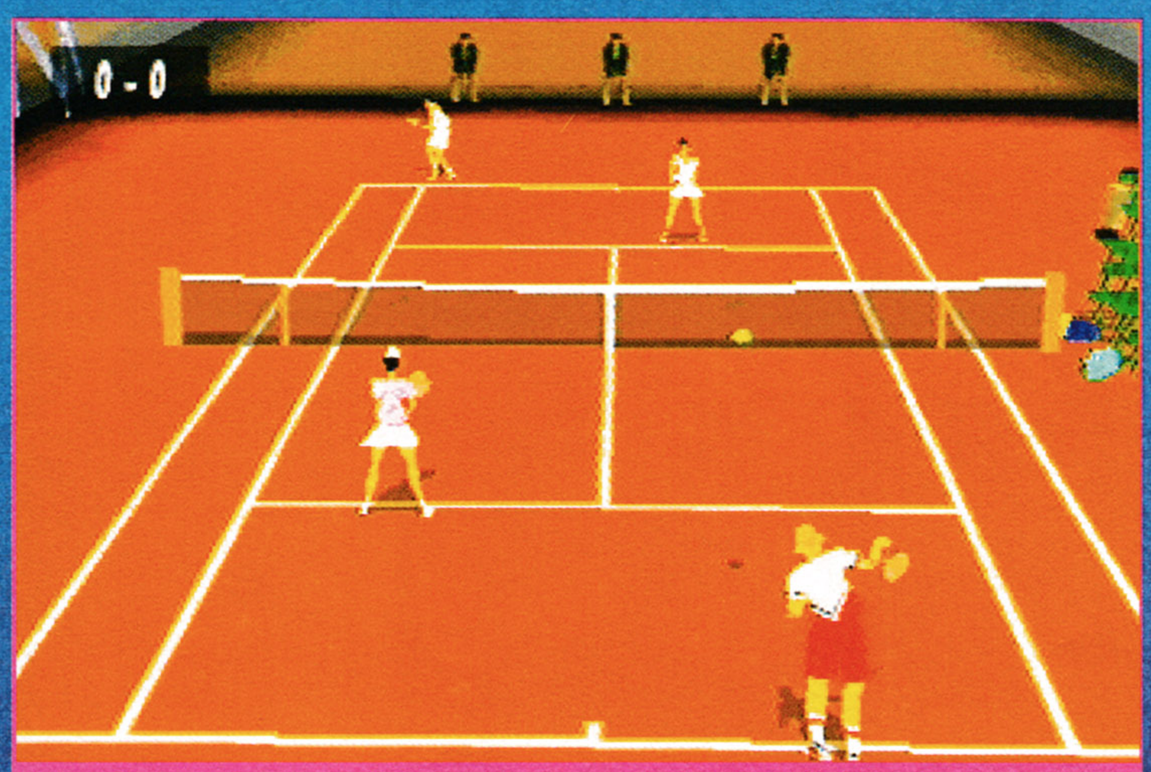
Will Groves

(Far left) The intro's great.

There are lots of things you can say about Pete Sampras, the most successful tennis player in the world ever, some of which are quite nice. You can talk about sheer power, accuracy, ruthlessness and sheer magnitude of achievement. You can also say all these things about *Sampras Extreme*, but you'd be lying. Codemasters have decided instead to concentrate on Mr Sampras's other notable quality – his frustrating dullness.

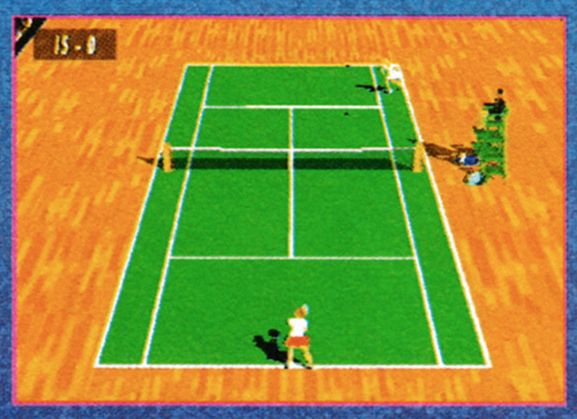
The engine itself is chocka full of bang-zoom next gen trickery, including the now-obligatory motion-capture and multiple, though disappointingly restricted views. Yes, it's pretty, look. And for once it's not the overemphasis on visuals that lets the game down. This time it's the finicky controls and, most of all, the frustrating serving mechanism. There are three speeds at which you can serve, and this involves tapping the serve button and watching a blob set off on a partly controllable arc up and around the court. When the blob's in the right place hit the button again. Simple. Or not, if you use any but the slowest of the three serves, which is, of course, your least effective one.

And the problems don't end there either. Once you do serve, you're fairly likely to see some of the shortest rallies ever. *Sampras* does the single most frustrating thing that a tennis game can. It pretends you didn't hit the ball when you know, in your heart of hearts, that you bloody did. Codemasters might argue that *Sampras* is a challenging game that rewards skilled players. Fair enough, but we'd still rather play ancient SNES game *Smash Tennis* which manages to reward experienced players yet still give a good knock-about game to beginners. And it even looks nicer in its own simple way.




For sheer enjoyment the doubles game's best, with friends obviously.

More action packed tennis.



| GRAPHICS | SOUNDS | GAMEPLAY | LIFESPAN | OVERALL |
|---|---|---|---|---|
| 82 | 75 | 75 | 84 | 79 |
| Nice animation, admittedly, but fairly chunky nevertheless. | You can't fault *Sampras* here, it's just that tennis sounds boring. | Frustrating at first, although it does mellow after (lots of) practice. | It's still a multi-player game and doubles is reasonable fun. | |

**JUDGEMENT**

There's nothing simpler than a tennis game, but they're very hard to do well, as *Sampras Extreme* proves. Frustrating. WILL

Official UK

# PlayStation Magazine™

No. 8

TRAPPED...in a LIVING HELL of Murder and Terror!

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## JULY ISSUE OUT NOW

FROM FUTURE PUBLISHING IN COLOURPRINT

# GUNSHIP 2000

Will Groves

It could have been so different. A game that claims to offer accurate simulations of a choice of the most powerful attck helicopters the world has to offer, in a variety of missions, in a wealth of landscapes should have been great. Worried PlayStation owners would have taken heart from Microprose's promise to tone down the spoddy PC sim side of things and offer a more immediate adrenalin fix while Plane freaks should have been dying to get hold of a game offering not one but five helicopter sims. All the depth of a sim, offered outside by the thrills of an explosive console shooter. It could have been *Need For Speed*, only in the air, with some devestating weaponry thrown in for good measure. Predictably, it's nothing like that.

*Gunship 2000* just doesn't manage to be any fun at any point, for several reasons. Firstly it looks shoddy. Not only is the landscape texture-mapping second-rate and the HUD dissapointinly lo-tech and clunky, but half the time, especially in the cockpit view you often can't see what's going on. The only consolation being that what little there is to see is clumsily rendered and dull.

And as for the sim side of things, well there's no real feeling of inertia or motion and the endless briefing and payload screens are a real drag.

I can't claim to know what flying a higly advanced helicopter feels like but if it's this dull I don't want to.

(Above) At least the external view shows how hard your chopper is. (Below) The stunning SGI rendered intro flatters to decieve.

(Above) You largely rely on your instruments at night.

GRAPHICS 51

Amazingly the graphics seem to have suffered on their journey from PC to PSX. Bland and shoddy.

SOUNDS 83

Rotors, an incessantly prodding co-pilot, hooters and bangs create a suitably hectic atmosphere.

GAMEPLAY 65

No real feeling of flying and an over-complex front end, plus targets that are generally obscured by your HUD.

LIFESPAN 70

There are five 'copters in here and those with too much time on their hands could waste it here.

OVERALL 60

A disappointing compromise between oversimplistic flying and over-simmy action scuppers the whole thing. WILL

JUDGEMENT

# GHEN WAR

An impressively modelled baddy, look.

Dean Mortlock

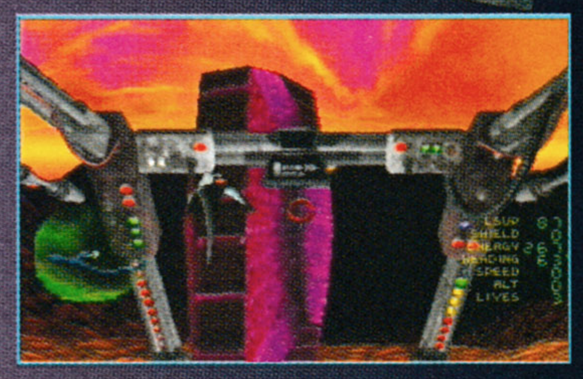
If you're wondering, and I suppose – as a reviewer – it could be classed as my job to tell you this, *Ghen War* starts a tad shakily. It was originally an import game before being snapped up by Virgin Interactive – not a good start. It features a seemingly endless amount of that FMV stuff that we seem to throw down our gullets at an excitable rate – featuring the sort of actors who's last job was in Fantasy Island and WILL work for cider – and well, in its loosest terms it could be called a *Doom* clone.

The *Doom* bandwagon, it must be said, has certainly lost any hope of stopping as game after game has enthusiasticly leapt onto it with their full weight. *Ghen War* can only claim to be a *Doom* clone because, well, it's a 3D game with first-person perspective and guns and corridors and monsters. Most of the action is conducted in various settings. You have your hilly, mountainous ranges, your tunnels and plains, your skyscraper backgrounded urban decay and you have your corridors and monsters.

For all its unoriginality and blatant plagiarism, *Ghen War* manages to come through smelling of quite pleasant things. The graphics cannot be called ground-breaking – or even *Doom*-breaking – but they're fair. The levels are certainly original and there are plenty of them. Most have a boss and all of them have a mission. Although you do only have the one, first-person view, you can pause the game and view your surroundings from any angle. Oh, and you're fitted snugly into one of those loading machines from Alien 2 – did I forget to say that bit?

While it must be said that *Ghen War* would probably shy away from the bright glow of excellence emenating from the likes of *Space Hulk* or even *Doom* itself, it can definitely be classed as a half decent Saturn title.

That cockpit thing's your exo-suit.

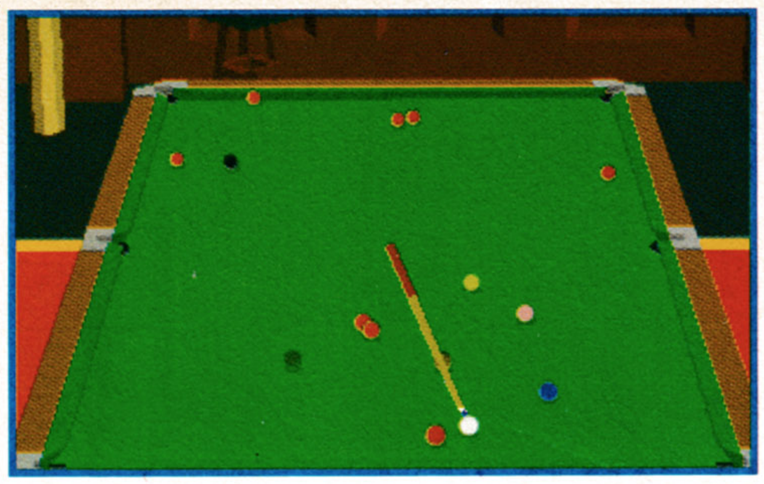


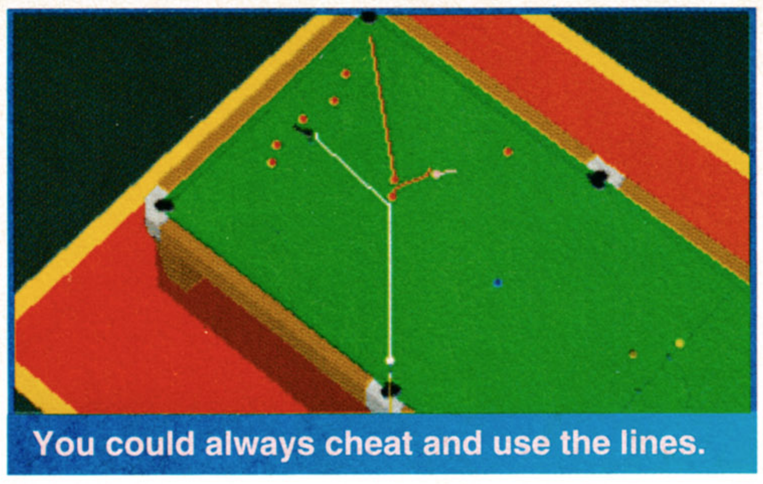
(Below) The adequate map.

| GRAPHICS | SOUNDS | GAMEPLAY | LIFESPAN | OVERALL |
|---|---|---|---|---|
| 68 | 78 | 82 | 79 | 78 |
| Plenty of FMV, but the in-game graphics are floating around average. | Bleeps, whistles and Star Trek door sounds… what you'd expect, really. | 3D mash-em-up with varied levels and a mission for each one. | Not too difficult but, again, varied enough to keep the interest up. | |

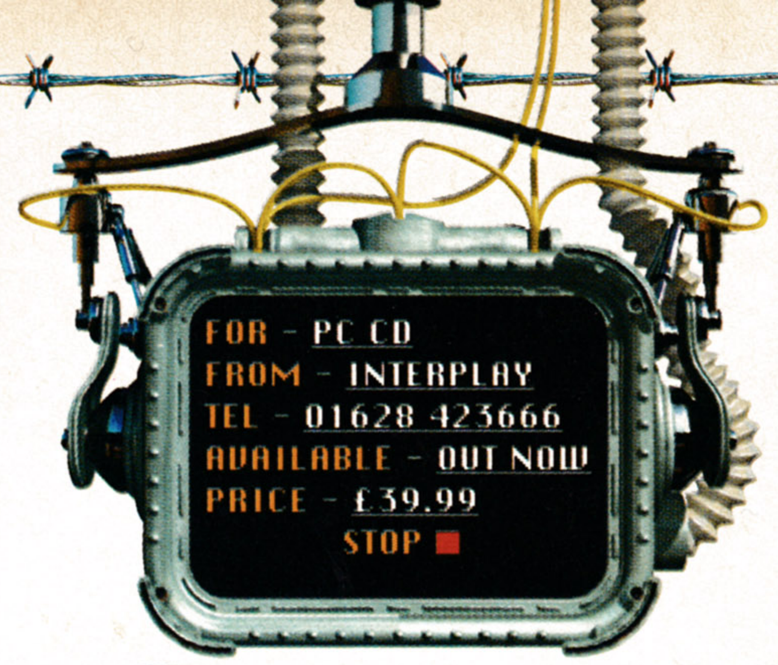
***Ghen War* isn't going to tempt your hand into your granny's purse, but it won't be the worst game this summer. DEAN**

JUDGEMENT

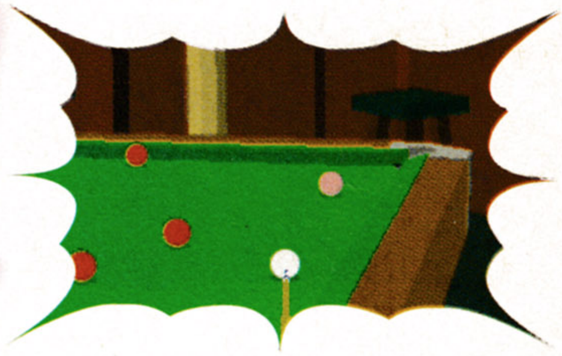




You could always cheat and use the lines.




# Virtual Snooker



Les Ellis

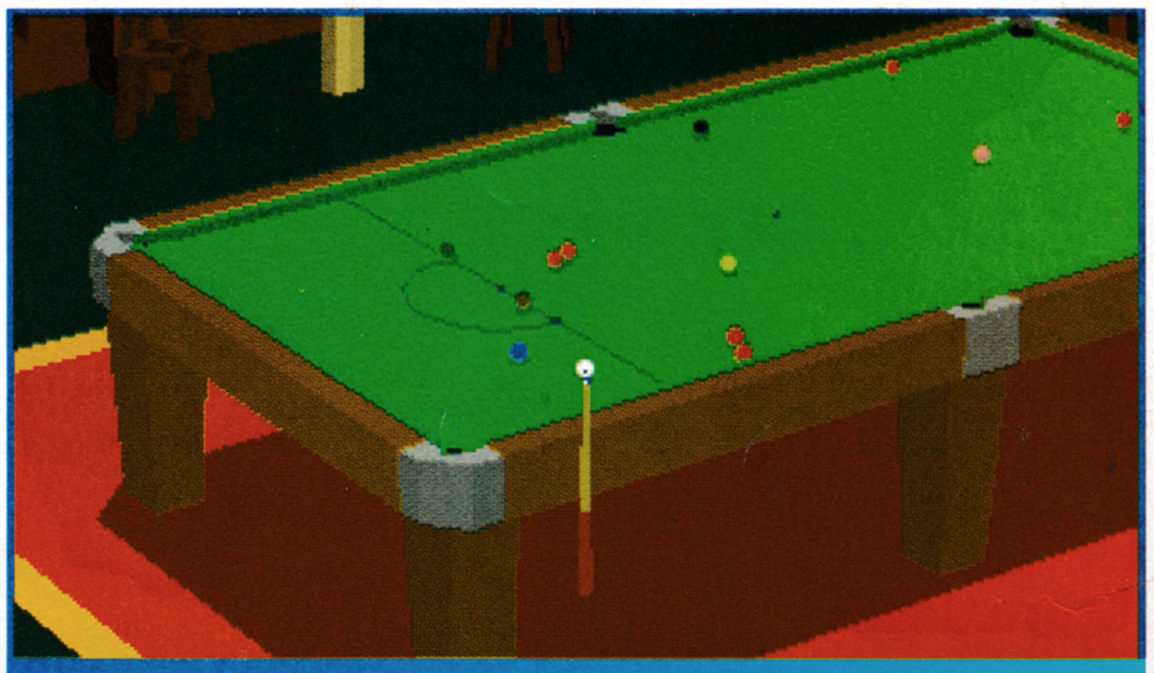
Snooker. Hardly the most exciting game of all time. The players don't get labelled with tough nicknames like Psycho or Butcher. There aren't that many pitch invasions, and as for action? A well placed shot is hardly a match for a 40 yard volley into the top corner. And let's face it, when was the last time you saw a cynical professional foul in a snooker match?

Still, if you want a way of wasting long hours in front of the TV then snooker rates right up there with golf and cricket. It's one of those things you have to actually play for real to get any kind of enjoyment out of it. The nearest you can get to playing it for real without actually picking up a stick and smashing some balls around is without doubt *Virtual Snooker* for the PC. It's basically the wonderful *Virtual Pool* but with smaller pockets, stricter rules and more balls.

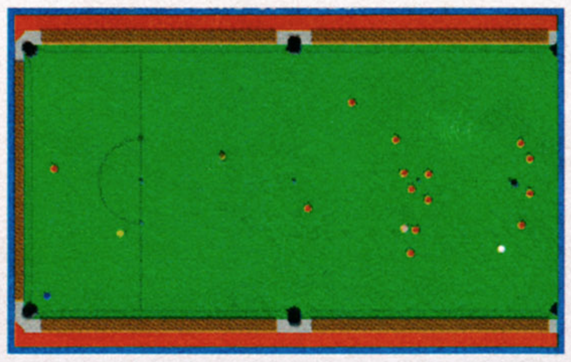
The problem is that somewhere between snooker and the rather wonderful pool, the rather wonderful drops out. It uses the same game engine and plays pretty much the same but whereas pool's a fast moving fun game, snooker is a long and tedious, drawn-out affair. In one-player mode it acts as a good tuition tool, as you take on the best computer opponents possible, but the two-player mode gets very tedious indeed.

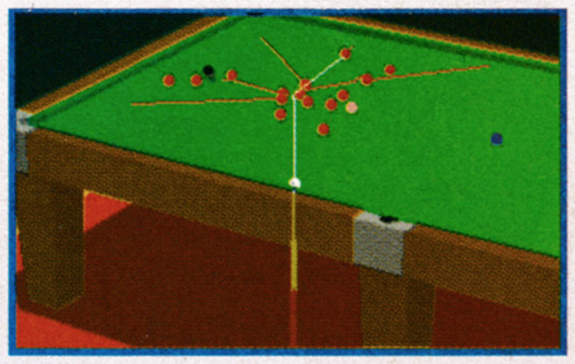
While fans of the game will quite rightly freak over the accuracy of this anyone expecting the outrageous shots, the fast moving game and the fun of *Virtual Pool* is going to be sorely disappointed. What more can I say? It's an accurate simulation of a dull game. It's just not that much fun to play.

What it does do is make you realise just how good the men in the waistcoats we all watch on the telly really are. Sadly we haven't got seven hours a day to practice in.



If you're good you can go for that crap Jim Davidson quiz show.





GRAPHICS 79

Flexible 3D graphics, smooth movement and let's face it, you don't need more than seven colours do you?

SOUNDS 79

Some highly realistic clicks and not much else. The FMV sound effects are good though.

GAMEPLAY 80

Well it's snooker innit? Bang the white ball against a coloured one and hope for the best.

LIFESPAN 80

For snooker fans it'll live forever but anyone else will probably lose interest after a while.

**The best snooker game on the PC, but there's not much competition is there? If you're not a serious fan of the game go for *Virtual Pool*. LES**

OVERALL 79

JUDGEMENT

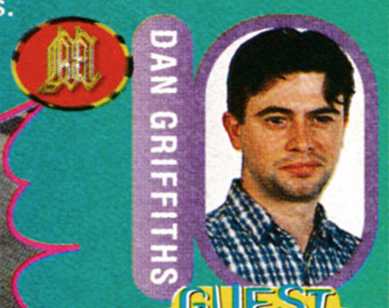
# BATTLE ARENA TOSHINDEN

Before I begin, I have a confession to make. I have played PlayStation *Toshinden*. I've tried to approach this with a clean mind, Christ knows I've tried, but I can't. I've got to say it – PC *Toshinden* is not as good as the PlayStation original. Not by a particularly long chalk. There.

*Toshinden* (I think we can safely drop the '*Battle Arena*' bit) is a polygon fighting game in the same 3D vein as *Virtua Fighter* and *Tekken*. There are eight fighters to choose from and they're all suitably hard and straight and cool, each sporting umpteen special moves and carrying big sticks and clubs with which to beat each other silly. As with the original game two such 'specials' are available from single button presses, which makes it easy for beginners to look 'dead good' but also makes it 'dead easy' to score cheap victories over opponents who're a bit tardy on their buttons, which rather takes the skill out of the whole thing. Two-player games can descend into the pathetic depths of random button-bashing as both players try to whip out their specials before the other. Tsk.

That's not to say *Tosh* is a load of, well, tosh. Oh no, it's actually pretty good. In fact whilst PC *Tosh* (I think we can drop the '*inden*' bit) is a bit lacking when compared to its silky-smooth PSX counterpart, it is the best polygon fighter on the PC. Its only competition for the part coming from the rather-average *FX Fighter*, which it beats into the ground with one of its polygonal limbs tied behind its back. There is of course the excellent conversion of *Virtua Fighter Remix*, but that requires that you buy the innards of a Saturn cunningly fashioned into a £250 graphic accelerator board before you can play it, which, for me, rather puts it out of the running.

Let's forget any notion of console-beating and concentrate on what we've got – the PC's best polygon fighter – and leave it at that. Thanks.



DAN GRIFFITHS
GUEST REVIEWER

**GM TIP**

Keep hammering your special move buttons. Unfortunately, this never fails.

All the original game's special moves have been preserved. Here, Fo's power-ball catches Eiji right on the chin. Ooh-ya!

| GRAPHICS | SOUNDS | GAMEPLAY | LIFESPAN | OVERALL |
|---|---|---|---|---|
| 87 | 88 | 75 | 72 | 80 |
| Nice looking but a bit jerky on all but the very tastiest of PCs. | Lovely sword-chings and mad manga-esque Japanese giggles and shouts. | Pretty fast, though those 'specials' buttons make cheap victories too easy. | Plenty of characters and moves, but not the depth to keep you coming back. | |

**Despite the lack of similar competition, *Tosh* remains an average conversion of an average game. Nice try. DAN**

**JUDGEMENT**

True, some people would rather pluck their own nasal hair for amusement than be seen indulging in roleplaying games. But the genre does have its hardcore advocates, so I suggest those of a hirsute olfactory nature turn to the next page while I talk fan to fan. *Shining Wisdom* is –

No, please, go now. You'll only embarrass us and laugh at our pointy hats.

Phew. Right then. *Shining Wisdom* is a misleading game that disappoints on many counts. It still deserves more than an instant write-off, but only on certain conditions. So bear with me.

The *Shining Force* series has always attracted a small but devoted following on the Mega Drive, and aficionados who have since 'upgraded' to Saturn will be expecting a 32-bit extravaganza of high fantasy storytelling, engaging characters and strategic battles from Working Design's latest release. So it may surprise you to discover that *Wisdom* is an action RPG in the sword-slashing *Zelda* vein, and you won't find any little numbers beyond the bar code on the box.

Disappointment number two is that it looks, and feels, like a Mega Drive game. Especially if you squint. Perfectly acceptable on a Mega Drive, but a right swizz when you're looking to show off your next gen kit.

The final stumbling block is that it's painfully, mud-trudgingly slow to get started. You'll spend a whole evening wandering around lost, not knowing what to do, all the time getting soundly beaten up by flowers and pigeons in a frustating combat system. Most normal people – and some reviewers – would give up here.

But then, miraculously, it starts coming together. Each orb or treasure you find grants special powers, opens up a new area or explains the purpose of some mysterious dungeon artifact. The puzzles aren't ground-breakingly original, but they can engage your interest strongly enough to keep you playing late into the night.

After a disastrous start with *Virtual Hydlide*, roleplayers might be wondering if that Saturn purchase was a wise idea. If you have the patience, *Wisdom* is just the thing to keep you occupied until more translations appear. In the meantime I suggest that anyone anxiously awaiting another strategy binge in the *SF* mould turn instead to Working Design's *Mystaria*, a skirmish wargame/RPG with – yes! – small numbers popping from heads.

# Shining Wisdom

GUEST REVIEWER

Zy Nicholson

With friends like these, who needs Lego?

HOW many monsters? Oh, you're havin' a lark.

GRAPHICS 45

The clumsy pre-rendered sprites just haven't worked on this occasion. You can't tell a wyvern from a chicken.

SOUNDS 60

Um, modify that score according to how much you like progressive jazz rock fusion.

GAMEPLAY 82

Some shoddy mechanics and a lack of direction, but it's soon eclipsed by the tough, involving puzzles.

LIFESPAN 72

The life-consuming length of your 'quest' is outweighed by the lack of immediate replay value.

OVERALL 81

**Admittedly more of an interim interest than a must-buy for action roleplayers, but a patient player will discover its rewards.** ZY

JUDGEMENT

# Alone in the Dark
# Jack's Back

A spot of gardening.

DEAN MORTLOCK

Jack may well be back – as the subtitle informs us – but that matters little to the fresh-faced Saturn owners out there for whom this is the first *Alone in the Dark* title.

The game is an unusual toad; part arcade, part adventure and mostly strange. You play Edward Carnby, alone in, well, the twilight at the very least. You must rescue a young girl from very bad people, defeat One-Eyed Jack the pirate and escape with your French-designed, weirdly-drawn body in one piece.

*Alone in the Dark* scored highly on the PC chuffed meters due to its supreme originality. It was like, possible to walk, cinematic-style through cleverly drawn and graphically wonderful locations in REAL TIME. Pick up objects, kill things with LARGE GUNS and solve puzzles that could only be described as highly ingenious.

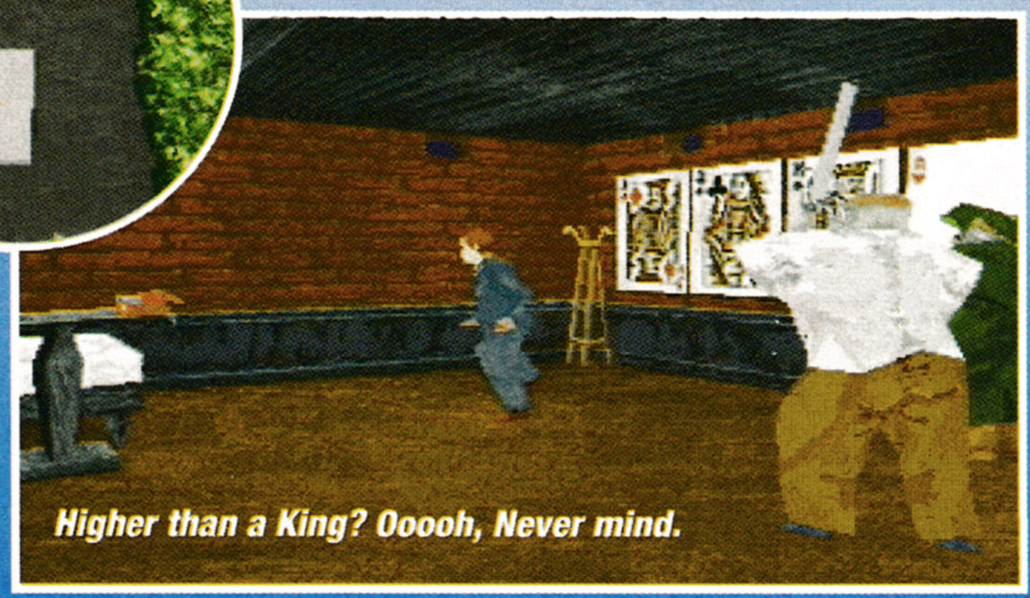
Infogrames have, wisely, decided to skip the slow and boring efforts of the first game and leap both feet forward into the sequel, and it just about works.

It can lay claim to being original – even three years after its original release – and while the arcade/adventure game has been tried before, with mixed success (*Virtual Hydlide*, *D*), nothing really fits neatly into comparison with *Alone in the Dark*.

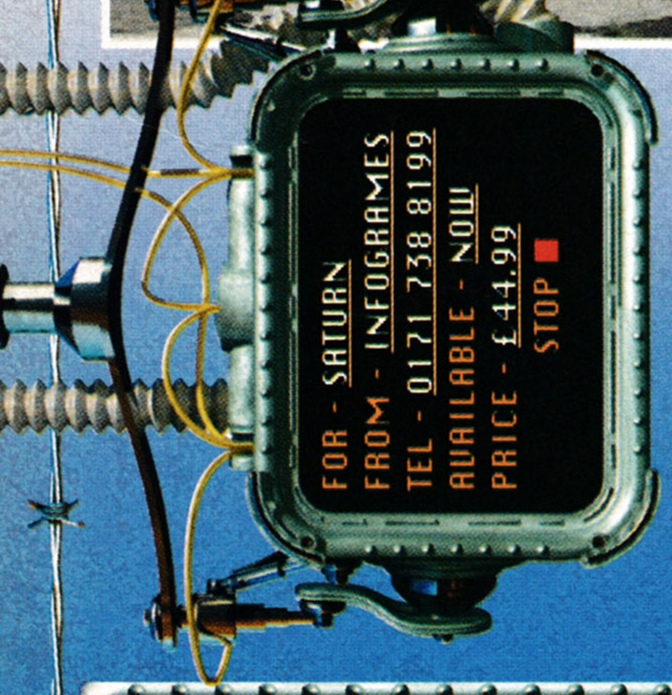
Good then? Well yes, there's plenty of game for your money (Infogrames claim about 50 hours worth), the puzzles are clever and the arcade elements help to make the game both varied and interesting. On the downside it has to be said that it's occasionally difficult to spot impending doom, due to the awkward and unusual camera angles, but everything appears in exactly the same positions each time you play, so you soon learn patterns of enemies. It's all worked out nicely.

There are some odd people around.

It says "you are ugly".



Higher than a King? Ooooh, Never mind.




| GRAPHICS | SOUNDS | GAMEPLAY | LIFESPAN | OVERALL |
|---|---|---|---|---|
| 86 | 82 | 80 | 89 | 84 |
| Take 'em or leave 'em really. Not everyone's cup of tea, but I like them muchly. | Plenty of authentic(ish) sound effects and a fair smattering of tunes. | Some of the moves are tricky at first and it's not very responsive. | 50 hours of gameplay... apparently. Will certainly keep you busy. | |

**JUDGEMENT**

**It was never going to have as much impact this time around but it's a welcome title and almost as good as it is original. DEAN**

LES ELLIS

# SETTLERS 2

I still think it's a bit over the top for a shed.

*The Settlers* top movie special effects team do their very own T2.

Looks like our roller-coaster is almost finished then chaps.

Alright, who put the slaughterhouse next to McDonalds?

PC land seems to have become a bit of a predictable place to be at the moment. If you're not a *Doom* game or a god game (or maybe god game's little brother, war game) you don't stand a chance of selling. All the big selling games have fit into these categories. And with each release these just keep getting better. Just when we had the mother of all god games (*Civ 2*), along comes *Settlers 2* and really puts the cat amongst the pigeons.

Don't panic though, *Settlers 2* is not better than *Civ 2*, but it's bloody close. If it wasn't for the fact that you could nuke someone in *Civ 2* this would be a seriously close run thing. *Settlers 2* is still ace though. The style of game is simple enough. Build up your colony, introducing new buildings and workers as you progress and explore the island you are on, meeting and dealing with any other races.

All the usual stuff, but *Settlers 2* breaks it down into more manageable missions which is an improvement over the single-game-could-last-for-months scenario of most gad games (just in case that's what you go for that situation is here as well, for you old traditionalists).

The major improvement in *Settlers 2* (apart from all the extra units and actions) is the look. This is where this wees all over *Civ 2*. The attention to detail is quite amazing. Peep through the window of the slaughterhouse and see the butcher, well doing what butchers do best – that's detail. Best of all though, no matter how much is going on and how busy your screen gets it's always easy to suss out what everyone is doing and where your problems lie. Thank God someone sussed that out.

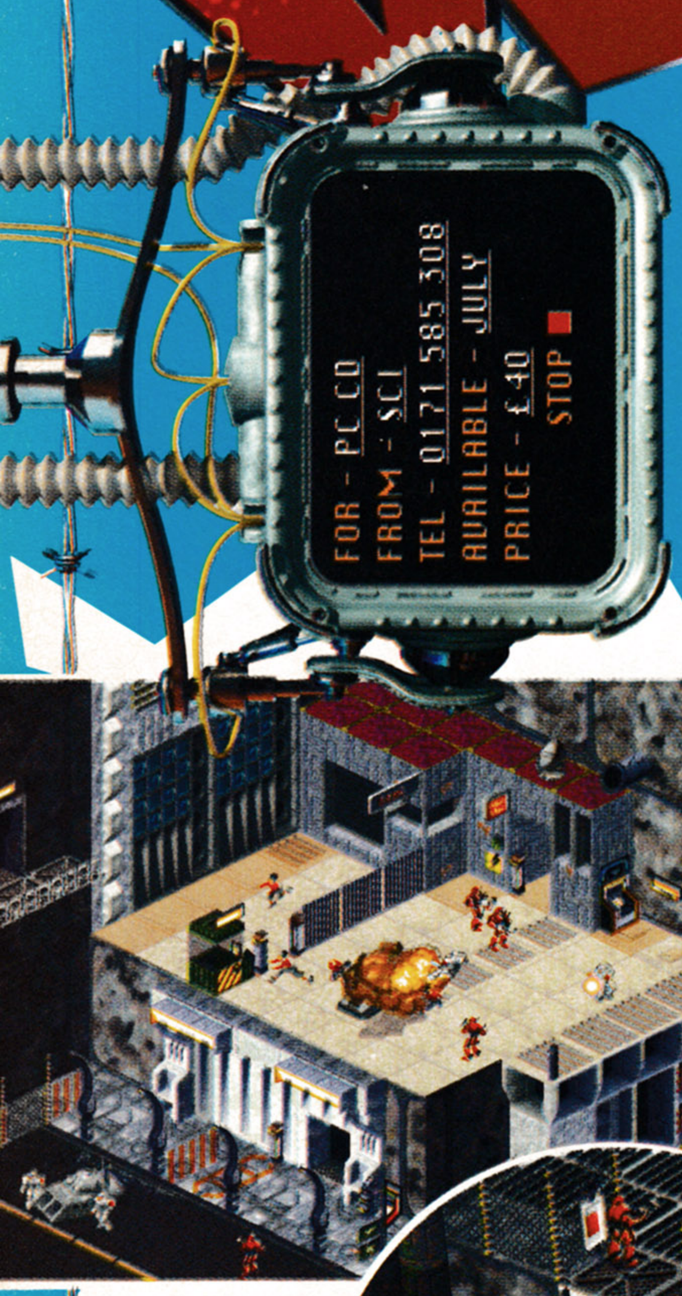
*Settlers 2* is even more addictive than its predecessor, which is some going. There is so much to do that you don't get bored and you'll always find something new to try out as you play. It doesn't beat *Civ 2* (possibly nothing ever will) but it does come close and easily romps home as the second-best god game ever.

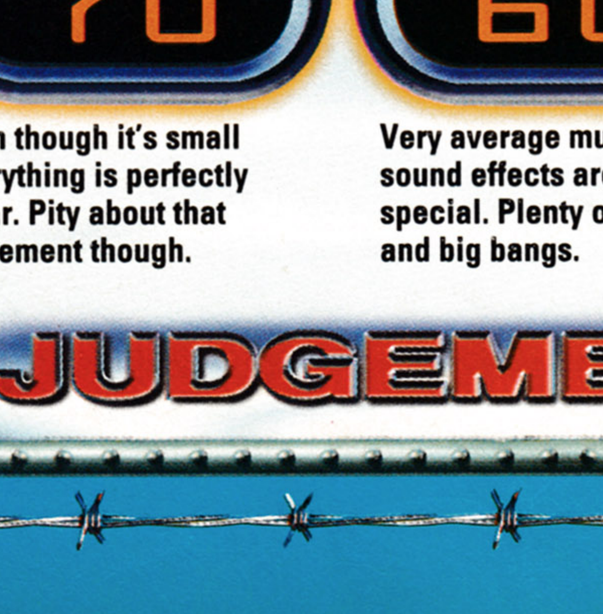
| GRAPHICS | SOUNDS | GAMEPLAY | LIFESPAN | OVERALL |
|---|---|---|---|---|
| 91 | 79 | 93 | 93 | 91 |
| They're small but brilliantly detailed. Easy to follow what's going on. | Annoying music and effects but you don't play games like this for the sound do you? | This is amazingly addictive. One quick five minute go and you'll be hooked. | Loads of individual missions plus the open ended game as well. | It may be overshadowed by *Civ 2* but this deserves to sell cos it's the second best god game ever. Very addictive and well thought out. LES |

JUDGEMENT

# GENDER WARS

LES ELLIS





*The blokes get down to some serious drinking and killing while the girls discuss knitting and flowers.*

At the risk of being a bit controversial, the whole concept of *Gender Wars* is wrong. Men Vs Women, what's the debate about? We all know men are best. We play football better, we play rugby better, we drive better and we're better at games. End of argument. So women can cook, that's why we invented take-aways. Ah well, that's me lynched next time I step outside the door. It'll cost me a fortune to stop Will telling the Mrs.

That's not the only problem with *Gender Wars* though. The game comes with a few of its own built in. First and foremost is a little thing called boredom. Now strolling through levels blasting everything in sight, human or machine, is fun, make no mistake. But after a while all the fruitless searching gets on your nerves. The levels are a bit too big for their own good. Go to a nerve centre, great, but why do we have to walk through a maze to get there? There's too much wandering around locations that don't look all that different to the last one.

Then there's the graphics. Everything is clear and well presented. Everything is easy to see and identify but then it starts to move. Oh dear.

The characters move smoothly enough but when it comes down to the screen scrolling it gets laughably bad. It shakes and shudders and generally has a bad day. In these days of smooth scrolling and amazingly silky 3D graphics this just isn't good enough.

The game is a rough cross between *Crusader: No Remorse* and *Syndicate*. Unfortunately *Gender Wars* is stuck in the middle, having a go at both of them but in the end it takes a combined kicking. You could pick up both of those games for the cost of a full price *Gender Wars*. That makes buying this a bit of a bad move, which is a pity because with a little more put into it it could have been on the verge of goodness. Without that extra little bit of tweaking to the game structure it comes out as very average indeed.

*Blimey, I think you've overdone it with the eye-shadow*

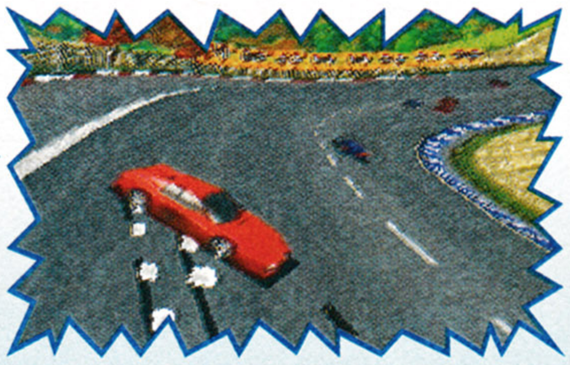
| GRAPHICS | SOUNDS | GAMEPLAY | LIFESPAN | OVERALL |
|---|---|---|---|---|
| 70 | 60 | 64 | 60 | 63 |
| Even though it's small everything is perfectly clear. Pity about that movement though. | Very average music and the sound effects are nothing special. Plenty of blasting and big bangs. | Gets a little tedious as you search out your objectives and try to keep your team together. | I think you'll get bored with the levels as you go along. Too long-winded and fiddly for my liking. | |

**Tries to out sin *Syndicate* and out crusade *Crusader* and gets trounced by both of 'em. A good idea but a very average game. LES**

**JUDGEMENT**

# The Need For Speed

So, one of the most well known of home-specific racing games reaches the Saturn at last. It's taken a while. Born on 3DO, nurtured by PC and spending its adolescence on the PlayStation, it reaches the Sega system in a more mature state. But is it still a wily old goat, or just a tired old racer that plays like a dog?



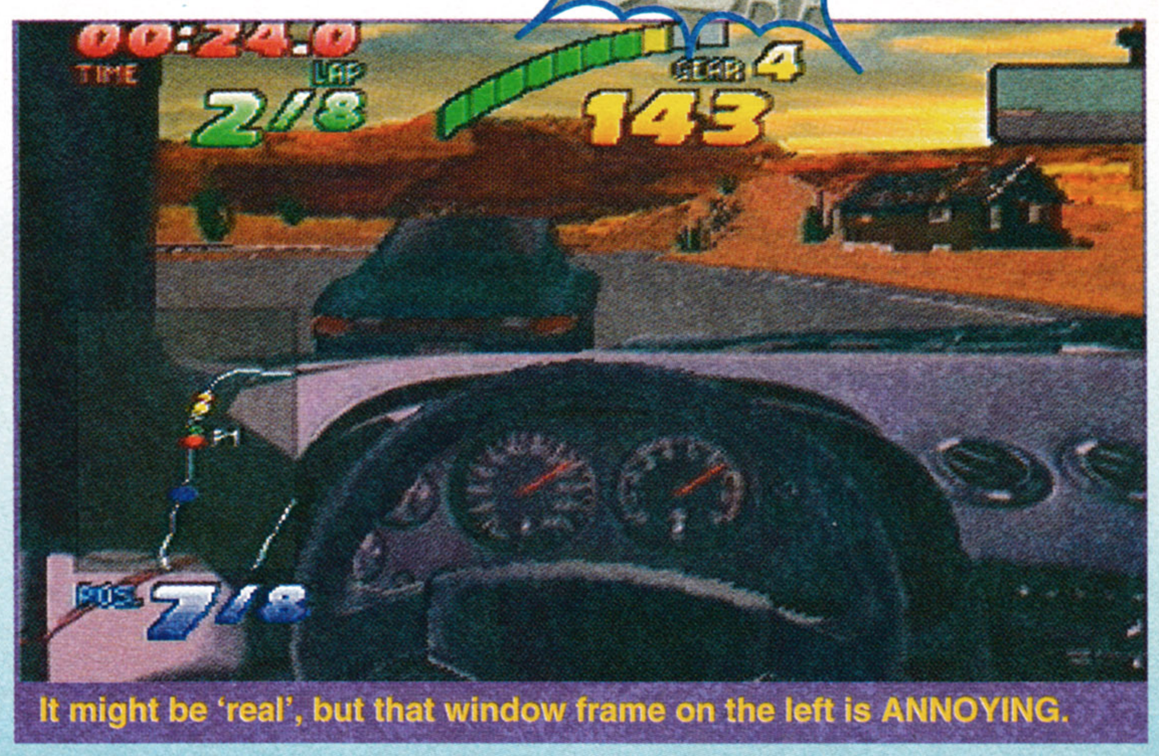
Well the one strong element that still sticks to the old fella is the sense of driving the real cars. You still get a buzz from driving a Diablo or a Viper at 120 mph against oncoming traffic. It's really the only game that has managed to plump itself with so much realism – it may not be the most 'arcadey' of racers, but it's certainly the most realistic.

It also has one of the more satisfying two-player options. Because the cars are rooted in reality, they're pretty evenly matched. It's a constant to and fro between the two of you – unless you're a complete driving shambles. And the courses and circuits are long enough for the slacker to catch up with the winner plenty of times.

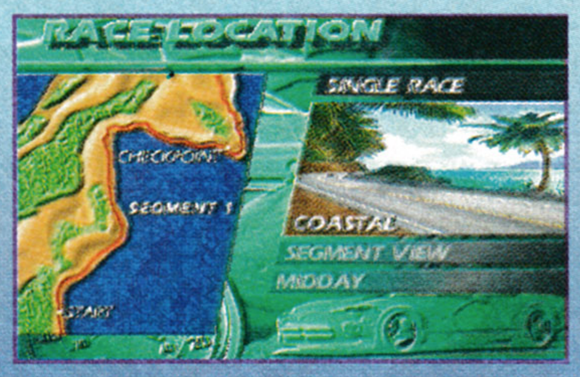
Unfortunately though, put it up against *Sega Rally* and it doesn't quite have that edge-of-seat-edness that a top driving game should. The ease with which you could crash seems to have been toned down from the 3DO and PC versions (the PlayStation was a casualty of this too), and there's still, genuinely, a need for speed. There's certainly less going on than in the PlayStation version, which is kind of a good thing.

Still, it's the Saturn's second-best racer. The score may not reflect this fact, but it just goes to show you exactly how much better than everything else *Sega Rally* is.

**Look – I *am* Michael Knight!**




It might be 'real', but that window frame on the left is ANNOYING.



**Watch the footage of your car.**

**The replay option – decent.**

## GRAPHICS SOUNDS GAMEPLAY LIFESPAN OVERALL

| GRAPHICS | SOUNDS | GAMEPLAY | LIFESPAN | OVERALL |
|---|---|---|---|---|
| 73 | 74 | 71 | 75 | 73 |

Plenty of FMV of your chosen car to dribble over, but some of the in-game graphics look rather raw.

Samples of the real things backed up by some godawful music. Learn from *Wipeout* EA mates!

Sensitive controls help give a realistic impression of driving at real speed, but you can't crash that easily.

There're certainly lots of options to explore and the split-screen two-player mode is dead handy.

**A performance car simulator rather than an out-and-out racer, limiting the ultimate thrill of *NFS. Rally* remains untouched. MARCUS**

**JUDGEMENT** 73

**Buy with confidence after you've read GM Recommends – the most comprehensive UK buying advice you'll receive from any gaming magazine. We've played and tested all the games available for every system TO DEATH. Below you'll find the ones we unreservedly recommend, in our advised buying order. GM say: "Go buy these!"**

# GM

## PLAYSTATION

### 1. Doom
Shoot-em-up GT • Interactive • £40
A game to give you kittens, exploiting the PlayStation's audio capabilities to the full. And with *Doom*, *Doom 2 and Ultimate Doom* on the disc you'll be playing it forever. Genuinely frightening.

### 2. Jumping Flash
Platformer Sony • £40
The difficulty's been upped since its Japanese release, and it's still the smoothest game we've seen on Sony's box of tricks. The polygons may be flat, but it's the most convincing 3D environment yet.

### 3. Ridge Racer Revolution
Racer • Sony • £45
A breathtaking PAL conversion crowbars *RRR* into our recommended PlayStation top 10. We reviewed this a while back when it originally came out in Japan, and it's fantastic.

### 4. Actua Soccer

Footy • Gremlin • £45
A bit of a kick about is what you need to calm them nerves, and *Actua*'s motion captured loveliness hoofs *FIFA '96* into next week. Brilliant commentary and intuitive gameplay. Lovely.

### 5. Bust-A-Move 2
Puzzle • Acclaim • £45
"A perfect example of how gameplay counts over graphics... The definitive arcade puzzler." That's how we described this fiendish *Mean Bean Machine*-style puzzler. Joyously addictive.

### 6. Alien Trilogy
Shoot-em-up • Acclaim • £50
All three films combine to create one gripping, tense shoot-em-up. It may be a *Doom* clone, but it sure is tough. Lots of depth, lots of action, lots of big guns.

### 7. Wipeout

Racer • Psygnosis • £45
A speed freak's dream. The NTSC version is sometimes unnecessarily fast, but the UK PAL version is a joy to handle. The controls respond beautifully and there's a real sense of 'hovering'. Beautiful.

### 8. Tekken
Beat-em-up • Namco • £50
It may suffer in terms of speed, but as far as 3D beat-em-ups on the PlayStation go, Namco's child is a bruiser. Lush graphics, superb sound and a wealth of outrageously painful special moves.

### 9. Street Fighter Alpha
Beat-em-up • Virgin • £50
It may not have the speedy access time of the Saturn version, but it's still a fantastic conversion of a great arcade game. You'll need to buy pads that aren't so tough on the thumbs though.

### 10. Magic Carpet
Shoot-em-up • EA • £45
UK developers Bullfrog have come up trumps with a lovely shoot-em-up. Ride a carpet over a mysterious land, building up your mana and raising castles from the ground. Sound a bit dull? YOU'RE WRONG!

## SNES

### 1. Yoshi's Island
Platformer • Nintendo • £45
Refuse to buy this at £55 – you can pick it up for as low as £40. But do buy it. Packed with more playability than a myriad of 32 bit games, this is vintage stuff. Absolutely essential.

### 2. Donkey Kong Country 2
Platformer • Nintendo • £45
Again, this is being sold at a steep price in some shops, so shop around. It looks and plays like its predecessor, but it's infinitely more challenging. A very good thing. Lovely stuff.

### 3. Super Bomberman 3
Blaster • Virgin • £40
Hellishly addictive multi-player game that will bring out the worst in your friends. And it also features a much-improved single-player game as well. Which is great for single people.

### 4. Doom

Shoot-em-up • Ocean • £40
A game they thought could never appear on the humble SNES. But they were wrong. Most of the levels and features of its PC brother are here in their full glory. A marvellous achievement.

### 5. Mortal Kombat 3
Beat-em-up • Acclaim • £40
Silky, playable fights are only forty quid away. We also still highly recommend *Super Street Fighter 2*, but reckon *Mortal Kombat 3* is such an improvement it deserves the recognition.

## MEGA DRIVE

### 1. Micro Machines '96
Racer • Codemasters • £40
The best racing game on the Mega Drive gets better with this incarnation. Loads of tracks and top four-player action thanks to the J-Cart. *And* you can build your own tracks. Wahoo!

### 2. Mortal Kombat 3

Beat-em-up • Acclaim • £40
You really are going to have to invest in a six-button joypad to be able to pull off the more complex moves in this tremendous beat-em-up. Get this game, get a mate 'round and have FUN.

### 3. Vectorman
Shoot-em-up • Sega • £45
With intelligently executed gameplay, dazzling graphics and FX, this is a title that just has to be in your collection. With a pleasing mixture of horizontal, vertical and rotating levels there's a surprise 'round every corner.

### 4. Toy Story
Platformer • Sega • £40
Graphics that are almost as good as *Clockwork Knight* on the Saturn (*almost*) and some great platform action make this essential. With *Doom*-style bits and racing elements, it's top all-round action.

### 5. Sonic and Knuckles
Platformer • Sega • £25
It's still riding consistently high in the charts thanks to its re-release at budget price. We finished it rather more quickly than we would have liked, but it's the best *Sonic* yet.

## SATURN

### 1. Virtua Fighter 2
Beat-em-up • Sega • £50
With more moves than you can fill a small pair of trousers with, backed up with beautiful animation and crisp gameplay, this has to be top of your collection. Buy it now.

### 2. Sega Rally
Arcade Racer • Sega • £50
A breathtaking arcade conversion that you, quite simply, must own. The best racing game on any system, the split-screen two-player mode just has to be played to be believed.

### 3. Street Fighter Alpha

Beat-em-up • Virgin • £50
A stunner. There should be no dull arguments as to which is better – *VF2* or *SFA* – get both! Classic playability mixed with Capcom's gorgeous graphics engine makes for another superb game.

### 4. Ultimate MK3
Beat-em-up • GT Interactive • £50
Is there no limit to the quality of Saturn beat-em-ups? Ultimate's the best edition of an outstanding series yet. Even more secrets and moves than before mean *MK* fans must buy this.

### 5. Euro '96
Footy • Sega/Gremlin • £45
The best soccer game on the Saturn. Sega and Gremlin could have dealt us a straight conversion of *Actua* on the PlayStation, but have managed to do a lot better than that. *FIFA '96*'s looking weaker...

### 6. Sim City 2000

God Sim • Sega • £45
Building up and controlling the everyday workings of your very own city may not sound like fun, but buy this and you'll become both diurnal *and* nocturnal – it's just so addictive.

### 7. Bug!
Platfomer • Sega • £45
It may not have the convincing 3D environment of *Jumping Flash* on the PlayStation, but this is a tremendous, challenging 3D platformer. Balances traditional gameplay with next gen trickery.

### 7. Firestorm: Thunderhawk 2
Shoot-em-up • Core • £45
Arguably the Mega CD's finest game gets a worthy sequel on the Saturn (as well as PSX and PC). Lovely graphics, stupendous action and a healthy portion of tactical play. Mmmm.

### 8. Magic Carpet
Shoot-em-up • EA • £45
As we've said before, never have carpets been quite so appealing. As usual Bullfrog's now familiar 3D graphics engine performs hideously well, and there's a great slapping of atmosphere just waiting here for you.

### 9. Virtua Cop
Shoot-em-up • Sega • £60
Gun games have always tended to have a mixed reception, but *Virtua Cop* is so damned close to its arcade parent and comes with such a meaty gun that we say you must play this.

# ReCoMmeNds

## PC

### 1. Duke Nukem 3D
Shoot-em-up • US Gold Shareware
Fancy playing a game that makes *Doom* seem obsolete and already has *Quake* shivering like a frightened rabbit? Then you better get your laughing gear 'round this monster then.

### 2. C & C Covert Operations
Shoot-em-up • Virgin • £15
The *Covert Op's* disc gives *Command and Conquer* owners more missions that are so tough you could stick 'em in a pair of DMs and call 'em Spike. It's just fantastic, so go and buy it now!

### 3. Civilization 2
God Sim • Microprose • £45
It's *Sim City* with guns or *Settlers* with railways or... It's just a work of genius, that's what it is. Maybe it could have nicer animation but who really cares when it's this addictive?

### 4. Terminator: Future Shock
Shoot-em-up • Virgin • £40
If you want something that blows *Doom* away and gets rid of that *Quake* craving you've had of late, then you might consider getting this. Best of all, you won't need a two grand turbobastard machine to run it on either.

### 5. Descent 2
Shoot-em-up • Interplay • £40
Even better than its predecessor, which was virtually perfect. Tough, rewarding, scary and nauseatingly flexible and fluid. We like this, a lot. We reckon you should run out and buy it straight away.

### 6. Screamer
Arcade Racer • Virgin • £30
The best arcade-style game for the PC. Actually more fun than *The Need For Speed* and faster than *Fatal Racing*. It's even pretty nippy on an old 486. Forget about SVGA for a few years though.

### 7. Actua Soccer
Footy Sim • Gremlin • £45
Despite significant player selection and control flaws *Actua* outplays *FIFA '96*. Euro '96 is a real improvement with loess cumbersome motion-capture and all the tournament stats and options.

### 8. The Need For Speed
Racer • EA • £45
Most of the outright fun in the 3DO version was in crashing, but now you can actually put that technically brilliant simulation to good use in a decent multi-player scrap. Top stuff.

### 9. Wrestle Mania
Beat-em-up • Acclaim • £40
It's not often that action or fighting games get converted to PCs and manage to keep that little bit of console magic. This is one of the exceptions. A great beat-em-up that's a hell of a lot of fun.

### 10. Wing Commander 4
Shoot-em-up • EA • £60
Overpriced, but still well worth it if you've got the extremely high spec Pentium you'll need to play it on. Far superior to *Wing Co' 3*, this is Mark Hamill at his very best, and it'll really show off just what your machine is capable of. Smart.

## 3DO

### 1. Super Street Fighter X
Beat-em-up • Panasonic • £45
What a conversion! The only thing is you'll have to get in a new pad, as the one that comes with the machine is rubbish for beat-em-ups. Still, if you're really serious about *SSFX*, you will!

### 2. Return Fire
Shoot-em-up • Prolific • £45
The most fun two people will ever get out of one 3DO. Simple. Drive small army vehicles 'round sets of islands and try to capture the enemy's flag. A classic.

### 3. The Need For Speed
Racer • EA • £45
The best racing game on the 3DO. So popular, it's been converted to PC and PlayStation. Electronic Arts shining out once again as the champions of the 3DO.

### 4. Space Hulk
Shoot-em-up • EA • £45
Like *TNFS*, this is an original 3DO game from EA that's been received so well that it's getting the PC/PlayStation/Saturn treatment. Heaps of strategy and a nice line in clawed-alien blasting.

### 5. FIFA Soccer
Footy Sim • EA • £40
This is beginning to read like an EA brochure, but again, there's a very good reason. This is a breath-taking version of *FIFA* and deserves a hearty recommendation from us.

### 6. John Madden
Sport Sim • EA • £40
The animation may have been surpassed by the motion-capture creeping into sports games these days, but this blends the classic *Madden* playability with some top visuals.

### 7. Shockwave 2: Beyond The Gate
Shoot-em-up • EA • £45
All in all, this is a huge improvement over the original. It's addictive, thanks to the smooth controls and well-rewarded blasting.

### 8. The D
Adventure • Panasonic • £40
*The D* has stunning graphics, an amazing atmosphere, *and* its puzzle solving is logical. Admittedly, it all moves rather slowly, but it's still easily the best of its kind on the 3DO.

### 9. Psychic Detective
Adventure • EA • £45
The best FMV game yet. If you're interested in something cinematic for your 3DO, try this.

### 10. Killing Time
Shoot-em-up • Studio 3DO • £45
If you fancy a *Doom* game on your 3DO, then don't get *Doom*. It's rubbish. Get *Killing Time* instead. It may not be the best-looking game in the world, but there's still plenty of challenge in here.

## JAGUAR

### 1. Doom
Shoot-em-up • Atari • £45
This was the office favourite when it first came out, and its position as top blast on the Jaguar has remained unchallenged. And, better still, two Jags can be linked up for a Death Match!

### 2. Theme Park
God Sim • Atari • £40
Okay, *Theme Park* is *Theme Park*, whatever you play it on. But for Jag owners it takes pride of place as the best sim money can buy. You really must have this somewhere in your collection.

### 3. Tempest 2000
Shoot-em-up • Atari • £40
We wanted to snog its face off when it originally came out, and we continue to love it to bits. *Doom*'s likely to satisfy the bloodthirsty among you, but you can't beat this for addictiveness.

### 4. Rayman
Platformer • UbiSoft • £40
If you're partial to a platform, then *Rayman*'s probably your ultimate choice on the Jag. Lush graphics, big levels and a real challenge combine to make a veritable stonker of a game.

### 5. Iron Soldier
Shoot-em-up • Atari • £40
Big robots, big polygons and smooth animation make this a shoot-em-up all Jag owners should sink their teeth into. Intuitive controls and meaty explosions enhance the experience.

### 6. Sky Hammer
Shoot-em-up • Atari • £45
This *Descent* wannabe's graphics create a perfect replica of the gloomy Blade Runner environment, and the tense atmosphere will have you hanging on by the skin of your teeth.

## AMIGA

### 1. Worms
Shoot-em-up • Ocean • £26
*Worms* takes its place alongside *Bomberman* in the 'stupidly addictive and playable' hall of fame. You control a team of worms and have to wipe out the other teams. And that's it.

### 2. Watchtower
Shoot-em-up • OTM • £25
You play a soldier, out on his own and loving it. The plot is dead simple. Kill everyone and everything with the variety of weapons that will come to hand. Outrageous but fun.

### 3. Breathless
Shoot-em-up • Power • £30
This is the closest the Amiga is ever likely to come to *Doom*, with 20 sizy levels of suitably wanton bloodshed. But be warned: if you've got the bog standard A1200 it's annoyingly sluggish and pixellated.

### 4. Sensible World Of Soccer '95/'96
Footy Sim • Sensible • £30
Still an unbeaten soccer game on the Amiga and could show a lot of the next gen 3D motion-captured footy games a thing or two about gameplay. Expensive for what is essentially an upgrade though.

Why not turn to page 74 to find out GamesMaster's Top 100 Games of all time – another brilliant guide if you're planning on buying a game?

**Want to get more out of your games? See the best walkthroughs ever!**

**What about games and hardware at bargain basement prices? We reveal all...**

**Find out which games survive the punishing LabTest!**

**Which racing game will win the PowerTest Grand Prix?**

**Just how much smarter and faster is Fade to Black on PlayStation?**

**An arcade button-basher for grown-ups? We test Track & Field.**

# Which of the above is best for games?

# A Both!

PlayStation Power

For all the answers buy PlayStation Power Issue Two
On Sale 20th June Only £2.75

# SKILLAGE

**The summer is here (we can tell cos it's peeing down) so to help you all go out more and get tans and stuff we're gonna show you how to beat your games quickly.**

Moan moan moan. That's all you ever do. So come on then. If you think you're so clever why don't you come up here and take the class? If you're the class swot then send in your best shot, using the form in the Consoletation Zone, to:

GamesMaster,
Future Publishing,
30 Monmouth Street,
Bath, BA1 2BW

## DARKSTALKERS 2

You don't need silver bullets, crucifixes and an inside knowledge of the Bible to kill monsters. Just use these moves.

## NORMALITY

The only walkthrough you'll ever need for Gremlim's PC misadventures.

## ALIEN TRILOGY

This is it. The end of the game. If you're still alive then you can finish this master blaster now.

## CONSOLETATION ZONE

**Bloody hell. All those solutions and yet there's more.**

MOST WANTED! All the top cheats for all the top multi-format games, only in GM.
EARTHWORM JIM 2 – All the cheats in the bally world.
NEED FOR SPEED – Secrets galore for 3DO and PSX.
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PLUS
Loaded PSX
WWF PSX
The Horde Sat and 3DO
Doom PSX

P71

# DARKSTALKERS REVENGE

# Night Warriors

## Rule the afterlife with the full Game Masters moves guide...

### Guard Reversals

*To perform a Reversal you must finish it at the precise moment that you block the attack.*

### Soft Landings

*Hit Strong or Fierce in the very first frames of a throw and you can land on your feet, ready to counterattack. You can also get out of a hold with good timing.*

### Roll Up

*Press Back or Forward to roll while getting up. This is especially useful when you roll into an opponent (you're immune to normal attacks) and throw them.*

### Eight Stars Speed

*Go to the Options Screen, highlight 'Speed' and hit Jab, Jab, Forward, Strong, Fierce (Morrigan's Astral Vision).*

## DEMITRI

Choas Fire: Down, Down/Forward, Forward + P (air)
Demon Cradle: Forward, Down, Down/Forward + P (Guard Reversal)
Bat Spin: Down, Down/Back, Back + K (air)
Flying Suplex: 360 + P

**Specials**

MIDNIGHT PLEASURE: Down, Forward, Down/Forward + 2P
DEMON BLAST: Down, Forward, Down/Forward + 2K

## GALLON

Straight Beast Rush: Down, Down/Forward, Forward + P
Rising Beast Rush: Forward, Down, Down/Forward + P (Guard Reversal)
Air Beast Rush: Jump, Up/Forward, Forward, Down/Forward + P
Wild Circular: Forward, Down/Forward, Down, Down/Back, Back + K
Climb Laser: Down, Up + K
Million Flicker: Back, Down, Down/Back + P

**Specials**

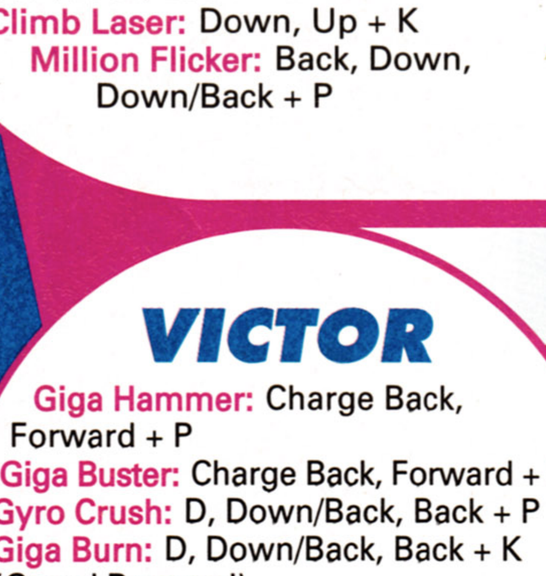
DRAGON CANNON: Forward, Down/Forward, Down, Down/Back, Back + 2P
MIRAGE BODY: Back, Down/Back, Down, Down/Forward, Forward + 2K

## VICTOR

Giga Hammer: Charge Back, Forward + P
Giga Buster: Charge Back, Forward + K
Gyro Crush: D, Down/Back, Back + P
Giga Burn: D, Down/Back, Back + K (Guard Reversal)
Mega Shock: Down, Down/Forward, Forward + Strong or Fierce
Mega Spike: 360 + P

**Specials**

THUNDER: Charge Down, Up + 2P
GREAT GELDENHEIM: Back, Down/Back, Down, Down/Forward, Forward + 2K



## LEI-LEI

Hidden Weapon Cannon: Down, Down/Forward, Forward + P
Whirlwind Dance: Forward, Down, Down/Forward + P, tap P (air)
Reversal Gong: D, Down/Back, Back + P (air) (Guard Reversal)
Heaven Release Strike: Down, Down/Back, Back + P (close)

**Specials**

GROUND SPIRIT SWORDS: B, Down/Back, Down, Down/Forward, Forward + 2K
HEAVENLY THUNDER DESTRUCTION: Short, Roundhouse, Strong, Strong, Up

## ZABEL

Death Hurricane: Down, Down/Back, Back + K (air) (Guard Reversal)
Skull Sting: Down, Up + K (air)
Hell's Gate: Back, Down/Back, Down, Down/Forward, Forward + K
Skull Punish: Forward, Down/Forward, Down , Down/Back, Back + P

**Specials**

DEATH VOLTAGE: Forward, Down/Forward, Down , Down/Back, Back + 2K (air)
EVIL SCREAM: F,Back + 2K
HELL DUNK: Forward, Down, Down/Forward + 2P

# MORRIGAN

**Soul Fist:** Down, Down/Forward, Forward + P
**Air Soul Fist:** Jump, Up, Up/Forward, Forward + P
**Shadow Blade:** Forward, Down, Down/Forward + P (Guard Reversal)
**Vector Drain:** Forward, Down/Forward, Down, Down/Back, Back + P

**Specials**

**DARKNESS ILLUSION:** Jab, Jab, Forward, Short, Fierce (air)
**ASTRAL VISION:** Jab, Jab, Forward, Strong, Fierce (air)
**VALKYRIE TURN:** Forward, Down/Forward, Down, Down/Back, Back + K, P (air)

# AULBATH

**Sonic Wave:** Down, Down/Forward, Forward + P (Guard Reversal)
**Poison Breath:** Down, Down/Forward, Forward + K
**Screw Jet:** Back, Forward + P
**Trick Fish:** Back, Back, K
**Crystal Lancer:** Forward, Down/Forward, Down , Down/Back, Back + P
**Sky Neptune:** Forward, Down/Forward, Down , Down/Back, Back + K
**Spinning Current:** Forward, Forward, Fierce

**Specials**

**AQUA SPREAD:** Forward, Down/Forward, Down + 2P or 2K
**WATER JAIL:** Forward, Down, Down/Forward + 2P
**SEA RAGE:** Back, Down/Back, Down, Down-/Forward, Forward + 2P
**DIRECT SCISSORS:** Down, Down + 2P

# ANAKARIS

**Spirit Reflection Inhale:** Down, Down/Back, Back + K
**Spirit Reflection Exhale:** Down, Down/Forward, Forward + P (after Inhale)
**Royal Judgement:** Down, Down/Forward, Forward + P (air)
**Cobra Blow:** Back, Forward + P
**Sarcophogus Dance:** P + K of same strength
**Mummy Drop:** Down, Down/Forward, Forward + P

**Specials**

**PHARAOH MAGIC:** Forward, Jab, Down, Short, Strong
**THE PITS OF HELL:** Back, Down/Back, Down, Down/Forward, Forward + 2K
**PHARAOH SPIRIT:** Jab, Jab, Down, Forward, Roundhouse

# FELICIA

**Rolling Buckler:** Down, Down/Forward, Forward + P
**Delta Kick:** Back, Down, Down/Back + K
**Rolling Scratch:** Down, Down/Back, Back + P, tap P
**Sand Splash:** Down, Down/Forward, Forward + K (Guard Reversal)
**Hell Cat:** Jump, Forward, Down/Forward, Down, Down/Back, Back + K

**Specials**

**DANCING FLASH:** Forward, Down, Down/Forward + 2P
**PLEASE HELP ME:** Back, Down/Back, Down, Down/Forward, Forward + 2K

# SASQUATCH

**Big Snow:** Down, Down/Forward, Forward + P
**Big Typhoon:** Forward, Down, Down/Forward + K (Guard Reversal)
**Big Towers:** Down, Down + P
Big Cyclone: Down, Down/Back, Back + K (air)
**Big Brunch:** Forward, Down-/Forward, Down, Down/Back, Back + P
**Big Swing:** 360 + K

**Specials**

**BIG FREEZER:** Back, Down-/Back, Down, Down/Forward, Forward + 2P
**BIG EISBAHN:** Back, Down-/Back, Down, Down/Forward, Forward + 2K

# PHOBOS

**Plasma Beam:** Down, Down-/Forward, Forward + P
**Might Launcher:** Down, Down/Forward, Forward + K
**Genocide Vulcan:** Back, Down, Down/Back + P
**Reflect Wall:** Back, Down, Down/Back + P
**Circuit Scrapper:** Forward, Down/Forward, Down , Down/Back, Back + P
**Force Field:** Forward, Down, Down/Forward + P (Guard Reversal)

**Specials**

**CONFUSIONER:** Forward, Down, Down/Forward + 2K
**FINAL GUARDIAN:** Forward, Down/Forward, Down, Down/Back, Back + 2K

# BISHAMON

**Snap Sword:** Back, Down/Back, Down, Down-/Forward, Forward + P, return back + hit P
**Storm Wind:** Down, Down-/Forward, Forward + P after return
**Seal of Death:** Jump, Up, Up/Forward, Forward + P
**Rising Slash:** Forward, Down, Down/Forward + P (Guard Reversal only)
**High Quick Slash:** Charge Back, Forward + P
**Low Quick Slash:** Charge Back, Forward + K
**Kirisute Gomen:** 360 + P

**Specials**

**DEMON HEAD TWIST:** Forward, Down/Forward, Down, Down/Back, Back + 2P
**DEMON HEAD GRAB:** Forward, Down/Forward, Down, Down/Back, Back + 2P (close)
**MULTIPLE SLASH:** Back, Down/Back, Down, Down/Forward, Forward + 2K

# PYRON

**Sol Smasher:** Down, Down/Forward, Forward + P
**Air Sol Smasher:** Jump, Up, Up/Forward, Forward + P
**Zodiac Fire:** Forward, Down, Down/Forward + P
**Orbiter Blaze:** Jump, Down, Down/Back, Back + K
**Galaxy Trip:** Back, Down, Down/Back + P or K
Planet Burning: Forward, Down/Forward, Down, Down/Back, Back + P

**Special**

**COSMO DISRUPTION:** Back, Down/Back, Down, Down/Forward, Forward + 2P

# DONOVAN

**Efreet Sword:** Forward, Down, Down/Forward + P (Guard Reversal)
**Blizzard Sword:** Back, Down/Back, Down, Down/Forward, Forward + P
**Lightning Sword:** Back, Down, Down/Back + P, tap P
**Kilsh Red Plant:** P + K of same strength
**Kilsh Red Send:** P + K after Plant
**Kilsh Red Air:** Jump,P + K
**Sword Grapple:** Forward, Down/Forward, Down, Down/Back, Back + P

**Specials**

**PRESS OF DEATH:** Back, Down-/Back, Down, Down/Forward, Forward + K
**CHANGE IMMORTAL:** Strong, Jab, Back, Short, Forward

## UNIVERSAL MOVES

**Dash: Forward, Forward**
**Dash Back: Back, Back**

## HELP!

**We've been playing this game at every opportunity and these are the basic moves but we want more. Send your moves and combos to 'Dark Moves', GM, Future Publishing, 30 Monmouth St, Bath, BA1 2BW**

# Normality TIPS!

## COMPLETE SOLUTION!

To travel around the city of Neutropolis the player must go to one of the bus stops, there is at least one at each location. If he USES the bus stop he will be presented with the map screen. This is represented by a smoggy panorama of the city. As each new location is revealed one of the existing buildings will light up.

### 1 IN THE APARTMENT:

EXAMINE the sofa to find the Money and the Gadget. (These appear on the floor after Kent has broken the settee). PICK UP the Cushion off the bed, this will reveal the Remote Control. PICK UP the Remote. PICK UP and EXAMINE the Flyer on the floor near the door. This and the TV will hint that a good way to get into the factory would be to go and get a job there. EXAMINE the Note that you are already carrying. This ties in with the above items. Go into the kitchen. PICK UP the Can of Food. PICK UP the Nodding Bird. PICK UP the Jar Of White Paint too. Go into the Bathroom and PICK UP the Sharkpoon from the bath. PICK UP the T-shirt from the cabinet made from fruit rinds (Kent's disguise). Return to the main room and USE the Nodding Bird with the Remote. A new Object will appear on the floor. This keeps the Television turned on. You can now go to the Window and USE

Window to open it. Now just USE the Window again to climb out.

### 2 DAI'S WINDOW-CLEANER CRADLE:

Simply TALK to Dai and listen to what he has to say. He needs a cup of coffee. (See the option "Can you take me down?") USE Window to climb back in.

### 3 IN THE APARTMENT:

Go to the kitchen. USE the Kettle to make it boil. Then USE the Kettle on the Cup to pour the water in the cup. EXAMINE the cup. USE the White Paint with the Cup to make the coffee milky. EXAMINE the cup again. PICK UP the Cup. Climb back out to the cradle.

### 4 DAI'S WINDOW-CLEANER CRADLE:

TALK to Dai again and you will automatically give him the cup of milky coffee. He takes you down to ground level. (Or will do, eventually!!)

### 5 THE PLUSH-REST FACTORY RECEPTION:

USE Doors to open them. WEAR (USE with picture of Kent) the T-shirt, to fool Pru. Walk up to the Woman in the middle of the hall and TALK to her. This gives you permission to go through the door at the far end of the hall. Do so. Turn to your right and go into the Hospitality niche. To enter USE Doors. USE the Water Machine to get a white cup. PICK UP the cup for later. USE the Bizarre Sculpture (really a coffee machine) and a small cup of coffee will appear on the floor. PICK UP the cup. (At this point there will be an animated sequence of Kent destroying the room because the coffee is hot, he drops it and blunders round the room! Tiddler (Boss man of test) will walk in and TALK to Kent.

### 6 AT THE PLUSH REST FACTORY:

After the cut scene where Tiddler is seen to escort Kent into the factory we find Kent and Tiddler at the beginning of a conversation. The player should TALK to Tiddler about everything he can. He will learn about, the running of the test department, the waste engineers, and some thing about the gadget he has found. To get the debris go into the small toilet cubicle, stand on the armtidge and USE the grille in the roof. You will now be in an air duct. Negotiate this small maze-ette and find out where the Debris is. PICK UP the Debris and find your way back to the toilet. PICK UP the Belt from in the duct while you are at it. Put the debris on the bed next to the one that the striking tester is lying on. The Waste Engineer will come and collect it and take it back to the grinder room. You will realise that the Slumba Swift bed needs power if it is to work. PICK UP the Current Sender from Tiddler's office and the Current Reciever. USE Sender with the Battery. USE the Reciever with the bare wire. The bed will now work. Again USE the Debris with the bed. This time the Waste Engineer will come, but this time he will also crash and burn. You can now get into the grinder room. USE the Power Box to turn off the Grinders. USE one of the Grinders to go up the conveyer belt to the Dumpster.

### 7 MEETING HEATHER:

A GDV will show the player crashing through a hatch in the ceiling of the hideout, covered in little bits of foam etc. Heather will now TALK to the player. She is playing a tape which sounds like a crowd of burly men who would like to kill you, all the time she is talking. She will turn it off when it is agreed that the player can join the group, after performing two tasks Broadcast the tape of Brian. Paint the "Sculpture" in

### BACK AT OO

Get rid of the prisoner by getting to grips with the Zoomtoob. Put the prisoner in a capsule. Down calls the capsule; red opens the door; put prisoner in capsule; up sends capsule away. The scientist will ask you to go up to the processing floor and get a new subject. Go back down to the lobby in the lift. TALK to the Receptionist. Turn the Fountain on by treading on the Suspect Slab behind the pillar. TALK to receptionist from Slab. The Receptionist will then go to the loo. EXAMINE the code he has left lying on his desk, USE it on the other lift (the one you haven't used yet). Code 1312 At the processing floor, TALK to the Norm there and get him to leave. Press the Red Button or wait, a secret door will now open. This is the Mood Filter Chamber. Look around, EXAMINE things, the door will seal behind you. EXAMINE Saul (at end of room), he disappears. EXAMINE Screen, they reappear. To open the door EXAMINE Saul. Unfortunately at this point Paul and a couple of his cronies appear. He will deliver one of two speeches, leading to one of two plot branches.

### PLOT BRANCH IF YOU DESTROYED THE EVIDENCE AGAINST YOU

If you destroyed the evidence then Paul will be gob-smacked by your incompetence (he thinks you are a norm). He will sentence you to a stint in the cells. This bit is a little bit complicated. Break the Bench in the first cell by USEing it. This reveals a Transmitter. PICK UP the Splint Of The Bench. Wait to get sucked into the Mood Filter. EXAMINE the Sign that Saul is holding up Wait to get sucked down into the next cell. Break the bench in here by USEing it. PICK UP the 2x4 piece of bench from here. PICK UP the Scrap Of Cloth from the floor orifice Use the eating utensils in the Food mat to prise the transmitter from it's housing in the broken bench. Wait to get sucked down into the mood filter. EXAMINE Saul's sign. Wait to get sucked down into the third and final cell. Break the bench in here using the 2X4 from a previous cell (if you didn't get it you will have to go around again). This leathering breaks the Transmitter here. It is no longer any use. You must find another working one from somewhere. Write a note to Saul on the Scrap Of Cloth. Use the gravy as ink. Use the splint from cell one with the note and pass it across the corridor to Saul. OR show it to Saul in the Mood Filter. Wait to go into the Mood Filter once more. Saul should hold up a sign with a toilet pictured on it. This is a clue as to the whereabouts of the next transmitter. Sabotage the Faulty Food Mat in the third cell with the Broken Wall Bracket (found in a previous cell). This will cause the room to flood. The guard will now attend to your needs. Kent will now be cleaned by the guard. Go into the toilet cubicle. Open the lid on the cistern. PICK UP the third transmitter. Go back to the cell. Wait to go into the Mood Filter. Once there all hell will break loose. A Large GDV will now play, this shows Kent and Saul escaping to the roof and Dai being shot by the Norms. The game becomes interactive when they arrive back at the group HQ.

### WHAT HAPPENS IF KENT HAS NOT DESTROYED THE EVIDENCE AGAINST HIM

Paul will sentence Norm (You) to a long stint in the corridors of the blue pens. There is a man here, he is making a documentary about Norm 2782 and his stint in captivity at the mercy of the "Revolutionaries". This man is a pain in the arse. The man has bugged some of the key parts of this location, in order to observe Norm as he goes about his duties. You must get rid of these bugs in order to progress. PICK UP all you can off the notice board in the Norm staff room. PICK UP the Piece Of Paper from the bureau. PICK UP the Piece Of Paper from the bin. All of these have codes written on them. These codes are to be used on the machine in the adjoining room. The letters refer to the positions of the pedals set into the floor. The number refers to the position of the lever at the bottom of the console. The Large Red Button should be pressed to activate each code. Before each code can be entered you must find one of the bugs hidden around the room. One is on the sign. One is behind one of the lights in the corner (tricky one this). One is in deep shadow beneath the control console. Use all of the codes, some do nothing. Use the one which was found in the bin. This zaps you. The last code can be found stuck to the underneath of the control console. Enter this code. This should begin the emergency evacuation procedure. Go to the lift and watch the story unfold.

### DESTROYING THE SUBSTATION

Go into TV shop. Try to PICK UP Micro-TV

the Mint Mall. Two new locations will be added to the map. The Mint Mall and The TV Station.

## 8 THE TV STATION:

There is a Security Guard on the steps of the building. He will deny entry to the wonders within. If you attempt to walk in a GDV will show you flying out of the gate and on to the pavement beyond. By TALKing to him you will discover that he makes many allusions to rats in his speech. Each time he does so he will twitch a little, as if uncomfortable with the thought. Go to the mall, in the thrifty fifty shop PICK UP the Rubber Rat Toy and come back. USE the Rat Toy on the Security Guard. He will look a little flustered. By TALKing to the Security Guard you will learn that a real rat might do the trick. If you cast your mind back you will recall that there is one trapped in the washing machine back at the flat. To open the door of the washer you need a Block of Frozen Food, cos' it's heavy and tasteless. To bring the Block of Frozen Food from the mall to the flat without it melting you should wrap it in the Towel from the bathroom. USE the Food on the Washing Machine Door, it will now be broken. You now need something to contain the Rat in for transportation. PICK UP the Little Box from the top of the microwave in the kitchen.

Take the Rat to the Security Guard. USE the Rat and a GDV will be shown of the Security Guard scarpering. You can now enter the building. Cross the main room to the office door. Go in and TALK to the receptionist on the left. She will allow you to TALK to Mr. Johnson on the right. TALK to Mr. Johnson and he will eventually give you an Access card. Leave and walk down the hall to the security doors leading to the Control Room. USE Access card on the Security Door to gain access to the control room. USE Video on Tape Machine B to insert the tape. Listen to the presenters chattering and watch the codes which flare up on the screen of the control CPU. You should learn that RUN VT A makes the tape of Saul's demise run.

Logically then RUN VT B should get the tape of the rock god Brian Deluge on the air. Unfortunately the Control Computer is password protected. To get the password go and TALK to the Electronic Engineer in one of the other offices, he is struggling to fix a computer. The password is his middle name, this is on his badge. By talking to him you will learn that he will not divulge his name. Nor will he let you EXAMINE it. You need to make the geeky geezer remove his shirt. Go back to the flat and USE the Access card on the Beans Splat. This will scrape a large amount off the wall. Come back and USE the Gunky Access card on the Electronic Engineer This will make him remove his shirt and throw it at you. He storms off in a very considerable huff, demanding that you clean it (you don't). You now have the all-important password (Holen, his middle name) to the editing computer. Access it's inner workings and enter the RUN VT B control line. A GDV of Brian Deluge will now be played. A recorded performance of him doing one of his "Tunes". Mission accomplished.

## 9 THE MINT MALL

Norm 2782 will not allow you access to the Sculpture. Norm says the only reasons he will leave his post would be emergencies. Find out what these are by TALKing to him. TALK to the Blind guy, he will tell you that his dog Deepha barks like a fool when ever he hears other dogs. He also has a bull horn slung around his neck. The blind man will also ask for some Books in return for some Matches. Go back to the Factory and PICK UP the Paperback Books from the only unlocked locker in the locker room. USE the Belt on the Weird Extinguisher in the grinder room. Watch the mess evolve in glorious GDV. PICK UP the half empty Weird Extinguisher. Go around the rear of the factory, near the river. Find the Barrel Of Yellow Paint.

USE the Weird Extinguisher with the Yellow Paint. This will fill it up. Go back to the Mint Mall. USE the Paperback Books with the Blind Man. He will give you a Box Of Matches in return. Plus he will allow you to keep Fire Starter Book. Go to the Thrifty Fiffty shop. USE the Fruit Croppers with the Bargain Bin. USE the Fruit Croppers with the Large Glider Sign. USE the Yappy Puppies with the Small Gliders (Twice). You will then see a GDV of loads of gliders flying out over the Shop Lifter Stopper. We then cut back to the game and you can PICK UP the Croppers. Go to the Cave of Combustibles.

LOOK at the food and TALK to Ray Twill (the paranoid assistant) until he breaks down and begins thumping the desk. Do it until the lights go off. While the lights are off USE the Fruit Croppers on the Plum Shaped Speakers. PICK UP the Speakers. Go to the DISCO LA LA! store. PICK UP the Clap CD. USE the Clap CD with the Stereo. USE the Plum Speakers with the Stereo. All of the Dogs will begin yapping and jumping around stimulated by the high decibel clapping noises. Deepha the dog will appear barking like a hurricane. Norm 2782 will run from his post near the sculpture, allowing Kent to go there. Go to the Sculpture, USE the Matches with the Book. LOOK at the fire and your character will automatically call Norm. He will appear and discharge the Weird Extinguisher (which he will have confiscated earlier, when Kent arrives with it full). Watch the mayhem unfold. You will find yourself in a totally dark place. The only way to light it is to USE the Matches with the photograph of Kent. Watch the GDV of the mall exploding. You will now have a chum (NORM 2782), he has a piece of shrapnel in his head and is very confused by his new thoughts. Go and TALK to the group. They will tell you that they now wish to free Saul, brother of the evil dictator Paul.

You must now go to the Ordinary Outpost (OO from here on in) dressed in Norm 2782's uniform. Locate the prisoner and free him. At the OO. Once the player is inside there are only two ways out. One is via the window which gets broken. The other is by going up to the roof. You will gather that Paul Nystalux is about to visit the OO. TALK to the Receptionist. He will tell you to go to the Research Floor. He will give you the code. USE this on the Key Pad on the lift to your left (1572). TALK to the Scientist. Release the prisoner by cutting his Straps with the Scissors. A GDV will show what the prisoner does. PICK UP the Snotty Glass Fragment and Spanner. Go into the newly opened lab by USING the Broken Window. USE the glass on the Fingerprints (which are on the Extinguisher). This lifts them off the surface. The only place to get rid of the evidence is in the Grinder (although the player does not have to do this, the plot will branch if he doesn't). To fix the Grinder. USE the Broken Window to get on to the Scaffold. PICK UP the Ladder. USE Pulley to get out of the OO. Go to the Haulage Container in the factory compound. PICK UP the Large Cog lying in the puddle. USE Ladder with the Container to get on top of it. PICK UP the Small Cog from the Broken Machine. Go back to the OO and USE both Cogs with the Side Panel of the Grinder. USE more or less anything with the Grinder to get rid of it, specifically all of the evidence against Kent. This will allow the player to go on a slightly different fork in the plot.

on counter. TALK to bloke. Ask him for a Remote. When he leaves, rush round the counter: PICK UP the Keys. USE the Keys on the back door to lock the bloke in. USE the Box to get into the Loft. Get Ballet from behind loft crate. USE Mallet on Slats. Go through slats and walk until you fall down a hole into the Power Station. PICK UP the Hanging Teddy. He falls on the floor, but you now have the long wire. PICK UP teddy again. You now have his eyes. Go down steps. PICK UP the Little Pink Wire. Put coins or Teddy Eyes in Slot. Go back up the stairs. Press the button on the wall labelled START. Down the stairs. PICK UP the Glowing Light Bulb. Use the Long Wire on the bulb pins exposed in the light bulb socket. Up the stairs. Open Control Box. Use the Circuit Board. Here you USE the Pink Wire to solve the wiring puzzle. This is not done yet! Temp: Type 1 2 3 ENTER into keypad screen. Open box again. Use the Long Wire on the Circuit Coard to complete power connection. BOOM!!!!!!!!! Finished!

## FREEING DAI

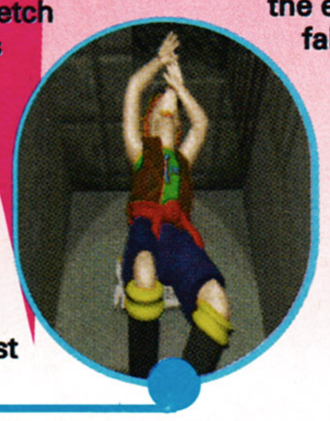
Go to the mall. PICK UP the two Rubber Pipes there. Go back to the street. Attach one to the Smelly Grille (assuming you have taken the Sharkpoon from the bath). Attach its other end to the grille on the truck. Use the other Pipe in the bathroom. Attach one end to the hole in the bath, attach the other end to the extractor fan above the bath. The Norms will now activate the emergency door opener. You can now rescue Dai from the rear of the van.

## POLLUTOTRON

Saul and Heather have decided that the substation mission were not acceptable enough. To this end they are aiming high, the Pollutotron must be blown up if the group have any hope of succeeding in making a difference to the future of the city. TALK to Heather, she will tell you of a few components she wants to make a missile. Go to the Mall, PICK UP the Broken Wood. PICK UP the Single Fire Cracker. PICK UP the rope from around the Waffle. Go to the container at the Factory Compound. Open it by lighting the fumes at the top or attempt to PICK UP the Acetylene Canister. Use the Canister with some Matches (at the Mall if you no longer have any). The doors will now blow off taking Kent with them. Use the Broken Wood with the Barrels. Use the Rope with the Wood and Barrels. Use the Raft with the River. Use the Toxic Canisters with the Raft. Climb on to the Raft and USE it. You will now appear down at the docks. Watch the launch of the rocket.

## THE STADIUM

Now you must go to the Stadium to fetch Saul's Brain Backup Machine. He is going mental so there is no alternative. You must also smuggle Brian's Guitar on to the stage. TALK to Saul and Heather, make sure you know what you are doing. Get the Goggles from near to the packing crates in the main area. Turn off the light near the sewer head to get past the Norm troopers who are standing there. Use the gap in the wall to get up to the grating. PICK UP the Batteries lying there. Use the Batteries with the Goggles. Smash down the grating with the Guitar. Break down any suspect walls. (There are three, one of them can not be smashed, this is the entrance to the Secret Labs). Take the Roof Brace down from behind one of the walls. This will cause a collapse, bringing one of the crates down from above. Use the Brace on the Sign near to the wall which will not break. Or USE it on the loose tile around the corner. Either of these will keep the false wall open. This opens the wall. Go down into the Labs. PICK UP the Norm Poster on the wall. Use the hole to get through. PICK UP the Fire Axe lying in amongst the rubble. Go back outside to the Fallen Crate. Smash the Crate into tiny bits with the Fire Axe. PICK UP the Emergency Containment Suit inside. Go back to the room with the Microwave in. Open the Microwave. USE the suit with the Brain. Go up to the Sewers again. PICK UP the Roof Brace from the last place you left it. Use the Roof Brace on the elevator door to open it (you found the elevator when you smashed down the false wall earlier). USE the elevator.

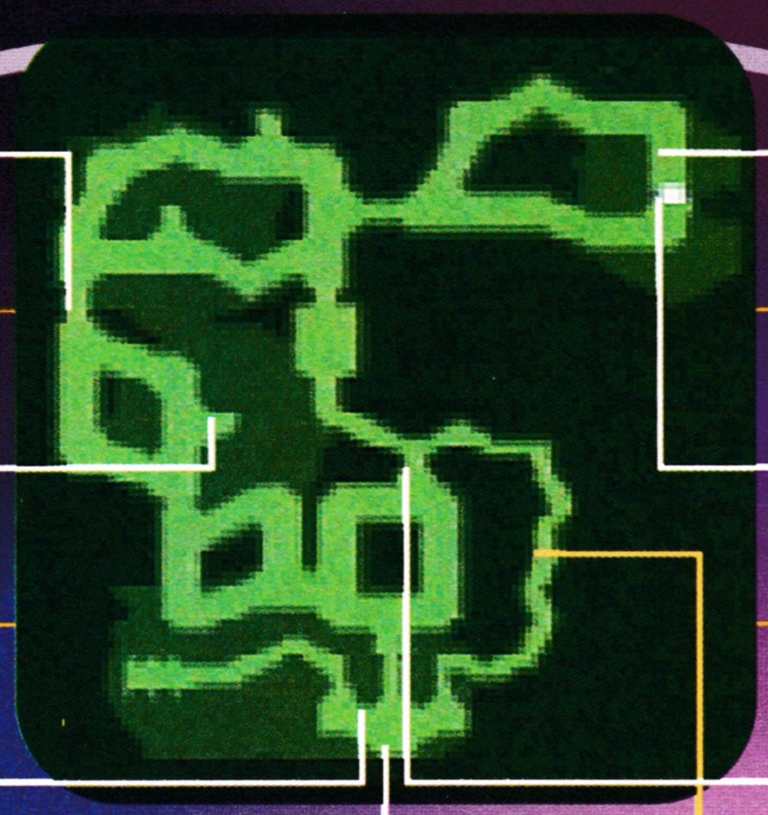


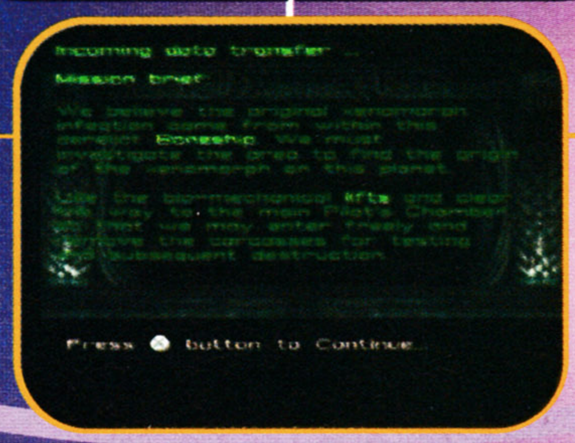
**NOW, THANKS TO GM, SIT BACK AND WATCH THE SUMPTUOUS OUTRO'**

Getting the lift down into the second section of the level allows you to gain access to the two other switches.

The idea on this level is to throw the three switches. This one is hidden behind a false door and there's some body armour nearby.

There is choice of three corridors on arrival. The far left option can be ignored if you want – it's all pain and no gain.






The first section on the final level is a taste for things to come: Loads of Aliens, confusing level design and very little spare ammo. Fun.

Down another lift in the third section, there's a flame thrower up for grabs. Not that it's much use, mind.

Stand still at the level above and, provided all three switches are thrown, a lift will take you down to the end of the level.

False walls also connect the corridor to the main rooms. In here you'll find armoured colonists and more Red Aliens.

The corridor to the right has a sequence of false walls, each hiding one or two Red Warrior Aliens.

# Three long hard months of Alien killing comes to an end. Frankly we loved every minute...

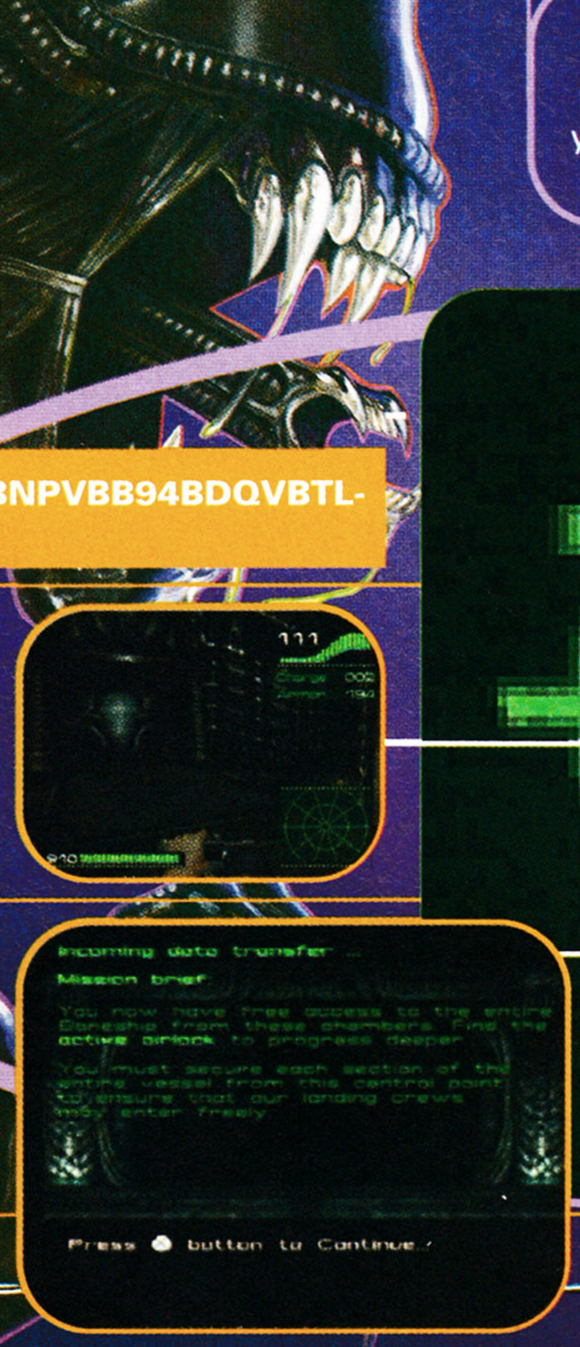
# Alien

Despite there not being enough copies in the shops on the day of release, *Alien Trilogy* has still been one of the fastest-selling PlayStation games of all time. In this final part of our guide, we show you how to navigate through the final 14 levels of the game and come out with your sanity intact.

## LEVEL 24 – R3BQVBBNPVBB94BDQVBTL-BLMCGP494BM



There's very little ammo available on level 24 but luckily nothing more threatening than huggers will attack you.




The first of the bone ship levels. There's no point in hanging around here. Find the exit and get out immediately.

The door that reveals this lit room is the exit. Out of the frying pan and into level 25.



This door opens to reveal some anti-acid boots. Useful and surprisingly fashionable.

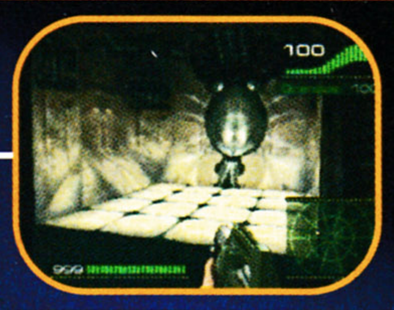
Huggers will jump out at you from the door recesses to the left and right of the corridor. Watch out.

At the end of this level is this corridor. Once you've gone into it you can't get back, so make sure you've already done as much as you possibly can.

These are more of a pain than a threat. A well-timed grenade will sort them out.

The armoured colonists need taking out first. Watch out as some of them like to throw grenades.

You'll need to throw both switches to progress. There are secret rooms hidden below some of the colonists' vantage points near here.



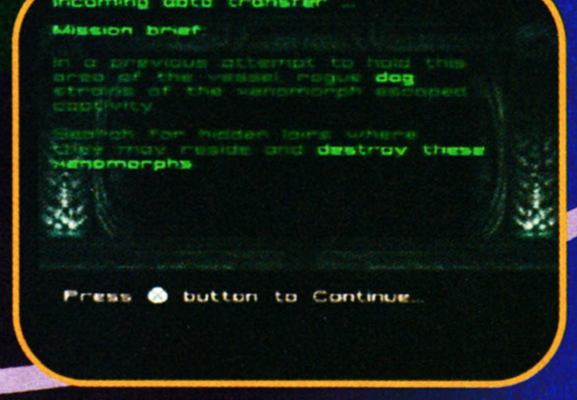
If you've done enough this room will let you on to the much calmer waters of level 26.

The room off the main corridor contains five Aliens with another one joining. Back out and keep the guns blazing.

There's a secret corridor near the start of the level. In it, you'll find plenty of Red Aliens (behind a false wall) and a switch behind the grenadable wall at the end.

Some acid wells contain body armour. If you're sure you can get out quickly these are worth going for.

The blue pools are acid and the slip-ways leading to them are exceptionally slippy. Fall in and it's game over.




Level 25 is one of the hardest in the game purely because you have to find the well-hidden secret areas. Expect to do this more than once to achieve the required 51% of your mission objective.

**LEVEL 25 – RLBBBBBN9BBBZNBDQVBTLBLMCGQF94BM**

# Trilogy

## Introducing...

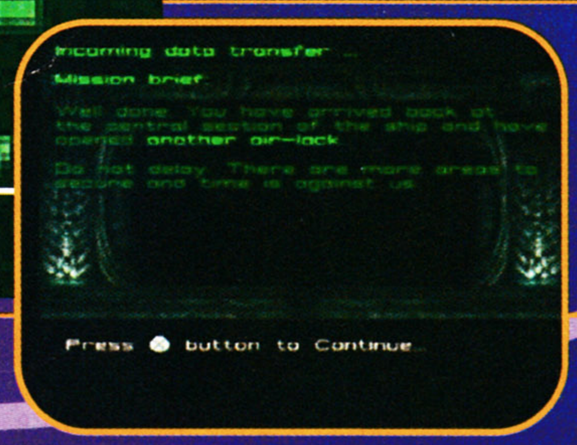
If, despite all our effort, you're finding the final levels too difficult try entering **IGOTPINK8CIDBOOTSON** at the title screen. This will give you a cheats menu at the title screen allowing invulnerable play, unlimited ammo, all the weapons and the all-important level skip.

Only one new type of Alien makes it in to the final levels. Basically the same as the standard Green Warrior, the Black Warrior is a whole lot harder. As well as being able to adsorb a substantial burst of pulse rifle fire, these guys can also withstand a fairly large helping from the smart gun. On top of all this, the Black Aliens tend to cluster in groups and attack in numbers. Bear this in mind before engaging them and try to ensure that you keep you back covered at all times. The only quick way to deal with Black Aliens is to grenade them but in a confined space you risk taking yourself out as well.

The room ahead is the exit. Get to it to avoid losing too much ammo and health to the pack.

This room contains some ammo and another pair of fetching acid boots.

The faster you move, the more of these things you'll attract. Most hide, like the huggers before them, in the door niches.




Another mission on the bone ship except this time the attackers are those nasty Dog Bursters.

**LEVEL 26 – QVBQVBFGWGBBZ4BDQVBTLBLMCGQ294BM**

Activating the switch in this main room lowers nine pillars, each releasing an Alien. Probably not a good move.

There is some much needed armour along the way, but you'll have to kill everything to find it.

This section is mainly false doors allowing Aliens to leap on you from nowhere. Move slowly to avoid attracting attention.

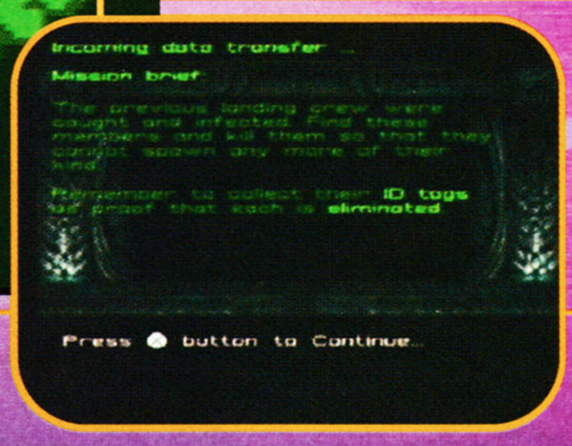
The room to the far South contains armour and a very unhappy looking Alien welcoming committee. Be ready.

And the stress starts as soon as you arrive. The Black Aliens present the greatest problem.

Go to this lift last. The section has a few Aliens as well as various goodies.

Take the lift to the right. The section here contains the most tags.

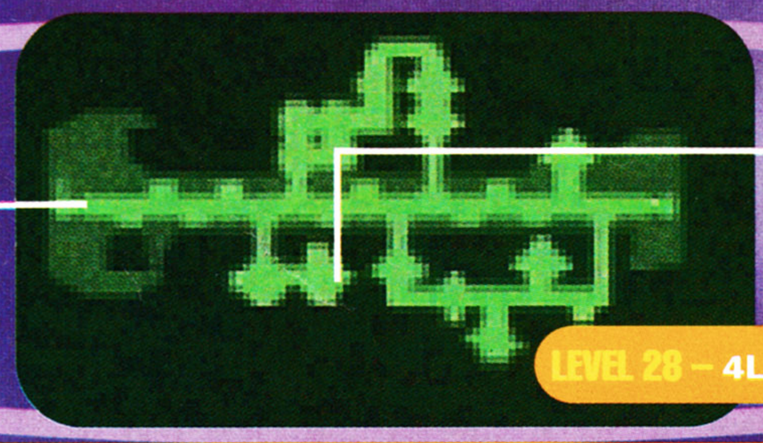
Don't fall into the acid pits in this area, they're extremely difficult to get out of.




One of the toughest missions in the last section of *Alien Trilogy*. Once again, you need to collect the ID tags from the dying colonists.

**LEVEL 27 – RZBQVBFGSQBBZ4BDQVBTLBLMCGRH94BM**

You have 45 seconds to collect as many goodies as possible. Bear in mind that most of the walls along the main corridor are false.



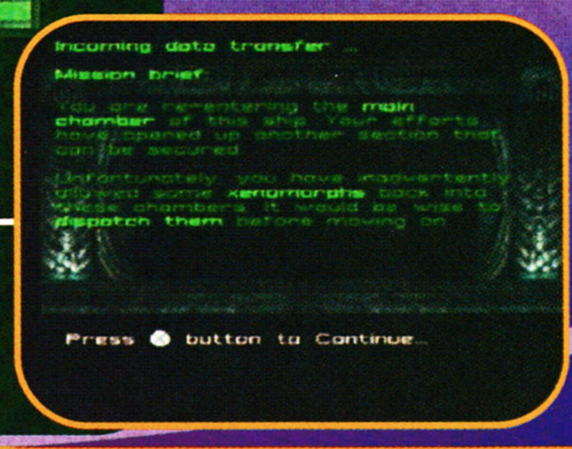
This is probably the best room to head for; there's plenty of ammo and armour and you'll certainly need it later on.

**LEVEL 28 – 4LBQVBFGFBBB94BGQVBTLBLMCGR494BM**

If you don't know how to deal with these fellas by now, you've been cheating. The trouble is they do keep coming at you.

The open room that isn't the exit hides a 200% adrenaline burst. You'll need it!

**LEVEL 29 – 6GBQVBFGJLBB94BSQVBTL-BLMCGSM94BM**




Once more into the bone ship. Your enemy this time are Red Aliens, so you want won't to hang around longer than is strictly necessary.

Once you've thrown all the switches, the exit becomes available for a quick escape. You'll only progress from the level if you've killed enough of the Aliens.

Unfortunately, this lift doesn't allow you to get back. This is a problem later on when the Alien action gets particularly intense.

This lift will take you into the final part of the level. Use it.

All these switches release several Aliens from the corridors fanning off this room. Only the best will survive this.

These blokes form the first part of the reception committee. A nice easy start, then.

Most of the level is connected via slippery ramps. Once you've gone down one of these, there's no way back.

**LEVEL 30 – RVBBBBBNKGBBZDVDQVBTL-BLMCGS494BM**

Another maze level but you don't have to collect the tags this time.

The false walls make life difficult but if you use the map, the process of navigation should become much simpler.

Unfortunately your armour level can't rise past a massive 200. Pity that.

One of the best rooms is actually very close. Pick up armour and ammo here.

Having plenty of smart gun ammunition is vital, especially if you are to survive level 32.




Another forty-five seconds in the bonus level – this time its reversed just to keep you on your toes.

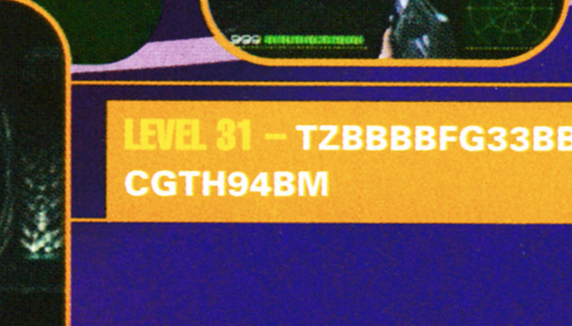
**LEVEL 31 – TZBBBBFG33BB9ZB3QVBTLBLM-CGTH94BM**



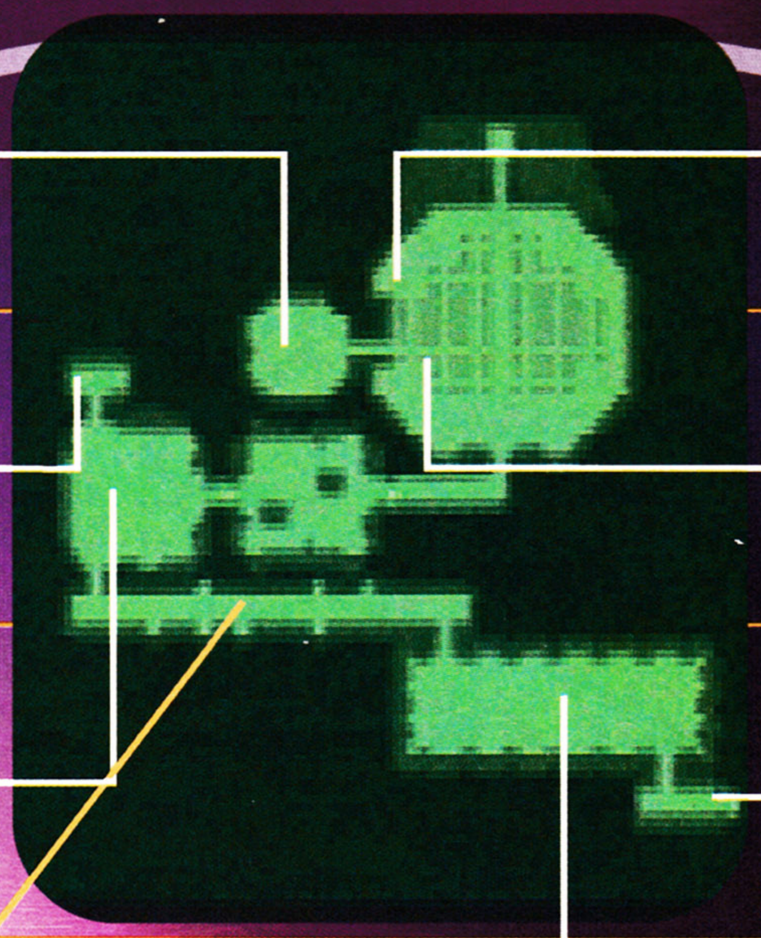

At last! A way out. Dive in.

There's only one word for this – trouble. If you run away, you'll just attract more attackers.

**LEVEL 32 – 5LBQVBFG?VBB94B7QVBTL-BLMCGTO94BM**




Yet another trip into the bone ship and you know the drill by now. Find the exit before you get annihilated by the Black Warrior Aliens.



Downstairs you'll find a smart gun (stocked with ammo) and a switch to get back upstairs.

In this room you'll find some more armour as well as a few bits and pieces of ammunition.

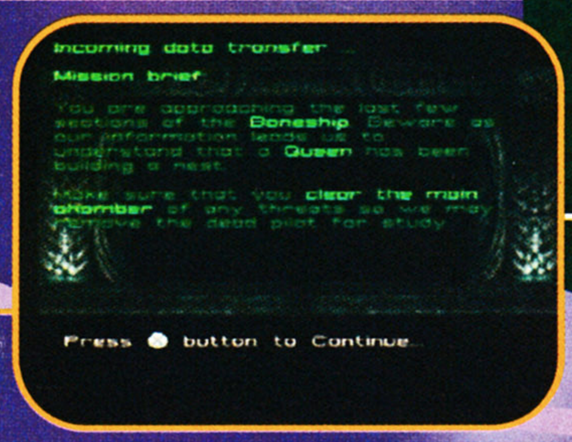
Another room full of eggs, this time guarded by an angry Warrior. Don't leave this room until you've been to the little room to the North.

There are a couple of eggs down here and a Black Alien may also attack so be very careful.

A nice stress-free opening to the level. Blast them all in relative safety.

Even though the main room is open, the exit is not there. You'll still need to wander the circle looking for the open exit door.

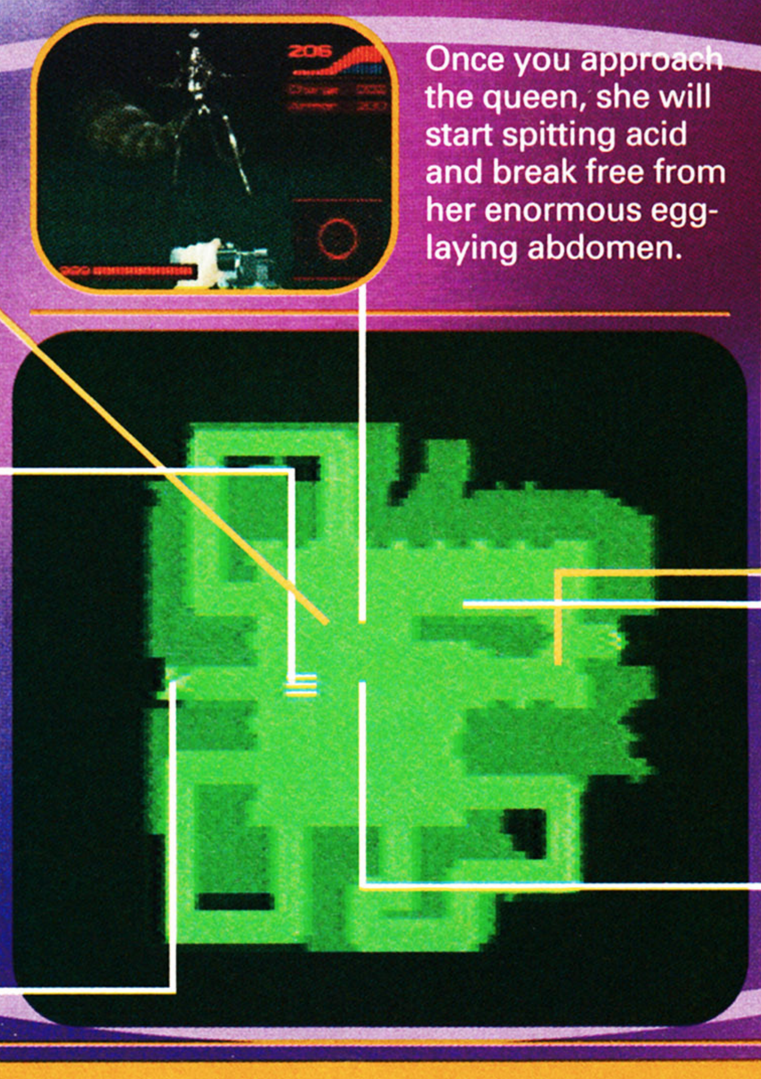
The last time in the bone ship finally sees the central room open up. It also sees an intense Alien assault.




You'll need an awful lot of ammo to kill the queen – it might be best to save up your grenades for the final level.

Take these out as quickly as possible. The last thing you want are face huggers running around while you try to take on the queen.

Congratulations, you've made it to the final level of the game. The queen's as hard as nails and you won't beat her first time round.





Once you approach the queen, she will start spitting acid and break free from her enormous egg-laying abdomen.

Told you.

And here's the source of the entire problem. Stupid bugger.

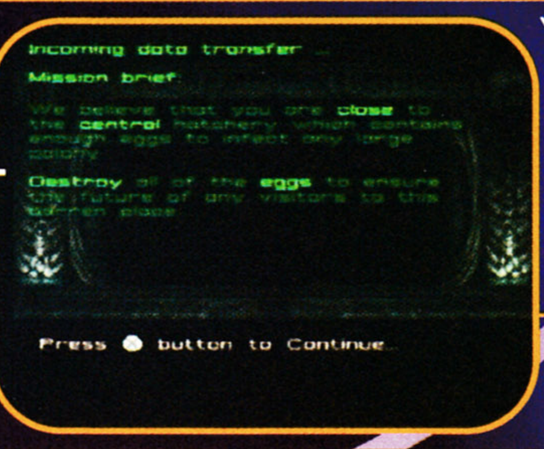
Apart from the beautiful graphics, there's some useful ammunition in here.

Once the queen is dead, an exit door will open up behind her discarded abdomen. Leave and enjoy the closing sequence.

Behind the queen is a Hypo (invulnerability) pack. Use this for 30 seconds of pain free attack using your most powerful weapons.

The queen will follow you around as you attack. Try to keep backing away from her, staying out of range of her attacks.






**LEVEL 33 – 5LBQVBFGKZBB94B7QVBTLBLMCGVM94BM**

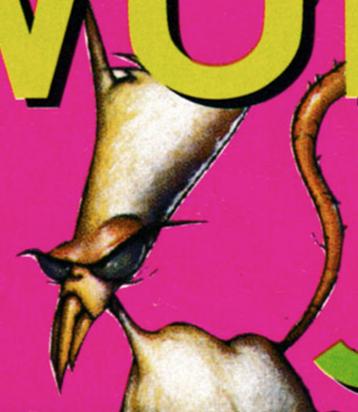
**LEVEL 34 – 7VBQVBFGDLBB94B9QVBTLBLMCGVO94BM**

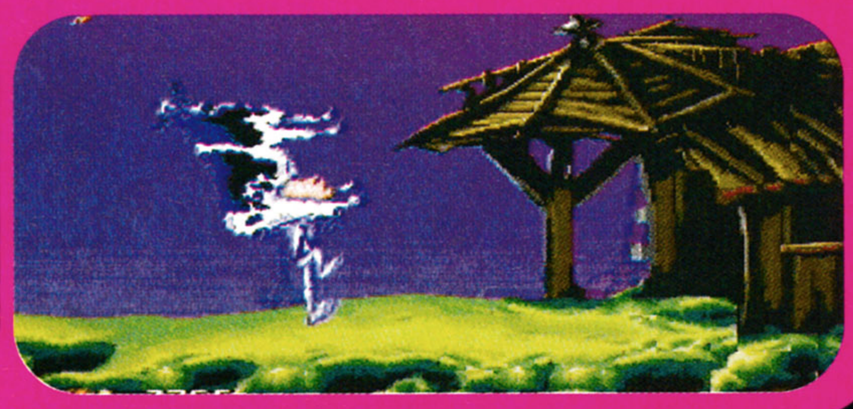
**LEVEL 35 – 43BQVBFG?GBB9TBDQVBTLBLMCGWM94BM**

# CONSOLETATION ZONE

**IF YOU'RE STUCK AT A PARTICULAR POINT, OR JUST WANT A GAME RIPPED APART, FILL IN THE FORM ON PAGE 79 AND SEND IT IN. WE'RE HERE TO HELP...**

# EARTHWORM JIM 2





## SNES

Pause the game and press:
Skip Level – Select, B, X, A, A, X, B, Select
1 Up – L, Select, R, Select, L, Select, R, Select
Energy– X, Select, X, B, X, Select, X, A
Ammo – Select, X, X, X, X, X, X, Select
Plasma Gun – X, X, X, X, A, A, A, Select
3 Way Gun – X, X, X, X, A, A, X, Select
Homing Gun – X, X, X, X, A, A, B, Select
Bubble Gun – X, X, X, X, A, B, A, Select
Nuke Gun – X, X, X, X, A, B, X, Select
Teleport Mucus Bomb – X, X, X, X, B, B, B, B
Continue – Y, Select, Y, B,
X, B, X, B
Invincibility – A, A, X, A,
L, R, R, L

## MEGA DRIVE

Pause the game and press the following sequences:
100% Life – A, B, C, A, B, C, A, A, Start
Debug Mode – A, B, C, C, B, A, B, B
?? – C, A, C, A, B, A, A, U
Skip Level – A, B, B, A, C, B, B, R
1 Up – A, B, C, C, C, A, A, B
Mucus Bomb – C, A, B, C, A, B, U, D
Continue – A, A, C, C, B, A, L, R
Ammo – C, B, B, A, C, B, A, A
Map View – A, C, C, B, A, A, B, U
Invincible Toggle – A, A, A, A, L, R, R, L
3 Way Gun – C, C, C, C, A, A, A, B
Plasma Gun – C, C, C, C, A, A, A, C
Homing Gun – C, C, C, C, A, A, B, A
Bubble Gun – C, C, C, C, A, A, B, B
The BIG Gun – C, C, C, C, A, A, B, C

**Cow carrying? Don't bother yourself.**

## PLAYSTATION

# Zero Divide

**Dear GamesMaster,**
I recently read in an American magazine that there was a secret game in *Zero Divide*. How do you get to it though?
**Tam Farris, Manchester**

**The game you refer to is a neat little shooter called *Tiny Phalanx* and accessing it couldn't be easier. Just hold Start and Select on Pad 2 while you boot the game up. Keep them held while the logos go by. Better still there's a cheat for the game.**

CONSOLETATION ZONE

**Highlight 'Speed' and press Left/Up, L2, R2 and T. You should now be invincible.**

## WWF

**Dear GamesMaster,**

Any cheats for *WWF* on the PlayStation? Anything would help, I'm having a nightmare.

**Paul Gilson, Leeds.**

**To get a Combo Meter that keeps re-filling automatically go to the Character Select screen and hold L1 + L2, then press S, X, C, T. There must be more cheats than this but we haven't found them yet. Send 'em in.**

## Loaded

**Dear GamesMaster,**

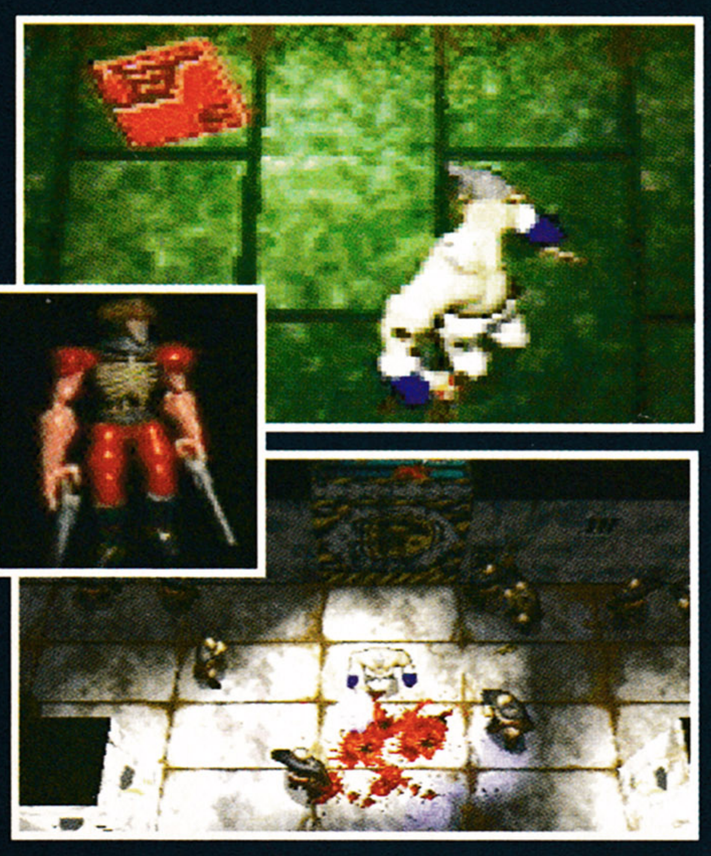
I know you did some tips for *Loaded* a couple of months ago, but could you just print the cheats again? Oh go on, I can't be the only one that missed them. Please.

**Ted Franks, Hull**

**Oh alright, here they are. Enter the game and press Start to bring up the in-game menu. Now press and hold L1 & L2 for ten seconds. Then keep them held down and enter the following codes for some spectacular effects:**

**Health – R, R, L, D, D, U, T, C**
**Ammo – D, R, C, L, R, C**
**Power – R, D, R, T**
**Lives – L, D, R, T, S, X, C**
**Smart – R1, R2, X, T, S, C, R1, R2, C, C, S**
**Skip Level – X, R1, T, R1, S, C, R2, R2, X, S, T, X**
**Level Select – U, R, D, L, T, C, X, S, X, T, S, C**

**Press any of the fire buttons to increase the values (up to 25 lives, 25000 ammo and maximum fire-power). You'll have to quit out of the game to use the level select though.**



## Doom

**Dear GamesMaster,**

Any more PlayStation *Doom* codes knocking about? I'm not talking about level codes, I want cheats.

**Rich Wilson, Gower**

**Well, just in case anyone missed the ones we printed a few months ago, here they are: Pause the game and enter these codes T, T, L2, R2, L2, R2, Right, Square – All maps. T, T, L2, R2, L2, R2, Right, C – All maps, plus objects. Down, L2, S, R1, Right, L1, Left, C – Invincible (God mode). Right, Left, R2, R1, T, L1, C, X – Level warp.**

**There's only one new code and despite being the least useful it's our favourite, just because it shows off the PlayStation's power so well. Anyway... X-Ray Vision – Pause and hit L1, R2, L2, R2, Right, T, X, Right.**

# THE NEED FOR SPEED

## MOST WANTED

### 3DO

**Additional Views Code –** Start a race and select the inside view. Press A, LS and Up on controller two to change views. The interior of the car will disappear and will be replaced with a colour-coded band. Press A, LS and Up to toggle the display of the status icon and rear view within the colour-coded band.

**Rocket Scooter Code –** Race the X-Man in any car for at least ten seconds (watch the radar detector) Pause, select the Instant Replay option, and rewind to the beginning of the race. Press RS, Down and B on controller two. Next return to the race, pause and select the Quit option. The scooter will inherit some of the characteristics of the car selected for the X-Man.

**Practice Code –** Enter the Options Menu and highlight 'Skill Level'. Press X, RS, LS and A on controller one in rapid succession, continuing to hold each button down before pressing the next. The skill level indicator will turn from yellow to pink. Traffic and police will be removed from each track leaving you free to practice but not to record times.

**FMV Code –** Enter the Options Menu and highlight 'Opponent Video' (turning it on if necessary). Press X, RS, LS and A on controller one in rapid succession, continuing to hold each button down before pressing the next. Now sit back and watch all the FMV

**Winter Driving Practice Code –** Enter a race for at least ten seconds (indexed on the radar detector), pause and select the Instant Replay option. Rewind in replay mode to the beginning of the race. Hold B on controller one and press X + P + C on controller two. "Car Crashed" will appear on the screen. Return to the race, pause and select the Quit option. Select the Alpine course. The third segment will be covered with black ice.

**Nitro Boost Code –** Start a race and immediately press LS, RS and Up on controller two and LS, RS, A and C on controller three. "Car Crashed" will appear. Now pause and select the Quit option. In subsequent races, engine torque and power will be increased by between 20 and 30%.

**Traffic Jumping Code –** Start a race and, during the loading screens, press LS, RS and Left on controller one. Pause and select the Quit option. Start a race and during the loading screens, press LS, RS and Up on controller one. Pause and select the Quit option. Start a race and during the loading screens, press LS, RS and Right on controller one. Pause and select the Quit option. Start a race and during the loading screens, press LS, RS and Down on controller one. Start the race. Press X to force all cars to crash.

### More Secrets

**Zoom In On Map –** Pause during a race to display the course map. Press C to zoom in on the track.

**Staff Pictures –** Go to the High Scores Screen and wait until the credits begin to roll. Press RS to display the staff picture behind the credits. Press LS to return the background to normal.

**Staff On City Bridge –** The programming staff for *The Need For Speed* can be seen looking down from one of the early bridges in the City track.

**Horn –** To sample each car horn before buying press X on the select screen when each car is shown.

**Tilt Replay –** During a replay, press LS and RS to tilt the camera angle in all the external views.

### PLAYSTATION

**Race At Lost Vegas (secret track) –** Enter TSYBNS at the tournament password screen.

**Warrior PTO Supercar –** Hold L1 and R1 at the car select screen (with the above code loaded).

**Race At Oasis Springs (secret track) –** Press L1 and R1 at Rusty Springs.

**Rally Mode –** Hold L1 and R1 at the track select screen. You should see the words "Rally Mode'. All the tracks are now covered in dirt except Rusty Springs.

# TOY STORY

MOST WANTED

Not only is *Toy Story* one of the best looking 16 bit games ever and a fitting swan song, it's also no walkover. We've been bombarded with cries for help.

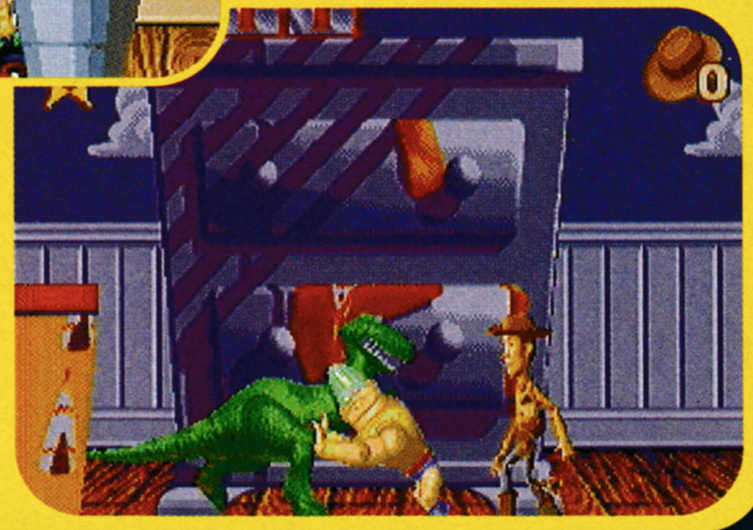
## SNES

Invincibility – In level 1, head for the chest of drawers that has the bucket of toy soldiers on the top. Stand on the lowest drawer and hold Down until you see the star in the upper left hand corner spinning. Once it's spinning, you're invincible.
Stage Skip – Once you're invincible pause and press Select to skip a stage.

## MEGA DRIVE

At the title screen press A, B, R, A, C, A, D, A, B, R, A.
Stage Skip – Pause and Press A
Invincibility – Collect exactly seven stars in the 'Put Toys Away' level, jump into the toy box and duck for six seconds.

You've no worries about death in *Toy Story* now.



In fact, if you want you can skip each and every level to avoid playing it altogether.

# SATURN/3DO

## The Horde

**Dear GamesMaster,**
Got any cheats for *The Horde* on the Saturn? Eh? Or not?
**Brian Malcolms, Dulwich**

Yep, just pause the game and enter the following codes. The programmers have come up with a dubious code so that they could spell out words. Basically A = O and B = T.

Level Skip – DOLLDOOR (Down, A, Left, Left, Down, A, A, Right).
30,000 Crowns – LOOTLORD (Left, A, A, B, Left, A, Right, Down).
Hyperspeed – TROT (B, Right, A, B). Double normal speed. Get the boots and you go twice as fast again.
Invulnerability – TURDODOR (B, Up, Right, Down, A, Down, A, Right).
Show Map – LOUDTOOT (Left, A, Up, Down, B, A, A, B). The whole map is yours to view.
No Death – ODDROD (A, Down, Down, Right, A, Down). You can just carry on even after the village is gone.
Movie Matinee – ROLLOUT (Right, A, Left, Left, A, Up, B). Watch all of the video sequences used in the game, one after another.
Full Shop – TROLLDROOL (B, Right, A, Left, Left, Down, Right, A, A, Left). Shop has everything in stock.

To get these to work on the 3DO you need to start the game, hold Up, A, B and press pause before you enter them.

An unlimited cash supply buys you an awful lot of heavily armed friends to help you out.

Interact with us. Please. Got a cheat? Need a cheat? You'd better fill out this form, photocopy or cut it out and send it to:

**Help!**
GamesMaster Magazine,
30 Monmouth Street,
Bath,
Avon BA1 2BW.

MOST WANTED

CONSOLETATION ZONE

**Most Wanted – Which games do you want exposed? The title with most requests will be ripped limb from limb and its body parts will be displayed in the Consoletation Zone. So, what's it to be?**

Stuck? – On what, where?.....

Give us your tips. Please.
We might even give you a prize.....

Who are you? Where do you live?.....

What machine(s) do you own/play?.....

GAMES MASTER

# TOP 100 GAMES OF ALL TIME

**What's best? Is *Duke Nukem* better than *Doom*? Is *Mario* better than *Sonic*? Well, cast a glimpse over the next few pages and you'll see. We asked the elite of publishers and developers from all over the world and compiled this little line up. Are your favourites in there?**

**100.** Golden Axe (Mega Drive)

**99.** Super Mario 3 (NES)

**98.** Twisted Metal

**97.** Battlezone (Arcade)

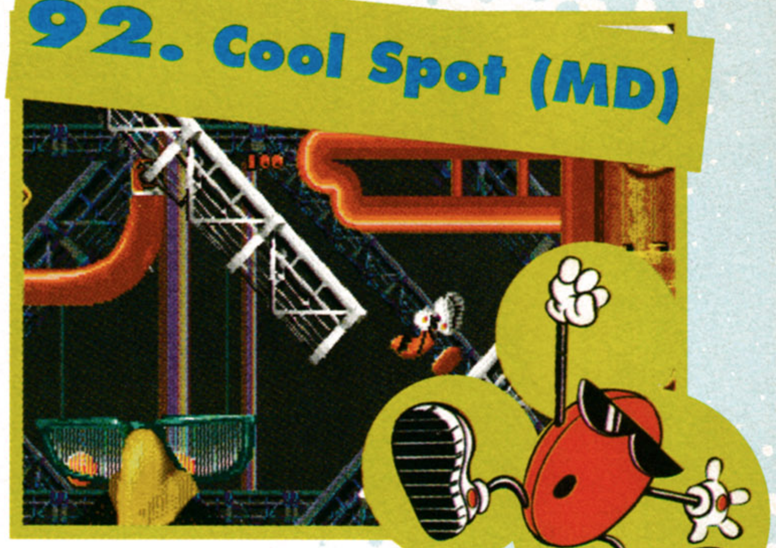
**96.** Rock 'n' Roll Racing (SNES)

**95.** Truxton

**94.** Killer Instinct

**93.** Llamatron

**92.** Cool Spot (MD)

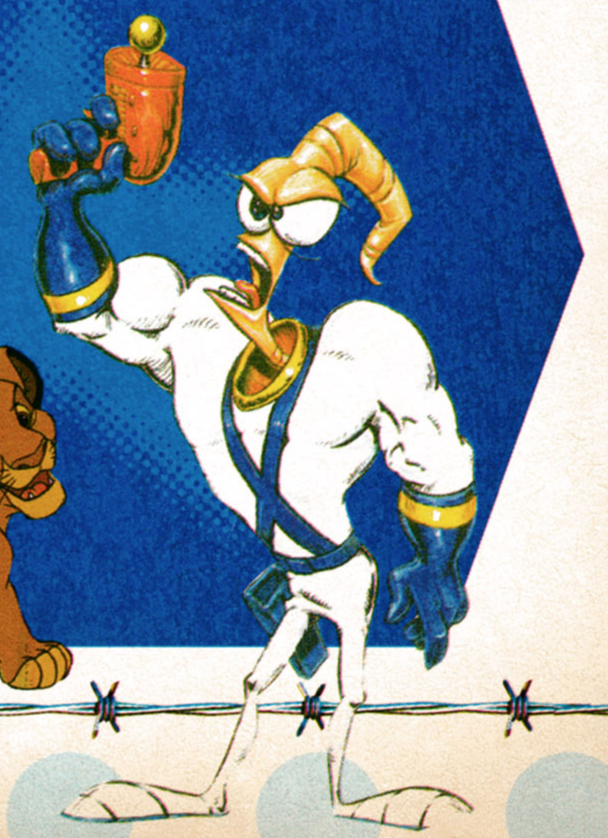


**91.** Little Big Adventure (PC)

## THE GAMESMASTER MEGA DRIVE TOP 10

*Well look at this. Has the hedgehog lost his touch as not one* Sonic *game makes it into the top 10. No real shocks here though. We all knew* MK3 *would come in at number one and* Toy Story, *after only a couple of months, smashes its way to the top casting aside some big names as it goes. Oldie but goldie (and Will's favourite Mega Drive game ever)* Sensible Soccer *is still running.*

1. Mortal Kombat 3
2. Earthworm Jim 2
3. Toy Story
4. Lion King
5. Urban Strike
6. Micro Machines 2
7. Sensible Soccer
8. Dune 2
9. Zombies
10. WWF Arcade



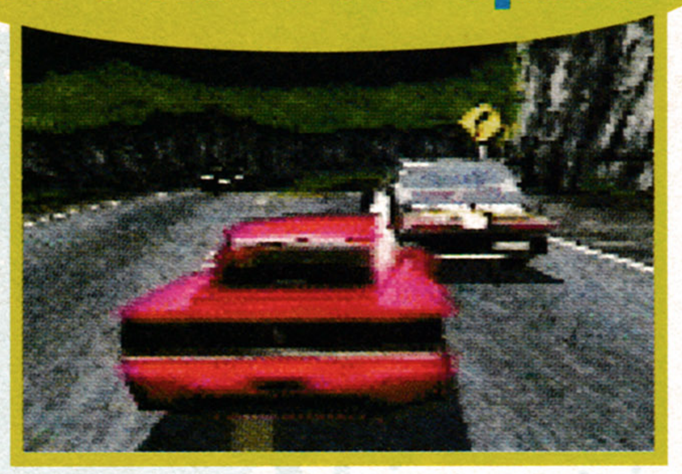
Format indicates best version

90. Road Rash (MD)

89. PGA European Tour

88. Total NBA

## 87. Need For Speed

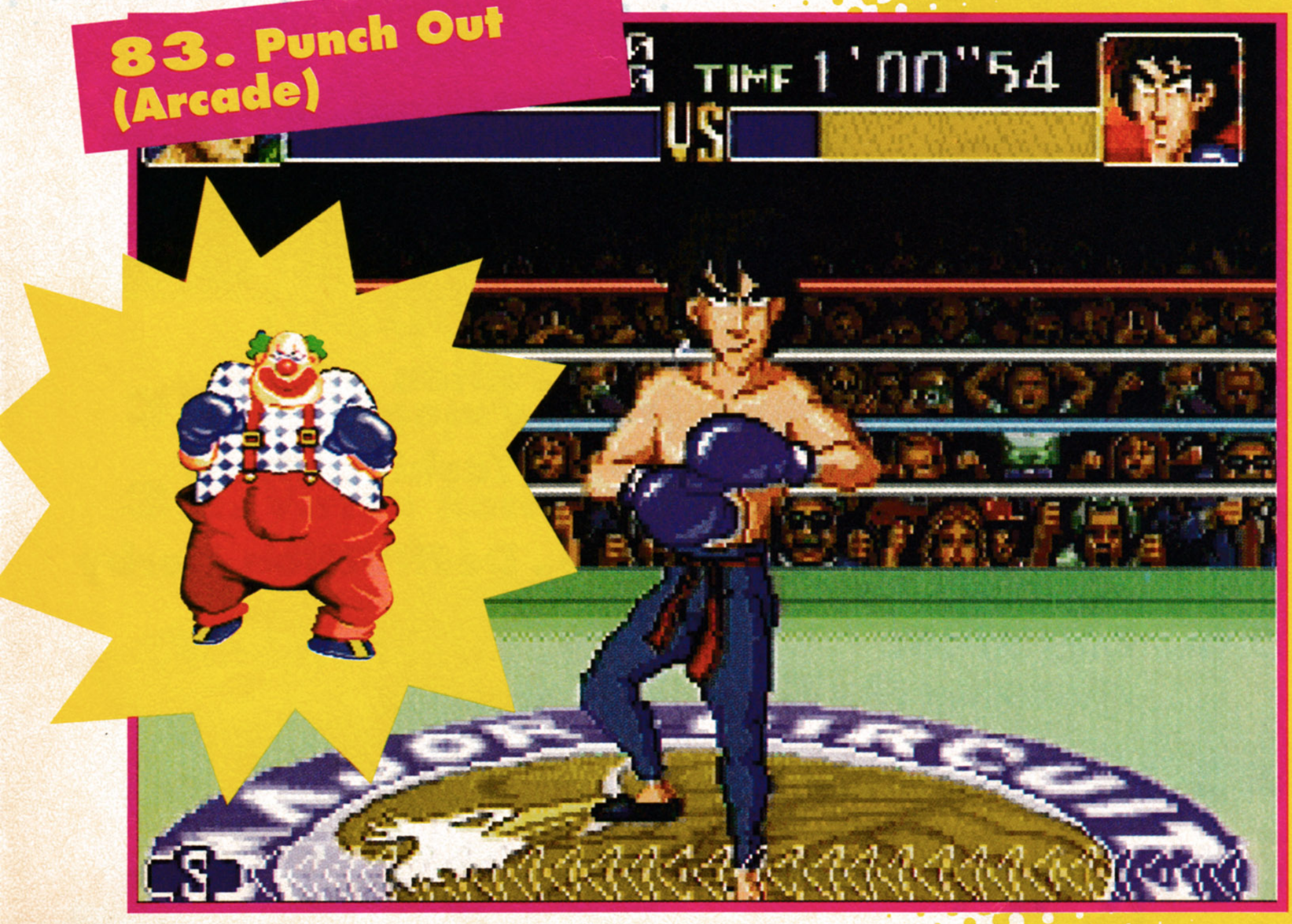


86. Chuckie Egg

## 85. Actua Soccer

84. Smash TV (Arcade/SNES)

## 83. Punch Out (Arcade)




82. Stargate (Arcade)

81. Mortal Kombat (Arcade)

80. Zelda 3 (SNES)

79. Rainbow Islands

## 78. Discworld

77. Sonic The Hedgehog

76. Way of the Exploding Fist

75. The Dig

74. MiG 29 (Amiga)

73. Bane of the Cosmic Forge

## THE GAMESMASTER SNES TOP 10

*No surprises here as four of Nin10do's old guard occupy all the top spots. There's no place for Donkey Kong Country 2 though as most people judged it too similar to the first game. On the other hand Super Bomberman 2 made just the right number of changes.*

1. Yoshi's Island
2. Mario All Stars
3. Super Mario World
4. Donkey Kong Country
5. Mortal Kombat 3
6. Super Bomberman 2
7. Doom
8. International Superstar Soccer Deluxe
9. Shadowrun
10. WWF Arcade

## THE GAMESMASTER 3DO TOP 10

*The machine may be on its last legs but there's no denying that there are some killer titles knocking around. With the HMV clear out happening now you can pick these up for next to nothing. There's no excuse not to own a few of these top 10 games.*

1. Return Fire
2. Killing Time
3. Space Hulk
4. Starfighter
5. Wing Commander
6. Need For Speed
7. Road Rash
8. Syndicate
9. Gex
10. Madden

# THE GAMESMASTER SATURN TOP 10

*After a shaky start the Saturn is starting to rock with some classic games. No surprises with the top two but X-Men edging out Virtua Cop and Panzer Dragoon will no doubt raise a few eyebrows.*

1. **Sega Rally**
2. **Virtua Fighter 2**
3. **X-Men: COTA**
4. **Virtua Cop**
5. **Panzer Dragoon**
6. **Theme Park**
7. **The D**
8. **Virtua Fighter**
9. **Thunderhawk 2**
10. **Sim City 2000**

72. **Ultima 7**

71. **Gabriel Knight 2**

70. **Sim City 2000**

69. **Ecstatica**

68. **Wings**

67. **Worms**

66. **TIE Fighter**

65. **NHL Hockey '94 (Mega Drive)**

64. **Raiden (PlayStation)**

63. **Galaxian (Arcade)**

62. **Hired Guns**

61. **Micro Machines '96**

60. **Scramble (Arcade)**

59. **Flashback (MD)**

58. **Bug!**

57. **Commando**

56. **Stonekeep**

55. **Castlevania IV**

54. **Day of the Tentacle**

53. **Star Trek: AFU (PC)**

52. **Cannon Fodder (Amiga)**

51. **Return Fire (3DO)**

50. **Fade to Black (PlayStation)**

49. **Tekken**

48. **X-Com: Enemy Unknown (PC, PlayStation)**

47. **Wing Commander**

46. **Alien Trilogy**

45. **Yoshi's Island**

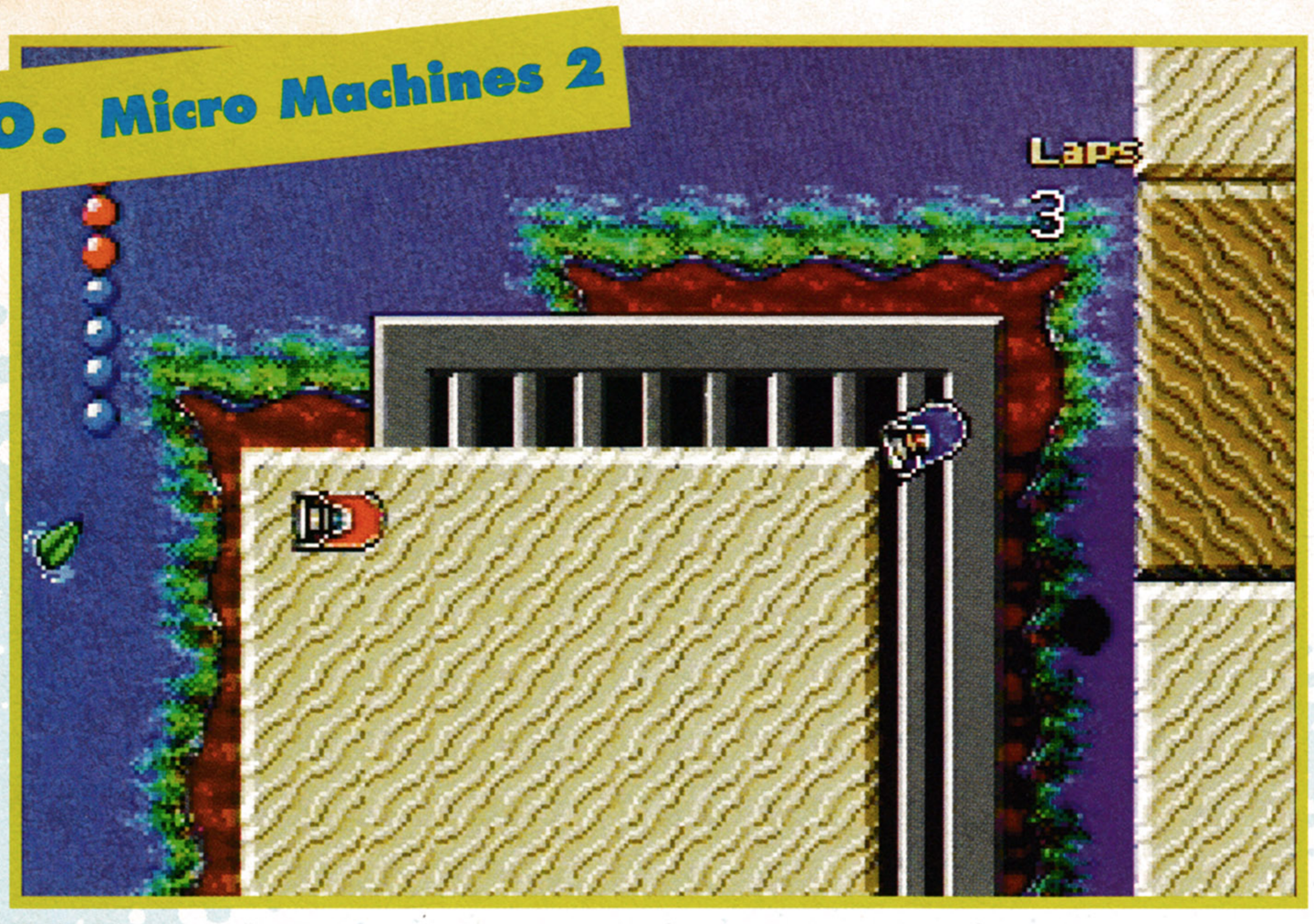
44. **Destruction Derby**

43. **Street Fighter Alpha**

42. **Dungeon Master**

41. **Wipeout (PSX)**

## 40. Micro Machines 2




## THE GAMESMASTER PLAYSTATION TOP 10

*Resident Evil, just released, is already top of a lot of people's charts. Was edged out by Doom which reaped an incredible 70% of the votes.*

1. **Doom**
2. **Twisted Metal**
3. **Resident Evil**
4. **Wipeout**
5. **Mortal Kombat 3**
6. **WWF Arcade**
7. **Thunderhawk**
8. **Ridge Racer**
9. **Alien Trilogy**
10. **Tekken 2**

39. **Robotron (Arcade/PSX)**

38. **Warcraft 2**

37. **Nemesis (pc engine)**

36. **Sensible World Of Soccer (Amiga)**

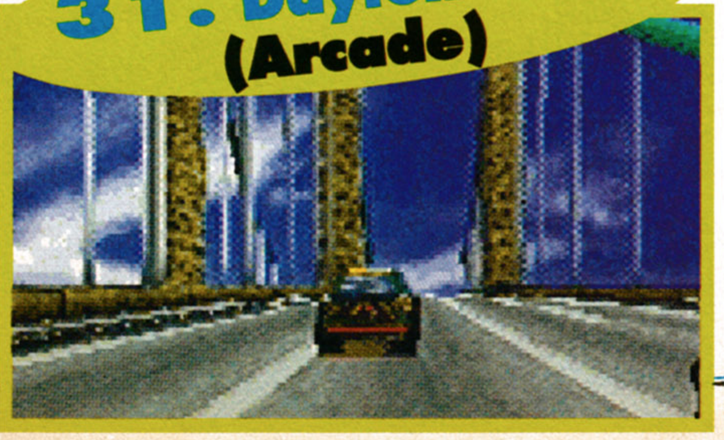
## 35. Mortal Kombat 2

34. **ISS Deluxe (SNES)**

33. **Mercenary (C64)**

32. **Virtua Racing (Arcade)**

## 31. Daytona USA (Arcade)



30. **PilotWings (SNES)**

29. **Secret of Monkey Island 2**

## 28. Donkey Kong Country

27. **Magic Carpet 2**

26. **Magic Carpet**

25. **F1GP**

## 24. Sega Rally

23. **Ridge Racer**

22. **Syndicate**

21. **Dune 2 (PC)**

20. **Bust-A-Move 2**

19. **Bubble Bobble**

18. **Gauntlet**

17. **Tempest 2000**

16. **Super Mario Kart**

15. **Quake test**

14. **Resident Evil**

## 13. Virtua Fighter 2

## 12. Tekken 2

11. **Elite**

# 10 Super Bomberman 2

**Formats: SNES**

We all know that Multi-player games are the most fun you can have with a console, and *Super Bomberman 2* is the best multi-player game in the world. The premise is simple. Drop bombs in a simple one screen maze and run, while trying to avoid all the other bombs that your 'friends' have dropped. The new power-ups in *2* made things more frenetic, even tactical at times, without over-complicating things. You'll need a multi-tap but that's a small price to pay for the entertainment on offer here.

**TOP TIP**

Enter your password as 1111 for six bombs, all detonator controlled and all boasting maximum blast range. It'll end in tears, you mark our words.

# 9 Street Fighter 2 Turbo

**Formats: Lots**

The grandaddy of on-screen fighting just gets better and better. This, the definitive upgrade of *SF2*, hones the game to near perfection. Adding a new super combo meter and, of course, super combos as well as a new throw system and plenty of new moves all round without compromising the flow and balance of the series was some achievement. This game also saw *Street Fighter* conquer several previously unexplored formats.

**TOP TIPS**

**ARCADE**

Play as Akuma

1.Hold the cursor on Ryu for 3 seconds

2. Go to T.Hawk and hold for 3 seconds

3. Go to Guile for 3 seconds .

4. Go to Cammy for 3 seconds

5. Go to Ryu for 3 seconds .

6. Press the 3 Punches and the 1p or 2p start button for which ever side you are on.

**SNES**

10 Star Speed Code

When the SF2 logo appears press Down, Right, Up, Left, Y, B on controller 2.

# 6 Civilization 2

**Formats: PC**

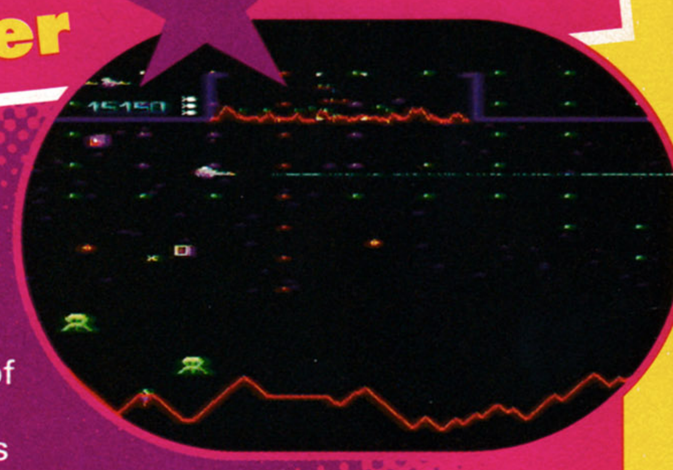
*Civ 2* is one of those games that, before you play it, make you wonder just why people go mad over it. It doesn't look all that hot and it's all turn based. Then you sit down and play it for a few minutes. You look at the clock and notice that hours have passed as you battle to build up one of the most advanced civilizations on the planet. *Civ 2* could well be one of the world's most addictive games. Totally top.

**TOP TIPS**

Les has been playing this since it came in and these are his two personal top tips.

1. Create explorers to find sites for future cities and monitor your neighboring civilizations are up to. Knowledge is power.
2. Build Leonardo's Workshop as soon you possibly can. Upgrading your troops while they're in the field will make you very powerful.

# 5 Defender



**Formats: Arcade/PC/Jaguar**

Well what can we say about one of the greatest shoot-em-ups of all time? It was also one of the first to introduce sideways scrolling. Alright, so the graphics may look a little tame compared to today's 3D polygon monsters but *Defender* just oozes gameplay. It's the kind of game that you could quite happily take home to meet your mother for tea. It's a classic.

*Defender* is now available for the PlayStation, of all things, thanks to Williams who have jumped on Namco's retro gaming bandwagon by issuing *Williams Arcade's Greatest Hits*. Along with *Defender* you get *Sinistar*, *Defender II*, *Joust* (a bonafide classic) and *Bubbles*. These aren't clever copies though. Your PlayStation actually emulates the original arcade boards and the games are in their original Motorola 6809 code.

# 2 Command And Conquer

**Formats: PC**

The biggest selling PC game ever and most definitely one of the best. Considering it's basically a war game that's a pretty mean feat because they're usually about as exciting as watching the Richard and Judy show. With the *Covert Missions* disk and the *Red Alert* prequel on the way *Command and Conquer* looks set to, well, command and conquer the PC games scene for a long time to come. Best news of all though is that Westwood are putting the finishing touches to a new PlayStation version.

**TOP TIP**

If you want to make money, build silos. When they fill up sell them. You can get almost $1000 for each silo you sell. You'll have a decent cashflow which needs no storage, which means more stuff.

# 8 Ultimate Mortal Kombat 3

**Formats: Arcade/Saturn**

Well it had to make it in here somewhere. The definitive 2D fighting game that quite literally kicks in the opposition. It's the Mike Tyson to *Street Fighter*'s Frank Bruno. *SF* may have the popularity but when it comes down to the fisticuffs it just bottles out and falls over at the first opportunity. With the new versions of *MK3*, and *MK4* in the not too distant future the legend is all set to live on in the world of 3D fighters. Watch out *Tekken*.

**TOP TIP**

Jade is now selectable and here are her top combos:

Seven Hit: HP, HP, Down + LP, LK, HK, Back + LK, Back + HK

Seven Hit: HP, HP, Down + LP, Down + HP, HK, HK, LK, Back + HK

Four Hit: HK, HK, LK, Back + HK

Four Hit: HP, HP, Down + LP, Down + HP

# 7 Tetris

**Formats: Everything**

Modern games cost millions to produce, take years to make and can sell next to nothing and be completely ignored by everyone. Then there's *Tetris*. It cost next to nothing to make, everyone has played it and it's dangerously addictive. It was bundled with the Game Boy and in total has sold 10s of millions of copies over just about every format known to mankind. There have also been dozens of *Tetris* clones which have never quite topped the original. The best puzzle game going.

**TOP TIP**

This is our tip for *Tetris*. Buy a Game Boy. This is the title's spiritual home and because you can play this dangerously addictive game anywhere, we guarantee that you will. Under your desk at school or work, on the bus, on the bog, even while driving. Your life is now complete.

# 4 Duke Nukem 3D

**Formats: PC**

*Duke Nukem 3D* is the game that showed everyone just what *Doom* should have been. It's also giving the mighty *Quake* a good kicking in the shareware stakes as well. To put it simply, *Duke Nukem 3D* is the best *Doom* game out there. In fact it's a travesty that this didn't actually beat *Doom* in this chart but a) this is only the shareware version and b) *Doom* is the game that launched the genre big time and is responsible for the PC becoming the ultimate games machine that it is. It's still brilliant though with its blend of humour and nasty violence making it a sure-fire guaranteed hit when they finally launch the full version.

**TOP TIPS**

dncornholio – God mode
dnview – Behind duke view
dnrate – Set frame rate
dnkroz – God mode again
dnskillx – x = Skill level
dnhyper – Hyper mode
dnstuff – All weapons/ammo
dnscottyxx – warp to level xx (ie xx=13 goes to Game 1, Level 3)
dnitems – All items and keys
dncashman – Press Space for cash

# 3 Super Mario World

**Formats: SNES**

One of the first games to appear on the SNES all those years ago and it still rates as one of the greatest platform games of all time. *Yoshi's Island* may have added a few new features but this is the platform game that started it all on the SNES. Sales of the machine really took off when Nin10do sold it with the game and this bundle was the one that really gave Sega a hammering.

**TOP TIPS**

Berries for Yoshi – 10 Red Berries will cause an egg to hatch into a Super Mushroom. 2 Pink Berries will cause an egg to hatch into coins. 3 Green Berries will add 20 seconds to the timer.

Yoshi and P-Switches – After stomping a P-Switch, use Yoshi to pick it up. When Yoshi spits it back out, it will again be reusable.

# 1 Doom

**Formats: PC/PlayStation/Jaguar**

The father of all *Doom* games. When the votes were counted there was little doubt that this was going to come out on top. It's a bit like Take That winning just about everything at a Smash Hits awards ceremony. Inevitable. Notable exceptions to the *Doom* whitewash were the 3DO and 32X versions which are both insults.

**TOP TIPS**

**PlayStation**

T, T, L2, R2, L2, R2, Right, S – All the maps.

T, T, L2, R2, L2, R2, Right, C – All maps, plus objects.

Down, L2, square, R1, Right, L1, Left, C – Invincible (God mode).

Right, Left, R2, R1, T, L1, C, X – Level warp. Lovely.

**PC**

IDKFA – all the ammo and weapons.
IDDQD – god mode.
IDDT x2 while in the auto map – see all items and you as an marked DDT.
IDCHOPPERS – chainsaw.
IDSPISPOPD – walk through solid walls.
IDBEHOLD then:
I – Invisibility,
S – Berserk Pack,
V – Invulnerability,
R – Radiation Suit,
A – Computer Area Map,
L – Light Amplification Goggles

## THE GAMESMASTER PC TOP 10

*A lot of old names here but they still haven't been bea10. Syndicate, Doom 2, F1GP and Dark Forces have all been around a while but are still doing the business. At the other end of the chart new boy Civ 2 has gone straight to the top and rightly deserves it's title of the best PC game ever. You'll probably disagree, especially if you haven't played it, but that'd be sad.*

1. Civilization 2
2. Command and Conquer
3. Duke Nukem 3D
4. Terminator Future Shock
5. Dark Forces
6. Doom 2
7. Warcraft 2
8. F1GP
9. X-Com: Enemy Unknown
10. Syndicate

## THE GAMESMASTER JAGUAR TOP FIVE

*Ahem, a bit embarrassing for Atari this. Out of all the votes received, only five Jaguar titles received recognition. They're all old games as well. Iron Soldier just edges out Doom and more surprisingly Tempest 2000, which an ex GMer heralded as the game of the decade.*

1. Iron Soldier
2. Doom
3. Alien Vs Predator
4. Tempest 2000
5. Syndicate

# WIN A PSX + ITS TOP 10

TOP 100 GAMES OF ALL TIME

*Yeah yeah. By the time you've got to this bit you've already started seeing red and yelling at us. You disagree. You think the* Metagalactic Llamas at the End of Time *is better than* Doom. *So tell us. Send in your top 10 games (you can mix systems if you want) and who knows, next time we do the top 100 it could be your vote that makes all the difference. As a little incentive, the first form we pull out of the hat (actually, due to the miracles of modern technology we now use a dustbin) will win a Playstation and our PlayStation top 10 for it. Not bloomin' bad eh? So come on then, get that brain in gear and tell us what your favourite games are. Tell us the ones that made the earth move for ya. Entries must be in by 31st July and we'll do a readers' top 100 in our October issue. Oh and we 'd like to get to know you better too. Send 'em to:* **My Top 10, GM Magazine, Future Publishing, 30 Monmouth St, Bath, BA1 2BW**

**I. THINK THE BEST GAME OF ALL TIME IS** . . . . . .

**2.** . . . . . .

**3.** . . . . . .

**4.** . . . . . .

**5.** . . . . . .

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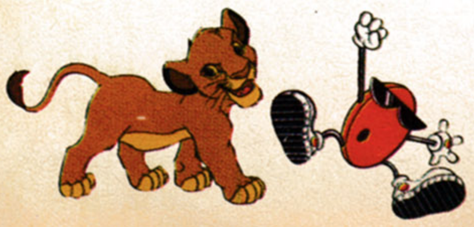
**10.** . . . . . .



GAMES MASTER

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## Mystery Word Grid

| | | | | | |
|---|---|---|---|---|---|
| | H | | | | ___ |
| | | E | | | ___ |
| P | I | N | C | H | W |
| | R | | | | ___ |
| S | | | | | ___ |

MYSTERY WORD

### WORD LIST and LETTER CODE chart

| | | | |
|---|---|---|---|
| PINCH .....W | PRESS .....K | BLAST .....A | WRECK .....D |
| BREAK .....Z | PUNCH .....S | SPRAY .....C | TURBO .....V |
| STOMP .....T | STAND .....R | PRESS .....E | DREAM ....O |
| CRUSH .....I | SCORE .....H | SLANT .....L | CHASE .....P |

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# Swagman

## THE MAKING OF..

*Nightmares? Will gets 'em about cashpoints, bank managers and bailiffs, Marcus gets 'em about deadlines and as for Les, you don't wanna know. This is what Core design are dreaming about...*

*Our heroes fail to take heed of the first rule of horror: Look behind you.*

### THE SWAGMAN COMETH

***Once upon a time, in the land beyond sleep, the Swagman,***
***Prince of Nightmares, King of the Dark,***
***went creep, creep, creeping,***
***out from his swaghouse on legs made of candy.***

***He crept through the dark, through the desert,***
***through the shadows twixt sleep and awake,***
***and into the nightrooms of children***
***who lay snug and warm in their beds.***

***And pricked them with fingers of ice.***
***And whispered bad things in their ears,***
***of monsters and trolls and dark corners,***
***and things that go bump in the night.***

***And the Terrors came out of their slumber,***
***from the places they slept in the day***
***and danced and sang and made mischief,***
***while the Swagman went creeping away...***

***Went creeping away into nightrooms,***
***with his licorice legs and his whispers***
***and his witch-hat and fingers of ice***
***and his horrid banana-moon smile***
***and his breath of bitter-sweet spice.***

***Until... the Dreamflight flew out from it's palace,***
***it's palace of rainbows and sun-rays,***
***and flew through the dark and the shadows***
***and flew through the night and the day...***

***Dropping a bright rain of Dreamdew***
***to banish the Terrors away.***

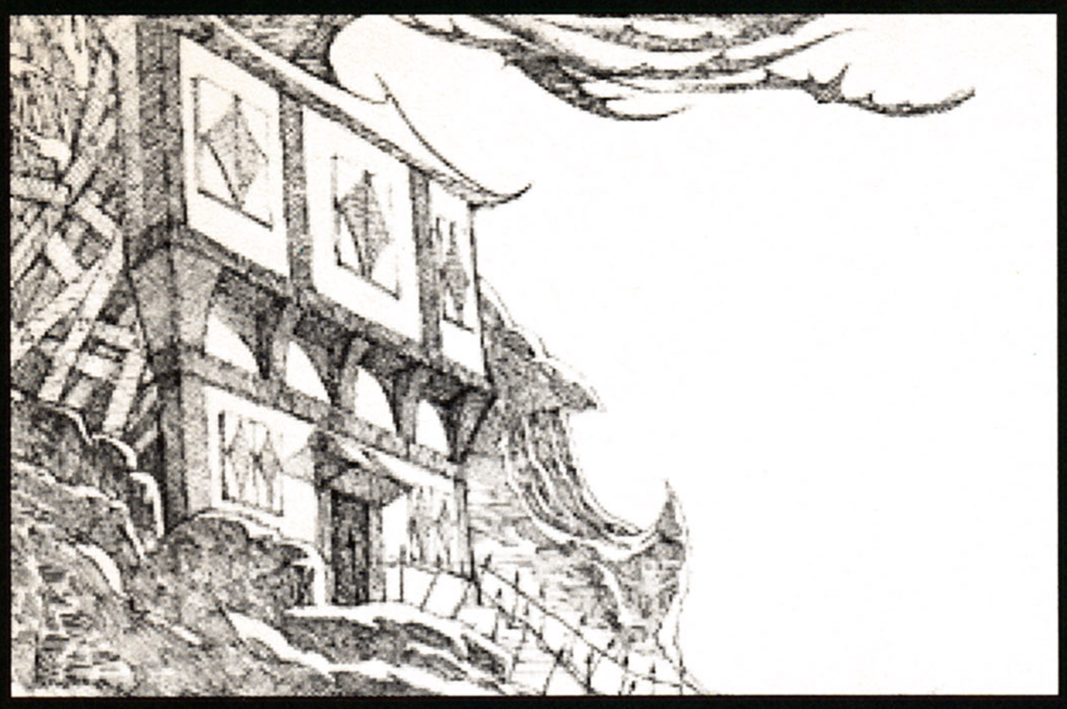
*Here's Zach in some sort of psycho alien nightmare that's taking place in his own kitchen. Mind you, with a hairstyle like that he deserves it.*

The Australians have a rhyme. Well, they have a lot of things obviously, from crap soap operas to crap soap opera stars turned singers. They've also got sharks, snakes and poisonous spiders so, all in all, Australia is pretty crap. Apart from the sun and the surf, and this stupid rhyme. It's supposed to scare kids when they won't go to sleep (what a great idea, someone won't go to sleep so scare the hell out of them so that it's impossible for them to kip – only in Australia). It's all about the Swagman.

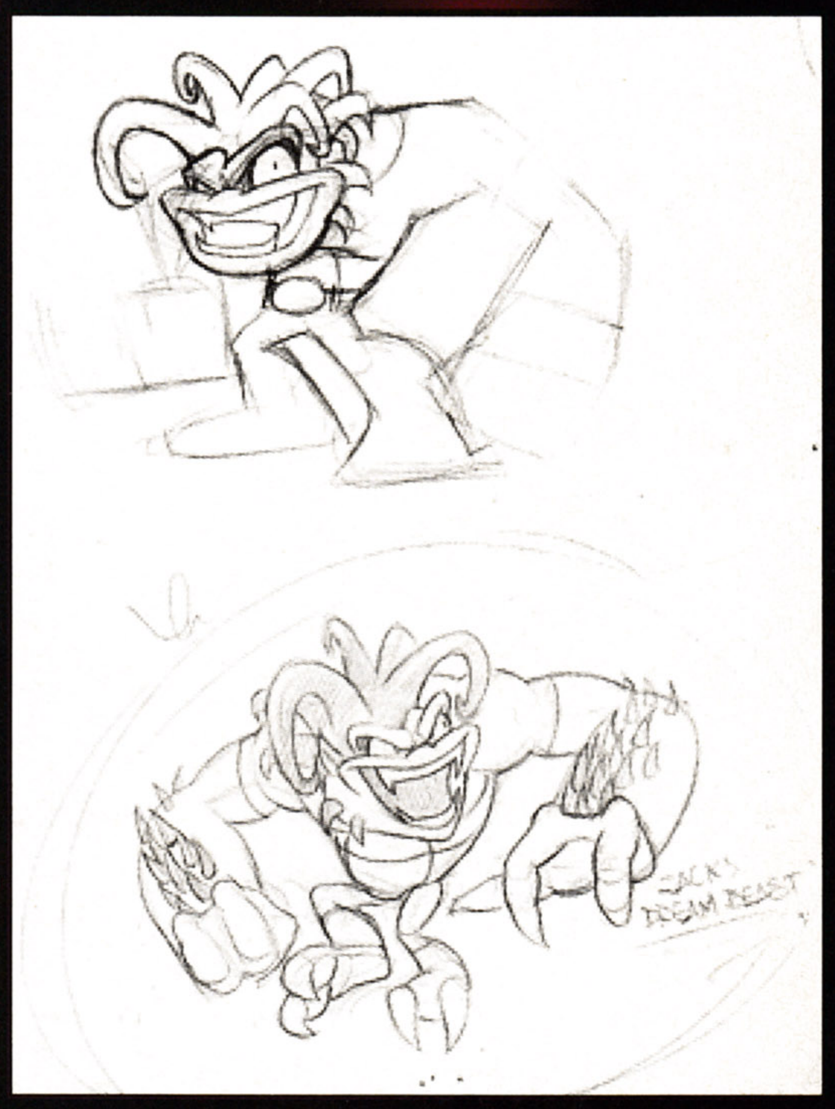
Basically this Swagman invades the sleep of young children and gives them all kinds of weird nightmares. Not the kind of nightmares where you spend 40 odd million quid on a football team only to see them lose the Premiership after being miles out in front. In this kind of nightmare you travel to weird places, meet weird people and do weird things. It's a bit like working on GamesMaster really. Core Design have taken this idea and used it as a basis for their new game, *Swagman*.

### WHEN TWO WORLDS COLLIDE

It all sounds very odd so we just had to ask them why they went for

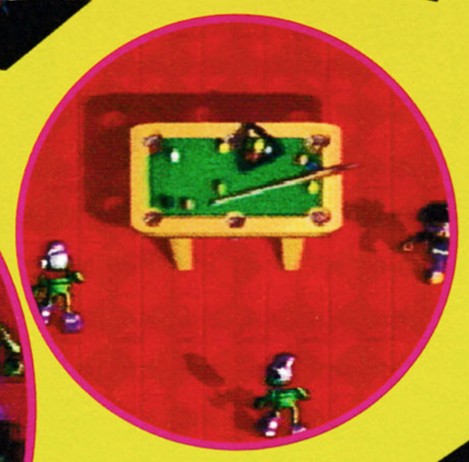


*This is the Swagman's house. He's gonna have trouble shifting this. How can the estate agents describe it and make it sound good?*



*This is how the Swagman started life. Disturbed childhood ahoy.*

*Some preliminary sketches of Hannah give a clue as to just how shocking her transformation will be.*



a theme like this. "We wanted to do something that was totally different – *Swagman*'s overall graphical style marks a total departure from most of Core's other titles. The fairytale theme allows us to really use our imaginations – we can create almost any kind of characters and the backdrops can be as weird as we want them to be.

"The story also lends itself to the game's graphically skewed look and feel. We wanted to make the game as atmospheric as possible, with modelled and rendered graphics that were totally unique. As the story-line is fairy tale based, we felt that the overall graphical feel had to be portrayed in a manner that was in keeping with this. Also, this style has given us plenty of room to manoeuvre, as practically anything goes.

"Fairy tales often contain dark undercurrents and may not be as cute as they appear – some of them are in fact more akin to horror stories (Hansel and Gretel for example). We wanted to exploit this aspect and have done so through the way in which some of the locations have been rendered and also through parts of the storyline.

"We also felt that this kind of presentation would be easy to follow, allowing emphasis to be placed on the actual gameplay rather than on lengthy FMV sequences."

## GET WITH THE PLOT

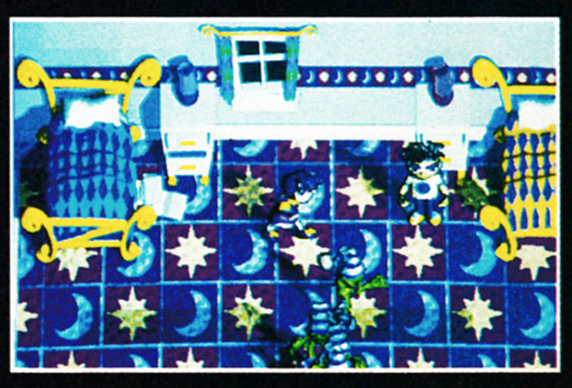
The game revolves around Zach and Hannah, two children who are caught up in the Swagman's world. This Swagman geezer has done a runner with the Dreamflies (creatures that fly around banishing bad dreams as they happen) and it's your job to get them back and do a number on the Swagman.

There are going to be 16 locations spread through the nine levels which will switch between the normal world and the nightmarish domain of the Swag geezer. You will have to conquer anything from the Horrid Hospital and Demon Dentist to the Yellow Brick Road and the Boneyard.

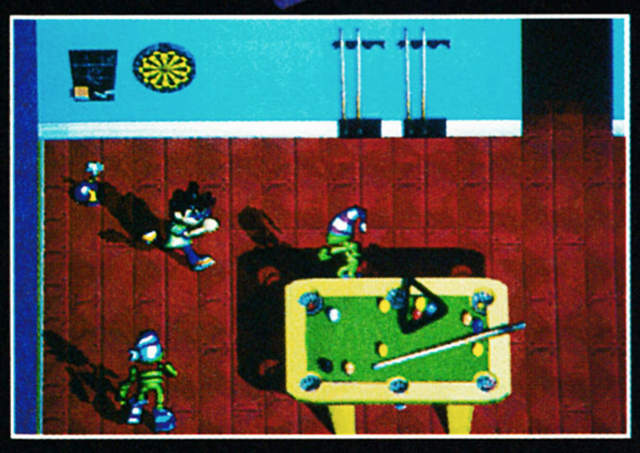
The game itself is an action puzzler, which means that as well as doing the business on the nightmarish monsters you will also have to find, collect and learn how to use objects to get past certain puzzley sections. Or as the programmers put it, "We have got a unique graphical style with a forced 3D overhead perspective. The main characters (Zack and Hannah) transform into powerful Dreambeasts when they enter the Swagman's 'Terrortries'. You also get simultaneous control over the two characters and you can swap inventory items with each other.

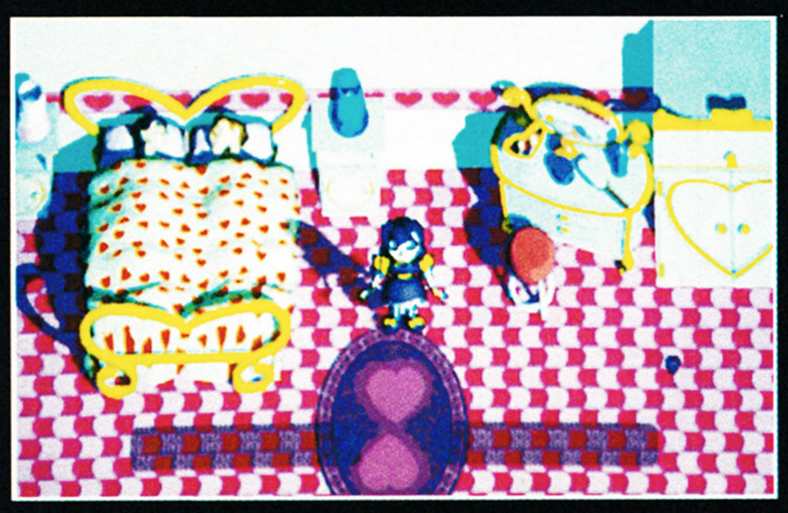
"We have utilised light-sourcing and special transparency effects to make everything look as good as we can. We have thrown in warping circles that allow Zack to warp to Hannah's position and vice-versa. We have created two separate worlds, the Real World and the Swagman's world which can be accessed through Mirror Warps. Part of the fun has been the really weird characters and locations we have created, just wait until you see the Demon Dentist, the Bone Yard and the Horrid Hospital. We have also worked hard on the classically based thematic score. Everything has been in development for around 15 months now and we hope to get it all finished by September."

So there you go, possibly the weirdest and spookiest action puzzle game yet, all with a twisted sense of humour. Best news of all though is that it is coming out on three formats. PC, Saturn and PlayStation owners will all be able to explore their nightmares with *Swagman*. Keep your eyes peeled on these pages for more news soon.



*The Horrid Hospital. They may not amputate the wrong limb or send dying people away but this place is still scarier than an NHS hospital. At least it's got beds though.*





### CREDITS

| | |
|---|---|
| Original Concept and Character Designs | James Ryman |
| PlayStation Programmer | Chris Long |
| Saturn Programmer | Stefan Walker |
| Support | John Kirkland |
| Background and FMV Artists | Peter Duncan |
| | Jerry Oldreive |
| | Tracey Clarke |
| 3D Models and Animation | James Ryman |
| Maps | Richard Morton |
| Shooting Script | Vicky Arnold |
| Original Score | Nathan McCree |

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| australian rugby | 28 | 15 | 20 |
| batman returns | 10 | 5 | 7 |
| batman forever | 27 | 15 | 20 |
| body count | 13 | 6 | 9 |
| boogerman | 17 | 8 | 12 |
| brian lara cricket | 27 | 15 | 20 |
| brutal paws of fury | 17 | 8 | 12 |
| bubsy 2 | 15 | 7 | 11 |
| cannon fodder | 22 | 10 | 15 |
| castle of illusion | 10 | 5 | 7 |
| castlevania | 12 | 5 | 8 |
| clayfighter | 23 | 12 | 17 |
| cliffhanger | 12 | 6 | 8 |
| cool spot | 15 | 7 | 11 |
| comix zone | 28 | 18 | 22 |
| d duck-mavi mallard | 30 | 20 | 24 |
| desert strike | 14 | 7 | 10 |
| dragon | 15 | 7 | 11 |
| dragons revenge | 15 | 7 | 11 |
| dune 2 | 24 | 13 | 18 |
| earthworm jim 2 | 30 | 17 | 24 |
| ecco the dolphin | 13 | 6 | 9 |
| eternal champions | 13 | 6 | 9 |
| f1 racing | 20 | 10 | 13 |
| f117 night storm | 15 | 7 | 11 |
| fatal fury | 12 | 6 | 8 |
| fever pitch | 23 | 12 | 17 |
| fifa '96 | 27 | 15 | 21 |
| flink | 20 | 10 | 15 |
| flintstones | 14 | 7 | 10 |
| gauntlet 4 | 15 | 7 | 11 |
| general chaos | 15 | 7 | 11 |
| global gladiators | 10 | 5 | 7 |
| gunstar heroes | 17 | 8 | 12 |
| incredible hulk | 12 | 6 | 8 |
| james pond 3 | 13 | 6 | 9 |
| jimmy white snooker | 20 | 10 | 15 |
| john madden '96 | 30 | 20 | 24 |
| judge dredd | 27 | 16 | 20 |
| jungle book | 26 | 15 | 20 |
| jungle strike | 15 | 7 | 10 |
| jurassic park | 15 | 7 | 11 |
| kawasaki superbikes | 24 | 12 | 18 |
| kick off 3 | 17 | 8 | 12 |
| lemmings | 15 | 7 | 11 |
| lemmings 2 | 17 | 8 | 12 |
| lion king | 23 | 12 | 17 |
| lotus 2 recs | 13 | 6 | 9 |
| max carnage | 17 | 8 | 12 |
| mega bomberman | 23 | 12 | 17 |
| mega games 3 | 13 | 6 | 9 |
| mega turrican | 15 | 7 | 11 |
| mickey mania | 17 | 8 | 12 |
| micro machines 2 | 20 | 10 | 14 |
| micro machines '96 | 28 | 16 | 22 |
| mortal kombat | 15 | 7 | 11 |
| mortal kombat 2 | 21 | 10 | 14 |
| mortal kombat 3 | 30 | 20 | 23 |
| nba live '96 | 30 | 20 | 24 |
| nba showdown | 15 | 7 | 11 |
| nba tournament | 25 | 15 | 18 |
| nhl '95 | 16 | 8 | 10 |
| nhl '96 | 27 | 15 | 20 |
| pete sampras '96 | 27 | 15 | 20 |
| pga european tour | 18 | 9 | 13 |
| pga 3 | 23 | 13 | 17 |
| pga '96 | 30 | 18 | 23 |
| pitfall | 20 | 10 | 15 |
| powerdrive | 24 | 14 | 19 |
| power rangers | 28 | 15 | 22 |
| premier manager | 28 | 15 | 20 |
| primal rage | 25 | 14 | 18 |
| psycho pinball | 22 | 11 | 15 |
| road rash | 12 | 6 | 8 |
| road rash 2 | 17 | 8 | 12 |
| road rash 3 | 22 | 12 | 17 |
| sensible soccer | 20 | 10 | 15 |
| shining force 2 | 27 | 15 | 21 |
| sonic 3 | 23 | 12 | 15 |
| sparkster | 16 | 8 | 12 |
| spot hollywood | 30 | 20 | 24 |
| stargate | 15 | 7 | 11 |
| streets of rage 3 | 23 | 12 | 17 |
| striker | 23 | 12 | 16 |
| subterrania | 15 | 7 | 11 |
| sunset riders | 18 | 9 | 13 |
| supermonaco 2 | 12 | 6 | 8 |
| super SF2 | 27 | 15 | 22 |
| syndicate | 20 | 10 | 15 |
| theme park | 27 | 15 | 20 |
| tiny toons | 15 | 7 | 11 |
| tiny toons - allstars | 18 | 9 | 13 |
| toy story | 30 | 20 | 24 |
| turtles tourn fighters | 17 | 8 | 12 |
| urban strike | 17 | 8 | 12 |
| vector man | 28 | 17 | 21 |
| virtua racing | 32 | 20 | 24 |
| vr troopers | 27 | 15 | 21 |
| world of illusion | 12 | 6 | 8 |
| wwf royal rumble | 20 | 10 | 15 |
| zero tolerance | 15 | 7 | 11 |
| zombies | 15 | 7 | 1 |

### PlayStation

| | i | ii | iii |
|---|---|---|---|
| actua soccer | 30 | 20 | 24 |
| agile warrior | 28 | 17 | 21 |
| air combat | 28 | 17 | 20 |
| alien trilogy | 30 | 20 | 24 |
| alone in the dark | 28 | 17 | 21 |
| assault rigs | 28 | 17 | 20 |
| cybersled | 12 | 5 | 8 |
| cyber speedway | 20 | 10 | 13 |
| d | 30 | 20 | 24 |
| defcom 5 | 27 | 15 | 20 |
| descent | 30 | 20 | 24 |
| destruction derby | 24 | 13 | 18 |
| discworld | 28 | 17 | 20 |
| doom | 28 | 17 | 21 |
| extreme games | 28 | 17 | 21 |
| extreme pinball | 28 | 17 | 21 |
| fifa | 22 | 10 | 15 |
| firestorm | 30 | 18 | 22 |
| goal storm | 26 | 15 | 20 |
| high octane | 28 | 17 | 21 |
| johnny bazookatone | 26 | 15 | 18 |
| jumping flash | 26 | 15 | 20 |
| jupiter strike | 28 | 17 | 20 |
| kileak | 17 | 8 | 12 |
| krazy ivan | 28 | 17 | 21 |
| lemmings | 27 | 15 | 20 |
| loaded | 25 | 13 | 18 |
| lone soldier | 20 | 10 | 15 |
| magic carpet | 30 | 20 | 24 |
| mkiii | 27 | 15 | 21 |
| nba in the zone | 30 | 20 | 24 |
| nba jam | 26 | 15 | 18 |
| need for speed | 30 | 20 | 24 |
| novastorm | 25 | 15 | 18 |
| off world interceptor | 28 | 17 | 21 |
| parodius | 28 | 17 | 21 |
| pga | 30 | 20 | 22 |
| philosoma | 30 | 20 | 24 |
| power serve | 28 | 17 | 21 |
| psychic detective | 30 | 20 | 22 |
| raiden | 26 | 15 | 20 |
| rapid reload | 26 | 15 | 20 |
| rayman | 27 | 15 | 20 |
| revolution x | 30 | 20 | 24 |
| ridge racer | 22 | 10 | 15 |
| road rash | 30 | 20 | 24 |
| shell shocked | 30 | 20 | 24 |
| shockwave assault | 28 | 17 | 21 |
| starblade alpha | 28 | 17 | 21 |
| street fighter | 20 | 10 | 13 |
| striker | 17 | 7 | 12 |
| tekken | 30 | 15 | 20 |
| theme park | 30 | 20 | 24 |
| toshinden | 20 | 10 | 15 |
| total eclipse | 26 | 15 | 20 |
| total nba | 30 | 20 | 24 |
| twisted metal | 30 | 20 | 24 |
| war hawk | 28 | 17 | 21 |
| wing commander | 32 | 20 | 25 |
| wipe out | 25 | 15 | 18 |
| world cup golf | 28 | 17 | 21 |
| worms | 28 | 17 | 22 |
| wwf | 28 | 17 | 21 |
| x com | 28 | 17 | 21 |
| zero divide | 28 | 17 | 21 |
| zork | 30 | 20 | 24 |

### Snes

| | i | ii | iii |
|---|---|---|---|
| aladdin | 20 | 10 | 15 |
| animaniacs | 20 | 10 | 15 |
| batman forever | 25 | 15 | 18 |
| biker mice from mars | 20 | 10 | 15 |
| bomberman 2 | 18 | 9 | 13 |
| bomberman 3 | 30 | 18 | 24 |
| desert fighter | 16 | 7 | 11 |
| desert strike | 16 | 7 | 11 |
| donkey kong | 25 | 13 | 18 |
| donkey kong 2 | 30 | 20 | 24 |
| doom | 30 | 18 | 24 |
| dragon | 20 | 10 | 15 |
| earthworm jim | 25 | 15 | 18 |
| earthworm jim 2 | 30 | 18 | 24 |
| empire strikes back | 23 | 12 | 17 |
| fifa '96 | 30 | 20 | 24 |
| ghoul patrol | 15 | 7 | 11 |
| give 'n' go | 30 | 18 | 24 |
| int. s. s. deluxe | 30 | 20 | 23 |
| judge dredd | 25 | 15 | 18 |
| jungle book | 25 | 15 | 18 |
| jungle strike | 27 | 16 | 21 |
| killer instinct | 25 | 15 | 18 |
| lemmings 2 | 20 | 10 | 15 |
| lion king | 25 | 15 | 18 |
| mario kart | 22 | 12 | 15 |
| mario paint | 23 | 13 | 18 |
| maximum carnage | 20 | 10 | 15 |
| mega man x | 17 | 8 | 12 |
| mickey mania | 18 | 9 | 13 |
| micro machines | 20 | 10 | 15 |
| mortal kombat 2 | 17 | 8 | 12 |
| mortal kombat 3 | 30 | 20 | 24 |
| nba jam tour | 25 | 15 | 18 |
| pga golf | 20 | 10 | 15 |
| pitfall | 18 | 9 | 13 |
| pocky & rocky 2 | 20 | 10 | 15 |
| powerdrive | 22 | 12 | 15 |
| power rangers | 22 | 12 | 17 |
| primal rage | 27 | 17 | 22 |
| putty squad | 22 | 12 | 15 |
| return of the jedi | 25 | 15 | 18 |
| rise of the robots | 12 | 6 | 8 |
| rock & roll racing | 24 | 14 | 19 |
| secret of mana | 23 | 12 | 17 |
| shadowrun | 22 | 12 | 17 |
| smash tennis | 15 | 7 | 10 |
| street racer | 17 | 8 | 12 |
| striker | 12 | 6 | 8 |
| sunset riders | 18 | 9 | 14 |
| syndicate | 22 | 12 | 17 |
| t2 arcade | 18 | 9 | 14 |
| theme park | 28 | 16 | 22 |
| turtles tourn fighters | 17 | 8 | 12 |
| unirally | 17 | 8 | 12 |
| urban strike | 30 | 20 | 24 |
| wolfenstein | 20 | 10 | 15 |
| yoshis island | 30 | 20 | 24 |
| zombies | 18 | 9 | 13 |
| zoop | 23 | 13 | 17 |

### Saturn

| | i | ii | iii |
|---|---|---|---|
| bug | 25 | 15 | 18 |
| clockwork knight | 10 | 5 | 7 |
| clockwork knight 2 | 28 | 17 | 21 |
| cyber speedway | 23 | 10 | 15 |
| daytona usa | 20 | 10 | 13 |
| digital pinball | 25 | 15 | 18 |
| f1 | 30 | 20 | 24 |
| fifa | 28 | 17 | 21 |
| firestorm | 30 | 20 | 24 |
| galaxy flight | 28 | 17 | 21 |
| golden axe | 28 | 17 | 21 |
| hang on | 28 | 17 | 21 |
| hi octane | 27 | 15 | 21 |
| horde | 28 | 17 | 21 |
| international victory goal | 10 | 5 | 7 |
| johnny bazookatone | 28 | 17 | 21 |
| mansion of hidden souls | 25 | 13 | 18 |
| mortal kombat 2 | 30 | 20 | 24 |
| myst | 25 | 15 | 18 |
| mysteria | 30 | 20 | 24 |
| nba jam | 25 | 15 | 18 |
| nhl hockey | 28 | 17 | 22 |
| off world interceptor | 27 | 15 | 21 |
| panzer dragoon | 20 | 10 | 15 |
| parodius | 30 | 20 | 23 |
| pebble beach golf | 25 | 15 | 18 |
| rayman | 30 | 20 | 24 |
| real pinball | 27 | 15 | 21 |
| robotica | 27 | 15 | 21 |
| sega rally | 30 | 20 | 24 |
| shell shocked | 30 | 20 | 24 |
| shinobi x | 28 | 17 | 21 |
| sim city 2000 | 30 | 20 | 24 |
| street fighter anim | 22 | 10 | 15 |
| theme park | 28 | 17 | 21 |
| toshinden | 30 | 20 | 24 |
| v. boxing | 30 | 20 | 24 |
| valores golf | 28 | 17 | 21 |
| virtua cop | 30 | 20 | 24 |
| virtua cop + gun | 40 | 25 | 30 |
| virtua fighter | 10 | 5 | 7 |
| virtua fighter 2 | 30 | 20 | 23 |
| virtua hydlide | 26 | 15 | 18 |
| virtua racing | 23 | 12 | 15 |
| virtual fighter remix | 20 | 10 | 15 |
| wing arms | 30 | 20 | 24 |
| wipeout | 30 | 20 | 24 |
| world series baseball | 30 | 20 | 24 |
| worms | 28 | 17 | 22 |
| xmen | 32 | 20 | 25 |

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| Super SF (2) | 30 | 25 | 20 |
| Earthworm Jim | 20 | 15 | 10 |
| Earthworm Jim (2) | 30 | 25 | 20 |
| FIFA 96 | 25 | 20 | 15 |
| Doom | 28 | 23 | 18 |
| Mario Cart | 20 | 15 | 10 |
| Mario World | 15 | 10 | 5 |
| Royal Rumble | 20 | 15 | 10 |
| WWF Raw | 20 | 15 | 10 |
| WWF Arcade | 28 | 23 | 18 |
| Theme Park | 28 | 23 | 18 |
| Yoshi's Island | 35 | 30 | 25 |
| Primal Rage | 18 | 13 | 8 |
| Killer Instinct | 25 | 20 | 15 |
| Mickey Mania | 15 | 10 | 7 |
| Aladdin | 22 | 17 | 12 |
| Lion King | 22 | 17 | 12 |
| Mask | 20 | 15 | 10 |
| S of Mana | 18 | 13 | 8 |
| Illusion of Time | 18 | 13 | 8 |

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|---|---|---|---|
| FIFA 96 | 28 | 24 | 18 |
| Micro Machines | 20 | 15 | 10 |
| Micro Machines 96 | 28 | 24 | 18 |
| Mortal Kombat (2) | 25 | 18 | 15 |
| Mortal Kombat (3) | 35 | 28 | 24 |
| Urban Strike | 20 | 15 | 10 |
| Theme Park | 25 | 18 | 15 |
| PGA Tour (3) | 20 | 15 | 10 |
| PGA Tour 96 | 28 | 24 | 18 |
| NHL Hockey 96 | 25 | 18 | 15 |
| John Maddens 96 | 25 | 18 | 15 |
| Toy Story | 29 | 24 | 18 |
| Streets of Rage (3) | 25 | 18 | 15 |
| Primal Rage | 18 | 14 | 10 |
| Lion King | 25 | 18 | 15 |
| Brian Lara Cricket | 22 | 18 | 12 |
| Phantasy Star (4) | 35 | 28 | 20 |
| Earthworm Jim (2) | 28 | 24 | 18 |
| Mega Bomberman | 22 | 18 | 12 |
| NBA Jam | 20 | 15 | 10 |
| Power Rangers | 28 | 22 | 18 |
| Sonic (2) | 12 | 8 | 5 |
| Sonic (3) | 20 | 15 | 10 |
| Roadrash (3) | 20 | 15 | 10 |

### SATURN

| | Sell | Exc | Buy |
|---|---|---|---|
| X Men | 38 | 33 | 28 |
| Daytona | 25 | 20 | 15 |
| Sim City 2000 | 28 | 23 | 18 |
| Virtua Fighter (2) | 32 | 27 | 22 |
| Sega Rally | 33 | 28 | 23 |
| Golden Axe | 34 | 29 | 24 |
| Wipeout | 34 | 29 | 24 |
| D | 32 | 27 | 22 |
| Mysteria | 30 | 25 | 20 |
| Super Hang On | 30 | 25 | 20 |
| Toshinden | 30 | 25 | 20 |
| Bugs | 25 | 20 | 15 |
| Thunderhawks (2) | 29 | 24 | 19 |
| Virtua Cop | 30 | 25 | 20 |

### PLAYSTATION

| | Sell | Exc | Buy |
|---|---|---|---|
| Destruction Derby | 30 | 25 | 20 |
| Virtua Cop | 32 | 26 | 22 |
| Alien Trilogy | 35 | 30 | 25 |
| Total NBA | 33 | 28 | 23 |
| Mortal Kombat (3) | 28 | 23 | 18 |
| Striker | 23 | 18 | 13 |
| Worms | 28 | 23 | 18 |
| Wipeout | 28 | 23 | 18 |
| Thunderhawk (2) | 29 | 24 | 19 |
| Doom | 30 | 25 | 20 |
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# THIS

## Here's how...

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# Letters

***Nothing pleases each of us more than taking five minutes out to trawl through our bulging mail sack. Well, nothing short of popping down the local swimming baths for a brisk dip with Danni Minogue, Kylie and Jo Guest, obviously. We read every letter you send us, and always print the best of these. So send us your videogame questions and comments NOW!***

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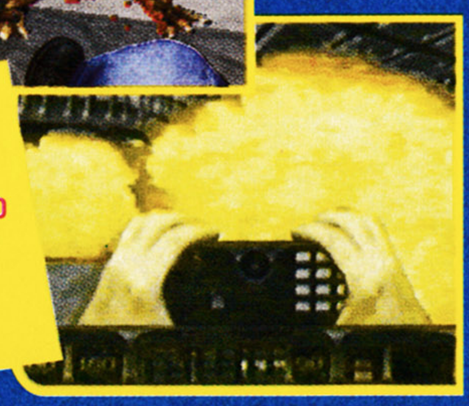
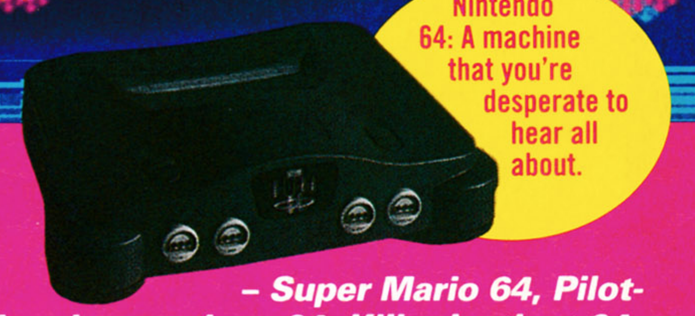


*Duke Nukem 3D*: Heading for a Nintendo 64 and PlayStation NEAR YOU!

## Give us a snog, Nintendo!

**Dear GM blokes**
I have managed to save up enough money to get a next gen console and I would like to get an N64, so please answer my questions:
1. Is the N64 better than the PSX?
2. Are the N64 games going to be as good as the PSX classics, like *Ridge Racer*, *Wipeout* and *Total NBA '96*?
3. Which joypad's best – PSX or N64?
4. Is there a basketball game like *Total NBA '96* going to be made for the Nintendo machine?
5. Is there a classic arcade racer similar to *Ridge Racer* and *Daytona USA* set to be made for the Nintendo 64?
**David Walby, Kidbrooke, London**




**Oh David, David, David... here are your answers.**
**1. Dogs – are they better than buttocks? 'Better than' is a grossly misused phrase. Look at the playability of each console's games to find out which you prefer – the machines are essentially just tools, after all.**
**2. There are certainly some N64-exclusive classics in the making – *Super Mario 64*, *Pilotwings 64*, *Killer Instinct 64*...**
**3. Not another 'Which is best..?' question. We like both and we'll talk about pads in much more detail when the N64 actually arrives in Japan...**
**4. Eventually, yes. *Monster Dunk* from Mindscape – a basketball sim featuring famous ghoulies – was one of the first third-party releases announced.**
**5. How about *Rave Racer* and *Cruis'n USA*, huh?**

## Seriously funny

**Hello GM bloke**
This letter is going to be a little different from usual. No gags, no pictures, no comic strips, because in this letter you're going to get a slagging.

The problem is simple: GamesMaster just ain't funny anymore. In the past I would find myself re-reading reviews because they were full of clever, witty, adult humour. Now? We're lucky if we get Beavis and Butthead level. It's not funny and even makes reviews a chore to read. Even the letters page – normally the throbbing life-blood of a magazine – doesn't raise a smile. GM doesn't read well.

I think the problem set in when the Kombat Kolumn originally started. You felt that as you had this shattering exclusive you didn't need to try to impress any more. As software companies started falling over themselves to get some nice copy in GamesMaster, you just laid back and switched off.

Now I want to keep an eye on the videogames scene as a whole, and the softies seem to have a good relationship with GamesMaster, but if you guys don't get better I'll be forced to read Sega Power.

It really is sad to see this happen as I have been a reader for two and a half years, but GM has gone so far downhill it's unbelievable.
**Nicol May, Deans, Livingston**

**First we must point out that we don't feel we are resting on our laurels at all. We're determined to keep GM as fresh and exciting as it's always been. You'll have noticed we've refined its structure for the better already, and we'll keep doing so. And hey – why not take a gander at the new look Sega Power as well. It's certainly improved since you looked at it last time.**

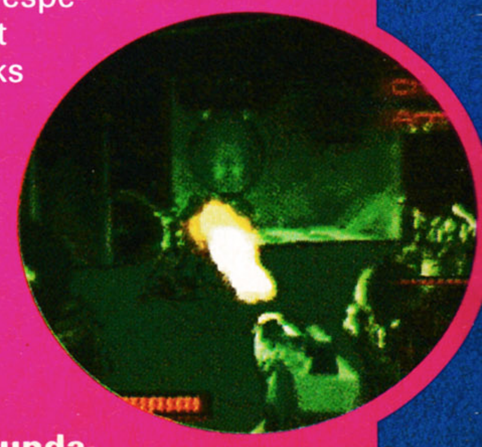
## This bloke's a bank robber

**Dear GamesMaster**
I wondered if you would kindly answer these questions for me please (with a cherry on top if you want one). Thank you.
1. Is there any chance of the top PC game *Duke Nukem 3D* coming out on the PlayStation?
2. Any plans for Sony to release a rival to the Saturn's *Virtua Cop*?
3. I have just robbed a bank and I have a bit of spare cash. Is *Twisted Metal* worth getting?
4. In what order would you put these games: *Krazy Ivan* (PSX), *Doom* (PSX) and *Duke Nukem 3D* (PC)?
**Cheers very much.**
**Alistair Rees, No address supplied**

**1. Yes, it's definitely coming out, and should hit your PlayStation this autumn.**
**2. Yes, there are several gun games planned for the PlayStation. Perhaps a conversion of Namco's *Time Crisis* is the game that would be *Virtua Cop*'s closest rival, although it would be difficult to incorporate the pedal which allowed your character to hide behind pieces of the scenery in the coin-op.**
**3. Well, here's how GM's reviewers see it: Marcus – "I'm not a huge fan admittedly, but it's a lot more fun than *Destruction Derby*." Les – "Ooh yes Missus, get it in." Will – "Top multi-player action, oh yes."**
**4. Well, if it's alphabetical order you're after, then *Doom*, *Duke Nukem 3D*, *Krazy Ivan*. In our preferred game order it would be *Duke Nukem 3D* (PC), *Doom* (PSX) and *Krazy Ivan* (PSX).**

## Tricky Trilogy

**Dear GM,**
Just a couple of queries on the gaming realm:
1. If *Alien Trilogy* becomes a PC CD title, would there be additional controls to let the player look up, down, crouch and jump?
2. The firearms in *Alien Trilogy* look good when the on-screen player is holding them, but look rather tacky when displayed in the options screen. Would later versions improve the looks of them (especially the smart gun which looks like a green broomstick with milk bottles attached)?
**Lord Doom, Au Yeoung, Surrey**



**1. No. Such fundamental changes wouldn't happen.**
**2. Again, no.**

# Letters

## Talking TV

**Dear GM**

I am sick to death of parents writing in and saying, "I was appalled at the content in GamesMaster," and, "I check each issue thoroughly before my kids read it." Well, I have one thing to say to them: DON'T WRITE IN! It's a waste of space. Now to my questions, please answer them or I will eat your eyeballs.

1. What happened to Dom's Purple Column?
2. When's the new series on?
3. What do you suggest I buy – a Saturn or a PlayStation?
4. How about a job?
5. What game do you suggest I buy next for the SNES (I already have *Killer Instinct*)?

Ta very much and keep up the good work.

**Jonathon Clooney, Coloerton, Leics**

**People writing in to express their opinions, whatever they are, are always welcome. If everyone was happy with what they got, wouldn't the world be a dull old gaff?**

**1. Well, as you've noticed, we've stopped it. If enough people want the gingenator to come back, we'll start his column up again. Let us know.**
**2. It'll start in October and run for an amazing18 weeks. It'll all be set under-water this time 'round as well.**
**3. Both.**
**4. How about you get qualified at school, write us some sample reviews and send them in. Then we'll talk.**
**5. Well, how do we know what else you've got? For Christ's... well, how about *Yoshi's Island*, *Doom* or *Donkey Kong Country 2*?**

*Tomb Raider*: This girl knows her tombs. She's handy with guns as well.

## Super Mario on the PlayStation?

**Dear GM**

*Super Mario 64* looks like it could, no, *should* be a phenomenal game, but having just invested (and with prices these days, that's exactly what you have to do) in a PlayStation I don't want to have to shell out another £200+ in the foreseeable future. Don't get me wrong – I'm well happy with my PSX, but once the N64 actually gets here, the PSX will almost be on its third generation games. What games will it have to compete against *Super Mario 64*?

**D Luckhurst,**
**No address supplied**

**Well, 'D', one game that has us itching like scurvy monkeys for the finished thing is *Tomb Raider* from Core Design. Currently only one level is up and running, but even at this early stage it's looking fabulous. And we reckon it could well appeal to those gameplayers looking forward to *Super Mario 64* (all of them basically).**

**It employs a similar free reign when exploring and the cameras, although moving around to follow the action, can also be moved around manually. It's going to appear on the Saturn and PC as well.**

## Confused buyer

**Dear GamesMaster**

I am about to buy a PlayStation and I want to ask you some questions about stuff:

1. When will *Tekken 2* be coming out on the PSX?
2. Is *Worms* any good?
3. Is *Theme Park* any good?
4. What is or will be the best footy game?
5. Should I get *Wipeout* and *Total NBA '96*?
6. What are the top five games for the PSX?

**Jon White, Birmingham**

**Hah, such trifling questions...**

**1. September.**
**2. Quite good, yes.**
**3. Better than *Worms*.**
**4. *Actua Soccer*'s the best at the moment on the PlayStation. There are loads to choose from, including *Onside* from Telstar and *Olympic Soccer* from US Gold just around the corner. But Gremlin's soccer sim is unbeatable at the moment.**
**5. Yes.**
**6. Well, Jon, check out our monthly updated GM Recommends section, beginning on page 58. Each issue you'll find our current top 10 games for each format.**

Fit lasses. And they're looking straight at you!

## A Saturn in Scotland

**Dear GamesMaster**

My name is David Henderson (a.k.a. Hendy) and I am the proud owner of a Sega Saturn. I have a few questions to tax you about Saturn games:

1. Are any *Doom* or *Doom 2*-like games coming out on the Saturn, and if so when?
2. I have heard a lot about Sega hoping to hook up the Saturn onto the Net. When will this be available and how much will it be?
3. When is *Virtua Fighter Kids* coming out for the Saturn?
4. Are 3DOs any good?

**David Henderson, Vale of Leven, Glasgow**

P.S. Is there any way I can have the phone numbers of the two chicks on the recent series of GamesMaster who open the door in the intro sequence?

**1. Well, the most eagerly expected *Doom*-like game has to be *Alien Trilogy*, which should be with us by September.**
**2. Sega are indeed working on a system that'll allow you to access the Internet. The US will get it in the Autumn but there's no firm date for the UK.**
**3. There's no confirmation yet, but Christmas is looking likely.**
**4. Yes. But both Panasonic and Goldstar have closed down their UK 3DO divisions and solid information about the games planned for the 64-bit M2 still stubbornly refuses to surface.**

## REVOLUTIONARIES

We're constantly looking to improve GamesMaster and your views form the foundation of this improvement. So please name your three favourite bits of this issue in order of preference – they can be specific pages or sections in general. Heck, go mad!

1.

2.

3.

And feel free to let us know which bit you didn't like this month (and why)...

Also, tell us which consoles you own...

Please cut out or photocopy this completed form and send it to: Revolutionaries, Letters, GamesMaster Magazine, 30 Monmouth Street, Bath, Avon BA1 2BW. It'll help us to help you.

GM44

# GAMESMASTER SAYS:

## "No, no, no Nintendo. Don't hold back till '97!"

**Pilotwings 64: Biggest game ever?**

That's exactly the advice we're giving the big N, but it seems to be falling on deaf ears. Our reporters working 'round the clock at the E3 show managed to get hold of Nintendo Of America president, Howard Lincoln, and push him on the subject of a UK release date for the Nintendo 64. Would he confirm a 1996 release? Would he chuff. And reports from some quarters leaked to GamesMaster are hinting that the Nintendo 64 may never see a European release.

This can't go on. The Nintendo 64 must be released before Christmas. We're confident that the rumours that it'll never arrive are a pile of scaremongering cack – just look at how the PlayStation and Saturn have taken off, with ever-growing armies of fans joining their causes each month. We know that the Nintendo 64 is going to sell by the bucket-load – we've played *Super Mario 64*, we know how amazing this machine is. Nintendo have traditionally sold superbly in Europe and the level of expectancy for this machine is HUGE (judging by the amount of letters and phone calls we get about it).

Yes, we have to be sensible about this – Europe's not as big as Japan or the US in terms of sales, and we've already seen the delay that physically producing enough chips to go in the consoles has caused to its release in Japan. But surely this problem will be learnt from in time for a US release in September and a UK one soon after?

This also has the bonus for Nintendo in that, by the time of a UK launch in, say, six months' time, there will be a bigger back catalogue of games (including those from the US). So, they can make sure that only the best titles are on the shelves. The gaming scene will be a lot more stable by then anyway – the bitchiness and price war between Sony and Sega will have calmed down. So come on Nintendo – pull your creative fingers out and give us the N64 by Christmas! Or you'll have the mighty army of GamesMaster readers on your case...

**Nintendo should Rushmore. Geddit?**

**Do you want these games? Of course you do.**

### Have your say!

Why not show Nintendo exactly how strongly you feel? Write to them, through us, and we'll pass on those letters to their UK agency. We'll make sure we get a response and print it in full. Get scribbling to...
GM Says "NO!!",GamesMaster Magazine, Future Publishing, Beauford Court, 30 Monmouth Street, Bath, Avon BA1 2BW.

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