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p42

We lay into FX Fighter on PC.



p40

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This unique adaptor feature which allows you to play even import titles has also been improved. Now you can even play so called "NTSC only" games from the US and Japan.

NEW **UNIVERSAL CHEAT SYSTEM**
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NO NEED TO WAIT
So remember because Action Replay has both a **Universal Adaptor** and a **Universal Cheat System** you can buy the latest releases even as import and crack them wide open -NOW!!



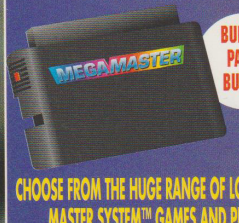
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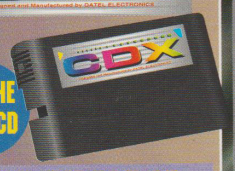


- The Universal Adaptor feature of Action Replay 2 is available separately!
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PC AMIGA 3DO
SEGA SONY NINTENDO

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GAMES MASTER

We let loose this year's hottest games!

COVER FEATURE

UNLEASHED

Gaze into the GM crystal ball and witness over 400 of this year's biggest games in our amazingly jam-packed preview feature!

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Saturn launch special!

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TIPS OVERLOAD

TIPS OVERLOAD

We go tips bonkers in this special extended section featuring over 400 cheats for games on every format!

FREE CodeMasters Supplement

NETW

PLAYSTATION GOES SUB £200



Everyone knows that Sony are set to launch their PlayStation in September but GamesMaster have unearthed other details that you won't have seen anywhere else yet.

The machine will launch for £299, a full one hundred pounds less than the Saturn. No game will be included but expect some kind of special offer (possibly *Ridge Racer* at half price). As it gets closer to Christmas some retailers are bound to knock the price down by £10-£20.

More exciting though is the news that in Japan the price of the PlayStation is already plummeting. A new model is launched on the 21st of July called the SCPH 3000 for the equivalent of £225. To reach this phenomenally low price Sony have removed a couple of non-vital components. The video output that was used for high definition TVs has gone along with the impact cables. Don't worry though, this will make absolutely no difference to the machine.

Sales of the PlayStation in Japan have now sailed through the one million mark, taking even Sony by surprise. This has also led to a further price reduction in the existing unit of 25%. A source close to Sony commented to GamesMaster, "You've seen what we can do in Japan now that we have sold a million units. When we sell a million in Europe we'll be able to slash the price over there as well."

This means that if Sony hit their sales expectations for the year after the launch, by Christmas 1996 the PlayStation will be retailing for £200, or less. As it stands, Sony have sold much more software abroad than they thought they would, enabling them to reduce their price. If that happens here, it'll go down even lower.

Casting our minds back, this new pricepoint almost matches what the SNES and Mega Drive first cost when they arrived four years ago.

The Saturn Is Here!

The Saturn will be on sale in the UK from the 8th of July. It'll be bundled with *Virtua Fighter* and will cost £399. Originally the launch was planned for September 2nd but Sega have moved it forward in an attempt to steal Sony's thunder. See our Saturn feature on page 12 for more info.



World-Wide Saturn

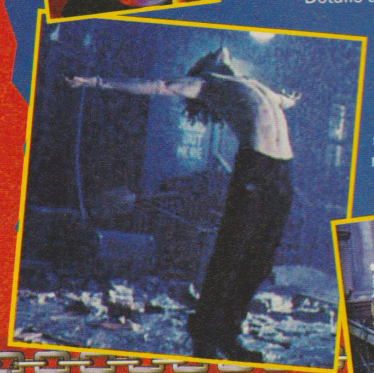
Datel will be bringing out a Universal Adaptor for the Saturn for £39.99. Released on 29th of June, it'll allow any Saturn to play games from any country. This is Good news for anyone who's bought an import Saturn as, for under the cost of a single game, they'll be able to buy any of the cheaper (and English speaking) official titles. It also means you'll be able to test out those wacky Jap titles that never make it over here.

THE CROW RETURNS – CAW!



By now you must have seen The Crow, the brilliant film starring the very talented, but very dead Brandon Lee. Film of the year or what? Well Acclaim have figured that doing a game of that one would be a little late so they went one better and have signed up the sequel to do the business on – The Crow: City of Angels.

Details are sketchy at the moment but Acclaim are making an interactive game rather than a limp platform conversion. The game is scheduled to hit the shelves sometime late next year. Be afraid.

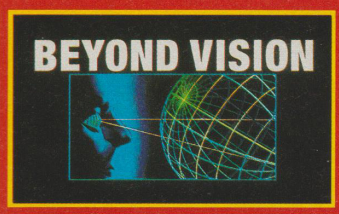




VORK

OFF THE LORRY VIDEOS INC

Here's your chance to increase your video collection. We have got together with Warner Home Video to bring you the once in a lifetime, well actually it's once in this month's issue, chance to win copies of Blade Runner - The Director's Cut (brilliant Sci-fi film with Harrison Ford chasing down robotic replicants on the rampage. This film was one of the first to capture the cyberpunk image), Batman (with Jack Nicholson as The Joker. The first serious attempt at a big screen Batman movie and what a gem it is. One of the must-own movies of the decade), Batman Returns (hugely successful sequel, this time it's the Penguin and Catwoman who go against the batdude. Another classic film), Westworld (robots in a futuristic theme park go on a deadly rampage turning on the tourists, top stuff), Forbidden Planet and At The Earth's Core (classic old style sci-fi movies which were way ahead of their time) plus a copy of Babylon 5, Volume 3 (that hasn't even been released in the UK yet).





These videos are all part of the new Warner range of classic films called Beyond Vision. Sci-fi Classics, Fantasy Classics, Cult Classics and Serial Sci-fi are set to become real collector's items with more classic titles to come. **If you want to get your hands on these movies then answer this question and send it in to I'll Be Barry Norman, GamesMaster Magazine, Future Publishing, 30 Monmouth Street, Bath, Avon, BA1 2BW. Entries must be in by August 2nd. Name the actor who starred opposite Jack Nicholson in the first Batman movie? a) Jim Carrey? b) Andrew Dice Clay? c) Michael Keaton?**

WIN!

SPUGS-U-LIKE

Here's your chance to have the hippest Spugs to take part in the craze that's sweeping the playgrounds right now. We've got six collector's kits from Collector's Edge plus trading cards and Spug caps to give away.

You get a choice of prizes, either a foil embossed collector card album with six rare prototype subset cards plus special surprise card, or super Spug collector's wallet containing six assorted Spug caps and credits plus a surprise slammer cap.

Have a look at the two questions, be clever and funny and get your answers in to this address: **GamesMaster/CMA Judge Dredd Caption Competition, PO Box 12, Hay-on-Wye, Hereford HR3 5YD.**

1. Write a clever caption (12 words or less) for the Judge Dredd collector card shown below.

2. Spug caps are illegal in Megacity One. Give one good reason why.

Entries on a post-card please (state your prize preference, cards or Spugs).

Closing Date : 31st August.





Same Price Shock!

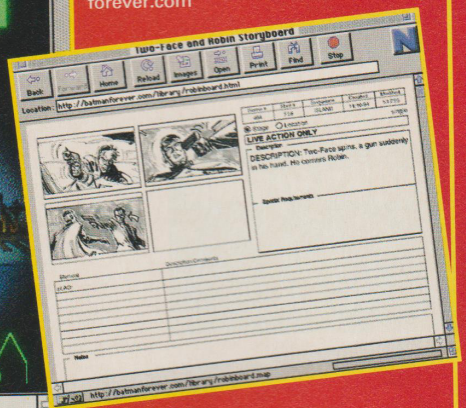
New boys Goldstar have launched their version of the 3DO at £349, that's £50 less than everyone was expecting it to retail at. Still, £349 is actually the price that the Panasonic 3DO has been discounted to in many high street stores. Ah well, maybe it'll confuse German buyers when it's launched there later this month ahead of the Panasonic 3DO.

NETWORK

Quick Robin, The Bat Net!

Yes, the courageous caped crusader swings onto the internet to give us all a taste of the movie. This is one of the best web pages that we've ever seen. It includes the original movie poster artwork, a selection of storyboards, samples of the soundtrack to download and bags of info all presented through a very attractive Gotham-style interface. You can send a letter to Commissioner Gorden via Gotham post office or even download the movie trailer at Gotham cinema. What an absolutely fantastic site! The bat net can be reached at http://batman-forever.com





On The Run

Remember Harrison Ford and the replicants who seemed suspiciously human? They starred in Ridley Scott's cult sci-fi thriller, Blade Runner. Well now Virgin have linked up with the Blade Runner partnership to produce an interactive game based on the film. It's surprising that no one has ever thought of turning Blade Runner into a game before as lots of classic titles like *Rise of the Dragon, Burn: Cycle* and *Snatcher* obviously drew much of their inspiration from this groundbreaking movie. Virgin claim it won't just be a rehash of the film, it'll be a "truly interactive experience." Let's hope so. If you don't know what all the fuss is about you could always try to win a copy of Blade Runner the video on page 7.



Stupid Gamers

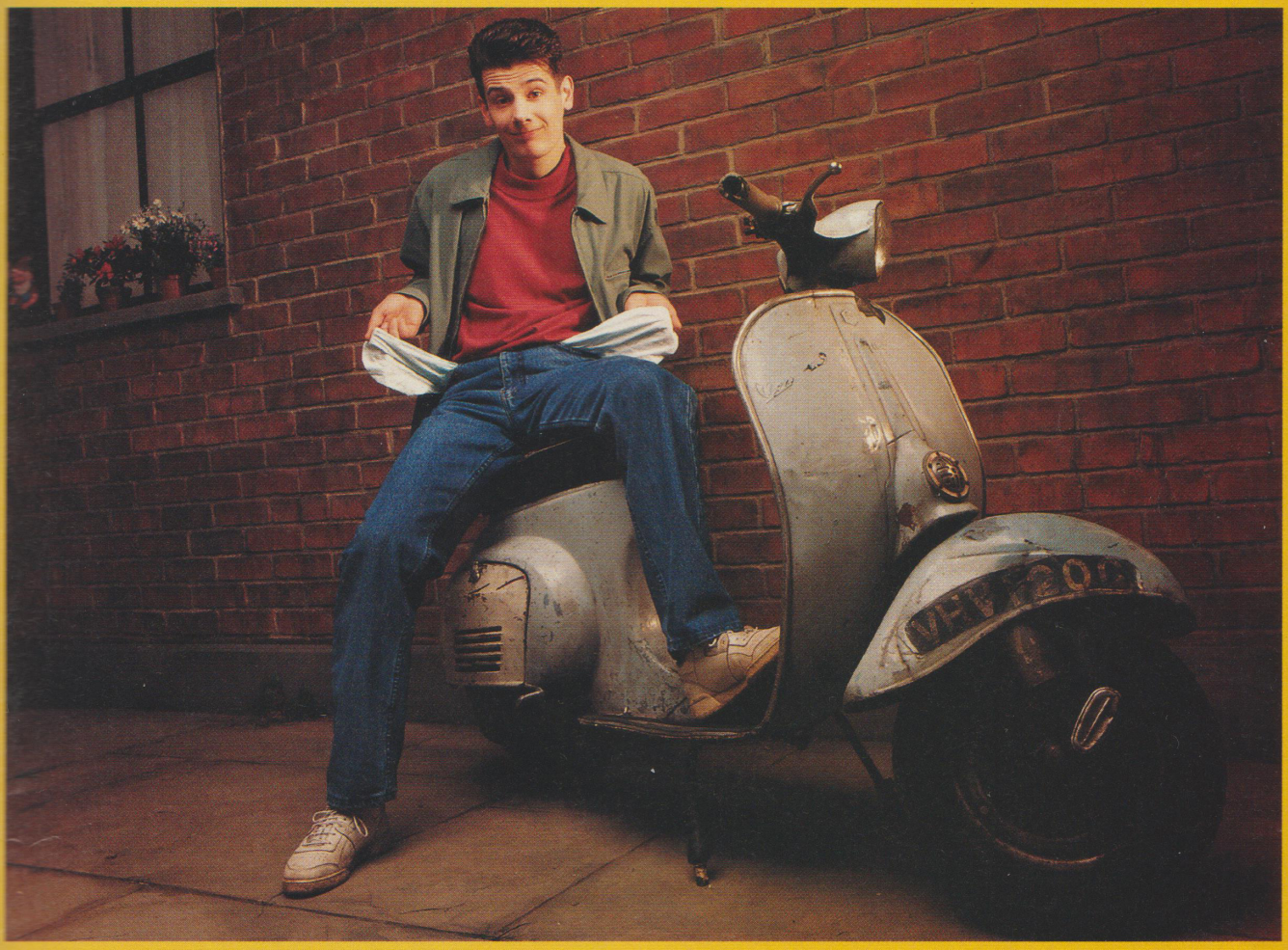
Can you play *Micro Machines* standing on your head? Do you enjoy a game of *Mortal Kombat* while skateboarding? If you can perform any particularly bizarre or pointless feats of gaming then you could get on GamesMaster the TV show. Just write to GamesMaster, PO box 91, London, E14 9GT. Who knows, maybe you will be one of the lucky loonies (sorry, contestants) selected.

GAMES MASTER

Sega and Sony's Monopoly Broken

For some time it seemed likely that Sony and Sega would have total control over the software available for their new consoles. However, now sources close to both companies suggest that this may not be the case. It's alleged that flaws in the CD protection systems used for both Sony and Sega discs might mean that third party developers could legally, if a little sneakily, produce games without having to get them approved or paying the two giants their whopping 'license' fee. In the long run this means that it will be much more difficult for Sega and Sony to keep the prices of their discs artificially high and could lead to cheaper games for the new formats. Of course, they may choose to do a deal with the big third parties like Sega did with EA and Codies.

16-20 year olds. Got room in your pockets for free cinema vouchers?



Empty pockets? What a waste of space. Open an Interest Cheque Account at TSB, and you can fill yours up with ten £2 cinema vouchers.

What about jacket pockets? They're tailor made for a handy TSB cash card which gives you 24 hour access to your money through Midland, Nat West, Clydesdale and Link machines.

To keep control of your money, most TSB machines will give you a full and instant statement. Even if you're not loaded, at least your pockets will be.

Interest Cheque Account.

TSB We want you to say YES

Offer available to 16-20 year olds opening their first Interest Cheque Account, subject to status. Offer subject to availability at participating cinemas. Offer closes 30th April 1996. Full details of entry to free prize draws are contained in the newsletter sent to customers on opening an account. TSB Bank plc, Victoria House, Victoria Square, Birmingham B1 1BZ. TSB Bank Scotland plc, Henry Duncan House, 120 George Street, Edinburgh EH2 4LH.

CHARTS

SNES

1. SUPER INTERNATIONAL SOCCER — Nintendo
2. INTERNATIONAL SUPER-STAR SOCCER — Konami
3. UNI RALLY — Nintendo
4. SUPER STREET FIGHTER 2 — Nintendo
5. DONKEY KONG COUNTRY — Nintendo
6. RETURN OF THE JEDI — JVC
7. ZELDA AND METROID PACK — Nintendo
8. NBA JAM: TE — Acclaim
9. SUPER PUNCH OUT — Nintendo
10. SECRET OF MANA — Nintendo

MEGA DRIVE

1. THEME PARK — Electronic Arts
2. RUGBY WORLD CUP — Electronic Arts
3. FIFA SOCCER '95 — Electronic Arts
4. BRIAN LARA'S CRICKET — Codemasters
5. JIMMY WHITE'S SNOOKER — Electronic Arts
6. 32X METAL HEAD — Sega
7. 32X MORTAL KOMBAT 2 — Acclaim
8. PGA TOUR GOLF 3 — Electronic Arts
9. NBA ACTION '95 — Sega
10. NBA JAM: TE — Acclaim

AMIGA

1. ULTIMATE SOCCER MANAGER — Daze
2. SENSIBLE WORLD OF SOCCER — Virgin
3. MAN UTD: THE DOUBLE — Krisalis
4. SUPER SKIDMARKS — Guildhall
5. BEAU JOLLY COMPILATION — Virgin
6. PINBALL ILLUSIONS — 21st century
7. THEME PARK — Electronic Arts
8. ALL TERRAIN RACING — Team 17
9. ROADKILL — Guildhall
10. FIFA SOCCER — Electronic Arts

GAME BOY

1. ZELDA: LINKS AWAKENING — Nintendo
2. FIFA SOCCER — THQ
3. DONKEY KONG — Nintendo
4. TETRIS 2 — Nintendo
5. THE LION KING — Virgin

3DO

1. HELL — Gametek
2. SLAM 'N' JAM '95 — BMG
3. GEX — BMG
4. RETURN FIRE — 3DO
5. VR STALKER — BMG

JELLY BABIES WIN!

If you thought that Jelly Babies were sweets for squares then take a look at their new image. These guys are now hip, as well as chewy. They have formed their own band with Brilliant Leads on guitar, Big Heart on sax, Bubbles on vocals, Booful on bass, Baby Bonny on tamborine and bumper on drums (look I know it sounds daft now but it'll all make sense when you see the questions).

We've teamed up the Jelly Babies people ('cos we like eating them, the babies, not the people) to bring you this top compo. Five winners will get a Sony Walkman plus a Jelly Babies party bag with a tape (featuring Take That, Jazzy Jeff, Michelle Gayle and CJ Lewis), a baseball cap, a T shirt and a week's supply of jelly babies.

Not only that but 20 runners up will win the party bags. Just answer these three questions and send 'em in to Who Loves Ya Jelly Baby, GamesMaster Magazine, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW. Entries must be in by 3 August.

1. How many Jelly Babies are in the band?
2. Who plays drums?
3. Who sings?



DREDD JUDGED

HAS HOLLYWOOD RUINED JUDGE DREDD?

FIND OUT IN ISSUE 2 OF SFX, THE SCIENCE FICTION MAGAZINE

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DOM's RANT



Regular readers will have noticed a slight tendency creeping into my writings this past year. Namely that, despite all the fun and frolics to be gained from playing video games, they are generally useless when it comes to real life. They cannot prepare you for the horrors of this world like old games used to.

When I was a lad, we had no GameBoys or Mega Drives, so we had to make our own entertainment. These diversions involved your basic fighting games, where I would lie down and let some big, ugly bloke kick seven shades of sashumi out of me. The gameplay was a bit limited and I never got past level one, I'm afraid. However, it did help me learn one of life's golden rules: Being hard is great, but the man who can take a kicking is the real hero. This was backed up by the great Kenny Rogers in his legendary country/pop crossover anthem The Coward of the County, which kicked chart ass in the late 70s.

Other games involved terrorising old people. Crank calls, fireworks through letterboxes, filling milk bottles with your own personally produced vintage, tying them to the front door with string, ringing the doorbell and watching the ensuing highjinks. Although severely anti-social, it did lead to an understanding of the generation gap which any youthful pioneer needs if they want to achieve iconclastic status.

Computer games give you none of these valuable lessons. For example, this month I have been trying to buy a flat. Now this is a dangerously grown up thing to do, and I would say on no account try this at home, but I reached the stage where it seemed like a good laugh. Anyway, gameswise, I have spent the last year in the company of *Sensible Soccer*, *Sim City 2000*, *X-Wing*, *Doom 2*, *NHL 95*, *Madden 95* and *Super Bomberman 2* to name the most played titles. Do you know how much help they give you when trying to arrange a mortgage? They are about as useful as a skillful midfielder in Scottish football.

So, I go to see a financial advisor, and he asks me, "What type of mortgage would you like?" And I dig into my gaming experience and reply: "One where I have a star goalie, one star midfielder on the left and a star striker." He was not impressed. We plumped for a pension linked mortgage with some of my money going into a high risk PEP scheme. Don't ask me what a PEP scheme is, but it sounded like a game, so I figured it was a good idea. Next question, "What kind of deposit would you be looking to put down, Mr Diamond?" This was easier, "I would ideally like to have about six bombs, a pair of bomb kicking boots and some power gloves. I would run past the black bomberman depositing a line of bombs surrounding him, while kicking any of his out of the way with the aforementioned power boots." At which point the previously mild-mannered financial advisor smacked me about the head. Once more I found myself playing one of my original childhood games as he beat me to a pulp.

So, the moral of this story, apart from the previous one that I can get away with writing any old kind of rubbish in this column, is that if you want to survive in life, it's better spending your school days fighting rather than playing video games. You may get a mild head injury, but you will also get a mortgage, I reckon. **DOM DIAMOND**

DISCLAIMER

The views expressed in this column are those of a rather sad, despondant Scottish person who has no friends. Not those of us completely top notch chaps at GM. So, in other words, if anyone actually does what Dom says he used to do in his column, don't sue us, sue him. He can afford it. He's loaded.

BORN ON THE 8th OF JULY!

After all the waiting and all the hype it's finally happened. Yes, the Saturn has arrived some two months ahead of schedule. The standard bundle contains a Saturn, a joypad and *Virtua Fighter* and costs £399.

You can now buy *Clockwork Knight* (£39.99), *Sega International Victory Goal* (£44.99) and *Daytona USA* (£49.99). Two further titles – *Panzer Dragoon* and *Pebble Beach Golf* – are expected in a couple of weeks time. The Saturn wasn't due to hit the shelves until September 2nd on the fabled 'Saturnday' but in an attempt to out-maneouvre Sony, Sega decided on an early, pre-emptive launch.

While the Saturn wasn't the first next generation console to hit the market (the Jaguar and 3DO got there first) it's expected to make quite an impact. At £399 it's certainly not cheap, but what you get for your money is a machine powered by two 32-bit processors with dedicated graphics and sound chips that can handle, respectively, 500,000 polygons and 32 sound channels.

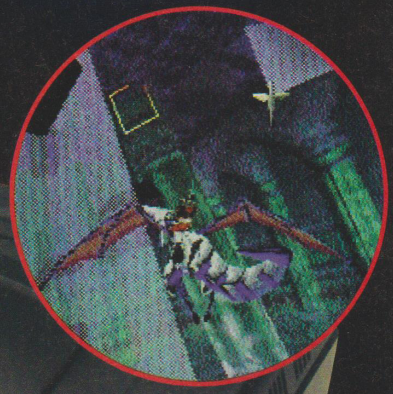
Of course, this would mean nothing without the software to make use of its capabilities. Luckily with the Saturn you also buy into Sega's strong arcade catalogue with games like *Virtua Fighter 2* and *Sega Rally* already in the pipeline. Original titles like *Grand Chaser* and *Bug* are proving that Sega can produce quality titles outside of the arcade as well.

There are other sides to both super consoles that are worth considering. Both the Saturn and PlayStation have MPEG compatibility so that, for the price of an upgrade card, you can watch a wide range of movies and music videos on CD. Japanese sources suggest that a keyboard, hard drive and modem will also be made available for the Saturn at some point, basically turning it into a high-end PC.

Nevertheless, a dark cloud hovers over the otherwise bright future of Sega's new baby. That cloud's name is Sony.

Coming in at a price of £399 Sega are taking a dangerous gamble that Sony won't go for long term profit (in software sales) and pull the PlayStation's price down to rock bottom as discussed in our lead news story. Whether Sony decide on this strategy or not, heavy discounting on both super consoles looks certain in the frantic money-grabbing run-up to Christmas.





Ready For Launch

These are the titles that will be available from the 8th of July onwards:



Virtua Fighter
(Free with Saturn)

The classic polygon beat-em-up comes free with your Saturn! Fluid movement and a rough and tumble feel make this great fun to play, especially on two-player. Sega claim that the small graphics glitches that spoiled the Jap version have been fixed for the UK release.



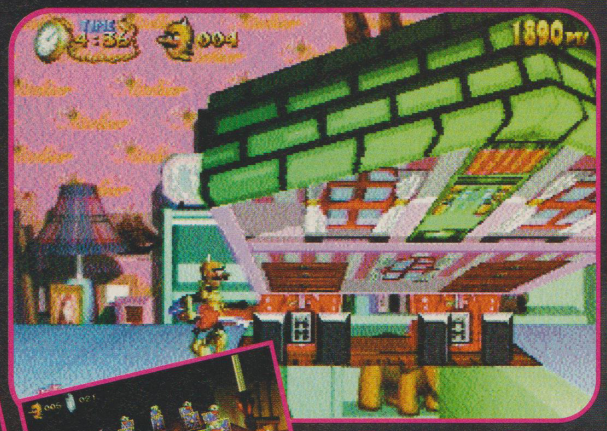


Sega International Victory Goal
(44.99)

Looking a lot like *FIFA* on the 3DO this is a truly 3D game of footy with multiple viewpoints and some top 'over the shoulder' goal-scoring action. The players are well animated and realistic enough to draw you in. We'll have to check out the speed of the PAL version and let you know.

Clockwork Knight
(39.99)

A very pretty platformer with a singing doll called Chelsea. You get to fence around with your key and hitch a ride on speeding toy trains. The main problem with the import version was that it was much too easy. Sega assure us that the difficulty level has been upped for the European market.







Counting Down

These titles should be available by the end of July:

Panzer Dragoon
£TBA

Ride around on a dragon against some incredible backdrops while shooting the flying cities, giant worms and air yachts that spin towards you. It certainly looks stunning but worries remain about the difficulty level of this next gen blaster, especially as it's likely to cost you £50.



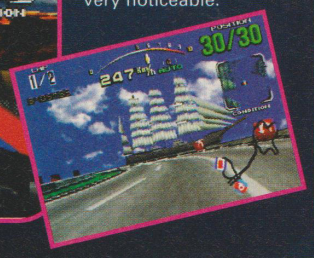




Daytona USA
(49.99)

The racing game that caused more arguments than any other. Is it totally top or pathetically poor? Is it better than *Ridge Racer*? The one scratch on its bodywork is an update glitch that spoils the redrawing of the background and it's unlikely this'll be changed for the UK. Still, when you're racing it isn't very noticeable.





Pebble Beach Golf
£TBA

The weakest of Sega's first batch of Saturn titles is a PC-ish golf sim featuring digitised players and courses. Okay to look at but rather too fiddly to give long-term enjoyment. We're sure there are much better sports games to come.

SNES

7TH SAGA 2
HUGE SPRAWLING RPG TYPE AFFAIR WITH PUZZLES, MAGIC AND ALL THAT USUAL RPG STUFF IN IT.

ADMIRAL TOGO
ANOTHER ATTEMPT BY THE JAPANESE TO SHOW THAT THEY COULD HAVE WON THE WAR AFTER PEARL HARBOUR.

ADVANCED DUNGEONS AND DRAGONS
THE ULTIMATE RPG? WELL SEEING AS THESE PEOPLE INVENTED THE DUNGEONS AND DRAGONS GAMES THEY SHOULD BE PRETTY CLOSE TO IT.

ADVENTURES OF HOLLYWOOD SPOT
AFTER AN ABSENCE OF SEVERAL YEARS COOL SPOT MAKES HIS COMEBACK. EXPECT MORE AMAZING ANIMATION AS SPOTTY TAKES OVER HOLLYWOOD.

BATTLETECH
STONKING BIG ROBOTS BLOW THE HELL OUT OF EACH OTHER AND THEIR SURROUNDINGS. GREAT LOOKING GRAPHICS.

BOOGERMAN
THE PARENTS HATE HIM BUT KIDS LOVE FLICKING HIS BOGIES AND FARTING ALL OVER THE PLACE. THE MEGA DRIVE VERSION WAS A BIT WEAK THOUGH.

BREATH OF FIRE 2
SEQUEL TO *BREATH OF FIRE 1* I SUPPOSE. EXPECT MORE OF THE SAME. NO IMAGINATION SOME PEOPLE.

BRONKIE THE BRONCHIASAURUS
LOOK I KNOW THAT IT'S HARD TO COME UP WITH ORIGINAL NAMES FOR THE HEROES IN THESE GAMES BUT BRONKIE, GIVE ME A BREAK. CUTE PLATFORM GAME.

CASPER
HAD TO BE THE MOST UNLIKELY CARTOON TO TURN INTO A MOVIE AND IS THE MOST UNLIKELY MOVIE TO TURN INTO A GAME. PROBABLY A PLATFORM GAME.

CASTLEVANIA: VAMPIRE'S KISS
NOT THE SAME AS THE ORIGINAL AT ALL. NO, REALLY. MORE PLATFORMS, WHIPS AND MONSTERS FROM KONAMI. DUE OUT IN SEPTEMBER.

COMANCHE
HELICOPTER FLIGHT AND FIGHT SIM WITH NEAT USE OF SHADED POLYGONS. NO OFFICIAL UK RELEASE DATE YET BUT IT WILL BE PICKED UP.

CONGO
IT'S ABOUT CHASING LOST EMERALDS APPARENTLY. SOUNDS A BIT RAIDERS OF THE LOST ARK TO ME BUT IT'S BASED ON THE WRITER OF JURASSIC PARK'S NEW FILM.

CONVERSE HARDCORE HOOPS
BASKETBALL GAME WHERE YOU HAVE TO WEAR THE MOST OUTRAGEOUS PAIR OF TRAINERS YOU CAN. WHY ARE THERE NEVER ANY SHORT PEOPLE IN BASKETBALL GAMES?

CUTTHROAT ISLAND
BASED ON A NEW MOVIE, IT'S A SLASH-EM-UP *GOLDEN AXE* STYLE WITH A FEW OTHER ELEMENTS THROWN IN.

FRANK THOMAS BIG HURT BASEBALL
IT'S A BASEBALL GAME, AND IT HURTS. WELL IT WOULD IF SOMEONE SMACKED YOU ROUND THE HEAD WITH IT. IT'LL BE BIG IN THE US BUT WILL BOMB OVER HERE.

GEORGE FOREMAN FOR REAL BOXING
TURN INTO AN OVERWEIGHT OLD SLOB WHO HAS THE UNCANNY KNACK OF BEING ABLE TO HIT PEOPLE MORE THAN THEY HIT HIM.

GODZILLA: DESTROY ALL MONSTERS
UP FROM THE DEEP, 30 STORIES HIGH, BREATHING FIRE, GODZILLA, GODZILLA AND GODZUKI. I KNOW IT'S SAD BUT PETE REMEMBERED THE WORDS.

GREEN LANTERN
ANOTHER SUPERHERO GAME. THIS TIME THE GREEN LANTERN SAVES THE DAY BUT RUNS OFF AND CRIES WHEN EVERYONE TAKES THE MICKEY OUT OF HIS NAME.

HEAD ON SOCCER
YET ANOTHER SOCCER GAME ALTHOUGH IT'S NOT CREATING AS MUCH OF A STIR AT THE MOMENT AS THE LIKES OF *FIFA*, *INTERNATIONAL SUPERSTAR DELUXE* AND *TOTAL FOOTBALL*.

INTERNATIONAL SUPERSTAR SOCCER DELUXE
THE SEQUEL TO THE BEST SELLING SNES FOOTBALL GAME OF THE YEAR. NOT SURE HOW MUCH MORE THEY CAN ADD TO A FOOTY GAME BUT THEY'RE TRYING.

IZZY'S QUEST FOR THE OLYMPIC RINGS
A PLATFROM THING FROM US GOLD BASED ON THE MASCOT OF THE NEXT OLYMPIC GAMES. WELL AT LEAST THEY'RE NOT DOING ANOTHER *SUMMER/WINTER GAMES* CLONE ON US.

JIMMY HOUSTON'S BASS TOURNAMENT USA
BELIEVE IT OR NOT THIS ISN'T THE FIRST FISHING GAME ON THE SNES. DON'T LAUGH, WE LOVE 'EM.

KING ARTHUR AND THE KNIGHTS OF JUSTICE
JOIN ART AND HIS BAND OF MERRY KNIGHTS IN LOTS OF ROUND TABLE AND SWASH BUCKLING ANTICS.

LUFIA 2: THE RISE OF THE SINISTRALS
IT'S EITHER AN RPG OR SOME KIND OF NASAL PROBLEM. I'LL TAKE A WILD STAB IN THE DARK AND GO FOR THE RPG THING. I BET IT'S A SEQUEL AS WELL.

MADDEN NFL 96
MORE AMERICAN FOOTBALL FEATURING FAT COMMENTATORS AND PROBABLY NOT ALL THAT DIFFERENT TO EVERY OTHER MADDEN GAME.

MANHATTAN PROJECT
A BASKETBALL GAME PLAYED ON THE STREETS APPARENTLY. PROBABLY IN MANHATTAN SOMEWHERE.

MAXIMUM CARNAGE 2: THE SPAWN OF VENOM
DUE OUT IN SEPTEMBER. SPIDERMAN GOES TOE TO TOE



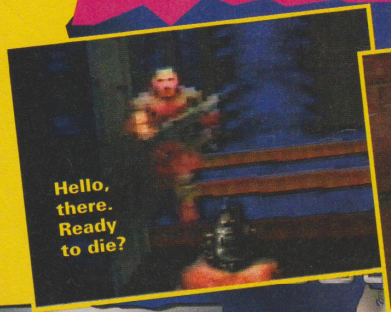
Want to know what you'll be playing for the rest of the year? Then take our hands as we lead you through the ultimate 95 preview.

DOOM

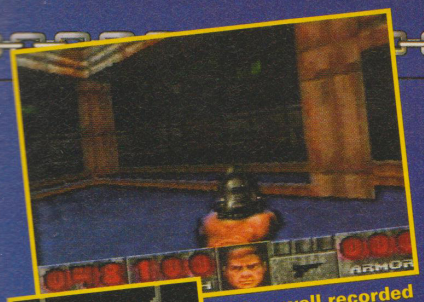
SNES/3DO

GamesMaster's pet game, *Doom*, should be prescribed by the National Health service. It's one of the greatest games of all time. The plot, as if we really care, sets you on Mars where you are fighting off an invasion from Hell. You roam around corridors and rooms searching desperately for the exits.

That would be easy if wasn't for the fact that there are all these demons and zombies trying to eat you. You could run but wouldn't it feel much









It is a well recorded fact. . .

better to use a shotgun or a chainsaw to send them back to Hell? That's what Doom is all about. The producers haven't even attempted to put any subtlety in the game. You kill things and they die in horrible fashion. There's blood, gore and violence in practically unlimited amounts. I guess Nintendo's bloodless policy has been cast aside for this one.

The SNES version will be more expensive than most games, although by the time all the high street shops have slashed their prices it should cost less than the normal retail price. It incorporates a fast new add on chip that helps to recreate those special graphics that made all the other versions so cool and sleek. As far as the SNES goes this will be one of the most eagerly awaited releases of the year. Especially by us.

The 3D0 version is still in the later stages of development but from what we have seen it keeps that magic atmosphere that makes *Doom* the gem it is. Of course with the extra power of a CD the sound effects could be something spectacular. Let's hope they utilise the extra power of the 3D0 to add even more to *Doom*. Even more violence, even more blood, even more sound effects and even more Hellish levels.



. . .that new boy Pete is crap at deathmatching.



















SNES

WITH MAX CARNAGE AGAIN. HOPEFULLY IT WON'T BE AS CRAP AS THE FIRST ONE.

MEGA MAN 7
ANOTHER MEGA MAN GAME. GREAT. BET IT'S NOT THAT DIFFERENT TO ALL THE OTHERS.

MEGA MAN X3
THE MOST SEQUELLED GAME EVER. I WONDER IF ANYONE HAS ACTUALLY EVER BOTHERED TO COLLECT ALL OF THEM?

MISSION IMPOSSIBLE
BASED ON THE FORTHCOMING ACTION MOVIE STARRING TOM 'TALL' CRUISE. LOTS OF SECRET AGENT TOP SPY ANTICS.

NBA IN THE ZONE
ER, DEFINITELY A BASKETBALL GAME. PROBABLY WON'T BE AS GOOD AS *NBA JAM* THOUGH.

NBA LIVE 96
INCREDIBLY TALL PLAYERS. INCREDIBLY NOT AS GOOD AS *NBA JAM*.

NFL QUARTERBACK CLUB 96
THE LAST VERSION OF THIS WAS A *MADDEN* BEATER SO THIS SHOULD REALLY PUNT THE FAT ONE INTO TOUCH.

NFL TEAM HEROES
ANOTHER AMERICAN FOOTBALL GAME, WHAT A SURPRISE. BETTER START SAVING IF YOU'RE A FOOTY FAN.

NHL 96
MORE SCRAPS ON AN ICE HOCKEY RINK WITH OCCASIONAL PUCK HITTING ACTION. AGAIN, WHAT MORE CAN THEY ADD TO A GAME?

NINJA GAIDEN TRILOGY
THREE CHANCES TO PLAY THE SAME NINJA SCROLLING BEAT-EM-UP GAME ON ONE CARTRIDGE. CAN'T WAIT.

OBELISK
THE FAT BLOKE WHO FOLLOWS ASTERIX AROUND NOW GETS A GAME OF HIS OWN IT'LL BE VIOLENT, BUT CUTE.

OGRE BATTLE
LOTS OF HIDEOUS CREATURES BEATING THE HELL OUT OF EACH OTHER. SOUNDS LIKE GAMESMASTER ON DEADLINE.

PGA EURO TOUR
A LOAD OF BALLS.... WILL BE IN HERE. ACTUALLY I LIKE THE PGA GOLF GAMES SO HEY, LET'S GIVE IT A CHANCE.

PGA TOUR GOLF 96
I SAID GIVE IT A CHANCE BUT THIS IS TAKING THE MICK JUST A LITTLE BIT.

POPEYE
UG UG UG UG. STUPID SAILOR WITH BULGING MUSCLES AND LOTS OF SPINACH. GOD KNOWS WHAT THEY'RE GOING TO DO WITH THIS LICENSE.

POWER RANGERS FIGHTING EDITION
CRAPPEST TV SHOW OF ALL TIME AND IT GETS ANOTHER GAME. PROBABLY A BEAT-EM-UP. WILL PROBABLY BECOME UNFASHIONABLE BY THE TIME THIS IS RELEASED.

POWER RANGERS: THE MOVIE
SO WHAT. WHY BOTHER?

RANMA 1/2 PART 2: ANYTHING GOES MARTIAL ARTS
WEIRD JAPANESE CHARACTERS IN A WEIRD JAPANESE BEAT-EM-UP BASED ON A WEIRD JAPANESE CARTOON. IN A WORD, WEIRD.

REVOLUTION X
OP' WOLF STYLE SHOOT-EM-UP COIN OP CONVERSION BUT WITH MORE INTERACTION. SUPERB GRAPHICS AND ROCK SOUNDTRACK FEATURING AEROSMITH.

ROMANCE OF THE THREE KINGDOMS IV: WALL OF FIRE
AGH. STRATEGY WAR GAMES ON THE SNES. WHATEVER NEXT. PROBABLY WON'T APPEAR OFFICIALLY IN THIS COUNTRY BUT WILL BE OUT ON IMPORT IF YOU'RE SAD.

SD F-1 FP
MORE AYRTON SENNA JOKES IN OUR REVIEW OF A RACER, GUARANTEED.

SECRET OF EVERMORE
ANOTHER RPG SO DON'T EXPECT SUPER SLICK SHOOT-EM-UP SECTIONS. YOU KNOW WHAT THEY'RE ALL ABOUT BY NOW.

SPEED RACER
DUH, COULD IT BE A RACING GAME BASED ON A CARTOON SERIES. I THINK IT MIGHT BE. IS IT ANY GOOD? I DON'T THINK IT IS.

SUPER BOMBERMAN 3
MORE POLITICAL OUTRAGE AS SOME LOONY MP CLAIMS THAT THIS TURNS KIDS INTO MAD BOMBERS. FOR THE REST OF US IT'LL BE MORE MULTI-PLAYER FUN.

SUPER RBI
HOW MANY DIFFERENT WAYS ARE THERE OF HITTING A BALL WITH A BASEBALL BAT? JUDGING BY THE NUMBER OF BASEBALL GAMES COMING OUT, A LOT.

SWAT KATZ
SPECIAL WEAPONS AND TACTICS AND KATZ (WHATEVER THEY ARE). IT'LL PROBABLY BE ONE OF THOSE GAMES THAT DOES REALLY WELL IN AMERICA.

SNES

TETRIS/DR MARIO/MATCH PLAY
TAKE TWO BRILLIANT PUZZLE GAMES AND THROW IN SOME NEW GAME MODES AND COOK FOR 20 MINUTES. HERE'S THE RESULT. MORE MIND BENDING STUFF.

THE MASK
THE FILM HAD LOADS OF HI TECH SILICON GRAPHICS EFFECTS. BET THIS HASN'T. TIMED TO MISS ALL THE MOVIE AND VIDEO HYPE COMPLETELY.

THE SHADOW
MORE DODGY SUPERHERO ANTICS. SCROLLING BEAT-EM-UP TYPE THING. BIT LIKE *STREETS OF RAGE*, WITHOUT THE RAGE.

TIN TIN
FOLLOW TIN TIN AND HIS STUPID YAPPY DOG ON A SERIES OF ADVENTURES, JUST LIKE IN THE CARTOON.

TNN BASS TOURNAMENT 96
ER, LOOK IT'S ANOTHER FISHING GAME. YOU CAST, YOU WAIT, YOU CATCH NOTHING BUT A COLD. PETE REckons IT'S BRITAIN'S BIGGEST SPORTING PAST TIME. HE'S SAD.

TOM VS JERRY: THE CHASE IS ON
CAT WANTS MOUSE. MOUSE ALWAYS GETS AWAY FROM CAT. THIS TIME IT'S UP TO YOU TO MAKE SURE IT HAPPENS.

TOTAL FOOTBALL
LET ME PUT ON MY MYSTIC MEG HAT FOR A SECOND HERE AND SAY THAT THIS MAY WELL BE A FOOTBALL GAME. OUR SNEAK PREVIEW OF AN EARLY VERSION LOOKED VERY PROMISING.

URBAN STRIKE
STRAIGHT PORT OF THE MEGA DRIVE VERSION. KILL THINGS, BLOW THINGS UP AND RUN OUT OF FUEL.

VEGAS SLOT
WHY HAVE A GAMBLING GAME? IT'S NOT AS THOUGH MONEY IS GOING TO POUR OUT OF THE CARTRIDGE SLOT ON YOUR SNES IS IT? COME ON.

WEAPONLORD
A BEAT-EM-UP BUT THIS TIME THE EMPHASIS IS ON USING BIG WEAPONS INSTEAD OF YOUR BARE FISTS. OCEAN ARE LINING UP A RELEASE IN OCTOBER.

WILLY WOMBAT
IT'S A STUPID NAME BUT *WILLY KOMBAT* WOULD MAKE IT MUCH MORE INTERESTING, ALLEGEDLY.

WWF ARCADE
ANOTHER WRESTLING GAME WITH MORE CHARACTERS AND MORE MOVES. THE GRAPHICS HAVE BEEN COMPLETELY REWORKED TO MAKE THIS THE BEST LOOKING GAME OF THE BUNCH.

X-MEN 2
MORE SUPERHEROES PICKING ON POOR, DEFENCELESS VILLAINS. IT'S A CONSPIRACY. WHAT HAVE THEY EVER DONE WRONG?

MEGA DRIVE

AAHHH! REAL MONSTERS
AND HERE'S ME STARTING TO THINK THAT VIDEOGAME MONSTERS WERE ALL FAKES. NOW I KNOW THEY'RE ALL REAL. I FEEL A NIGHTMARE COMING ON.

COMIX ZONE
A BEAT-EM-UP AND COMIC IN ONE. COMIC STYLE GRAPHICS AND, FOR ONCE, AN ORIGINAL WAY OF PLAYING THE GAME. NICE ONE SEGA.

CUTTHROAT ISLAND
PUT MATTHEW MODINE AND SOME SEXY BABE INTO *GOLDEN AXE* AND YOU HAVE *CUTTHROAT ISLAND*. WITH SOME ADDED STUFF.

GARFIELD
HE'S A CAT WHO EATS A LOT. MAKES FOR AN EXCITING SOUNDING GAME DOESN'T IT? MY EX-GIRLFRIEND NICKED ALL MY GARFIELD CUDDLY TOYS AS WELL, BITCH.

GEORGE FOREMAN FOR REAL BOXING
THIS GUY IS JUST OLDER THAN MY DAD AND HE'S HEAVYWEIGHT CHAMPION OF THE WORLD AND GETTING PAID MILLIONS FOR BEING FAT. WHERE'D MY DAD GO WRONG?

MANHATTAN PROJECT
BASKETBALL FROM THE STREET, WITH ATTITUDE, BUT WITHOUT RULES. BE THE NEXT SHAQ FU (ONLY YOU WON'T HAVE TO APPEAR IN A CRAP BEAT-EM-UP).

MAXIMUM CARNAGE 2: THE SPAWN OF VENOM
SPIDERMAN SPIDERMAN, DOES WHATEVER A SPIDER CAN, SPINS A WEB ANY SIZE, GETS TRODDEN ON AND THEN DIES, LOOK OUT HERE COMES A SPIDERMAN.

MICRO MACHINES 2 96 EDITION
THE GREATEST RACING GAME EVER GETS EVEN BETTER. REMEMBER WE GAVE THE OTHER ONE 100% GAMEPLAY. COULD THIS BE BETTER THAN THAT?

NFL QUARTERBACK CLUB 96
AMERICAN FOOTBALL AT ITS BEST, I.E WITHOUT JOHN MADDEN ATTEMPTING TO GIVE YOU ADVICE.

PHANTOM 2040
A SCROLLING PLATFORMER BASED ON DEFENDERS OF

BATMAN FOREVER

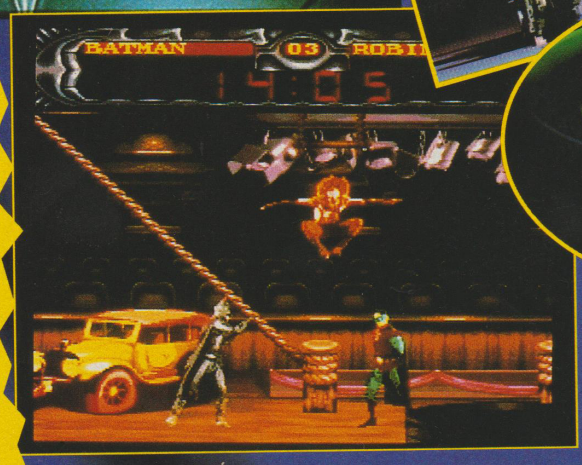
Mega Drive/SNES/PC/Jaguar/ Saturn/PlayStation

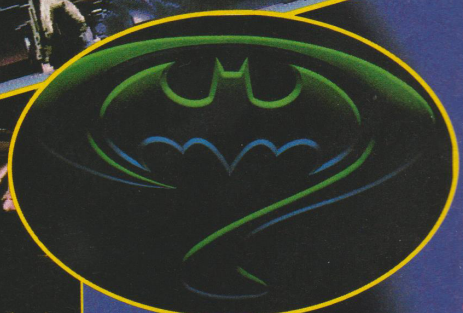
Biggest movie of the year, biggest game of the year. The Batman bandwagon rolls on (not to mention over the opposition). It's amazing how the antics of some poor deluded, eccentric millionaire who thinks he's a giant bat has made billions of people part with cash to own some piece of crap merchandising with a bat emblem on it. But at least the movies have always been good. Acclaim snapped up the rights to the latest instalment of the Batman legend almost before the movie had even been thought about.

Movie licenses have this horrible habit of turning into very bad platform games or bad beat-em-ups. With *Batman Forever*, Acclaim have played it safe and turned it into a scrolling beat-em-up, a la *Streets of Rage* or *Final Fight* but thrown in missions, secret rooms and tons of other stuff that adds more gameplay than any other license. The obvious aim of the game is to find and defeat the Riddler and Two Face.

You will have about five or six fights on each level, the rest of the time you will be seeking out your mission objectives. Of course you have loads of bat gadgets to play with. After all, what else would Batman be without all those wonderful toys? The game has a one or two







Bruce Wayne is a pauper compared to some of the people involved in Batman Forever the movie. It was expected to recoup its $100 million dollar costs in one week.





All the Riddler and Two Face have to do to avoid Batman's justice is do the naughty stuff behind him, surely.





Batman's car is a lovely piece of kit, although slightly ostentatious for most people's tastes, I should think.



MEGA DRIVE

THE EARTH. FLASH GORDON USED TO BE IN THEM. HE'S IN PRISON NOW FOR INDECENT EXPOSURE.

PREMIER MANAGER 2
A FOOTBALL MANAGER GAME, ON THE MEGA DRIVE. HOW COME NO ONE HAS DONE THAT BEFORE? YOU CAN ACTUALLY PLAY THE MATCHES AS WELL. NOT BAD.

REVOLUTION X
BRILLIANT COIN OP FEATURING GUNS, THE SEXIEST WOMAN IN VIDEO GAME HISTORY AND AEROSMITH. WHAT MORE DO YOU WANT?

SUPER SKIDMARKS
MUST AVOID THE OBVIOUS JOKE. MUST AVOID THE OBVIOUS JOKE. MUST AVOD THE OBVIOUS JOKE. IT'S A TOP DOWN RACING GAME. THERE. DID IT. PANTS.

THE OOZE
YOU ARE A BLOB. YOU HAVE TO GROW WHEN EVERYONE AROUND YOU IS TRYING TO MAKE YOU SHRINK. SOUNDS LIKE A BAD B MOVIE TO ME.

TIN TIN
HERGE'S ADVENTURES OF TIN TIN. AND HIS STUPID BLOODY DOG AND THICK IRISH FRIEND. STEREOTYPES OR WHAT?

TOTAL FOOTBALL
ACCLAIM'S NEW FOOTY FEATURE LOOKS SET TO GIVE FIFA A RUN FOR ITS MONEY. AND ABOUT TIME TOO I SAY.

WWF COIN OP
AT LAST, A WRESTLING GAME THAT ACTUALLY CONCENTRATES ON THE FUN RATHER THAN THE FIGHTING. AFTER ALL, IT ISN'T REAL FIGHTING IS IT?

ZEEWOLF
TOP CHOPPER ACTION (I'M SORRY, PETE MADE ME WRITE THAT). IT'S LIKE A *3D DESERT/JUNGLE STRIKE*.

32X

ALIEN TRILOGY
FORGET ALL THE OTHER ALIEN GAMES. THIS ONE IS THE DEFINITIVE ONE. SCARY FACE HUGGER ACTION AS YOU BLAST YOUR WAY THROUGH AN ALIEN COMPLEX.

BC RACERS
FRED FLINTSTONE MEETS *VIRTUA RACING*, SORT OF. CAVEMEN RACING AROUND IN CAVEMAN VEHICLES. CUTE GRAPHICS AND SURPRISINGLY GOOD RACING ACTION.

CASPER
CASPER THE FRIENDLY GHOST. WHAT NEXT WE ASK? BERTIE THE ZOMBIE WHO WANTS TO BE YOUR PAL? THIS IS GETTING RIDICULOUS.

CLAYFIGHTER 2
THE SNES VERSION SUCKED BIG TIME BUT LET'S HOPE THEY HAVE IMPROVED IT SINCE THEN. BET THEY STILL LEAVE THAT GREAT ELVIS CHARACTER OUT THOUGH.

KOLIBRI
AN *ECCO* STYLE GAME FEATURING A HUMMING BIRD (MAYBE HE DOESN'T KNOW THE WORDS) WHO FLIES ROUND DOING NICE THINGS IN A NICE GAME.

LOST VIKINGS 2
THEY'RE BACK AND THEY'RE STILL LOST. TOP ARCADE PUZZLE ACTION WITH THE HILARIOUS VIKING EQUIVALENT TO MORECOMBE AND WISE, ONLY WITH ONE MORE CHARACTER.

MANHATTAN PROJECT
BALLS THROUGH HOOPS ACTION. BIG BLOKES IN BIG TRAINERS WHO'D RATHER PLAY BASKETBALL THAN STEAL CARS. WELL IT IS MANHATTAN.

MAXIMUM CARNAGE 2: THE SPAWN OF VENOM
HE'S BIGGER AND TOUGHER THAN SPIDERMAN BUT LOSES TO HIM EVERY TIME. HE MUST BE A REAL WIMP THEN. IT'S UP TO YOU TO 'AVE 'IM NOW.

NBA ACTION
A BASKETBALL GAME, BASED ON THE NBA, WITH ACTION IN IT. HO HUM, AM I CLEVER OR WHAT?

NFL QUARTERBACK CLUB 96
BETTER THAN MADDEN AND EVEN BETTER NOW THAT IT GETS THE 32X TREATMENT. LOTS OF PUNTS APPARENTLY.

PAWS OF FURY II
SEQUEL TO *BRUTAL*, A PARENT FRIENDLY BEAT-EM-UP. WHICH KID IN HIS RIGHT MIND WOULD WANT ONE OF THEM?

RAYMAN
ONE OF THE BEST LOOKING PLATFORM GAMES TO COME OUT FOR A LONG TIME. VERY IMPRESSIVE GRAPHICS AND ANIMATION. TOP STUFF. THE JAGUAR VERSION IS GOOD AS WELL.

REVOLUTION X
LOOK, I KEEP TELLING YOU THAT THIS HAS GOT THE MOST INCREDIBLE LOOKING GIRL IN IT. AND WE'VE GOT THE PHOTOS TO PROVE IT.

SHELLSHOCK
TANKS, GUNS AND TOTAL DESTRUCTION. CORE HAVE GONE MAD WITH A SILICON GRAPHICS MACHINE TO BRING YOU STUNNING GRAPHICS AND MADCAP ACTION.

SOULSTAR X
TOP 3D SHOOT-EM-UP ACTION AS YOU TAKE A VARIETY OF VEHICLES THROUGH HELL AND BACK.

SPOT GOES TO HOLLYWOOD
ALTHOUGH SOFTWARE SUPERSTAR DAVE PERRY IS NO

32X

LONGER INVOLVED WITH THE *COOL SPOT* PROJECT THERE IS LITTLE DOUBT THAT THIS WILL BE ANOTHER STYLISH PLATFORMER.

T-MEK
HIGH TECH BLASTING ACTION PUTS YOU IN VEHICLES KILLING OTHERS. NOTHING WRONG WITH THAT JUST DON'T DO IT ON THE M1.

THUNDERHAWK II
LONG AWAITED FOLLOW UP TO THE GREATEST SHOOT-EM-UP THE MEGA CD HAS EVER SEEN. PROMISES TO BE A STUNNER.

VIRTUA FIGHTER
ONE OF SEGA'S PRIZE CARDS FOR THE 32X. SEGA ALSO CLAIM THAT THIS IS PRACTICALLY ARCADE PERFECT, APART FROM THE SOUND.

WWF THE COIN OP
YOUR CHANCE TO BE THE UNDERTAKER AS HE FIGHTS GORO (ONLY KIDDING). THE VERY BEST *WWF* STYLE ACTION. BETTER THAN EVER BEFORE.

MEGA CD

CADILLACS AND DINOSAURS
INTERACTIVE CARTOON ABOUT THESE PEOPLE WHO TIME TRAVEL IN A CADILLAC. WELL OR WHO USED A POLICE BOX SO IT'S NOT SO STRANGE AFTER ALL.

COBRA: THE SPACE ADVENTURE
INTERACTIVE COMIC THAT ISN'T REALLY A GAME BUT IS OF INTEREST TO THOSE PEOPLE WHO LIKE JAPANESE CARTOONS AND COMICS. KNOW ANY?

FATAL FURY
IT'S A BEAT-EM-UP AND IT'S BEING RELEASED AFTER EVERY OTHER VERSION IS LONG DEAD AND BURIED. NOT *MK3* THOUGH IS IT?

LUNAR: ETERNAL BLUE
IT BE, CD, RPG, GOLLY. UM, THESE ACTUALLY SELL RATHER WELL IN JAPAN AND AMERICA, BUT THEN SO DID THE MEGA CD.

MYST
IMAGINE SITTING THROUGH A SURREAL SLIDESHOW OF HOLIDAY SNAPS. THAT'S *MYST*, ONLY YOU DON'T GET COFFEE AND BISCUITS AFTERWARDS.

SAMURAI SHODOWN
THIS WAS GREAT ON NEO GEO. *SHODOWN 2* WAS BETTER THOUGH. ON MEGA CD THIS COULD BE WEAK.

WILD WOODY
PLATFORM GAME FEATURING SOMETHING CALLED WOODY WHO PRESUMBALY IS FEELING A BIT WILD AT THE MOMENT. SHOULD GET SOME STRESS RELIEF.

WIRENERD
A BLOKE WITH A COAT HANGER IN HIS HEAD. ONLY KIDDING. IT'S AN ELECTRIC CABLE. NO REALLY. IT'S A HI TECH SHOOT-EM-UP TYPE THING.

PC

A4 NETWORKS
A FOLLOW UP TO *A-TRAIN*. BUILD UP YOUR OWN RAILWAY AND ANNIHILATE THE OPPOSITION. OH YEAH, AND TRY NOT TO GET LIKE BRITISH RAIL. OH, CONTROVERSIAL.

ACTUA SOCCER
VIRTUA FIGHTER GRAPHICS AND A TOP FOOTY GAME TO USE THEM IN. WHAT A COMBINATION. WE'LL HAVE A REVIEW SOON.

ADOD
LOTS OF DUNGEONS AND DRAGONS STYLE ANTICS. WITHOUT THE DICE, OR THE SAD TEDIOUS GIT WHO BUYS ALL THE RULEBOOKS AND SCENARIOS.

ALIEN TRILOGY
MORE FACE HUGGERS THAN A TORY PRESS CONFERENCE, ER, SORT OF. ALIENS AND GUNS COMBINE WITH GREAT GRAPHICS TO GIVE YOU WHAT HAD BETTER BE A GREAT GAME, OR WE'LL DO 'EM FOR IT.

ALLEGIANCE
GOD KNOWS WHAT THIS IS ABOUT BUT YOU'LL HAVE TO BE NICE TO PEOPLE AT SOME POINT. INVESTIGATIVE JOURNALISM AT ITS BEST.

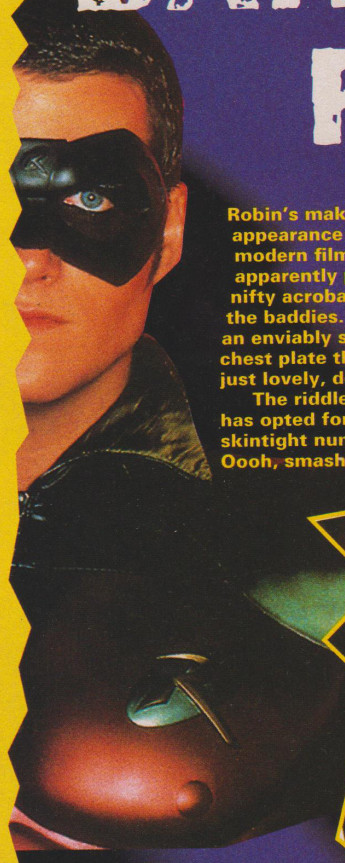
ATMOSFEAR: THE HARBINGERS
BASED ON THE VIDEO BOARD GAME WITH THE WEIRD BLOKE WHO TELLS YOU WHAT TO DO. A BIT RPGISH.

BLAM MACHINE HEAD
TOTAL DESTRUCTION IS WHAT BLAM IS ALL ABOUT. NOT VERY SUBTLE, BUT HEY. NO ONE SAID PLAYING GAMES WAS GOOD FOR YOU.

BRUTAL
BEAT-EM-UP FEATURING CUTE LITTLE CREATURES. THE MEGA DRIVE VERSION SUCKED BUT THEY HAVE DONE SOME WORK WITH THIS VERSION.

CADILLACS AND DINOSAURS
GET IN A CAR AND TIME TRAVEL TO THE REALM OF THE

BATMAN FOREVER



Robin's making his first appearance in the modern film versions and apparently packs some nifty acrobatics to stunj the baddies. And he's got an enviably shiny purple chest plate that looks just lovely, dear.

The riddler (below) has opted for a lime skintight number. Oooh, smashing.





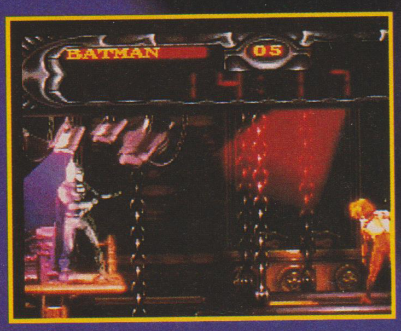
player mode, where player two is Bat's sidekick Robin. Each of them has a whole load of individual special moves they can perform during fights as well as a few suitably odd weapons.

The game has been designed using the very latest motion capture technology, which means that they film real people doing the moves to make them smoother and more realistic. This usually leads to some great animation and, from the version we have seen, well let's just say that we haven't been disappointed.

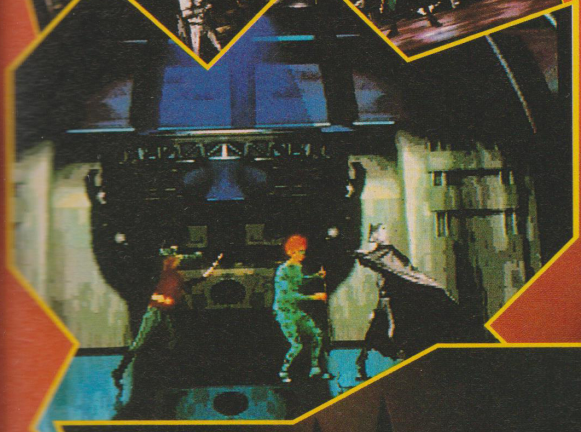
We were given the chance to take a first look at the game and what we've seen so far is pretty cool. Pete went and got all excited over the chance to be Robin, but no one would play in co-op mode with him. We all played in competitive mode and repeatedly whipped him, heh heh.

The animation is certainly some of the best we have seen and the game retains the dark mysterious image of the films really well. Next month, as batmania sweeps through the country with the sort of force not felt since Jurassic Park, we'll have even more info on the game of the biggest film ever.

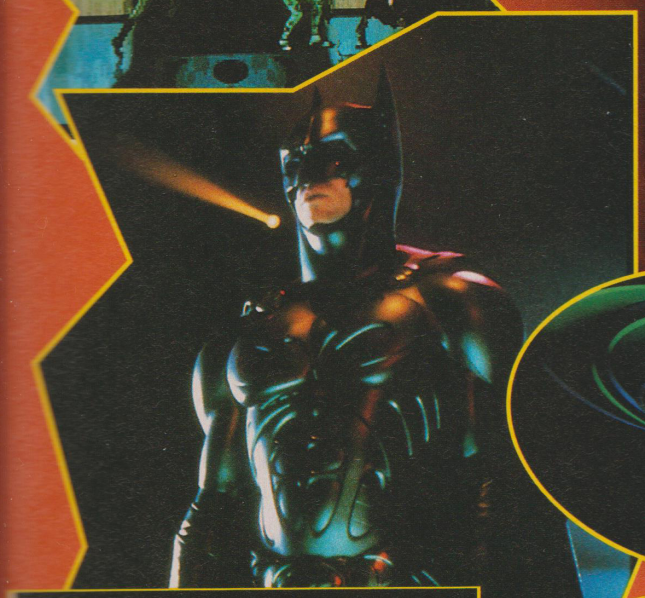


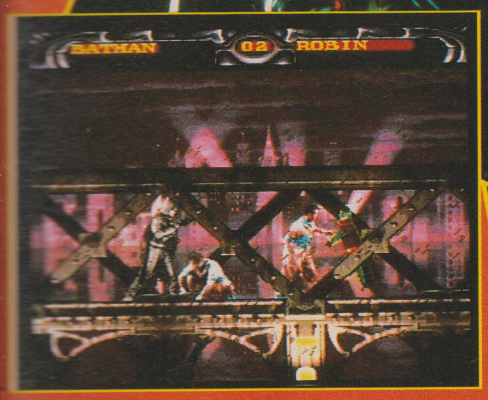


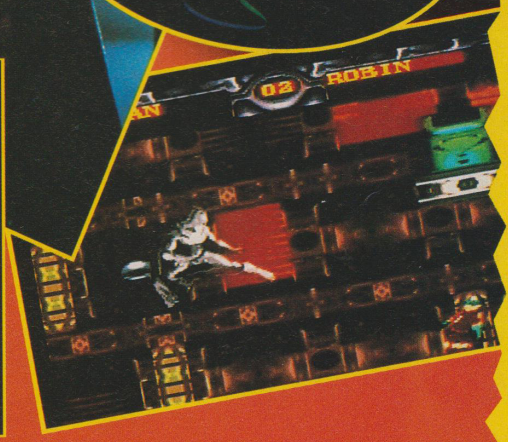




The game (left) retains the dark feel of the films brilliantly. So well does it mimic the murky atmosphere of Gotham City, in fact, that it's difficult to see just what the hell's going on in this shot. Whatever it is it's your job to deal with it, rest assured.







PC

DINOSAURS. OR, ALTERNATIVELY PLAY THIS GAME WITH EXACTLY THE SAME SCENARIO.

CASPER
SPIELBERG'S LITTLE HERO APPEARS IN HIS FIRST MOVIE LICENSE. IT'S ALSO A PLATFORM GAME. NO SURPRISES THERE.

CLAYFIGHTER 2
BAD MR FROSTY AND ALL HIS CLAYFIGHTING MATES GET TOGETHER TO HAVE THE STUFFING KNOCKED OUT OF THEM BY *MK3*. PITY THAT.

COMMAND AND CONQUER
VIRGIN'S CRACK AT CREATING THE GREATEST STRATEGY GAME EVER. WE'LL REVIEW IT NEXT ISSUE BUT WE ALREADY KNOW IT LOOKS INCREDIBLE. JUST WAIT AND SEE.

CONQUEROR AD 1086
BE A CHIROPODIST IN THE 11TH CENTURY. ONLY KIDDING. IT'S A WAR/STRATEGY GAME. THINK MY IDEA WAS BETTER THOUGH.

CONQUEST OF THE NEW WORLDS
YOU ARE GERARD DEPARDIEU, COMPLETE WITH BIG NOSE, AND YOU'RE DISCOVERING NEW WORLDS. YOU WILL HAVE A CRAPPY ON FILM MADE OF YOU.

DESCENT 2
FOLLOW UP TO THE *DOOM* BEATER. THE 3D ENGINE HAS BEEN SOUPED UP TO MAKE IT EVEN BETTER. IT'S GONNA BE EVEN MORE AWESOME THAN BEFORE.

DUKE NUKEM 3D
THE LATEST OFFERING FROM APOGEE (WHO DID RISE OF THE TRIADS). EXTREMELY FAST 3D GRAPHICS AND ALL THE ACTION YOU COULD EVER NEED. REVIEWED SOON.

DUNGEON MASTER 2
MORE DUNGEONS TO MASTER IN THIS GODFATHER OF RPGS. BEEN AWAITING RELEASE FOR YEARS, LET'S JUST HOPE IT DOESN'T LOOK OUT OF DATE ALREADY.

ENDORFUN
PSYCHEDELIC IMAGES THAT ARE SUPPOSED TO PUT YOU INTO A HIGHER STATE OF ECSTACY. HMM. SOUNDS DODGY.

FALCON 4.0
VERY ACCURATE FLIGHT SIM THAT HAS BEEN THE YARDSTICK THAT THE OTHERS HAVE BEEN MEASURED BY FOR QUITE A WHILE. THIS IS THE LATEST VERSION.

FAST ATTACK
A SUBMARINE GAME SO YOU'RE GONNA HAVE TO SINK LOTS OF THE OPPOSITION BEFORE SOME IDIOT TRIES TO NAIL A PICTURE ON HIS WALL AND CAUSE A LEAK.

FATAL RACING
MAYBE THEY SHOULD GET AYRTON SENNA TO ENDORSE THIS. LOTS OF RACING AND PROBABLY A FEW FATALITIES AS WELL.

GENDER WARS
A REAL BATTLE OF THE SEXES. MEN TAKE ON WOMEN FOR WORLD DOMINATION. LOSERS DO THE WASHING UP. *SYNDICATE* STYLE GAME, ONLY BETTER APPARENTLY.

HEADCANDY
NOT AN EXCUSE TO GO AROUND EATING PEOPLE'S BRAINS BUT A SLIGHTLY MORE SERIOUS GAME, THAT WE DON'T KNOW ANYTHING ABOUT YET.

I HAVE NO MOUTH AND I MUST SCREAM
WINS MY AWARD FOR THE WEIRDEST NAME EVER. BASED ON ONE OF THE MOST POPULAR SCI FI STORIES IN THE WORLD. MACABRE ADVENTURE GAME.

JAGGED ALLIANCE
PETE SAYS IT'S A STRATEGY THING AND HE KNOWS BECAUSE HE'S OLD AND CRUSTY AND IS INTO THINGS LIKE THIS WHERE HE DOESN'T HAVE TO BE A GOOD GAMER.

JUDGE DREDD
STALLONE'S DREDD TAKES ON ANYONE WHO WANTS TO HAVE A GO. SAVE THE WORLD, ARREST PERPS, BLOW PEOPLE AWAY. ALL IN A DAYS WORK FOR YOUR AVERAGE LAWMAN.

KINGDOM O MAGIC
HIGHLY AMUSING RPG/ADVENTURE GAME WITH GORGEOUS RENDERED GRAPHICS AND ONE OF THE BEST STORYLINES AND SCRIPTS OF ANY ADVENTURE. ONE TO LOOK OUT FOR.

KNIGHTS CHASE
YOU'RE A KNIGHT AND YOU'RE ON A CHASE. LOTS OF OPPORTUNITY FOR MONTY PYTHON STYLE HOLY GRAIL GAGS THAT PROBABLY WON'T BE USED.

LANDS OF LORE 2
ANOTHER RPG SEQUEL. THIS ONE JUST HAPPENS TO BE ONE OF THE MOST POPULAR RPGS EVER THOUGH AND THE SEQUEL IS PROMISING A LOT. WILL IT DELIVER?

LEMMINGS 3D
THOSE LOVEABLE SUICIDAL ROGUES ARE BACK. THIS TIME IN 3D. ABOUT TIME THEY KILLED THEM OFF FOR GOOD IF YOU ASK ME.

LOADSTAR
CARTOON ADVENTURE GAME WITH REAL MEAN CHARACTERS AND TONS OF STUFF TO DO. COMES ON THREE CDS.

MANHATTAN PROJECT
TOUGH GUYS PLAYING TOUGH STREET BASKETBALL. WON'T BE AS MUCH SWEARING AS ATARI'S *WHITE MEN CAN'T JUMP* BUT AT LEAST THIS'LL BE GOOD.

MICRO MACHINES 2
THESE MICRO MACHINES ARE ALREADY TAKING THE RACING GAME WORLD BY STORM. THEY ALREADY DOMINATE THE CONSOLES AND THEY'RE GOING TO DO THE SAME WITH THE PC, JUST YOU SEE.

MOTOR CITY
IMAGINE RUNNING AN AUTOMOBILE BUSINESS IN THE HEART OF DETROIT. IMAGINE NO MORE. HERE IT IS, IN THE FLESH.

PC

NBA JAM TE
BOUNCE BOUNCE BOUNCE BOUNCE DUNK. THIS IS A BLOODY BRILLIANT BASKETBALL GAME ON ALL THE OTHER FORMATS. PLEASE, PLEASE DON'T SCREW THIS VERSION UP. WE'LL NEVER FORGIVE YOU IF YOU DO, YOU KNOW.

NORMALITY INC
ALONE IN THE DARK STYLE GAME BASED IN A NORMAL ENVIRONMENT. LIKE YOUR KITCHEN FOR EXAMPLE. OR YOUR BATHROOM. OR THE SHED. OR THE GARDEN. Y'KNOW, JUST NORMAL.

PETE SAMPRAS 96
WHY IS IT AS SOON AS TENNIS PLAYERS SIGN A LICENCE FOR A GAME THEY ALL TURN CRAP? THIS GAME IS PRETTY GOOD THOUGH. EXPECT FLUID GAMEPLAY AND FOUR-PLAYER OPTIONS GALORE.

PINBALL ILLUSIONS
MORE TABLES, MORE OPTIONS AND LOTS MORE FLIPPING BALLS ABOUT ALL OVER THE PLACE TRYING TO HIT TARGETS AND RACK UP THOSE UNFEASIBLY HIGH SCORES. PLENTY OF NOISE AND PLENTY OF LIGHT GIVE A GREAT FEEL.

PINBALL MANIA FOR WINDOWS
FAST MOVING PINBALL GAME (FROM THE POEPLE WHO HAVE DONE ALL THE OTHER HALF DECENT PINBALL GAMES) THAT YOU CAN PLAY WHILE IN WINDOWS. IDEAL FOR CIVIL SERVANTS AND ACCOUNTANTS. COR.

PINBALL WORLD
YET MORE PINBALL TABLES. EVER GET THE FEELING THESE PEOPLE ARE MILKING THIS JUST A BIT? OR MAYBE THEY JUST LOVE PINBALL.

PRISONER OF ICE
BASED ON A SUBMARINE IN THE ANTARCTIC WITH SUPERNATURAL NAZIS ON THE RAMPAGE. COR BLIMEY GUV'NOR. IT'S AN ADVENTURE. WELL IT WOULD BE, WOULDN'T IT?

PROJECT MORPHS
THIS IS DEFINITELY NOT A GAME ABOUT THAT LOVEABLE CHARACTER CREATED BY TONY HART BUT IN FACT A FAR MORE SINISTER ADVENTURE THING.

PSYCHO PINBALL
PSYCHOTIC PUNKS AND ARMADILLOS HERALD THE ARRIVAL OF PSYCHO PINBALL, WHICH IS QUITE SIMPLY YET ANOTHER PINBALL GAME. THAT'S FOUR SO FAR ON THIS PAGE ALONE. BLIMEY.

REALM OF THE HAUNTING
ADVENTURE ROMP THROUGH A HAUNTED REALM. ALLEGEDLY. YES, WE'VE ALL WATCHED HAVE I GOT NEWS FOR YOU AS WELL. AND CHEERS.

REVOLUTION X
KILL THINGS, RESCUE A TOP ROCK BAND AND CHECK OUT THE MOST GORGEOUS GIRL IN VIDEO GAMES. ALL ACCOMPANIED BY SOME TOP NOTCH ROCK MUSIC. LIKE I KEEP SAYING.

RISE OF THE ROBOTS 2
OH MY GOD. IT'S BACK. JUST WHEN YOU THOUGHT IT WAS SAFE TO PLAY A BEAT-EM-UP HERE COMES RISE OF THE ROBOTS AGAIN. THEY CAN'T MAKE THE SAME MISTAKES TWICE CAN THEY?

SENSIBLE WORLD OF SOCCER
LITTLE BLOKES PLAYING FOOTBALL, ONLY THIS TIME YOU GET TO MANAGE THE TEAM AS WELL AS PLAY IN ALL THE GAMES. THE AMIGA VERSION WAS TOPS AND LETS HOPE THIS ONE'S AS GOOD.

SHADOW OF THE EMPIRE
NOT ANOTHER STAR WARS GAME BUT AN IN DEPTH STRATEGY TYPE THING. ONE FOR THE WARGAMERS OUT THERE REALLY, AND THEY'RE A STRANGE BUNCH.

SHELLSHOCK
TANKS AND RAP MUSIC. I WONDER IF THERE IS ANY REASON WHY RAP SOUNDS SO MUCH LIKE THE WORD CRAP? (JESUS, THAT'S SAD - WILL) ANYWAY, THE GAME LOOKS GREAT.

SPACE QUEST 6
NOT AS MANY SEQUELS AS MEGA MAN BUT GETTING CLOSE. MORE SPACE BOUND ADVENTURE ANTICS FROM SIERRA. THEY KEEP SELLING SO

MK3

SNES/MD/3DO/PC/Jaguar/PlayStation/Saturn



September sees the start of the roll out of the biggest selling beat-em-up in arcade history. Sony signed a sneaky deal with the arcade manufacturers, Williams, to make sure that they got their PlayStation version first. We've spoken to the programmers who have shown us that this version is going to be arcade perfect in every single gory way. They have had no trouble cramming the whole game onto just one CD.

If you won't be getting a PlayStation in September when it's launched then you don't have to worry too much. Just a couple of months behind it come the SNES and Mega Drive versions. Don't worry about whether the graphics will be as good or if they'll be able to fit the whole game in because Williams have broken all the rules and made these versions as near perfect as they can be.

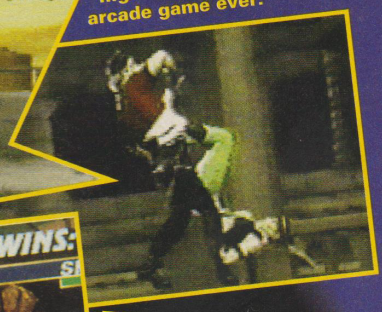
It does come on a bigger cartridge which means it may cost a little more but by the time all the high street retailers go into a price war you won't really notice the difference.

Following on from those we get





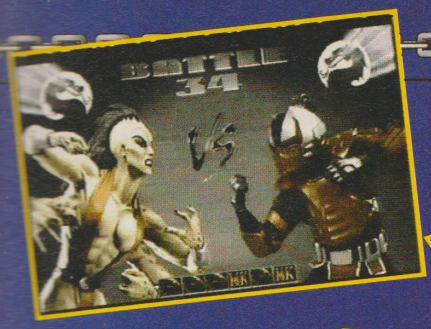
***MK3* is now the highest grossing arcade game ever.**

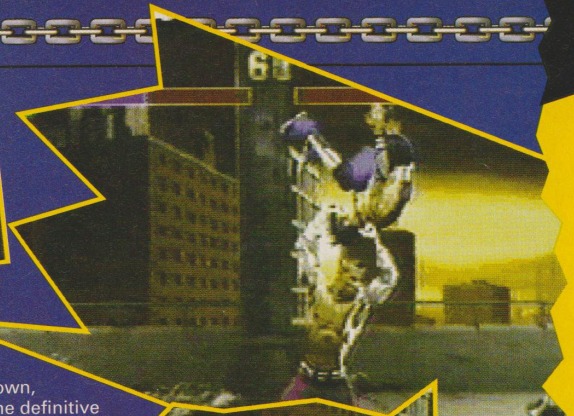






In other words, more people are playing this than any other game.









the PC and Saturn versions later with the Jaguar version bringing up the rear in April. The game, as if you didn't know it, is the latest and greatest in the *MK* series with 17 characters (plus a whole load of hidden ones). New special moves, improved graphics and sound plus the new animalities add much more to *MK2* than you'd imagine. It just goes to show the likes of Capcom that doing special editions just will not work.

There is no doubt that all the home versions of this incredible game will be big and whichever system you own, this will be the definitive game to get for it. We'll have more chat from Ed Boon about what he is doing as well as an interview with the man who's making sure that the Sony version is as good as it can be. Think we're Kombatted out? We have only just begun.



Now we did tell you so didn;t we? Huh? Well?

PC

THEY MUST BE GOOD. RIGHT?

SWAGMAN
HE'S A MAN WHO STEALS THINGS. BUT HE'S COME FROM INSIDE YOUR HEAD SO IT'S ALL YOUR FAULT REALLY. YOU'LL HAVE TO GET RID OF HIM BEFORE HE LANDS YOU IN SERIOUS TROUBLE.

SYNNERGIST
FROM THE SAME PEOPLE WHO DID ALL THOSE PINBALL GAMES JUST NOW, BUT SHOCKINGLY THIS ISN'T ONE OF THEM. IT'S AN ADVENTURE TYPE THING. WILL WONDERS NEVER CEASE?

T-MEK
BASED ON THE COIN-OP IT'S FUTURISTIC COMBAT HEAVEN AS HIGHLY ADVANCED KILLING MACHINES BLOW THE HELL OUT OF EACH OTHER. MAKE SURE YOU'RE A BLOWER AND NOT A BLOWEE TO EMERGE AS THE MASTER OF, ER, SOMETHING OR OTHER.

THE LOUVRE
A GAME ABOUT AN ART GALLERY. BET YOU CAN'T NICK THE MONA LISA THOUGH. IT'S MUCH MORE OF A SORT OF TOUR AROUND THE GALLERY TYPE THING THAN A GAME REALLY.

THUNDERHAWK 2
A HOW TO EASE THOSE ANNOYING TRAFFIC PROBLEMS WHEN YOU HAVE A FULLY ARMED HELICOPTER SIMULATOR. NO, REALLY.

TOMB RAIDER
RAID TOMBS TO NICK STUFF. NOT BODIES OR ANYTHING EVEN REMOTELY GROSS LIKE THAT BUT JEWELS, SCROLLS AND TREASURES. (AND SKULLS – LES).

TOTAL DISTORTION
THIS IS HOW A GOOD GUITAR SHOULD BE PLAYED. HOWEVER THAT HAS NOTHING WHATEVER TO DO WITH THE GAME. SADLY. IT'S ANOTHER ADVENTURE SHOOT-EM-UP STYLE THING.

WAYNE GRETSKY NHLPA ALL-STARS
AN ICE HOCKEY GAME WITH MORE THAN ITS FAIR SHARE OF FIGHTS. THIS WILL GIVE EA'S OFFERING A RUN, OR SLIDE, FOR ITS MONEY. YOUR MONEY, THAT IS.

WHEEL SPIN
YET ANOTHER RACING GAME. WILL THEY NEVER GET TIRED OF THE GENRE? WILL IT BETTER THAN RIDGE RACER OR MICRO MACHINES 2? WE'LL SEE. AND SO WILL YOU, YOU LUCKY LUCKY PEOPLE.

WING NUTS
SCHEDULED FOR RELEASE LATE THIS YEAR, IT'S SO EARLY IN DEVELOPMENT THEY HAVEN'T ACTUALLY TOLD ANYONE WHAT IT'S ABOUT SO WE CAN'T TELL YOU. OOH. NICE TITLE THOUGH.

WWF ARCADE
OVER THE TOP WRESTLING ACTION THAT WILL AT LAST PORTRAY WRESTLING AS IT SHOULD BE SEEN. WITH HUMOUR, TIGHTS AND PLENTY OF NOT TOO SERIOUS FIGHTING 'ACTION'.

XS
HUGE SHIELDED WARRIORS CHASE EACH OTHER OVER LARGE ARENAS GOING FOR THE KILL. WEAPONS AND VIOLENCE GALORE. JUST WAIT UNTIL YOU SEE IT.

CD-I

LOST EDEN
THIS IS AN EXTREMELY SURREAL ADVENTURE (AREN'T THEY ALL?) FEATURING GORGEOUS GRAPHICS AND SLIGHTLY LINEAR GAMEPLAY. IT'S PRETTY SIMPLE THOUGH AND IS DESIGNED MAINLY FOR KIDS.

MICRO MACHINES
YES THE MINIATURE CARS FROM HELL ARE SET TO BECOME ONE OF THE FIRST MUST OWN GAMES THE CD-I HAS EVER HAD. WILL THEIR WORLD DOMINATION PLAN COME TO GRIEF? OR NOT?

RISE OF THE ROBOTS
YES IT'S BACK. THE WORST VIDEO GAME OF ALL TIME GETS RELEASED ON CD-I WITH FEW CHANGES. WHY BLOOMIN' BOTHER WE ASK? GOD THAT MAKES US REALLY ANGRY.

SPIRIT OF THE PHARAOH
THE CD-I HAS HAD A LONG HISTORY OF WEIRD LITTLE ADVENTURES AND SURPRISE, SURPRISE, HERE COMES ANOTHER ONE.

WHO SHOT JOHNNY ROCK?
ANOTHER POINT AT A BIT OF VIDEO WITH A LIGHT GUN AND PULL THE TRIGGER THING. THESE GAMES ARE ALWAYS POPULAR BUT ARE NEARLY ALWAYS CRAP. WHICH JUST GOES TO SHOW, YOU ONLY HAVE YOURSELVES TO BLAME, YOU LITTLE RASCALS, YOU.

SATURN

3D BASEBALL '95
THE AMERICAN VERSION OF ROUNDERS GETS RENDERED WITH BATTERS, FIELDERS AND THE GOOD OL' DIAMOND ALL REALISTICALLY SMOOTHED AND LIGHT-SOURCED. WHY?

ACTUA SOCCER
GET YOUR BEST HACKING BOOTS ON FOR THIS POLYGON-TASTIC FOOTY SIM.

ALIEN TRILOGY
WANDER AROUND AN ALIEN COMPLEX SHOOTING, WELL, ALIENS ACTUALLY. ALLEGEDLY THE PLOT'S A MIX OF ALL THREE ALIEN FILMS. WE SAY NUKE THEM FROM ORBIT.

ALONE IN THE DARK
SCARY 3D POLYGON ADVENTURE BASED ON THE STORIES OF HORROR GURU HP LOVECRAFT.

ASTAL
LITTLE ASTAL BRINGS THE LARGEST PAIR OF EYEBROWS THIS SIDE OF DENNIS HEALEY TO THIS AMAZING-LOOKING BUT STANDARD-PLAYING PLATFORMER. INCLUDES VOLCANOES, CRYSTAL SOLDIERS AND A GREAT ANIME INTRO.

BLACK FIRE
HELICOPTERS PLAY A LARGE PART IN BLOWING PEOPLE INTO LITTLE PIECES IN THE REAL WORLD AND THIS TRANSFERS TO *BLACK FIRE*, A 3D BLASTER WHERE YOU TAKE ON ENEMY CRAFT FITTED WITH ALIEN TECHNOLOGY.

BLAZING DRAGONS
A QUIRKY GRAPHICS ADVENTURE IN THE DISCWORLD STYLE IN WHICH YOU TRY TO SAVE ALL DRAGONKIND FROM THE WICKED ST GEORGE. BARMY.

BLUE SEED
ANIME-STYLE ADVENTURING OF THE VERY ODD VARIETY AS YOU CONTROL A SQUAD OF VICIOUS SCHOOLGIRLS (WELL, FANTASY GIRLS REALLY).

BRAIN DEAD 13
SPOOKY ADVENTURE TIME WITH READYSOFT'S LATEST INTERACTIVE CARTOON RELEASE. IT'S YOUR JOB TO ESCAPE THE SCARY MANSION AND THE ATTENTIONS OF RESIDENT HOOK-WIELDING MADMAN, FRITZ.

BUG
DETERMINED TO INFEST EVEN THE SAFE OLD PLATFORM GENRE, 3D GAMING TAKES A NEW TWIST IN BUG. YOU GET TO WALK INTO THE SCREEN AND TAKE ON SLIMY, SLITHERY BOSSES AT EVERY TURN.

CASPER
THE KIND OF FRIENDLY GHOST THAT EVEN SCOOBY-DOO WOULDN'T BE SCARED OF IS THE STAR OF THIS MOVIE SPIN-OFF PLATFORMER.

CREATURE SHOCK
NOT QUITE AS SHOCKING AS IT WAS BUT THIS INTERACTIVE ADVENTURE STILL HAS ENOUGH DR WHO MONSTERS TO SCARE THE SPACESUIT OFF YOU.

CYBERSLED
THE OLDISH ARCADE TITLE FLEXES ITS POLYGONS ONCE MORE AS YOU TRY TO BLAST YOUR OPPONENT'S SLED TO KINGDOM COME.

CRITICOM
TACTICAL BLASTING TIME FOR ALL YOU CONTROL FREAKS.

DARKSTALKER
A B-MOVIE HORROR FLICK COME TO LIFE, CAPCOM'S DARKSTALKER IS BASED ON THE ARCADE BEAT-EM-UP FEATURING MUMMIES, VAMPIRES AND ZOMBIES.

DARK LEGEND
ROAM AROUND AN ENCHANTED LAND DOING GOOD. YAWN.

DARK SUN
IN THE TIME OF PERIL ONLY YOU CAN DEFEAT THE FORCES OF EVIL. HMMM.

DEFCON 5
ATTACK THE RUSKIES BEFORE THEY BOMB YOU. GO ON.

ENDORFUN
THE PSYCHEDELIC PATTERNS IN THIS ARE SUPPOSED TO GIVE YOU THE SAME BUZZ THAT YOU GET FROM AN HOUR OF RAMPANT SEX. APPARENTLY.

FIFA SOCCER '95
WILL IT BE AS GOOD AS THE 3DO VERSION? WE CERTAINLY HOPE IT HAS ALL THE SAME VIEWS AND GOAL-HANGING ACTION.

GALAXY FIGHTER
GET TO GRIPS WITH THE SCUM OF A THOUSAND GALAXIES AND BEAT THEM TO A PULP.

GEX
BE A WISE-CRACKING GECKO IN THIS WEIRD PLATFORMER. EXPECT SOME EXCELLENT CHARACTER ANIMATION INCLUDING A RANGE OF IMPRESSIONS WHEN GEX GETS BORED. NO, REALLY.

GENDER WARS
THE BATTLE OF THE SEXES TAKES A NEW TWIST AS GANGS OF MEN AND WOMEN ATTEMPT TO 'TAKE EACH OTHER OUT' WITH A VARIETY OF HEAVY WEAPONRY.

GRAND CHASER
DON'T JUST DRIVE YOUR OPPONENTS INTO WALLS, BLOW THEIR FINS OFF IN THIS FUTURISTIC TWO-PLAYER RACING GAME. SEGA GO FOR THE SPLIT-SCREEN OPTION SO NO NEED FOR A LINK-UP HERE.

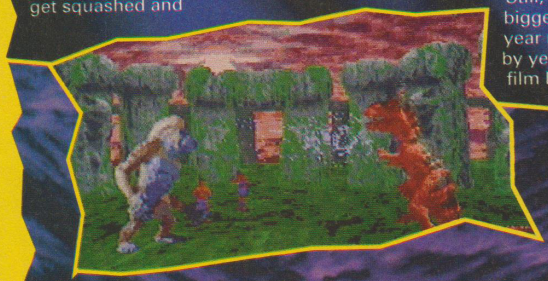
HOOPS
BALLS AND BASKETS. LOVELY. A 3D COURT CRUNCHER.

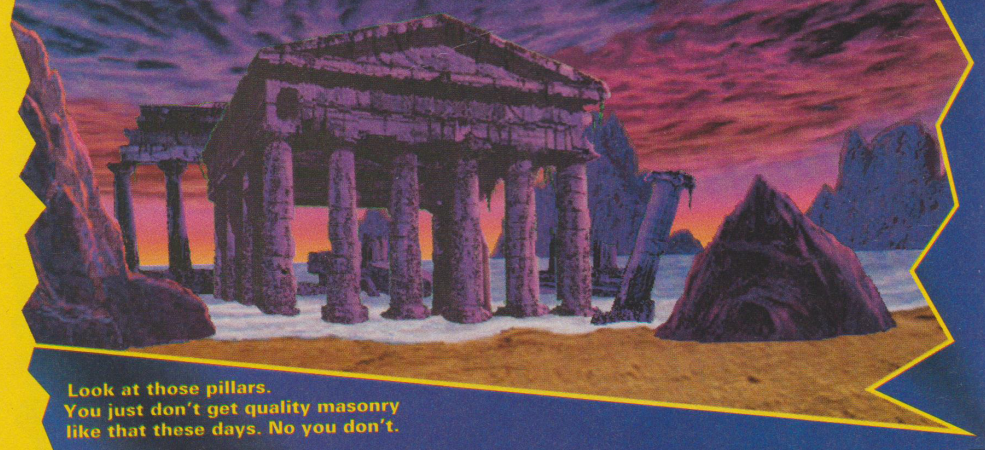
PRIMAL RAGE

Mega Drive/SNES/32X/PC/3DO/ Saturn/ PlayStation



Let's return to a time when men were men, women were Raquel Welch and dinosaurs were just plain ugly. In the world of *Primal Rage* King Kong meets Jurassic Park and a titanic battle for world domination ensues as prehistoric apes and overgrown lizards fight it out. The brilliant claymation made the arcade machine an instant hit and now Time Warner are trying to bring this visual style to every format imaginable. On the more powerful machines you'll even get to see your little followers who mill about, get squashed and have something to do with the amount of mana you collect. The special attacks are amazing, with the prehistoric critters spouting flame and freezing clouds of fog at every opportunity. There's gore as well with multi-coloured blood spilling all over the nice volcanic landscape when you successfully perform a finishing move. Certainly the Saturn and PlayStation versions could be close to arcade perfection but will the Mega Drive really be able to cope? Hopefully, the gameplay will pull it through. Still, this is one of the biggest releases this year not supported by yet another film license.





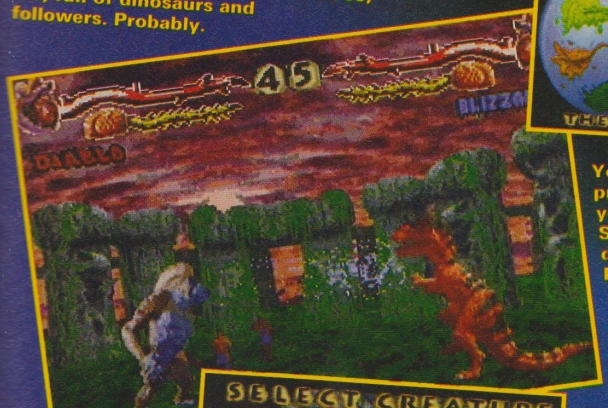
Look at those pillars. You just don't get quality masonry like that these days. No you don't.







(Below) Stonehenge never looked so, um, full of dinosaurs and followers. Probably.





You're not pretty are you? Striking, definitely. Pretty, no.



It's not all gouging and roaring, you know. Well, alright, it is then. Tsk.



SATURN

KINGDOM OF MAGIC
EXPERIENCE NINE SCENARIOS, THRILL TO THE THREE PLAYABLE CHARACTERS AND HAVE A LAUGH AT THE TROLLS IN SCI'S NEAT COMEDY ADVENTURE.

LEGACY OF KAIN
THE ORIGINAL SIN OF ANOTHER STRATEGY GAME.

MORTAL KOMBAT 2
WHILE YOU'RE WAITING FOR *MK3* YOU CAN GET YOUR GORE FIX FROM ITS PREDECESSOR.

MYST
THE SLIDESHOW MAKES IT ONTO THE SATURN.

NBA TF
COULD BE THE PICK OF THE BASKETBALL CROP THIS YEAR. LET'S HOPE THOSE FLAMES LOOK LIKE EXTRAS FROM LONDON'S BURNING.

NHL ALL-STARS HOCKEY
ALL SINGING, ALL-SLAPPING RINK-EM-UP.

OFF-WORLD INTERCEPTOR
DIRTY DRIVING OF THE CELESTIAL KIND AS YOU TEAR-UP THE COSMOS IN AN ALIEN-PROOF BUGGY.

OVERKILL
CORPSES. BODIES. INTESTINES. FEELING NAUSEOUS YET? YOU'LL NEED A STRONG STOMACH TO WADE THROUGH THE GUTS OF KONAMI'S SHOCKER.

PANZER DRAGOON
FLY PANZER, THE IN-FLIGHT FOOD'S TERRIBLE BUT YOU GET TO SHOOT-DOWN RENDERED WORMS, FLYING CITIES AND GIANT AIR YACHTS.

PARODIUS
PLAY AS A PIG! SHOOT PENGUINS! YES, TOTAL INSANITY HAS REACHED THE SATURN. AWESOME.

PSYCHIC DETECTIVE
HANG ON, IT'S CLEARING. AN ANCIENT HOUSE CAUGHT IN THE MISTS OF TIME.

PGA TOUR '96
IT'S WHITE, IT'S ROUND AND YOU WHACK IT ABOUT SOME QUITE LITERALLY BEAUTIFUL GOLF COURSES.

POIPOTTO HEBEREKE
MORE BUBBLE BURSTING WITH A CAST OF ANIME CREATURES AND SOME AMAZING SPECIAL ATTACKS.

PROWLER
FIRST THERE WAS *NIGHT TRAP*, THEN CAME *DOUBLE SWITCH* AND NOW THERE'S *PROWLER*.

RAY FORCE
COIN-OP STYLE BLASTING MAKES IT ONTO THE SATURN WITH GREAT FX AND LOTS OF POWER-UPS.

REVOLUTION X
POP-TASTIC LIGHT GUN SHOOT-EM-UP BASED ON THE ARCADE GAME. IT'S GOT AEROSMITH IN IT.

RIGLORD SAGA
SCULPTURED LANDSCAPES AND SOME AMAZING SPECIAL ATTACKS MAKE THIS RPG MORE EXCITING THAN A BARREL FULL OF DRAGONS.

SEGA RALLY
YOU GET TO DRIVE ON SOME OF THE ROUGHEST TRACKS AROUND. MUD NEVER LOOKED SO REAL.

SHINOBI X
IT'S THAT NASTY NINJA BACK AGAIN TO LEAP ABOUT IN AN ARCADE STYLE HACK-EM-UP.

SHREDFEST
THE GAME OF THE BREAKFAST CEREAL. NOT.

SIM CITY 2000
BUILD A BEAUTIFUL CITY OR A CESS-PIT FESTERING IN POLLUTION. THE CHOICE IS YOURS.

STREET FIGHTER II: THE MOVIE
THE LOVELY KYLIE AND THE MUSCLEY MR DAMME DO THEIR SF THING IN DIGITISED FORM. OH JOY.

SOLAR ECLIPSE
KILL ALL ALIENS! YOU GET THE CHANCE TO IN THIS 3D BLASTER. FULLY RENDERED AND EVERYTHING.

THE 11TH HOUR
IN THE SEQUEL TO *7TH GUEST* YOU ONCE AGAIN GET TO SOLVE A SUPERNATURAL MYSTERY.

VAN BATTLE
A BRUISER THAT FUSES THE LIVE ACTION OF *MK* WITH THE CLAYMATION OF *PRIMAL RAGE*.

VIEW POINT
FRY GIANT ROBOT CRABS IN THIS ZAXXON VARIANT.

VIRTUA RACING
THE CLASSIC POLYGON RACER PULLS UP ALONGSIDE *DAYTONA* AND *SEGA RALLY*. FANCY A RACE?

WING COMMANDER III
MARK HAMILL STARS IN THIS SPACE ADVENTURE THAT SEES YOU FIGHT OFF THE KILRATHI HORDES.

WWF THE COIN-OP
FUN WITH A CAPITAL FLYING DROPKICK IS THE IDEA OF THIS WRESTLER.

HS SHIELD UP – FIGHT BACK
START A FIGHT WITH 90 ALIEN GLADIATORS AND END UP WITH YOUR HEAD RIPPED OFF. PROBABLY.

PLAYSTATION

3-D BASEBALL
NOW WHAT COULD THIS BE? A 3D DOOM STYLE SHOOT-EM-UP? OH DON'T BE SO STUPID. IT'S A BASEBALL GAME BUT IT'S IN 3D. BUT BASEBALL GAMES NEVER DO WELL OVER HERE - WILL THIS BE ABLE TO CHANGE ALL THAT?

ACTUA GOLF
ALL THESE NEW HIGH TECH SYSTEMS AND LOOK WHAT WE GET. GOLF GAMES. JUST HOW MUCH MORE CAN THEY PUT IN A GOLF GAME?

ACTUA SOCCER
ANOTHER *VIRTUA FIGHTERS* MEETS GAZZA STYLE GAME. WILL GO HEAD TO HEAD WITH GOALSTORM BUT NO MATTER WHAT HAPPENS THE ENGLISH TEAM WILL STILL BE CRAP.

AGILE WARRIOR: F111X
BASED ON THE ANTICS OF ONE OF MIGHTIEST WARPLANES AROUND. FLY OVER EXOTIC LOCATIONS, MEET LOTS OF PEOPLE AND DROP BOMBS ON THEM.

AIR COMBAT
YOU'RE IN THE AIR AND YOU'RE FIGHTING. HEY IT'S BEEN A LONG DAY OKAY. DOGFIGHTING FLIGHT SIM.

ALIEN TRILOGY
OH YES. CAN'T WAIT FOR THIS ONE. THE REALEST LOOKING ALIENS EVER SEEN IN A VIDEO GAME. GUNS, ACID, BLOOD AND MORE GUNS. WAHEY.

ALONE IN THE DARK
A HAUNTED HOUSE PACKED WITH GHOSTS, ZOMBIES, DEMONS AND PUZZLES AWAIT YOU. BUT SO DOES A LOT OF TREASURE SO GET SOLVING. A LIGHTWEIGHT HORROR DETECTIVE GAME.

ASSAULT RIGS
COMBINE *3D BATTLETANK* WITH THAT LIGHTCYCLES BIT FROM CRUSTY VIDEO GAME MOVIE TRON. HACK AROUND A COMPUTER GENERATED GRID BLOWING AWAY OTHER TANKS. COULDN'T BE SIMPLER.

BLAM MACHINEHEAD
WITH A NAME LIKE *BLAM* I WOULDN'T EXPECT TOO MUCH IN THE WAY OF SUBTLE PUZZLE GAMES OR SPORTS SIMS. MORE DEATH, DESTRUCTION AND, WELL THAT SOUNDS PRETTY GOOD FOR STARTERS.

BOXER'S ROAD
A *DOOM* STYLE BOXING GAME. SOUNDS CORNY BUT IT WORKS REALLY WELL. DEFINITELY THE MOST PAINFUL GAME TO WATCH. THOSE PUNCHES DON'T HALF LOOK REAL.

CASPER
CASPER THE FRIENDLY GHOST NEVER SCARED ANYONE IS HIS LIFE. EVEN MY HAMSTER ISN'T SCARED OF CASPER. BIT OF A FAILURE ISN'T HE? STILL THE GAME SHOULD BE GOOD.

CASTLEVANIA
VAMPIRES, WHIPS, ZOMBIES AND DEMONS. OH, AND A FEW PLATFORMS AS WELL. KONAMI'S ANCIENT PLATFORM SERIES GETS A NEW LEASE OF LIFE.

CHAOS CONTROL
CONVERSION OF THE CD-I SHOOT-EM-UP. GORGEOUS RENDERED GRAPHICS WITH A BLOODY GREAT SIGHT THAT YOU MOVE AROUND. HMM, LET'S HOPE THEY MAKE USE OF THE PLAYSTATION'S EXTRA POWER.

CLAYFIGHTER 2
STREETFIGHTER AND *MK3* WILL BOTH BE ON THE PLAYSTATION SO THIS IS GOING TO HAVE SOME AWESOME COMPETITION. STILL, THE KIDS WILL LOVE IT. THEY WON'T BUY IT, BUT THEY'LL LOVE IT.

COOL SPOT
MORE FUN AND PLATFORMS WITH A LITTLE RED SPOT. WONDER IF HE EVER GOT PICKED ON AT SCHOOL. HA HA, I JUST CRACK MYSELF UP.

COSMIC RACE
BIZARRE RACING GAME THAT HAS NOT A LOT TO DO WITH SPACE. SEE THROUGH BIKES AND STUFF APPARENTLY. SO PETE SAYS. DON'T BELIEVE HIM THOUGH KIDS. HE EATS KITTENS FOR FUN.

CYBERIA
FULLY RENDERED PC ADVENTURE, A BIT LIKE *CREATURE SHOCK* ONLY WITH PUZZLES AND ADVENTURES. SORT OF A SEQUEL TO *LAWNMOWER MAN*.

DARKSTALKERS
CAPCOM'S FOLLOW UP TO *STREETFIGHTER* CAUSED A BIT OF A STIR IN THE ARCADES WITH ITS DEMONIC CHARACTERS. THE PLAYSTATION VERSION IS ALMOST COMPLETE AND LOOKS HOTTER THAN THE DEVIL'S BARBECUE.

DEMOLISH 'EM DERBY
NOW THIS IS FUN. GET HOLD OF THESE GORGEOUS LOOKING CARS AND SMASH THEM INTO OTHER CARS. LAST ONE ALIVE WINS. OH AND YOU CAN RACE AS WELL BUT JUST SMASHING THINGS UP IS MORE FUN. VERY REALISTIC GRAPHICS. DON'T GO JOYRIDING AFTER YOU'VE PLAYED THIS ONE.

ENDORFUN
IT'S A GAME THAT IS SUPPOSED TO USE PSYCHADELIC IMAGES THAT RELEASE THE SAME HORMONE INTO YOUR BODY THAT IS IS RELEASED WHEN YOU'RE, ER, ENJOYING YOURSELF.

ESPN EXTREME
NOT JUST ANY OLD SPORTS SIM, BUT EXTREME SPORTS. IF IT'S DANGEROUS, IT'S IN. IF YOU'RE LIKELY TO GET SERIOUSLY HURT, IT'S IN. MTV SPORTS STYLE GAME.

G-POLICE
LOTS OF FASCIST BULLY BOYS HIDING BEHIND

DESCENT

32X/Saturn/PlayStation



When this originally arrived on PC it was heralded as the *Doom* beater we had all been waiting for. It has the same first person viewpoint but this time you're flying around stages blowing things away with your ship's weapons (of which there are many) and rescuing people. No chainsaws, unfortunately but you do get stunningly fast 3D graphics and game-



It's just like being in one of those ships in Star Wars flying over the Death Star.

WATERWORLD

Mega Drive/SNES

The film may be way over budget, but rather like Ocean's game it could be the surprise hit of this summer. Your job is to defend the atolls, island cities that float about on – yep – water. As these are being attacked by Dennis Hopper's mad minions this is no easy task. You'll have to use the wind to get around in your battle yacht. The game's split between these seaborne antics and platform sections where you have to leap, shoot and swim your way to herodom sporting a Costner-ish hair-do.







Overtake me would ya? Have some of this then. That'll show 'em.

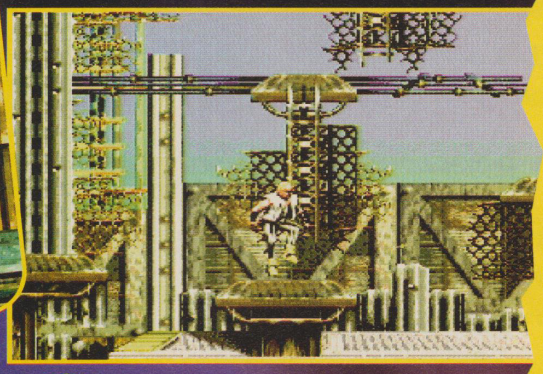
play to die for. Combine the instant appeal of *Doom* with a science fiction atmosphere and you've got *Descent*. A sequel to this incredible game is already in the pipeline and is due to appear first on PC and 3D0 later on this year.



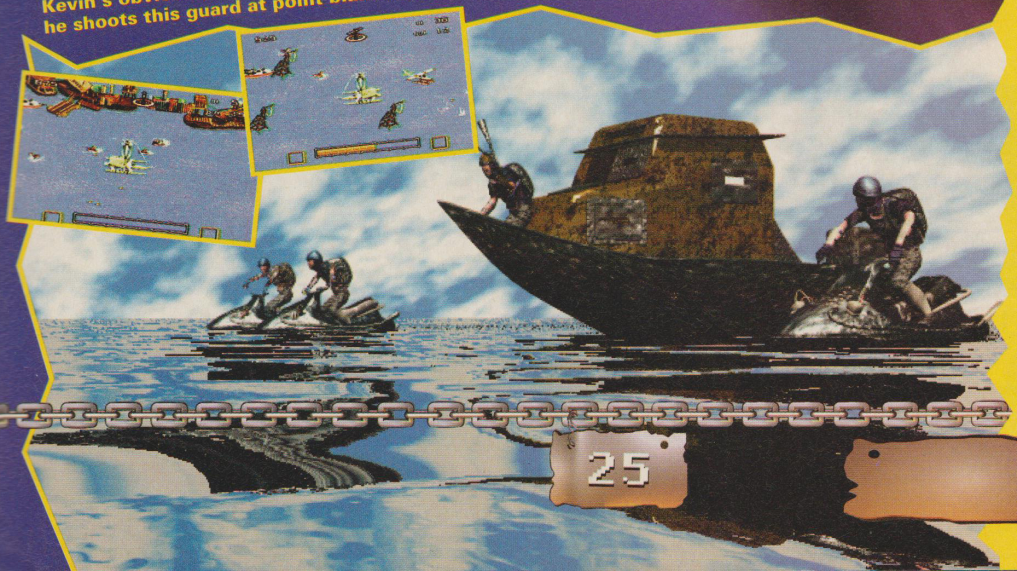
He'll be dead then will he?



A bit of vertical movement is bound to get you about in platform games. Nice scenery, isn't it?



Kevin's obviously a *Doom* fan – see how he shoots this guard at point blank range.



PLAYSTATION

UNIFORMS IN THIS ONE. POLICING, FUTURE STYLE. DO YOU SHOOT FIRST?

GALAXY FIGHTER
IN TRUE FLASH GORDON TRADITIONS YOU'RE FIGHTING FOR THE SURVIVAL OF THE GALAXY. AND YOUR CAREERS TEACHERS TOLD YOU THAT YOU'D GET NOWHERE IN LIFE HUH? WHAT DO THEY KNOW?

GOALSTORM
IMAGINE A GAME WITH THE GRAPHICS OF VIRTUA FIGHTER, BUT IN A FOOTY GAME. THAT'S WHAT *GOALSTORM* IS. COOL HUH?

HEBEREKE POPOON 2
THE ORIGINAL WAS THE ONLY GAME IN THE WORLD TO SCREAM, "DUSTIN HOFFMAN!" AT YOU WHEN YOU DID WELL. TOP *TETRIS* CLONE THAT ADDS A LOT OF HUMOUR TO AN OTHERWISE TEDIOUS GENRE.

JVC BOXING
STAND THERE AND BEAT YOUR OPPONENT TO A PULP BEFORE HE GETS THE CHANCE TO DO IT TO YOU. YOUR CHANCE TO DO A NIGEL BENN ON SOMEONE AND NOT GET SENT TO PRISON.

KINGS FIELD
DOOM STYLE FANTASY GAME WHERE YOU FIGHT MONSTERS, SERPENTS AND SKELETONS. IF IT'S LIKE *DOOM* IT'S ALRIGHT BY ME.

KRAZY IVAN
IT'S A ROBOT BEAT-EM-UP (SORT OF) WITH SOME COOL VIDEO. HANG ON, ROBOTS, BEAT-EM-UPS, AGH *RISE OF THE ROBOTS* SYNDROME. EXCEPT THAT FROM WHAT WE HAVE SEEN THIS LOOKS TOTALLY WILD.

LOST VIKINGS 2
OLAF AND THE BOYS ARE BACK IN MORE WHERE THE HELL ARE WE ANTICS. THE ORIGINAL WAS AN EXCELLENT ARCADE PUZZLER WITH A TOUCH OF HUMOUR AND HOPEFULLY THIS WILL FOLLOW SUIT.

METAL JACKET
METAL JACKET IS A SLANG NAME FOR A BULLET SO WE CAN EXPECT LOTS OF GUNS AND BULLETS IN THIS ONE.

NBA JAM TE
THE BEST BASKETBALL GAME ON THE PLANET, ON THE PLAYSTATION. WILL THEY DO A STRAIGHT PORT OR ACTUALLY TRY AND MAKE IT EVEN BETTER?

NFL QUARTERBACK CLUB 96
AMERICAN FOOTBALL ON THE PLAYSTATION, AND ABOUT TIME TOO. NO DOUBT A MADDEN GAME FROM EA WILL GIVE THIS A RUN FOR ITS MONEY.

OFF WORLD INTERCEPTOR
A 3D RACING GAME THAT BOMBED ON 3DO WHEN IT WAS FIRST RELEASED. IT DOES HAVE A LOT OF NEAT FEATURES AND GORGEOUS GRAPHICS THOUGH. MAYBE IT'LL WORK BETTER NOW.

PGA GOLF
THE BEST GOLF ON ANY OTHER CONSOLE NOW TAKES ON THE BIG GUNS ON PLAYSTATION. SHOULD BE INTERESTING.

POLICENAUTS
SPACE POLICE. AT LEAST IT WON'T BE AS BAD AS THAT AWFUL SPACE PRECINCT PROGRAMME ON TV. MOST EXPENSIVE TV SERIES EVER. WHAT A WASTE OF DOSH.

PROJECT OVERKILL
THIS IS ONE FOR LES. THE MOST VIOLENT GAME OF ALL TIME. COMPLETELY OVER THE TOP VIOLENCE AND WE CAN'T WAIT. TOP STUFF.

PSYCHIC DETECTIVE
NIGHT TRAP STYLE FMV EXTRAVAGANZA THAT COMBINES *MYSTERY MANSION*, *NIGHT TRAP* AND *SEVENTH GUEST* WITH CLUEDO. HMM.

RAZOR WING
COULD IT BE THE SEQUEL TO RAZORBACK, ONE OF THE WORST MOVIES EVER MADE? NAH, IT'S A SHOOT-EM-UP. NO SURPRISES THERE.

REVOLUTION X
NOW THIS SHOULD BE THE DEFINITIVE VERSION OF THIS FABULOUS SHOOT-EM-UP. VIDEO GAME BABE OF THE YEAR WILL LOOK EVEN BETTER ON THE PLAYSTATION.

ROAD RASH
GET ON YOUR BIKE, RACE AT EXTREMELY HIGH SPEEDS AND ATTACK ANYONE WHO TRIES TO OVERTAKE YOU. OH AND IF THE POLICE GET IN THE WAY. DO WHAT COMES NATURALLY. THE 3DO VERSION WAS GREAT, THIS SHOULD BE UNREAL.

ROCK 'N' ROLL RACING
GREAT MUSIC AND ULTRA VIOLENT RACING ACTION TO DIE FOR. WHEN THIS ONE IS RELEASED IT'LL BE TIME TO ROCK.

SCOTTISH OPEN
ANOTHER GOOD WALK SPOILED AS CORE INSIST ON YOU SMACKING THE HELL OUT OF SOME SMALL DEFENCELESS GOLF BALL. THE PC VERSION WAS GOOD.

SCREAMING WHEELS
IT'S GOT WHEELS IN IT AND THEY SCREAM SO IT'S EITHER A RUN OVER A HEDGEHOG SIM OR A RACING GAME. I'LL PLUMP FOR THE RACING GAME, UNFORTUNATELY.

SHELLSHOCK
TOP TANKS AND RAP ACTION AS YOUR GROUP OF MERCENARIES FIGHT WARS AS THEY SHOULD BE FOUGHT. MEAN AND DIRTY. FORGET THE GENEVA CONVENTION AND KILL KILL KILL. FEATURES MUSIC FROM TOP RAPPERS APPARENTLY (A BIT OF A CONTRADICTION IN TERMS SURELY).

SHOCKWAVE
THE ALIENS HAVE INVADED. GUESS WHO GETS TO WIPE THEM OUT, SINGLE HANDED. LOTS OF GOOD VIDEO

PLAYSTATION

SEQUNCES AND VERY FAST, JAW DROPPINGLY GOOD GRAPHICS SHOULD MAKE THIS POPULAR.

SLAM 'N' JAM
FLASH BASKETBALL GAME THAT GOES FOR MORE REALISM THAN THE LIKES OF *NBA JAM*. THE 3DO VERSION WAS PRETTY GOOD.

SOULSTAR
TOP SHOOT-EM-UP ANTICS. TAKE DIFFERENT MACHINES THROUGH VARIOUS LEVELS CAUSING AS MUCH MAYHEM AND WRECKAGE AS YOU CAN.

SPLIT REALITIES
BY DAY YOU'RE A SCREAMING SCHIZO' IN A MENTAL INSTITUTION. BY NIGHT YOU'RE A DARK SUPERHERO CLEARING THE CITY STREETS, ER ACTUALLY IT'S GOT NOTHING TO DO WITH THAT BUT IT SOUNDS GOOD THOUGH.

STEEL HARBINGER
MAKE INSTRUMENTS OUT OF STEEL DRUMS AND PLAY THEM NON STOP AT FESTIVALS AND CRICKET MATCHES JUST TO ANNOY EVERYONE.

STREETFIGHTER: THE MOVIE
GET HOT AND SWEATY WITH KYLIE AND JEAN CLAUDE. HANG ON, WE CAN'T SAY THAT ANYMORE. UM, IT'S A FIGHTING GAME THAT'S THE SAME AS THE ARCADE VERSION.

SWAGMAN
YOUR DEEPEST DARKEST NIGHTMARES COME TO LIFE AS THE SWAGMAN AND HIS COHORTS TAKE OVER YOUR TOWN, AND YOUR HEAD. ONE OF THE WEIRDEST GAMES OF THE YEAR.

THE PERFECT GOLF
THAT'S WHAT THEY ALL CLAIM. *PERFECT GOLF* INDEED. WHATEVER NEXT. WE'LL SEE HOW PERFECT IT IS WHEN IT COMES UP AGAINST *PGA* AND THE REST.

THUNDERHAWK 2
TAKE THE LATEST HIGH TECHNOLOGY COMBAT HELICOPTER OUT AND KILL THINGS WITH IT. WELL PREFERABLY WITH ITS WEAPONS BUT YOU KNOW WHAT I MEAN. TOP FLIGHT AND FIGHT ACTION WITH THE EMPHASIS ON FIGHT.

TOMB RAIDER
INDY JONES MEETS *PITFALL* STYLE ANTICS AS YOU SEEK TO ALLEVIATE THE TOMBS OF DEAD PEOPLE FROM THE BURDENS OF HOLDING ALL THAT TREASURE.

TWISTED METAL
IT'S A URI GELLER GAME. BEND AS MANY SPOONS AS YOU CAN BEFORE YOU'RE REVEALED TO BE A FAKE. NOPE, EXPECT BIG HULKING ROBOTS TURNING EACH OTHER INTO SCRAP. OR MAYBE IT'S A RACING GAME.

VR BASEBALL
LOOKS LIKE EVERYTHING IS GOING VR THESE DAYS. VR TROOPERS, VR FLAVOUR CRISPS AND NOW VR BASEBALL. IT'S A BASEBALL GAME (YAWN) BUT IN VR.

WARHAWK
YOU SIT ON A BIG BIRD AND SHOOT THINGS DOWN. ACTUALLY IT'S BOUND TO BE ANOTHER FLIGHT AND FIGHT GAME FEATURING PROPER AIRCRAFT. NOT BIRDS AT ALL ACTUALLY, AS IT HAPPENS.

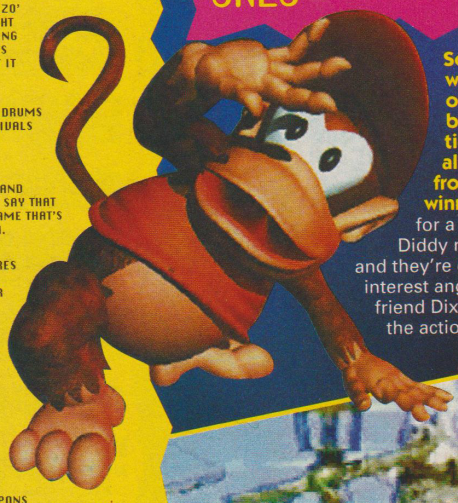
WING COMMANDER 3
MARK 'FATBOY' HAMMILL STARS IN THIS 'CLOSEST TO AN INTERACTIVE MOVIE THERE'S EVER BEEN' AFFAIR. EVER EVOLVING STORYLINE AND TOP BLASTING SPACE COMBAT MAKE THIS ONE TO LOOK OUT FOR.

WIPE OUT
IT'S *F-ZERO* FOR THE PLAYSTATION, ONLY WITH *RIDGE RACER* STYLE GRAPHICS. WE'VE PLAYED IT AND IT'S TOPS.

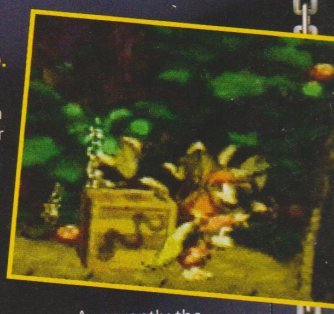
WWF THE COIN OP
MORE AMUSING TIGHTS AND SADLY PREDICTABLE ANTICS. BUT HEY, IT'S FUN TO WATCH. HONEST. ANOTHER FIGHTING GAME. SORT OF.

DKC 2

SNES



Son of *DKC* returns with more levels full of bananas and barrels, but the question is, will they actually change anything from the original's winning formula? Well, for a start this game stars Diddy rather than Donkey and they're going for the love interest angle with Diddy's girlfriend Dixie who gets in on all the action. There's certainly a lot in *DKC 2* with over a hundred levels. This should please critics of the first game who complained that, while it looked great, it was definitely too easy. Apparently the graphics have been tweaked too, but can the SNES really pump out sprites more polished than those in the original?



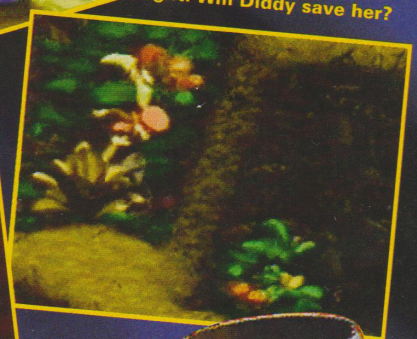
Now Diddy's your man or, rather, ape.



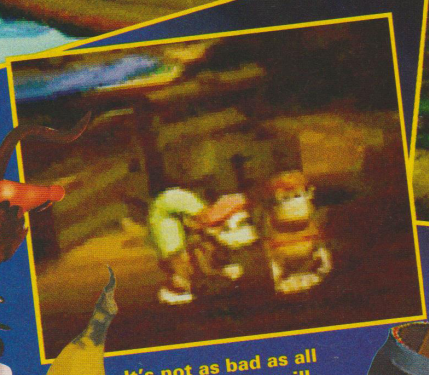


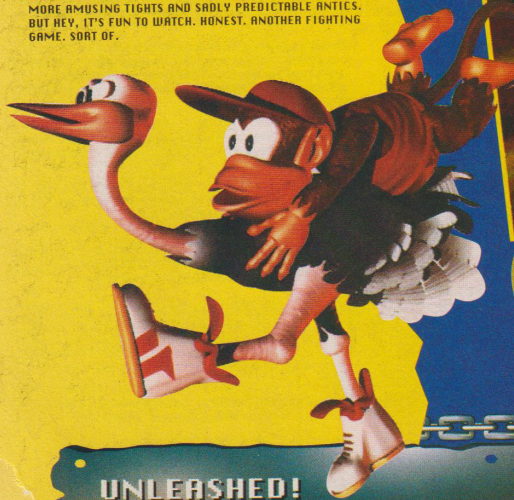


Diddy is obviously surprised by our Dixie's hair-do.



Dixie tumbles from a great height. Will Diddy save her?





It's not as bad as all that, the roots will show in a few weeks and I can have it cut.



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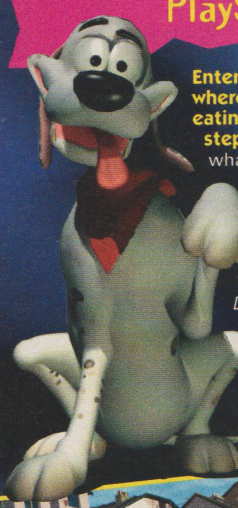
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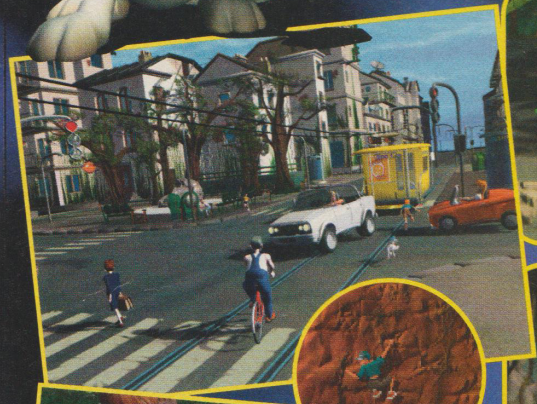
HEART OF DARKNESS

PlayStation



Enter a sinister fantasy world where spectres and man-eating plants dog your every step. The graphics are what's bound to sell this title. It combines fully rendered 3D cut sequences with a very pretty 2D gaming environment along the lines of *Donkey Kong Country*. The main character, Andy, has over 1600 frames of animation and he can interact with almost anything on screen. The game is puzzle-based so that you make your way through the 256 screens trying to find out which objects you need and where you need to use them. Still, it's definitely the intricate drawing of shadows and reflections that'll keep you coming back for more. Spooky.













Ah, bless 'im! Doesn't little Andy look cute in this fully rendered cut sequence? Okay, maybe not.

JAGUAR

ARENA FOOTBALL
TAKE CONTROL IN THIS 3D BALL-BLASTER. MUST BE BETTER THAN THAT *TROY AIKMAN* ANYWAY.

ATTACK OF THE MUTANT PENGUIN
NOT A NEW BATMAN GAME BUT ONE OF THOSE STRANGE JAP PUZZLE THINGS. QUESTION: BUT DO YOU GET TO SHOOT THE PENGUINS?

AUP SPECIAL EDITION
THIS TIME IT'S A VARIANT. GET STUCK IN TO THIS RE-VAMPED ALIEN WALK-EM-UP. FREE CHEST-BURSTER WITH EVERY COPY.

BATTLESPHERE
IT'S LIKE THAT BIT ON GLADIATORS WHERE THEY ROLL AROUND IN A BIG STEEL CAGE AND SQUASH EACH OTHER ONLY WITH LASERS. HONEST.

BRETT HULL HOCKEY
THE HARDEST MAN ON ICE GETS ANOTHER CHANCE TO BASH PEOPLE INTO THE RINK AND THEN MARVEL AT HIS OWN STATS AFTERWARDS.

CHARLES BERKLEY BASKETBALL
SIR CHARLES DRIBBLES SMOOTHLY ROUND ALL-COMERS AND GENERALLY SHOWS-OFF IN ANOTHER HOOP-HUSTLING LICENSE.

DACTYL JOUST
SHOCK: OLD ARCADE GAME GETS RESURRECTED! OF COURSE IT'S NOW GOT A 3D *DOOM*-ISH PERSPECTIVE. ATTACK FLYING KNIGHTS AND STEAL LOTS OF EGGS.

DEATHWATCH
YOU CONTROL A BEETLE WHO MUST TUNNEL HIS WAY THROUGH ANTIQUE FURNITURE ALL SHOWN FROM A FIRST-PERSON VIEWPOINT.

DUNE RACER
HEY MAN, WHEN YOU CAN'T LIKE, SURF, WHY NOT GET IN YOUR BUGGY AND CATCH A FEW DUNES? AWESOME RACING ACTION.

FEVER PITCH SOCCER
DISREPUTABLE? DEFINITELY. ENJOYABLE? QUITE POSSIBLY. TIME TO KICK A FEW SHINS IN THIS FOULING FOOTY GAME.

FIGHT FOR LIFE
COLOURFUL POLYGON BEAT-EM-UP IN WHICH THE PRINCIPLE CHARACTERS ALMOST QUITE LITERALLY FIGHT FOR THEIR LIVES. NICE TITLE.

FLASHBACK
NOT CONTENT WITH GRACING THE CD-I WITH ITS PRESENCE, IT'S TIME TO LET JAG OWNERS RE-LIVE THE GOOD OLD DAYS OF QUALITY GAMING. PROBABLY.

FLIP OUT
NO RELATION TO *WIPEOUT* UNFORTUNATELY.

FRANK THOMAS BIG HURT BASEBALL
OUCH! BASEBALL REALLY HURTS ESPECIALLY WHEN YOU'RE FRANK THOMAS AND ONE HITS YOU RIGHT IN THE STATS. THAT'S YANKS FOR YOU.

GOTCHA!
YOU ARE NOEL EDMONDS AND GET TO EMBARRASS CELEBS ALL FROM A *DOOM*-STYLE PERSPECTIVE.

HOVER HUNTER
NO RELATION TO *HOVER CARS*, HOPEFULLY. HOVERCRAFT-PACKED BLASTING ACTION.

IRON SOLDIER 2
SOME DODGY CITYSCAPES SPOILT THE ORIGINAL, LET'S HOPE THEY'VE FIXED THESE SO WE GET SOME CORKING MECH-ON-MECH ACTION.

MAH FORCE
BLOW YOUR OPPONENT INTO LITTLE PIECES USING ANY MEANS AT YOUR DISPOSAL.

PINBALL FANTASIES
WE OFTEN HAVE FANTASIES ABOUT PINBALL THAT INVOLVE STUFFING PROGRAMMERS FROM 21ST CENTURY INSIDE A PINBALL TABLE AND HITTING THE FLIPPERS.

PITFALL
HARRY (NO RELATION TO HARRISON) SWINGS FROM THE TREES AND DOES HIS JUNGLE PLATFORM THANG.

POWER DRIVE RALLY
MUD, MUD, MUD AND MORE MUD IN A POWERSLIDING (WHOOP!) CORNER-CUTTING RALLY-DRIVING SIM. SAY NO MORE.

RAYMAN
CUTESY PLATFORM-TYPE THING FEATURING TROPICAL BACKGROUNDS AND SOME FLUID ANIMATION.

RUINER PINBALL
PINBALL THAT FEATURES A SUB-GAME OF INSIDER DEALING ON THE STOCK EXCHANGE.

SPACE WAR 2000
SPACE, THE FINAL FRONTIER AND GENERALLY GOOD SETTING FOR 3D SHOOT-EM-UPS. OH, IT'S SET IN THE YEAR 2000. HOW NICE FOR IT.

SUPER BURN OUT
BIG THROBBING BIKES MAKE AN APPEARANCE IN THIS FINELY TUNED RACING GAME. DON'T BLOW A GASKET.

SUPER KARTS
ANOTHER RACER, THIS TIME WITH FOUR WHEELS AND SOME MULTI-COLOURED CRASH BARRIERS.

SUPER CROSS 3D
MORE RACING? MORE MOTORBIKES? ANY MORE OF THIS AND WE'LL HAVE TO MOVE TO DONNINGTON.

JAGUAR

WHITE MEN CAN'T JUMP
YES THEY CAN! JUST NOT QUITE AS HIGH AS SHAQ OR JORDAN 'COS THEY'VE GOT BIGGER TRAINERS ON. BASKETBALL.

ZERO FIVE
ONE ZERO, YOU HAVE A FOUR NINER ON YOUR TAIL, DO YOU COPY? ROGER ALPHA ONE, SOUNDS LIKE A DODGY PLANE-EM-UP TO ME, OVER AND OUT.

JAGUAR CD

BALDIES
LEMMINGS MEETS *POPULOUS* AND THE TWO HAVE A JOLLY GOOD CHIN-WAG. MORE GODLIKE STRATEGY-ING.

BATTLEMORPH
JUST WHEN YOU THOUGHT IT WAS SAFE TO FLY DOWN A CANYON THE SEQUEL TO *CYBERMORPH* POPS UP.

BLACK ICE WHITE NOISE
A BIT LIKE HOLIDAY ON ICE WITH MORE RACIAL TENSION.

BLUE LIGHTNING
FLYING AND SHOOTING. VITAL COMPONENTS FOR ANY NEXT-GEN GAME. THIS IS A GAME WITH BOTH.

BRAINDEAD 13
IT'S REALLY RATHER SCARY WITH FRITZ OUT TO STICK HIS HOOK IN YOUR HEAD. INTERACTIVE CARTOON ADVENTURE.

COMMANDO
IT'S A MAN'S LIFE IN THE ARMY: BLOW THINGS UP! SHOOT PEOPLE! SWING THROUGH WINDOWS ON BITS OF CORD!

CREATURE SHOCK
SHOCKING CREATURES ABOUND IN THIS RENDERED ACTION ADVENTURE. YOU COULD EVEN TRY COMMUNICATING WITH THESE STRANGE, NEW LIFEFORMS. NAH.

DEFENDER 2000
BLEEP. BOOM. BLEEP, BLEEP. OKAY SO *TEMPEST* WAS KINDA OKAY BUT RESURRECTING *DEFENDER*? SURELY NOT.

DEMOLITION MAN
CLEVER MIX OF FMV, DIGITISED GRAPHICS AND SPRITE FX IN THIS MULTIPLE GENRE TITLE.

DRAGON'S LAIR
DIRK THE DARING AND SOME VERY LINEAR GAMEPLAY.

DRAGON'S LAIR 2
MORE LINEAR CARTOON STUFF. PRETTY BUT DULL TO PLAY.

F1 RACER
BEAT OUR NIGE TO THE FINISH IN A GAME WHERE YOU GET TO DRIVE ROUND VERY SHARP CORNERS.

HIGHLANDER 1
ALONE IN THE DARK CLONE WITHOUT THE ATMOSPHERE.

HIGHLANDER 2
ALONE IN THE DARK CLONE WITHOUT THE ORIGINALITY.

HIGHLANDER 3
ALONE IN THE DARK CLONE CLONE.

HOVER STRIKE CD: SPECIAL EDITION
WE CAN'T WAIT TO SEE JUST HOW SPECIAL THIS IS. IT'LL NEED TO BE VERY TO BE WORTH A LOOK.

MYST
AMAZE YOUR FRIENDS! BEDAZZLE YOUR ENEMIES WITH THIS AMAZING SET OF *MYST* COASTERS.

NBA JAM TE
ANNOY YOUR NEIGHBOURS BY TURNING THE SOUND UP WHEN IT GOES "FROM DOWNTOWN!"

RISE OF THE ROBOTS
DODGY DROID-HEAVY BEAT-EM-UP.

ROBINSON'S REQUIEM
NOTHING TO DO WITH ORANGE SQUASH, MUCH MORE TO DO WITH A FAMOUS BASKETBALL PLAYER (WHO?).

SKY HAMMER
SHOOT THEM ALL! TRULY EXCITING BLASTING THINGS UNTIL THEY EXPLODE.

SOULSTAR
THIS SHOULD BE A VERY SMART SHOOT-EM-UP WITH LOTS OF GUNS AND SHIPS AND EXPLOSIONS. TRIFFIC.

SPACE ACE
IF ONLY THE VILLAINOUS BORF WOULD LEAVE US ALL ALONE. AH WELL, 'INTERACTIVE' CARTOON ADVENTURE.

STARLIGHT BOWLERAMA
IMPRESS YOUR FRIENDS WITH A STRIKE AND THEN BECOME CHAIRMAN OF THE TUC.

THEA REALM FIGHTERS
ACTORS WHO FAILED THE *MK 3* AUDITION HAVE BEEN DIGITISED TO GIVE THIS BEAT-EM-UP MORE CLOUT. HMM.

VARUNA'S FORCES
YOU'RE TRAPPED IN A BIG SPACESHIP WITH LOADS OF NASTY ALIENS ON THE LOOSE, SOUND FAMILIAR?

VID GRID
MATCH THE VID BLOCKS AND A WIN A PRIZE IN THE LATEST JAG PUZZLE GAME.

WAYNE GRETSKY NHLPA HOCKEY
TOTALLY ICE-TASTIC LITERALLY SLAPPING STICKS KINDA HOCKEY ACTIONTASTIC!

Magic Carpet

Saturn/PlayStation/Jaguar-CD

Sinbad the sailor meets Aladdin in this rendered strategy/adventure/shoot-em-up. Apart from having graphics that'll take your breath away it's got *Sim City*-style gameplay that'll make sure you're absorbed for hours. First build your castle (preferably on top of some nasty creatures) and then go out chasing all manner of mythical beasts (dragons, genies, kraken and so on) in a bid to shoot them and steal their mana so that you can build an even bigger castle. Of course, more mana also means bigger spells so you can throw meteors at your pesky competitors, other wizards who are trying to rise through the ranks just like you. If the link-up option is supported across all three formats this is one you'll just have to buy whichever machine you pick.



It's the only game where you can use buildings as weapons. Drop your castle on an army of griffons.

You can get to level 26. But can you get to San Francisco?

Fancy a trip to the final of the **WORLD GAMES CHAMPIONSHIPS** in San Francisco? For the second year running, you frenetic finger-freaks can register at any **BLOCKBUSTER** Video Store from June 1 to take part in the in-store knockout rounds. You'll tackle Sega NBA Jam Tournament Edition and Nintendo Donkey Kong Country. So if you think your digits can do the do, register now, and you could jiggle your joystick all the way to San Francisco.



the entertainment team

Nintendo

SEGA

Acclaim entertainment, inc.

BLOCKBUSTER VIDEO

BLOCKBUSTER WORLD VIDEO GAME CHAMPIONSHIP II

Blockbuster Video Stores in Portsmouth and surrounding areas.

SNES

BEHIND THE IRON GATE
A MYSTERY ADVENTURE. WHAT IS IT THAT LURKS BEHIND THE IRON GATE? MYSTERIOUS, ISN'T IT? WELL WE THOUGHT SO.

BIG RED ADVENTURE
POINT AND CLICK FUN BEHIND THE IRON CURTAIN (NOT GATE) WITH A HERO CALLED WALLY. YES HE PROBABLY IS.

FEARS
DOOM, DOOM, DOOM. THAT'S ALL YOU EVER HEAR THESE DAYS. HERE IT IS AGAIN LOOKING SWEETLY UGLY.

GLOOM
ANOTHER *DOOM*-CLONE WITH BUCKETS OF GORE, PLENTY OF AMMO AND AN EXCELLENT TWO-PLAYER SPLIT-SCREEN OPTION .

NBA JAM TE
BASKETBALL GAMES CAN TURN YOU INTO A BASKET-CASE. NBA TE IS OBVIOUSLY THE CURE FOR ALL THOSE WHO HATE BORING STATS SIMS.

PINBALL MANIA
BALLS WITH PINS IN THEM NEVER LOOKED AS GOOD AS THIS. GO ON, GO BONKERS, JUST FOR A LAUGH.

PLAYER MANAGER 2
GET YOUR TEAM TO THE TOP OF THE LEAGUE THROUGH CAREFUL MANAGEMENT, WATCH YOUR STAR PLAYERS BLOSSOM AND FLOG THEM OFF TO THE FIRST OFFER.

SUPER STREETFIGHTER 2
SUPA-DUPA AND ALTOGETHER GREAT, THE ORIGINAL AND UNBEATABLE FIGHT-EM-UP RETURNS HAMPERED ONLY BY THE JOYPAD.

TINY TROOPS
LINE UP YOUR MINI SOLDIERS AND SEND THEM OFF TO GET BLOWN TO BITS. FUN.

TOWER OF SOULS
OH, IT'S GOT LOTS OF DEMONS AND BRAVE ADVENTURERS IN. YOU KNOW HOW THAT KIND OF THING GOES.

TURBO TRAN
RACING AT ITS MOST DANGEROUSLY EXTREME. TEAR UP THE TRACK AND GO STRAIGHT FOR THE FINISH LINE.

CD-32

BIG RED ADVENTURE
IT'S QUITE BIG AND IT'S SET IN A COUNTRY FULL OF REDS. WELL, NOT ANY MORE AS THE SOVIET UNION THIS POINT AND CLICK ADVENTURE MOCKS IS HISTORY.

SUPER STREET FIGHTER 2
GO HOME AND BE A FAMILY MAN OR, ALTERNATIVELY, STAY IN AND PLAY SSF 2 ON CD. HAS TO BE DONE REALLY.

TINY TROOPS
LOTS OF SMALL SOLDIERS DESCEND TO DO BATTLE. GET THEM ALL KILLED JUST FOR THE HELL OF IT.

3DO

ALONE IN THE DARK 2
MORE LOVECRAFTIAN TERROR AS YOU BATTLE EVIL COWBOYS AND SATANIC CULTS IN THIS CREEPY POLYGON ADVENTURE.

ALONE IN THE DARK 3
IF YOU'RE STILL SANE AFTER NUMBER TWO YOU AREN'T PAYING ATTENTION. MORE HORROR THAN YOU CAN HANDLE.

BALL2
THE WEIRDEST BEAT-EM-UP EVER WHERE ALL THE FIGHTERS ARE MADE UP OF. . . SPHEROIDS. THE CLEVER REPLAY AND IN-GAME VID SCREENS ADD THAT IMPORTANT TOUCH OF CLASS.

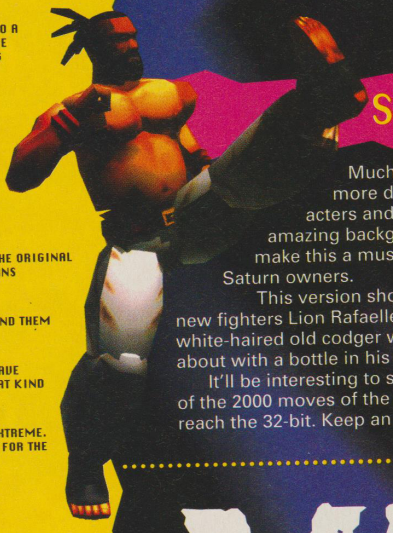
CASPER
HE'S SO FRIENDLY IT MAY JUST MAKE US BARF. LET'S HOPE HE GETS NASTY IN ALONE IN THE DARK 4.

CYBERIA
SORT OF SEQUEL TO LAWNMOWER MAN WITH FULL-ON RENDERED GRAPHICS AND LOTS OF PUZZLES TO SOLVE.

D NO SHOKUTAKU
ROUGHLY TRANSLATES AS 'BIG JAPANESE GAME THAT NOBODY UNDERSTANDS' THE NAME JUST ABOUT SAYS IT ALL. ODD.

LOST VIKINGS 2
THEY GOT LOST, THEY GOT FOUND, THEN THEY GOT LOST AGAIN. WHAT IS IT WITH THESE NORDIC TYPES AND CO-OPERATIVE PLATFORMERS?

Virtua Fighter



Saturn

Much smoother, more detailed characters and some amazing backgrounds make this a must-have for Saturn owners.

This version should include new fighters Lion Rafaelle and some white-haired old codger who staggers about with a bottle in his hand.

It'll be interesting to see how many of the 2000 moves of the arcade game reach the 32-bit. Keep an eye out too for the scaling and rotational FX that are much improved from *VF1* as courtyards and buildings spin around the fighters.

A lot of time has been spent on getting the graphics just right and Sega are hoping its arrival will put even the likes of *Tekken* and *Toh Shin Den* firmly in the shade. We'll let you know.



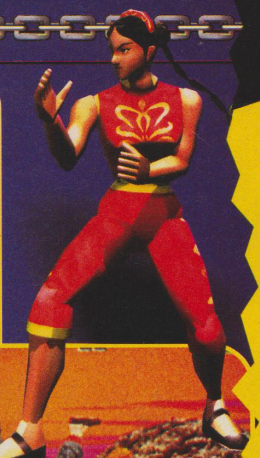
Virtua Cop

Saturn



Wherever there is crime there'll be polygon policemen ready to shoot first and ask questions later. Probably the best arcade lightgun game yet makes its first appearance on a home format. You'll move the cursor around the screen using either a Saturn lightgun, mouse or joypad homing in on the nicely rendered villains and blowing them away. It looks like the AM2 programmers have really helped the transition from arcade to 32-bit. Clever touches include different kill sequences depending on where you hit the perps and various props for you to blast in time-honoured shoot-out tradition. Looks like very playable Clint-style fun that could make everybody's day. Punk.

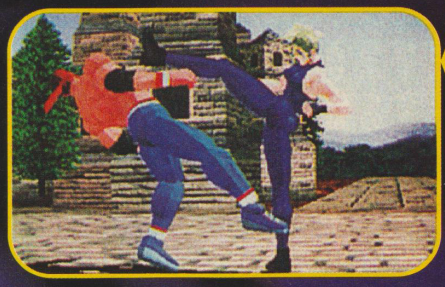


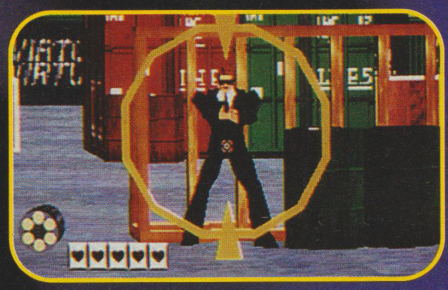






Jeffry flies in to take advantage of the fact that Jacky is lying prostrate on the floor. Surely that's going to hurt someone?







His gun has jammed and the creep is defenceless, gun him down right now!





Do you feel lucky today punk? Well you'd better be able to dodge polygon bullets if you take on this particular lawman. Use lethal force.

3DO

PRETTY SOLDIER: SAILORMOON
THIS SORT OF THING IS GENERALLY FROWNED UPON BUT AS THE PRETTY SOLDIER IN QUESTION IS AN ANIME CHARACTER WE'LL FORGIVE HIM/HER/IT.

SPACE HULK
YOU CONTROL A SQUAD OF MARINES SENT IN TO KILL HORRID ALIENS AND PLENTY OF THEM. CLEAR EACH SHIP AND MOVE ONTO THE NEXT ONE

YU YU HAKUSHU
ANOTHER VERY ODD PUZZLE GAME WINGS ITS WAY TO THESE FAIR SHORES. WHAT DEMENTED PROGRAMMER IS DREAMING THEM UP?

VIRTUAL BOY

GALACTIC PINBALL
SAVE THE GALAXY BY FIRING BALLS AT PINS. IF ONLY IT WAS THAT EASY. TOP VIRTUAL REALITY PINBALL STUFF.

MARIO CLASH
THE DUNGAREED SUPER HERO BRINGS HIS HIGHLY UNLIKELY MOUSTACHE AND FASHION SENSE TO THE VB.

MARIO'S DREAM TENNIS
THE FIRST SPORTS GAME ON THE VB AND IT ISN'T A GOLF ONE. WAHAY.

RED ALARM
SPACE SHOOT-EM-UP IN GLORIOUS TECHNO RED ON BLACK GRAPHIC STYLE.

TELEROBOXER
A VIRTUAL REALITY BOXING GAME NO LESS. PUNCH, DODGE AND PUNCH SOME MORE.

GAMEBOY

ASTEROIDS/MISSILE COMMAND
ASTEROIDS IS GREAT BUT *MISSILE COMMAND* SUCKS. OF COURSE, THE GAME BOY COULD ALMOST DO ARCADE PERFECT CONVERSIONS OF THESE TWO.

CENTIPEDE/MILLIPEDE
NOT REALLY AN AWFUL LOT OF DIFFERENCE BETWEEN THESE TWO. YOU SHOOT AN AWFUL LOT AND TRY NOT TO GET HIT. NEITHER OF THEM ARE AS GOOD AS *SCRAMBLE* THOUGH. WHY DON'T THEY DO THAT?

CUTTHROAT ISLAND
BIG MOVIE (THAT'LL PROBABLY BOMB) LICENCE. REAL SWASHBUCKLING ACTION IN THIS *GOLDEN AXE* CLONE.

DEFENDER/JOUST
DEFENDER RULES, I WAS KING AT THAT BUT *JOUST*? NOT SO SURE ABOUT THAT. TWO FOR THE PRICE OF ONE THOUGH, CAN'T BE BAD.

DONKEY KONG LAND
DONKEY KONG COUNTRY ON YOUR GAME BOY. NO REALLY. WE'VE SEEN IT AND IT LOOKS PRETTY PHENOMENAL. HOPE THEY'VE MADE IT HARDER THOUGH.

FIFA INTERNATIONAL SOCCER 96
MORE *FIFA*NTASTIC SOCCER ANTICS. EVEN IF IT ISN'T ACTUALLY 96 YET.

FRANK THOMAS BIG HURT BASEBALL
BIG FRANK'S GAME BOY DEBUT. A BASEBALL GAME. GEE THANKS FRANK. NOT THAT WE MEAN TO PASS JUDGEMENT AT THIS EARLY STAGE BUT A BASEBALL GAME. JESUS.

GALAGA/GALAXIAN
TWO MORE FABULOUS (IF SLIGHTLY CRUSTY) SPACE SHOOT-EM-UPS HIT THE BOY. AREN'T YOU LUCKY?

GEORGE FOREMAN BOXING
CRUSTY OLD GEORGE WILL PROBABLY HAVE LOST THE TITLE BY THE TIME THIS COMES OUT, BUT HEY. THAT'S LICENSES FOR YA.

KILLER INSTINCT
NO REALLY. IT ISN'T AN APRIL FOOL. YOU'RE NOT GOING TO GET SILICON GRAPHICS RENDERED FULL COLOUR IMAGES BUT IT'LL STILL BE COOL.

KIRBY'S DREAM LAND 2
THAT PINK BLOBBY THING IS BACK IN A NEW DREAMY ADVENTURE. EXPECT MORE OF THE SAME JUMPING AROUND AND SCREAMING.

NFL QUARTERBACK CLUB 96
MADDEN WAS A BIT CRAP ON THE BOY. LET'S HOPE *NFL* BECOMES THE FIRST GREAT AMERICAN FOOTY GAME TO HIT THE PORTABLE ARENA.

OBELISK
ASTERIX'S CHUM GETS HIS OWN ADVENTURE BEATING UP ROMANS AND PICKING UP ROCKS.

POWER RANGERS: THE MOVIE
OOPS. I CAN'T HELP IT. THE TV SERIES IS SO BAD. THE MOVIE IS AWFUL AND I DON'T SEE HOW THIS WILL BE MUCH BETTER.

STREET FIGHTER 2
NINTENDO MUST BE KEEN TO SPOIL THEIR CUSTOMERS ROTTEN. KEN AND THE GANG TACKLE EACH OTHER IN GLORIOUS MONOCHROME.

FROM LATE JUNE AT SELECTED OUTLETS...



THE COMIC THAT THINKS IT'S A MONSTER

Whip Your Brains To Cream At

Alton Towers

Where The Magic Never Ends!

Six weeks holiday? Bored, don't know what to do? How about a dose of adrenaline – and where better to go than Alton Towers with over 125 rides and attractions...

ENERGIZER

New for '95 is the electrifying Energizer where you get to shake, rattle and roll with 47 fellow passengers. It takes 110 kW of pure power to send you hurtling up, down and around so be prepared to lose your lunch!

CORKSCREW

Then how about a trip on the Corkscrew? 3 G's and two 360° turns later you'll get some idea how Tornado pilots feel when they loop-the-loop. Incredible.

NEMESIS

And if that didn't get you, how about the ultimate ride, Nemesis?

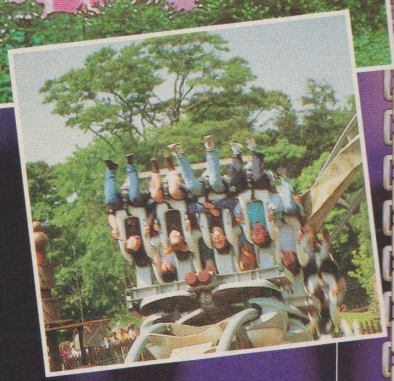
Forged from solid rock you get to ride the best rollercoaster in the world!

Experience four times the force of gravity and four seconds of absolute weightlessness. The proof that it's out of this world are the 2.4 million people who rode it on its very first year.

And then you can always stock up on pizzas, french fries and hot dogs or cool off with the Congo River Rapids and Log Flume water rides. You're guaranteed a shower whether you want one or not! These are just some of the 125 reasons to visit Alton Towers this summer.

Still got your 2 for 1 ticket from last month? Then use it!



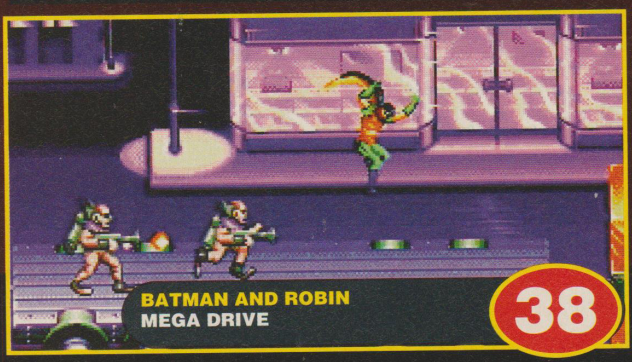


This will scare the living daylights (and the lunch) out of you.



GAMES MASTER

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Which superhero are you?

Pete Wilton



I think I'll be Radioactive Man 'cos then I'd never need to pay another leccy bill.

Les Ellis



I'd just have to be Batman. He gets all the best girls and cars (*Yeah right Les* - the team).

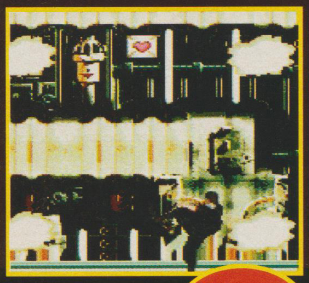
Will Groves



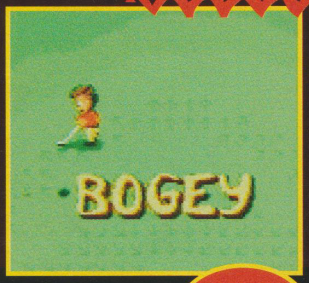
I am Brown Bottle from out of Viz. Can't say why, just read it.



PETE SAMPRAS TENNIS 96 MEGA DRIVE **44**



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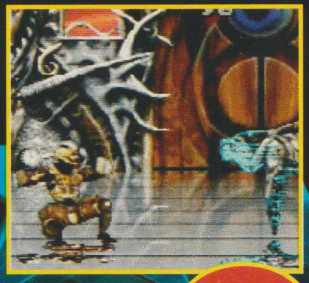
CORPSE KILLER 3DO **49**



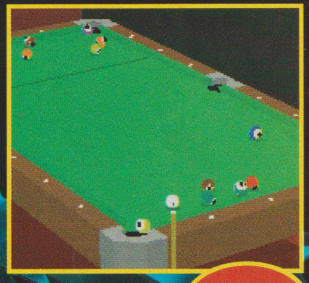
HI OCTANE PC CD-ROM **58**



FLASHBACK CD-I **61**

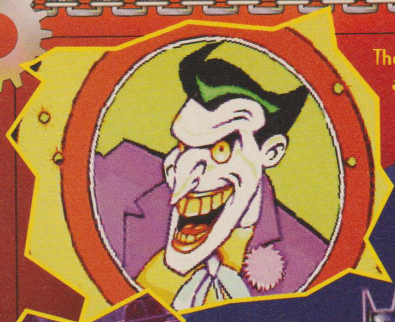


ULTRA VORTEX JAGUAR **64**



VIRTUAL POOL PC CD-ROM **65**





The Joker comes over all Brucey.

SECOND OPINION

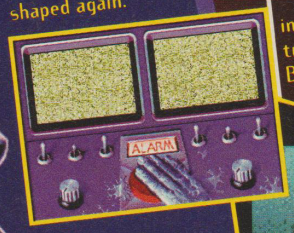


Let's just hope that *Batman Forever* can restore some of the Bat's credibility. This outing certainly doesn't do him any favours. So much time seems to have been put into the graphics that the structure's been left to look after itself. Bad idea.

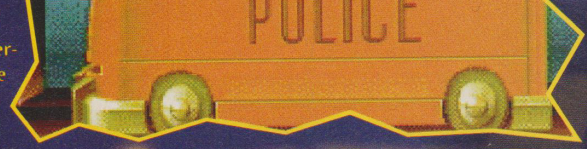
LES ELLIS



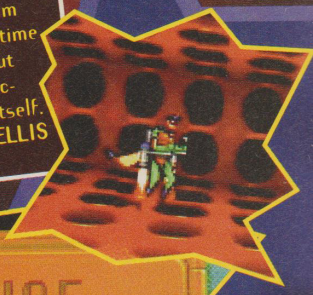
A boss, yesterday.



It's all gone pear-shaped again.



The new toaster-cum-police van. Weird.

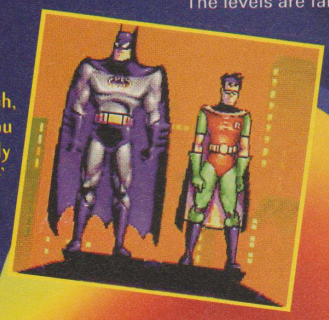


BATMAN

The lunatics are taking over the asylum but instead of cutting facilities, streamlinging care and setting up a Gotham City health trust, they're opting for a care in the community scheme. Which is all very well, but these lunatics just happen to moonlight as super-villains and the community's not geared up to their special needs. In fact, the community's sent for two more succesfully integrated casualties – Batman and Robin. So it's down the pole, on with the capes and into the car to save Gotham City. Again.

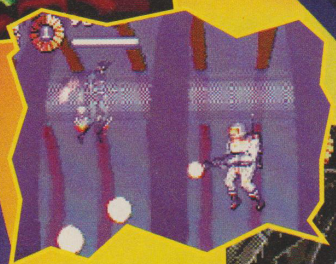
This outing is based on the animated series, like Konami's SNES effort and the graphics have the same slickly atmospheric and fluid look about them. The gameplay's not much different either. It's basically another linear walk-through beat-em-up for one or two players. As far as it goes Batman and Robin have a healthily varied line in headbutts, kicks, missile attacks and punches but unfortunately that really is as far as it goes. The levels are fairly





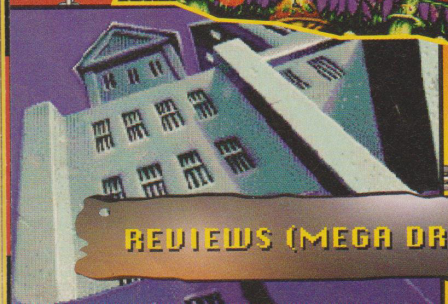
'Oooh, hello! You look simply divine, dear'



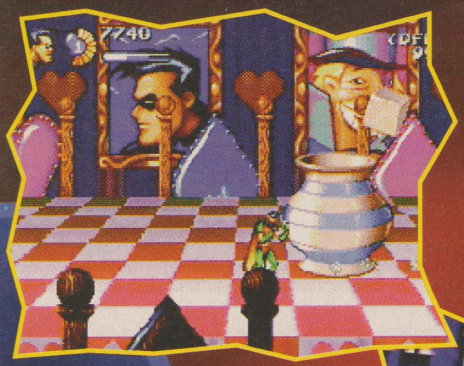




It's the bubble-head bloke in his bubble capsule.

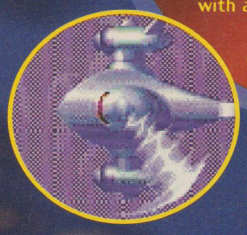


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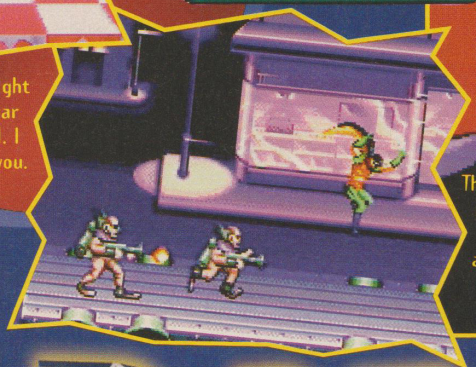


That all important character select moment.

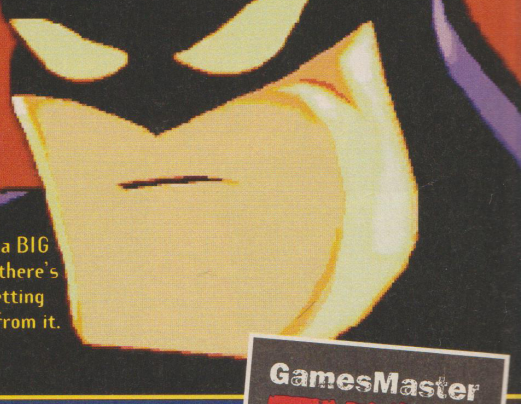




A ludicrous fight with a sugar bowl. I ask you.



That is a BIG chin, there's no getting away from it.



& ROBIN

sparsely populated and even though some of the fist-fodder shows some thought there just aren't enough different species of minor hoodlum.

Sega would doubtless point at the sub-games which are included, and at first they do look pretty smart. After ten seconds on each though you should know the score. There's a horizontal shoot-em-up above the skyscrapers of Gotham, which is very much like 1942, but sideways with the variety of baddies and power-ups taken out, and some tedious jet-pack sections, which are like, well, they're tedious, OK? Add a couple of big but easy bosses and the bottom line is a good looking, fluidly animated and atmospherically presented tediously linear stroll and beat-em-up and a couple of token sideshows.

WILL GROVES





GamesMaster TIP

The jump button also doubles as a very effective multi-kick attack. Jump once and then press down towards your target and you should be able to deliver a series of devestating kicks to the chest or head. You can also jump twice for the extra length you'll need on some levels. Just tap jump and up when you're in the air.



GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
80	65	60	60	This is yet another unimagainative, walk-along-and-hit-things license. It looks pretty good, but don't let that fool you. *The Adventures of Batman and Robin* is dull. WILL
The title screens and animation are slick but the levels are repetitive, to say the least.	Plodding der-der-der-DER music and the odd thud or bang. What's sadly lacking is the occasional satisfying slap.	Walk along, hit stuff, get stuff – repeat until you get to a dodgy sub-game and then continue as before. Smart.	Even if you manage to plod all the way through it, you won't be coming back in a hurry.	

JUDGEMENT % 63

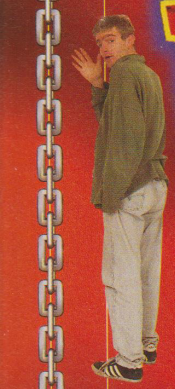
JUSTICE LEAGUE TASK FORCE

Do superhero's parents ever tell them to go and get proper jobs? Just what qualifications do you need to be a superhero these days?

From what I've seen on telly lately not many. For a start you have to have a costume that makes people think twice before getting too close to you. Take Superman for example, bright underpants worn outside a pair of blue tights, plus some nice high red kinky-boots. If you wore that kind of costume and stood anywhere near a primary school you'd get arrested.

The second thing you need is a dodgy first name. I think if my first name was Wally then I'd want to change it to something slightly more dramatic, like The Flash. Clark became Superman, Bruce became Batman, Arthur became Aquaman, Oliver became the Green Arrow, Barbara became the Cheetah and Diana became Wonder Woman.

What's next? Ah yes. Extremely unlikely bodily

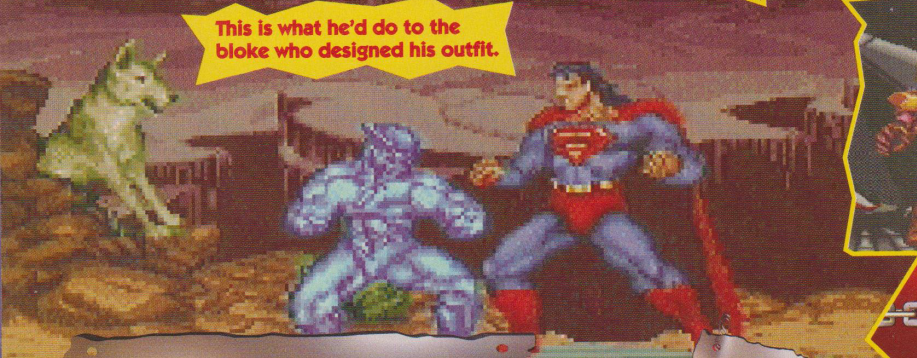






Supes gets hold of the bloke who tried to get off with Lois.

This is what he'd do to the bloke who designed his outfit.





These two are the bad guys apparently. So what, we ask.

SECOND OPINION



It's a good marketing idea, you must admit. All those famous loonies, fighting each other. Trouble is, it's not very good. WILL GROVES

proportions and special powers seem to be next on the list. Superman has the ability to not wear a mask and still be unrecognised, even by people he sees everyday. In real life he'd stand next to Lois and she'd just say, "Clark, take that stupid bloody costume off, it's not big or clever you know". He also spends too much time in the gym. It's probably all steroids anyway.

Then there's Wonder Woman. We can't exactly tell you what part of her body was over-proportioned but ask your dad. It's the only time you'll get him to admit that he used to watch kid's TV. I could go on about the qualifications of a superhero all day but there is just one more. All superheroes, without exception, must appear in a crap game at one time or another. Batman's managed to avoid them (*actually you might want to look at page 38* – Will) but Superman must be wondering what he has to do to appear in a good game.

Justice League sure as hell isn't it. Once the novelty of actually having Wonder Woman going at it with The Flash or Superman dies then you realise that this is just a shallow beat-em-up that desperately wants to be the next *Mortal Kombat* but comes nowhere near. The special moves aren't special and all the characters seem to come from the kindergarten school of animation, i.e – dodgy.

Justice League is really for young kids. They don't care if the fighting isn't all that precise or well balanced. All they want to do is BE Batman or Superman but if you're over 13 you'll hate this. What it lacks in finesse it makes up for with instantly recognisable, high profile characters. **LES ELLIS**

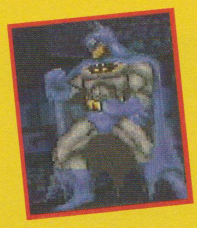


Batman proves that it isn't wimpish to wear pants outside of tights.

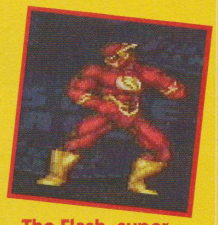


Despero looks like that bloke out of the Turtles games.

THE GEEZERS



The king of superheroes, Batman.



The Flash, superhero or offence?



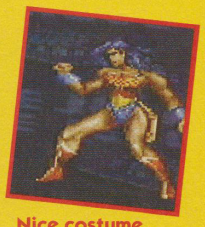
He's got ten A-levels you know.



Had a bit part in Robin Hood.



She wanted to be Catwoman.



Nice costume, nice, um, powers.



Bet his mum's real proud of him.



Nice costume but dodgy hair.

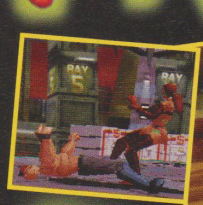
GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
67	51	64	65	Designing a weak beat-em-up and adding recognisable characters doesn't work. One to keep the kids quiet on a rainy Saturday until Superman comes on TV. LES
The characters look pretty good when static but they're very badly animated.	Yes well. Beat-em-up games needs screams and pain. Not these squelches and bangs.	This lacks the balance that makes other beat-em-ups great and suffers because of it.	Higher for youngsters but most people will get sick of it very quickly.	

JUDGEMENT 65%

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FX FIGHTER





There's no love lost between these, er, things.







Come, travel with me back in time...

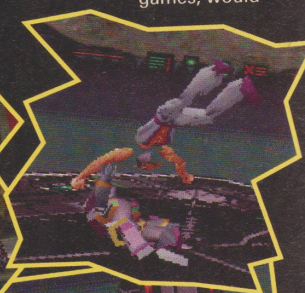
Long ago Sega invented *Virtua Fighter* and fighting fans across the globe went 'cor!' and came from far and wide to kneel at its altar and shove a quid in its slot. The 3D fighter as a top gaming concept was born. Now let us leap down the GamesMaster time tunnel and arrive back at the present...

These days along with driving games (*Daytona* Vs *Ridge Racer*) the other way to prove your hardware is indeed 'hard' is to knock up a 3D fighter for it (*Virtua Fighter* Vs *Toh Shin Den* Vs *Tekken*). Fine games the lot of them I'm sure you'll agree, but exclusively the preserve of the arcade and the 'next generation' console. But now the PC joins the fray via *FX Fighter*.

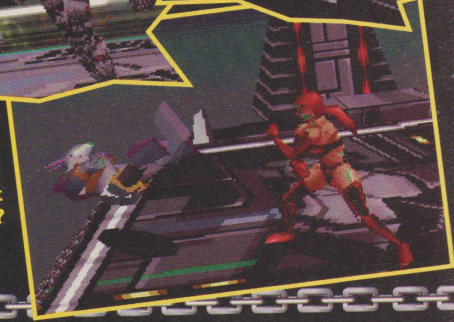
Let's face it, they could draw two cubes next to each other and call it a fighting game and the massed PC hordes, hungry for 3D fighting thrills after having their appetites whetted by the brilliant next gen games, would

He'll be the winner then.





I think I'd have to be a rock being. Could you get harder?



Your intergalactic challengers are...



Ashraf: An evil monk with psychic powers.





Jake: A strapping shirtless ex-body-guard.





Cyben: A futuristic robot fighting machine.





Venam: A Mantian insectoid predator. Nasty.





Magnon: A lava dwelling silicon lifeform.





Kiko: An 'angry young woman, fuelled by an inner rage' apparently.





Siren: An Evil water spirit with deadly hypnotic powers.





Sheba: A Ferran cat-like creature – with lethally sharp claws.





And finally Rygil: Beat him and claim his planet.



queue round the block for it. However, fortunately for PC owners, this is a actually a pretty good game.

It's clearly a *VF/Tekken* copy but it's a jolly good one. All the characters move fluidly and each has his or her special and not so special moves. The fighters are from all over the galaxy, apparently, so some of them take on a less than human appearance enabling you to find out what it's like to do battle with a man sized preying mantis or a bloke made out of rock. The camera whizzes about all over the shop, as they do, and driving music and fullsome speech punctuate the action.

But hey, it's crunch time. Bad news, it's not as good as *Tekken* or *VF*, plain and simple. In a head to head it comes a close third. If you were planning on buying one of the nice new shiny consoles just to play one of the 3D fighters on and already own a PC you may just think again but the rest of us demand the real thing. On anything below a DX2-66 PC it is rather jerky too. So, if you've got a PC, it's great, as good as it could possibly be, but the new super consoles still do it a little better. **WILL GROVES**

SECOND OPINION



Nice try, Mr PC, but no prizes here. 3D fighters have found a home on the next gen and you're just too clunky and slow. **LES ELLIS**

GamesMaster TIP



The character Jake has the widest range of special moves in my book. When up close try Towards, Towards then Punch to grab your opponent and deliver some quick face punches. Or try Towards, Away and Punch for a three hit kick, punch, roundhouse combo.

GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
90	90	88	87	
Smooth characters and impressive backdrops. Well up to PC standards anyway.	Nice in-game thwacking and thumping effects and some great tunes for each character.	Lots of moves, lots of combos, but perhaps not as satifying to perform as in other games.	Are eight characters enough? And all their moves should be quickly picked up.	It's the only 3D fighter on the PC so its success is assured. It's just that compared with the games it's out to copy, *Virtua Fighter* and *Tekken*, it's in third place. **WILL**

JUDGEMENT 88



Just four of the eight talented players on offer.

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Pete Sampras TENNIS '96



Wouldn't it be Funny if Pete went out in the first round?

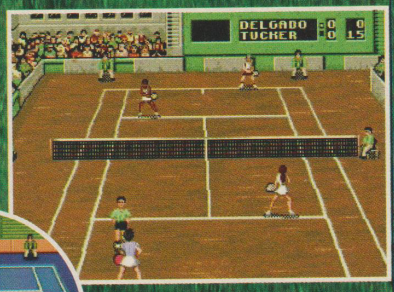
Lawns. You can erect deck chairs on them, lay patios over them or even chase your neighbour's dog off them. When that summer feeling really hits you might even put up a net, reach for some balls and smash away. But what do you do if you live in a flat or your dad's a gardening Nazi? You could certainly do a lot worse than pick up this new *Pete Sampras* game.

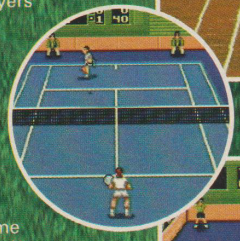
'New' should be used carefully here as most of the gameplay has been taken from the original. What has changed is the game engine. It now has an isometric perspective with scaling on the players as they run towards and away from the net. This takes a while to get used to but once mastered you'll find the same solid base of playability that was in the first *Sampras*. Mind you, the mode where the court scrolls from side to side could be dangerous if you get sea-sick.

Once again the J-Cart ensures that you can have proper four-player doubles matches and the inevitable inter-team arguments are great fun. The one-player option is always the chink in any sports game's armour and the small selection of players could make *Sampras '96* too repetitive after a while, even when you've switched to the (thankfully) much harder 'Pro' mode. The artificial intelligence isn't too hot either so you can get away with serving your opponent into oblivion by hitting the same spot on the left of the court. That said, there are some interesting new additions like the power serve and the excellent 'soft' shots that die at your opponent's feet. What would've been nice is some kind of player improvement option, so you could acquire more deadly shots as you progress, rather than being able to use them all to begin with.

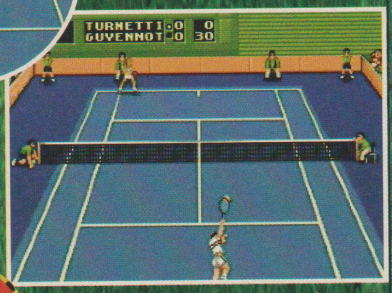
In all, *Sampras* may have gained a few more strings to its racquet but in the process it's lost that keen, competitive edge that kept it one step ahead of its rivals.

PETE WILTON





No time to chat up the ball boy, get down to some hard court action.



Water tennis is becoming increasingly popular, to play you need a special velcro ball like this one. Makes serving tough though.

GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
90	94	85	84	Another smashing tennis title, this tries to give a more realistic view of the court. Addictive and enjoyable, it still doesn't quite outplay the original. PETE
Good scaling and animation though the courts could be a bit clearer.	Great speech and sound samples make for an authentically tense atmosphere.	Doesn't have quite the outstanding zing of the original but still very solid indeed.	On two or four-player Duracell, on one-player it goes flat pretty quickly.	

JUDGEMENT 88%

TIMECOP

FOR - SNES
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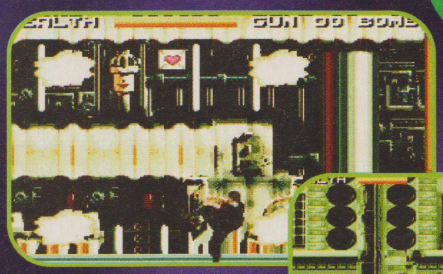
Let's face it guys. Would you honestly go to see a naff movie featuring someone who has never recovered from appearing in one of his films wearing ballet tights? Real macho Jean. Anyway, the film was predictably naff but the game makes it look like a 24-carat cinematic classic.

Bad is a real short word, but it describes just about every element of *Timecop* perfectly. Take a look at the beat-em-up elements. *Timecop* falls into the classic trap that the very first beat-em-ups used to fall into. All you have to do is crouch and kick and you can beat everyone. Very poor.

Next it's the turn of the animators to get a roasting. They must have spent ages getting the Van Damme character to move as smoothly as he does. Then they do absolutely nothing with the rest of the characters in the game. Everyone else just walks around like robots. It's almost funny.

Timecop is one of the most linear games ever. To get through each of the levels you walk in a straight line until you get to the end, jumping or crouching occasionally. What's the point? I also hate the way that if you kill someone (not difficult), walk so that the screen scrolls, then walk back the guy magically reappears.

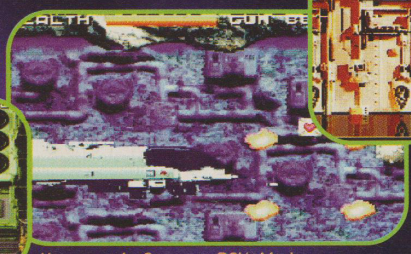
If you sat an infinite number of monkeys in front of an infinite number of development kits they still wouldn't come up with anything as awful as this. *Timecop* will appear regularly in those worst film licences features that crop up and it certainly does no credit to what could have been an interesting idea. **LES ELLIS**



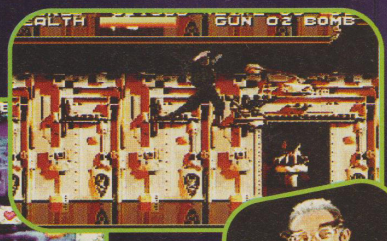
Go on Jean do 'im like you did in Bloodsport.



Ah, a punk. Obviously he needs to have his head caved in. Fancy having hair like that, pah.



Hang on, it's *Seaquest DSV*. Maybe not.

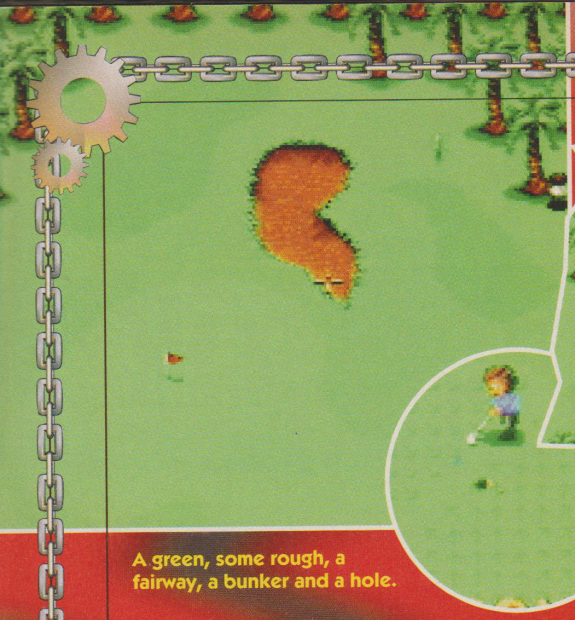




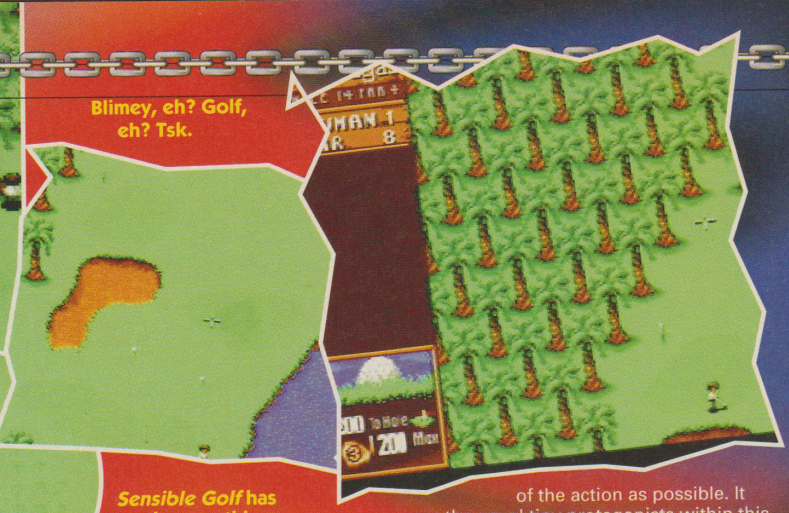
This is our new Editor, Pete. Does he scare you kids?

GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
67	54	23	21	
Good animation on the one sprite, and one sprite only. The rest sucks. Big time.	Maybe you would prefer to listen to your mum's old Val Doonican albums if you get my drift.	Crouching and kicking takes care of all the beat-em-up bits and the levels are a straight walk.	I think the film's actually longer than the lifespan of this game. That's a bit of a first.	*Timecop* is so flawed I find it hard to believe that someone actually sat down and thought, "Yeah, this'll be great". Not the worst film licence ever, but it comes pretty bloody close. LES

JUDGEMENT 34%



A green, some rough, a fairway, a bunker and a hole.



Blimey, eh? Golf, eh? Tsk.

SENSIBLE GOLF

Sensible Golf has nearly everything we've come to expect from those cheeky Sensible chaps. It's got the usual minimal top down view, allowing as wide a view of the action as possible. It uses the usual tiny protagonists within this spy-plane view. It even has the same cute menu bar front end that adorn *Sensible Soccer* but, typically, cast in cutesy wood.

Unfortunately it lacks two things that set

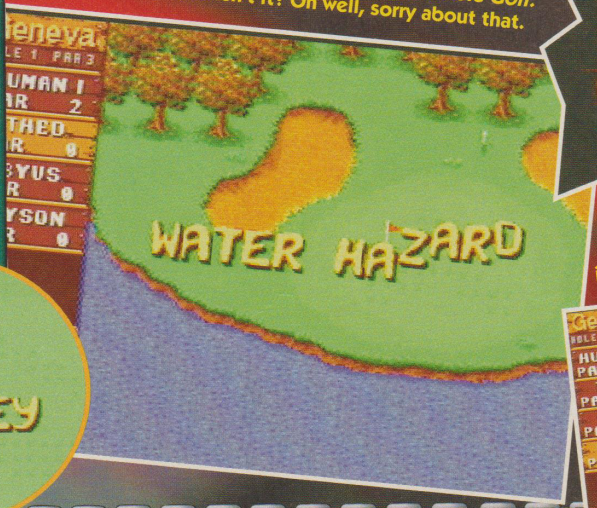


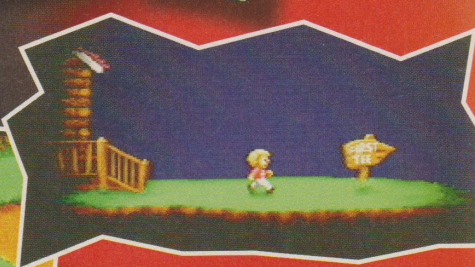
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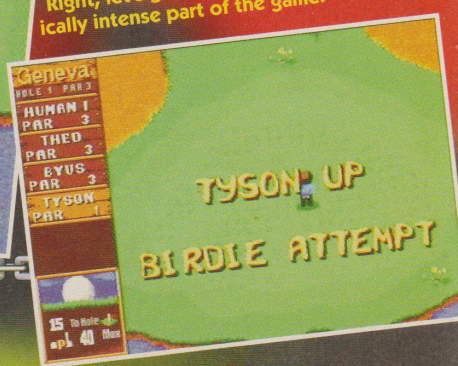
BOGEY

This is one of the many water hazards in *Sensible Golf*. That's a bit obvious isn't it? Oh well, sorry about that.





Right, let's go then. This is the most graphically intense part of the game.



its two most succesful predecessors, *Sensible Soccer* and *Cannon Fodder* apart and made them fly off the shelves – namely lots of action and geniune gameplay innovation.

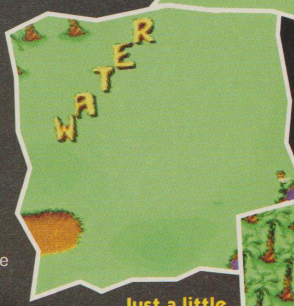
The tiny graphics of the previous games worked because the amount and speed of the action dictated that the graphics be miniscule and Sensible almost managed to convince us that small really was beautiful, such were their quality. Unfortunately, although the looks are just as good as before, they're rendered lifeless by the very nature of golf itself.

Let's be frank, hitting a ball towards and into a tiny hole might be stimulating but it comes an embarrassingly poor third behind football and war for thrills. If ever an activity needed the odd bit of graphical jiggery-pokery then this is it.

Innovation? Well, have you seen *Golf* on the GameBoy? The format of both games is virtually identical, the greens both have arrows for slopes and, yes, both play a decent, reasonably balanced but basically simple round of golf. **WILL GROVES**



Ho ho. A bird getting hit by a golf ball!

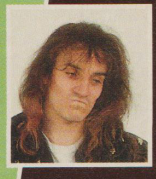


Some golfing 'action' seen from way up in the air.



Just a little chip onto the green. . .

SECOND OPINION



Much as I hate to agree with Will and his disgustingly down to earth views he's right about this.

Yeah it's a fun golf game with none of the slow down factors that plagued PGA and others but it is a bit too oversimplified. On the other hand it is the best sports game released on the Amiga for ages. **LES ELLIS**

GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
75	80	75	80	Sensible have stuck to the basics and come up with a reasonable, accessible but unexciting little golf game. Good fun with some mates but perhaps a little too simple. WILL
While small graphics served *Sensi Soccer* and *Cannon Fodder* they don't do anything here.	There's nothing wrong with them – the usual golf FX, competently done and some slick samples.	The gameplay's pretty strong, but golf games need a little raz-a-mat-az to compensate for, well, the golf bit.	Well, as a multi-player game it's great fun but no more than most golf games.	

JUDGEMENT 78%



To get to grips with the PC you could...

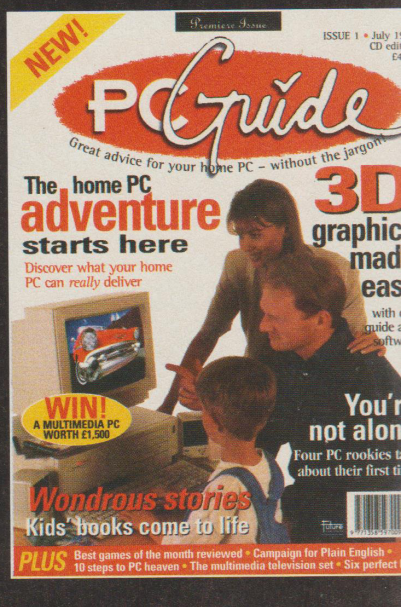
...read through all these weighty tomes

...and you'd be talking in computer gibberish for ever more

...or you could just read *PC Guide*

...and your arm muscles might waste away

Let's get a few facts straight. Nowadays everyone knows you don't have to be a boffin to use a PC. Everyone also knows that PCs are the biggest thing to hit the home since the video cassette recorder. So the big question is why do all computer magazines talk to readers as if they're experts? Answer – they don't. Not anymore. *PC Guide* talks to you like real people and we talk about the things that you're interested in – we don't get bogged down with databases and we don't fill over 50% of the magazine with dull reviews. Instead, we'll introduce you to new PC applications, show you how to get more out of your PC and solve any problems that come up. In short, we'll make your PC a dream to use.



Don't miss *PC Guide*,

OUT NOW

PC Guide

CORPSE KILLER





You know, I always thought that zombies were scary creatures. Eating people, ripping heads off and all that other stuff I've seen in the movies. But now I've seen the lot. Now I've seen that they are nothing but a bunch of pink tank top wearing, break dancing wimps. Yes, I've seen *Corpse Killer*.

CK is hailed as yet another interactive movie. Well it's about as interactive as a brick. Shoot all over the screen and choose a direction occasionally. That's not interaction. You have to do more while playing *Space Invaders* but that's not an interactive movie is it? Digital Pictures have done their usual trick of some neat video graphics with absolutely sod all gameplay.

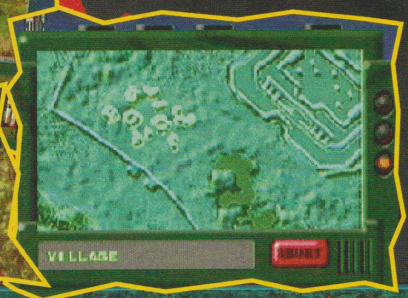
It's actually quite amusing, although it desperately doesn't want to be. The way that the zombies break dance all over the screen, wearing stupid clothes (like the aforementioned pink tank tops) is pretty funny. It gets better though. Just wait until you see the flying zombies. I think I was more scared watching a Morecombe and Wise re-run.

Corpse Killer is a very weak shoot-em-up with naff gameplay and some interesting video. Unfortunately the video doesn't come anywhere near saving this. It's interesting to play once but after that you realise that *Corpse Killer* is nothing but a very plain meal with some fancy dressings to cover up that horrible aftertaste. I can't even be bothered to make the usual dead jokes here so let's just say that *Corpse Killer* is crap and be done with it.

LES ELLIS











FOR - 3DO
FROM - ACCLAIM
TEL - 0171 344 5000
AVAILABLE - OUT NOW
PRICE - £40
STOP

SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
83	79	12	15
The video isn't the best ever but it looks impressive enough at first.	There are real voices but the sound effects (like the gun) let it down big time.	Move a cursor around the screen shooting crap things. Yeah, very interesting.	One look at the video and you won't want to see it ever again. It's terrible.

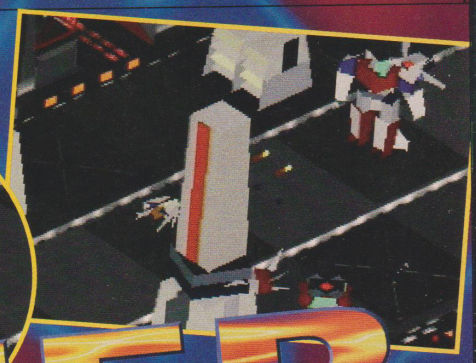
It's laughable to think that they spent so much money and came up with this. It would be even more laughable to think that you might be thinking of buying it, wouldn't it? LES

JUDGEMENT 15



And you thought Transformers were old news.





MOTHER BASE



HOSTILE takeover

The best thing about *Motherbase* is the chance to take over the baddies and use their weapons on their mates. This is how it's done.



Spot the core (left) of a promising enemy and jump on top of it (right).

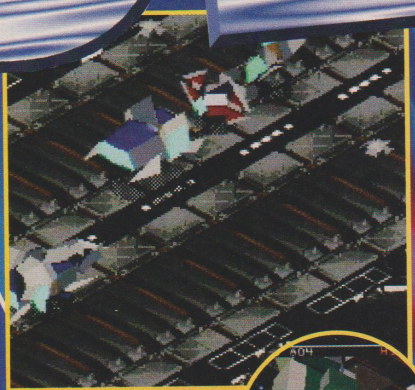




Hack your way into your new acquisition's weapons systems (the computer takes care of this for you).



And after a spot of 'learning' you have all of the ships movement and weapons characteristics and, effectively, an extra life.





(Above) This one's got your mate. Shoot him then, eh?



This is one of the least pleasant entities around and he's the first boss. This could get nasty.



GamesMaster TIP

The first boss stomps around the place being hard and generally having a pop but don't try and kill him – you can't. Instead, stick to the sides and concentrate on smaller fry until he comes to a wall. Once there he has a strop and starts flailing about. Get out of the way when he turns round and shoot the blocks on either side of him. Get all four and he somersaults off into space. Hooray!







Wherever you're doing all this fighting, it's not scenic, is it?



second opinion

You know those replica sports cars that sad spods devote years of their life to building? The ones that look the business but can't actually do what a sports car should? Go fast that is. Well, that's the 32X that is. It's got sleek lines, top marketing and that special '32' but when it comes to handling lots of things fast it falls flat on its face and so does *Motherbase*.

LES ELLIS

FOR - 32X
FROM - SEGA
TEL - 0171 3733000
AVAILABLE - NOW
PRICE - £45
STOP ■

There was a time, not long ago, when shoot-em-ups were *the* thing to make. Videogames were built on them. These days they seem to be slightly out of favour. Yes, there are plenty of games with shooting in them, but where are the traditional waves of aliens and the feeling of progress?

The 32X has been a guilty party in this as well. Where were the shoot-em-ups that caught the public eye and got them to part with their cash? Nowhere, and that's why the 32X is now perched precariously on the edge of the famous dumper, just dying to join Betamax videos and British cars in the world of cute but useless trash.

But here's *Motherbase* and it's not going to take all this lying down. It's got all the usual baddies and linear action of its forbears plus some natty looking polygon based graphics, not to mention a couple of neat gameplay twists.

First of all, take a look around the page and you'll see the graphics. Pretty smart, eh? You always move in the same direction at the same angle, but what gives the looks a fair bit of variety is the polygon animation.

Check out the first boss, for instance. He's a huge green robot that rarely fits on the screen all at once and even though it doesn't really come across in still shots, when he moves he doesn't look like a Blue Peter shoebox contraption. He looks like a huge green robot. And he doesn't like you.



Roadworks are as much of a bind in Space as here, by the looks of things.

The gameplay tries for variety too. As well as the odd friendly ship that you can control you can take over some of the ships that are attacking. Not only does this effectively give you a one hit shield, but it allows you to use that ship's particular attack pattern. This is officially a Smart Thing.

What's less smart, inevitably, is the 32X itself. It just can't handle all the polygons at enough speed to really carry it off. There's a great game in here but it's crippled by a sluggish feel and the odd bit of slowdown on top of that. This is a good idea and prettily done but it doesn't cut the mustard as a blaster. Give me Galaxians anyday.

WILL GROVES

GRAPHICS
82
The polygons look nice and the baddies are imaginative, but it's all far too slow.

SOUNDS
75
Unbelievably irritating music and the odd weak explosion don't do much for the game's impact.

GAMEPLAY
69
It tries its hardest, bless it, but the whole game's far too sluggish to satisfy shoot-em-up freaks.

LIFESPAN
75
It's certainly not easy and you progress each game, so you might come back, s'pose.

OVERALL
Oh dear, the 32X just soesn't seem to be much good, does it? We were really hoping *Motherbase* would pep things up for the little black 'shroom, but it doesn't, sadly. WILL

JUDGEMENT %
73

SEGA POWER

Micro Machines 2 '96
It's EXCLUSIVE and the first in-depth look at the new Codies' racer. With tracks mapped and its new construction kit explained, you'll only find it in Sega Power.

Virtua Racing Saturn
Another EXCLUSIVE review. The world's FIRST look at Virtua Racing on the Saturn. We've seen it - you're gonna love it.

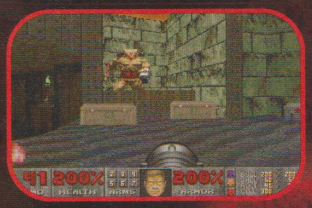
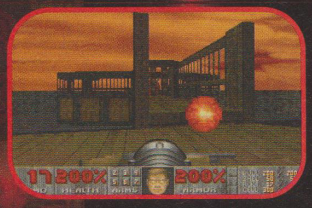
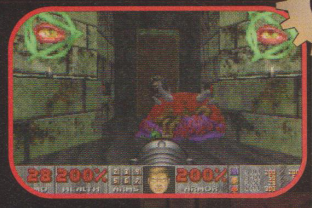


SATURN SPECIAL

Full Saturn round-up
With the Sega Saturn OUT NOW, we'll have a full report on the beastie and ALL its available software. You CAN'T afford to miss it!

PLUS
Mortal Kombat III, Batman Forever, Virtua Fighter 32X, Bug!, Batman & Robin, Pete Sampras '96 and Gran Chaser

There is only one SEGA POWER

ULTIMATE DOOM

Can you get too much of a good thing? Well yes I suppose you can. That Take That single that was at number one forever (well it felt like forever) was supposedly a good thing but we'd definitely had enough of that. But could you ever have enough of *Doom*? It would be a bit like winning a £20 million jackpot on the lottery and then picking up another hundred quid the following week. You just couldn't get enough. So for all of you who haven't been turned into slobbering mass-murdering chainsaw wielding maniacs yet, here's some more *Doom*.



This package features the original version of *Doom* with an extra chapter bolted on to the end. That's an extra nine levels that have been specially designed by the gods, er, I mean lads at Id. Forget all those crappy WAD levels that you can pick up on shareware, these are designed by the people who made the game so expect some incredibly difficult stages. As if all that wasn't enough GT have also bunged *Heretic* on the CD as well. Now everyone knows that *Heretic* is as good as, if not better than the original *Doom*.

For less than £30 you get two storming games. Alright so they may not be the newest things ever and the extra *Doom* levels could have done with some new graphics and a few previously unseen monsters, but this is still pound for pound one of the best shoot-em-up, mow-em-down packages you can get for your PC. If you've already got the original *Doom* and *Heretic* then it's probably not worth investing in but if you're missing any of these then say hello to the package you just have to buy.

LES ELLIS



Oops. Don't think I really wanted to annoy that bloke.



This is *Heretic*. It's just as gross as *Doom*. This guy explodes in the usual guts everywhere style.



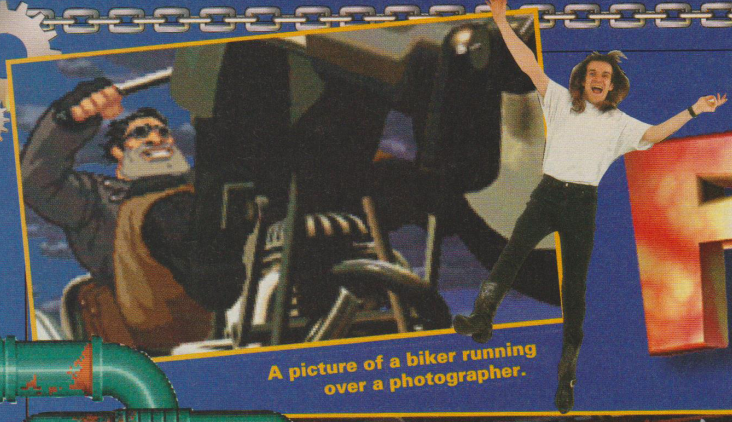
Getting this close to a Demon is not really a good idea. Unless you're invincible and have a BFG.

FOR - PC CD-ROM
FROM - GT
TEL - 0171 258 3791
AVAILABLE - OUT NOW
PRICE - £29.99
STOP ■

GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
84	86	93	90	
Nothing has changed but it still outpaces and outlooks most other shoot-em-ups.	Roars, grunts, screams and lots of lovely gunfire. Would you really want anything else?	Kill, kill, death, destruction, guns, chainsaws and, er, more killing. It's per-chainsaw wielding-fect.	As if *Doom* wasn't difficult enough those new levels are rock hard.	The extra *Doom* levels are very tough and with *Heretic* thrown in this is a great package. Forget it if you already have either but if you haven't then what are you waiting for? LES

JUDGEMENT 90%

FULL THRO

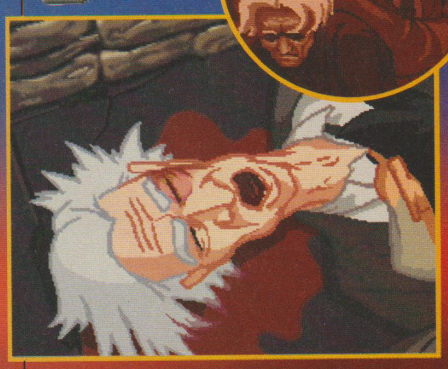


A picture of a biker running over a photographer.

FOR - PC CD ROM
FROM - VIRGIN
TEL - 081 960 2255
AVAILABLE - OUT NOW
PRICE - £40.00
STOP ■







That second bottle looks to have been a bit of a mis-judgement now.

Bikers and computers.

Not exactly two things that would normally go together. It's not often you see some leather clad greasy Joe roaring up to an office wearing a suit under his leathers and oily jeans, jumping off his bike and settling down by a computer. Unless he was stealing it of course. These guys are not what you would call techno buffs.

Yet here they are, starring in LucasArts' latest blockbuster. And worse than that, they're the good guys. Now correct me if I'm wrong but bikers are never, ever good guys. In all those biker movies they spend all their time intimidating the population of small towns, smashing up bars and beating people up. When was the last time you ever saw one of these guys helping out someone is distress? You haven't, I'll bet.

Yet here we are. *Full Throttle*, a game where the leader of a biker gang gets involved with murder and intrigue. Only this time, he's trying to solve the crimes, not get away with them.





I guess he objected to my sudden left turn hand signal.

LucasArts have a reputation for coming up with the goods with their PC games, and they've done it again. This is as close as I have seen anyone come to an interactive cartoon movie. The story unravels as you progress through the game and for once it's actually quite an interesting one. Forget all those corny old rescue-some-ugly-princess-in the-dim-and-distant-past affairs. *Full Throttle* is slap-bang up to date.

The adventure sections of *Full Throttle* do tend to be a bit linear but at least the puzzles are all logical and you don't have to spend hours fiddling with objects that seem to have no relevance whatsoever to get anywhere. The



She said check her rear. I'm pretty sure she didn't mean this.



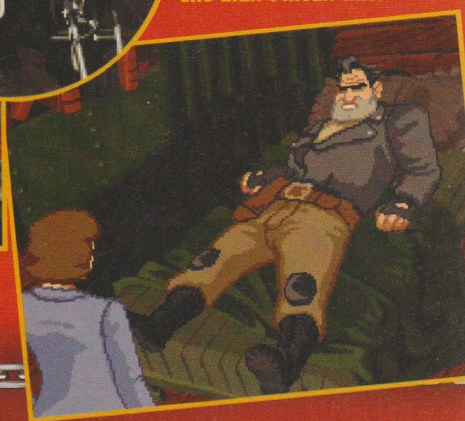
GamesMaster TIP

At the gas tower pick the lock with the lockpick you got from Todd's place. Remember to pick up the lock because it's how you gain entry to the junkyard. Then touch the ladder and hide at the back of the screen on the left. Then siphon the gas from the vehicle by putting the hose in the tank and your gas tank on the hose. Use your mouth on the hose and you've got it.





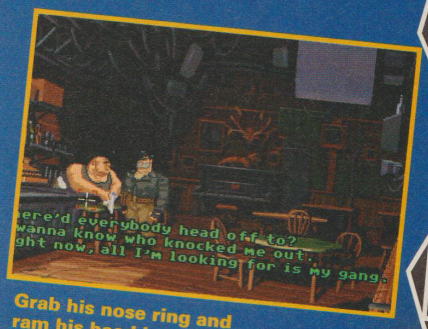
Hang on a minute. He looks like he's been tied to the bed by her. This could get interesting.





Victor Kiam would have to refund his money.

TTLE



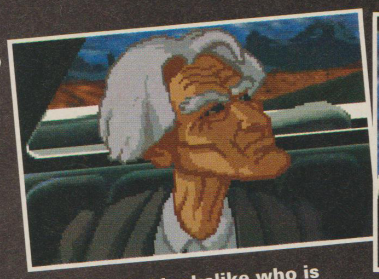
Grab his nose ring and ram his head into the bar.

main problem with this, however, is that the game tends to be a bit on the easy side. I can't see many people taking too long to complete this. On the other hand, the amazing visuals and amusing storyline could easily keep you coming back once you've finished it.

Full Throttle is a real eye opener. It's got the funniest storyline and scenes of any game I have come across and although it's far too linear it's still entertaining. Definitely one of the best adventures ever produced. **LES ELLIS**

The scumbag suits

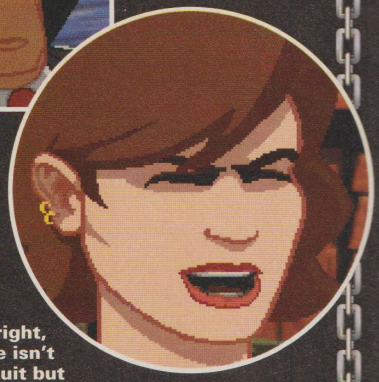
Some of these people are good, some are not. But remember kids don't trust people who wear suits all day.



Andy Warhol lookalike who is actually an ex-biker. Good lad.



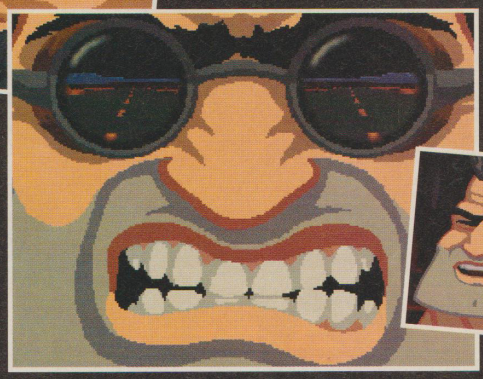
Looks like someone hit this suit in the face with an iron. Good lad.



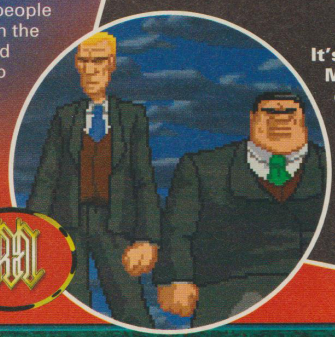
Alright, she isn't a suit but some girls wear suits too. Don't trust 'em.



Try this on the first person you see with their nose pierced. Serves 'em right.



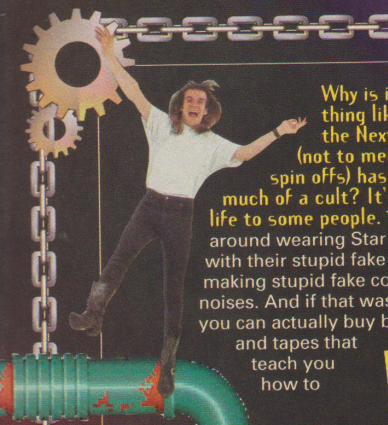
This is the face you should make to people who wear suits. Do 'em all.



It's the Morecombe and Wise of the suit world. Or is it Little and Large?

GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
93	95	83	83	*Full Throttle* is just great. It's extremely funny and very entertaining. It's not often adventures make people stop working to watch but this one did. Top, top stuff. LES
The closest you're ever going to get to a cartoon on your PC. Just incredible.	Brilliant voice overs (including Mark 'Skywalker' Hammill) and a rock soundtrack. About time too.	Well structured puzzles that require thought but make sense. Maybe a bit too linear though.	A bit easy to complete but you will come back for more just for a laugh.	

JUDGEMENT 92%



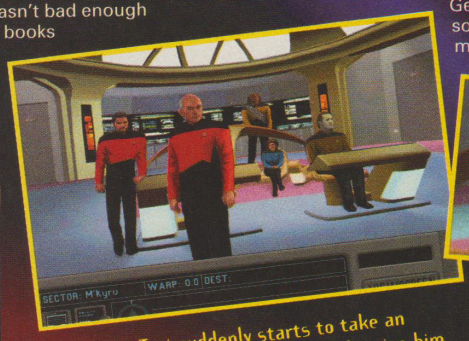
Why is it that something like Star Trek and the Next Generation (not to mention all the spin offs) has become so much of a cult? It's like a way of life to some people. They walk around wearing Star Trek costumes with their stupid fake communicators making stupid fake communicator noises. And if that wasn't bad enough you can actually buy books and tapes that teach you how to speak Klingon. What the pants is going on?

Here's a quick message for all these ultra-sad type of Trekkies. It doesn't apply to all of them, I've met some of the normal ones who are content just to watch and enjoy the TV shows. It isn't real. Captains Kirk and Picard don't exist. The Klingons aren't a real race so you'll never have the chance to speak to them in their native tongue. What's the point of learning to speak bloody Klingon. Go and learn German or something more useful.

And as for that bloke who translated the bible into Klingon, you have too much free time on your hands. That guy is straight jacket material if ever I saw it.

However, Trekkies (or just plain old fans of good games) have the chance to actually take part in a real series of Star Trek adventures thanks to this latest offering from MicroProse. But just remember, it isn't real. There's no need to cry if a member of your away team gets wasted (unless of course it's the extremely fanciable counsellor Troi).

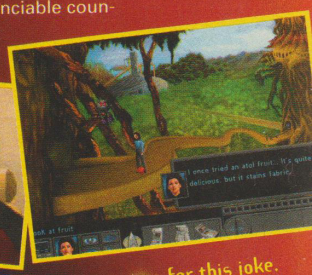
FOR - PC CD-ROM
FROM - MICROPOSE
TEL - 01454 326532
AVAILABLE - AUGUST
PRICE - £45
STOP ■



Counsellor Troi suddenly starts to take an interest in the captain's butt. She fancies him.



I think he's just passed the captain's log, ha ha.

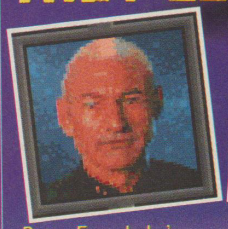


The last time for this joke. Now we find out where the captain's log came from.

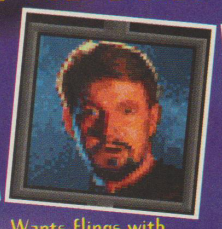
STAR



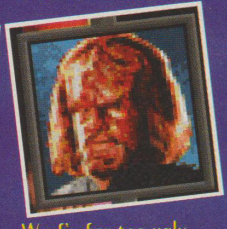
THEY'LL NEVER WORK AGAIN



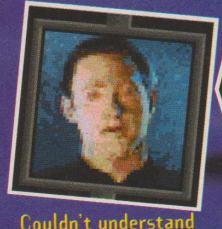
Being French, he's had flings with most of the girls on board.



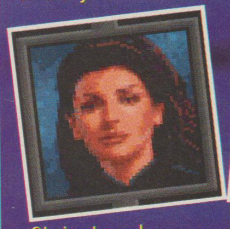
Wants flings with most of the girls on board the ship.



Worf's far too ugly to have flings with anyone or anything.



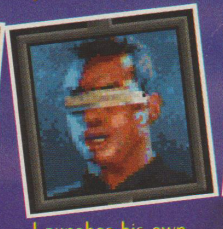
Couldn't understand the logic of having flings with anyone.



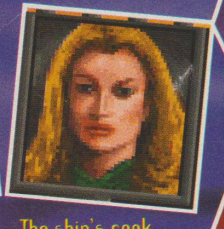
She's the only reason I've ever bothered to watch.



She had that really annoying son in the first few series.



Launches his own range of sun glasses soon.



The ship's cook. Does a mean Klingon soup.

SECOND OPINION



This is fine for real Trek-heads but there are some bits of the game, like the annoyingly long cut-scenes, that get on your nerves after a while. It takes more than the odd bulgy-headed alien to make this kind of *Elite*-ish warping about fascinating. I think Les has been playing about with his action figure of Captain Picard too long and ought to return to planet Earth right this minute, and that's an order Mr Ellis. PETE WILTON



TREK

THE NEXT GENERATION

"A FINAL UNITY"



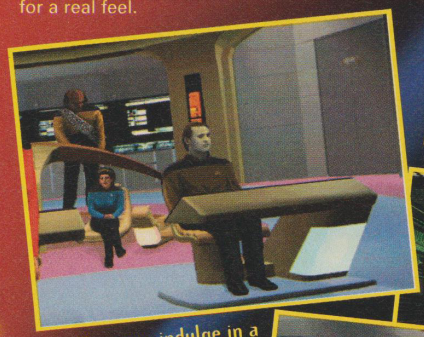
STTNGTFU (snappy title) is a point and clicky, talkie interactive adventure type thing that's split into two sections. The first takes place on the ship where you tell everyone what to do and kill things with your phasers and photons. Then when you come across something too big to kill (like a planet or a space station) you send out an away team. Then you tell them what to do as well.

The producers of this have really gone for atmosphere. Using the actual actor's voices for all the conversations is a coup. Also the splatterings of video sequences make for a real feel.

Of course, the away team sections can't keep up this standard and lapse into regular adventure game style graphics.

Even though I'm not a Trekkie I still found myself being drawn into the action and getting uncomfortably familiar with the characters (except for that Counsellor Troi who was having none of it). *STTNGTFU* (kind of rolls off the tongue doesn't it?) is the best of the batch of Star Trek games so far with some slick production and addictive adventures. A gem for your PC.

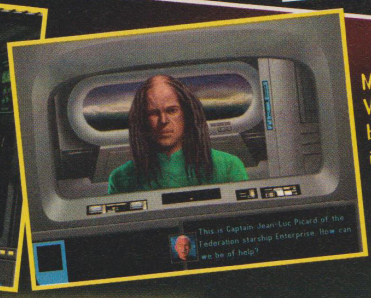
LES ELLIS



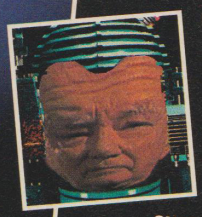
The crew indulge in a bit of big screen MK gamesplaying.



I've often wondered if the guy who made up the Klingons did it as a joke.

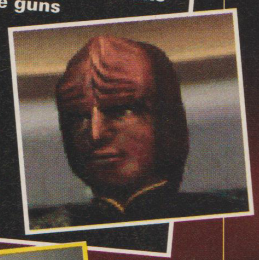


My god. We've been invaded by hippies. Phasers to kill.



GamesMaster TIP

Remember, you've got a psychotic on board so let him take over all the guns and stuff. Whenever you are switched over to the tactics screen to attack enemy ships simply delegate Worf. He's good enough to blow just about anything away.



GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
88	92	91	92	
The away team sequences are a bit flat but the ship and video sequences are great.	Well you've got the real crew talking to you, how much better could you really want it to be?	Although the adventure sections are a little easy there is enough here to present a decent challenge.	Keeps you coming back for more and remember, I'm not a Trekkie.	*Final Unity* is an absolute must for any Star Trek fans. If you're not a fan then it's still a pretty enjoyable feast of order giving and space adventuring. Good stuff. LES

JUDGEMENT 90%



This is the rather tasty intro sequence to the game showing just how one should deal with cheating German gits who try to overtake you.

"And Schumacher has managed to pass Damon Hill on the last corner, there's no way he can lose now. But wait, Damon got him with a rocket launcher. But that huge juggernaut just took Hill out with a mini gun. He won't be pleased about that." This is how a Murray Walker commentary could sound in the future if the latest offering from Bullfrog is anything to go by. You can be as good a racer as you like but if you can't handle a missile launcher then don't bother showing up because this ain't racing by the rules.

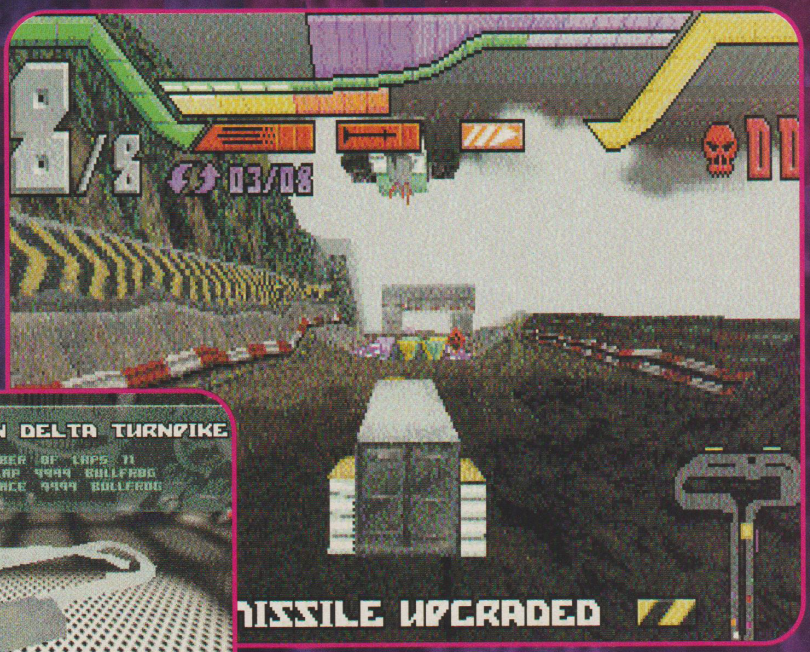
Forget your *Ridge Racer*s with their conventional vehicles and tracks, *Hi Octane* has so much more to offer. For starters there are loads of great looking circuits that are packed with features. There are several pit style areas to charge up weapons, shields and fuel but that's not all. Most of the tracks have short cuts, tunnels and special hidden bits revealing more depth than any racing game has the right to possess.

The actual racing isn't the fastest thing on four wheels and the graphics look suspiciously like those in *Magic Carpet*. It's a bit of a same engine, different game type of affair. But who really cares when it's as bloody good as this? Bullfrog have even managed to cover up that annoying watch-the-track-and-background-build-up-and-magically-appear-as-you-race-around problem that killed *Daytona* on the Saturn. With the use of some mist and one or two other little tricks everything comes at you as smooth as you like.

Hi Octane is about as satisfying as that once in a lifetime occasion when you actually get an elastic band to fire off into someone's eye. You'd never believe the immense amount of elation you get from chasing down the bloke who just flew by you blasting your back end and inserting a couple of carefully placed missiles up his tail pipe. It's

Hi OCTANE







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You'll never overtake a Tescos lorry on the motorway again after seeing what they can do with their mini guns and missiles in this game. Maybe they could have a fight with the Marks & Spencers truck in the lay by.



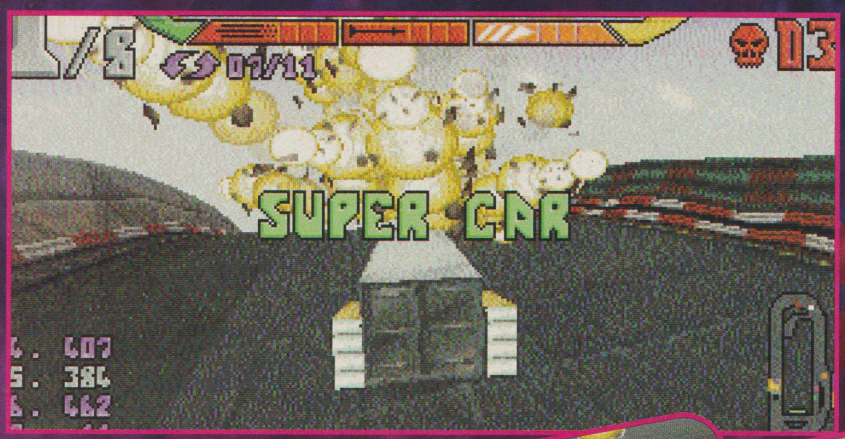
vindictive but great fun. I guess the game could get pretty tedious if it wasn't so violent.

Considering Bullfrog's background of producing top notch god sims they have managed to pull off *Hi Octane* well. It may not out race the likes of *Slipstream 5000* but it sure as hell outplays it. *Hi Octane* is not faultless by any means but when it comes down to sheer playability and fun you'd have to go a long way to beat it.

LES ELLIS

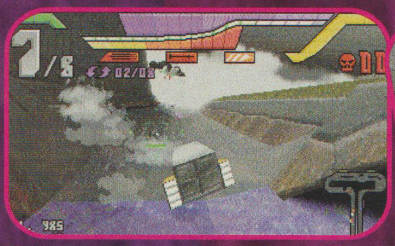




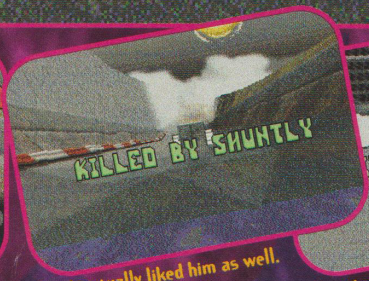




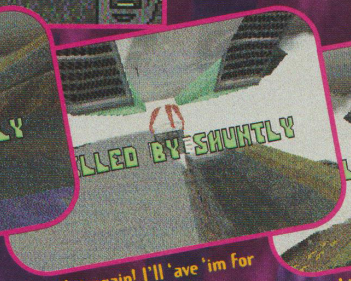
Um, I think something has gone slightly wrong here. Maybe I shouldn't have taken that hairpin bend at full speed. But, old traditionalist that I am, I just can't stand using brakes in racing games. Brakes are for girls, everyone knows that.



This gets even better when you play it in link-up mode. Loads of you going for it together.



Git, I actually liked him as well. You can't trust anyone.



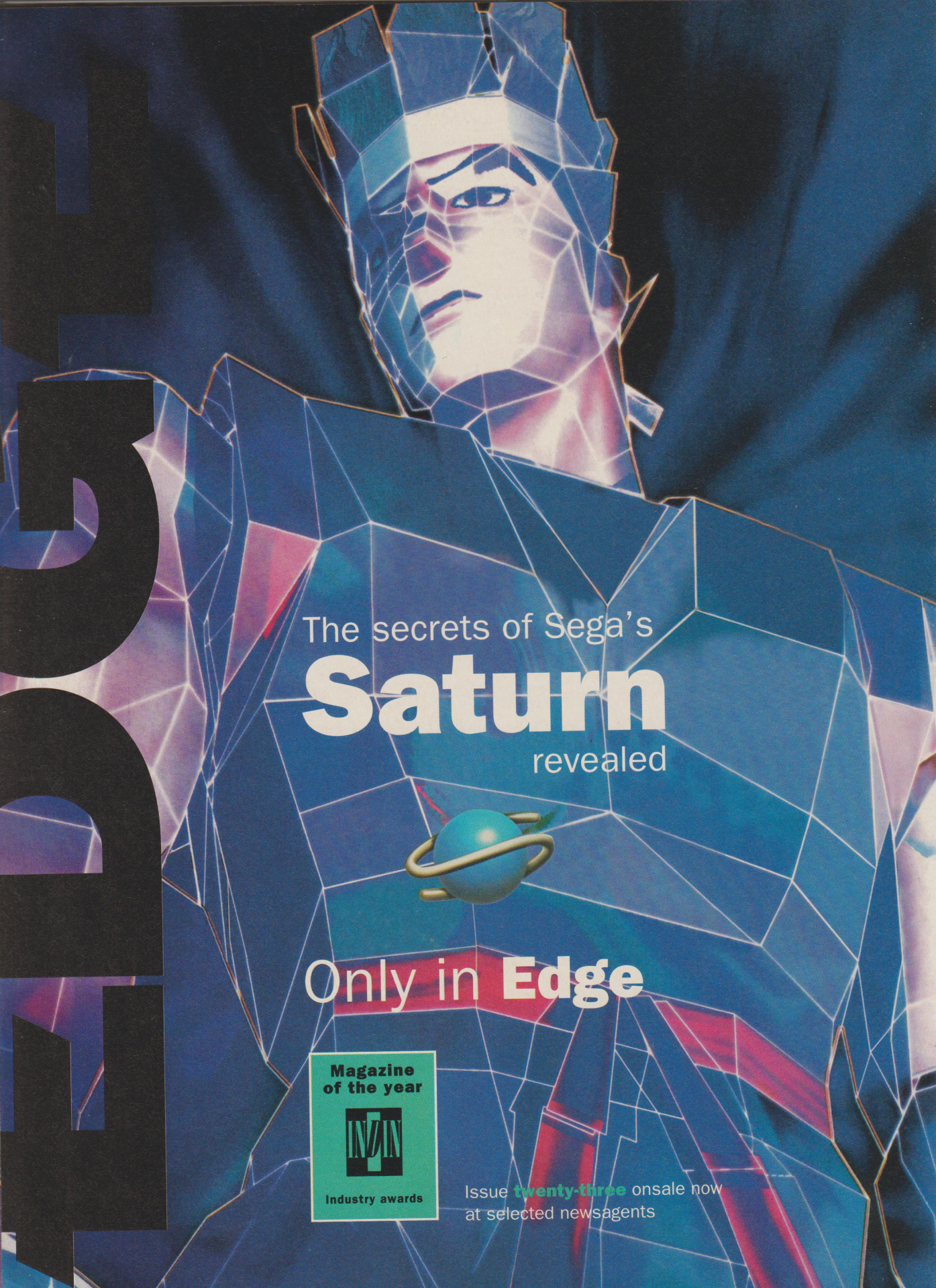
He did it again! I'll 'ave 'im for that, you see if i don't.



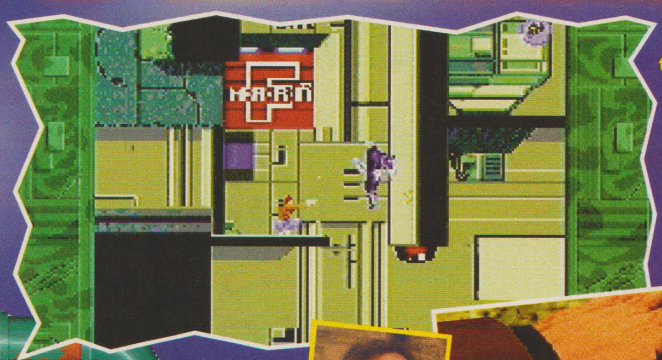
Lucky this ship was here to pick me up, now where's that git Shuntly gone?

GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
84	86	91	93	As far as racers go this is pretty run of the mill but add that shoot-em-up element and the hidden extras on the circuits and you've got one hell of an action game. LES
Maybe a little on the slow side but the shading and structure is top notch.	Engine noises, as always, are annoying but the blasting effects are just out of this world.	Totally over the top violence eclipses the racing side, but hey, I'm not complaining about that.	It doesn't matter that there are lots of tracks, it's the violence that kept me hooked.	

JUDGEMENT 92%


EDGE
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FLASHBACK



Quick, shoot that vacuum cleaner before it sucks your brains out.

Conrad's sense of direction was always dodgy.



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Like Conrad I feel I must have suffered some form of memory loss. I mean, surely *Flashback* has been on Cd-i. What did they have against the machine? Did a top executive trip over it and break his neck or something? Never mind. It's the thought that counts not the aeons that have passed in-between.

The years haven't been as unkind to *Flashback* as I expected. If you manage to get through that 'oh no, not again' feeling it's still a playable if annoyingly finicky arcade adventure. The graphics don't look that bad either although this probably has more to do with the ancient-looking 16-bit releases that some companies still churn out than the incredible quality of *Flashback*. To state the bleeding obvious the idea is that you leap about in animated fashion shooting guards and solving puzzles (although age has affected Conrad's agility – It's pretty tough to get him to do a running jump). If you get bored with this there are always the new cinematic bits added for Cd-i to keep you occupied. Still, it's not exactly a *Burn: Cycle* beater, is it? Maybe it was as innovative in its day but arcade platformers have moved on since then, haven't they? Well, haven't they?

Truth to tell maybe not that far. *The Prince of Persia*s and *Flashback*s of this world created the mould and everyone else has more or less followed it, often making worse games in the process. On other systems you might want to go out and buy *Another World* or *BlackHawk* but if you want pure puzzle action on Cd-i *Flashback* is, surprisingly, it. Maybe that says more about the Cd-i than *Flashback*.

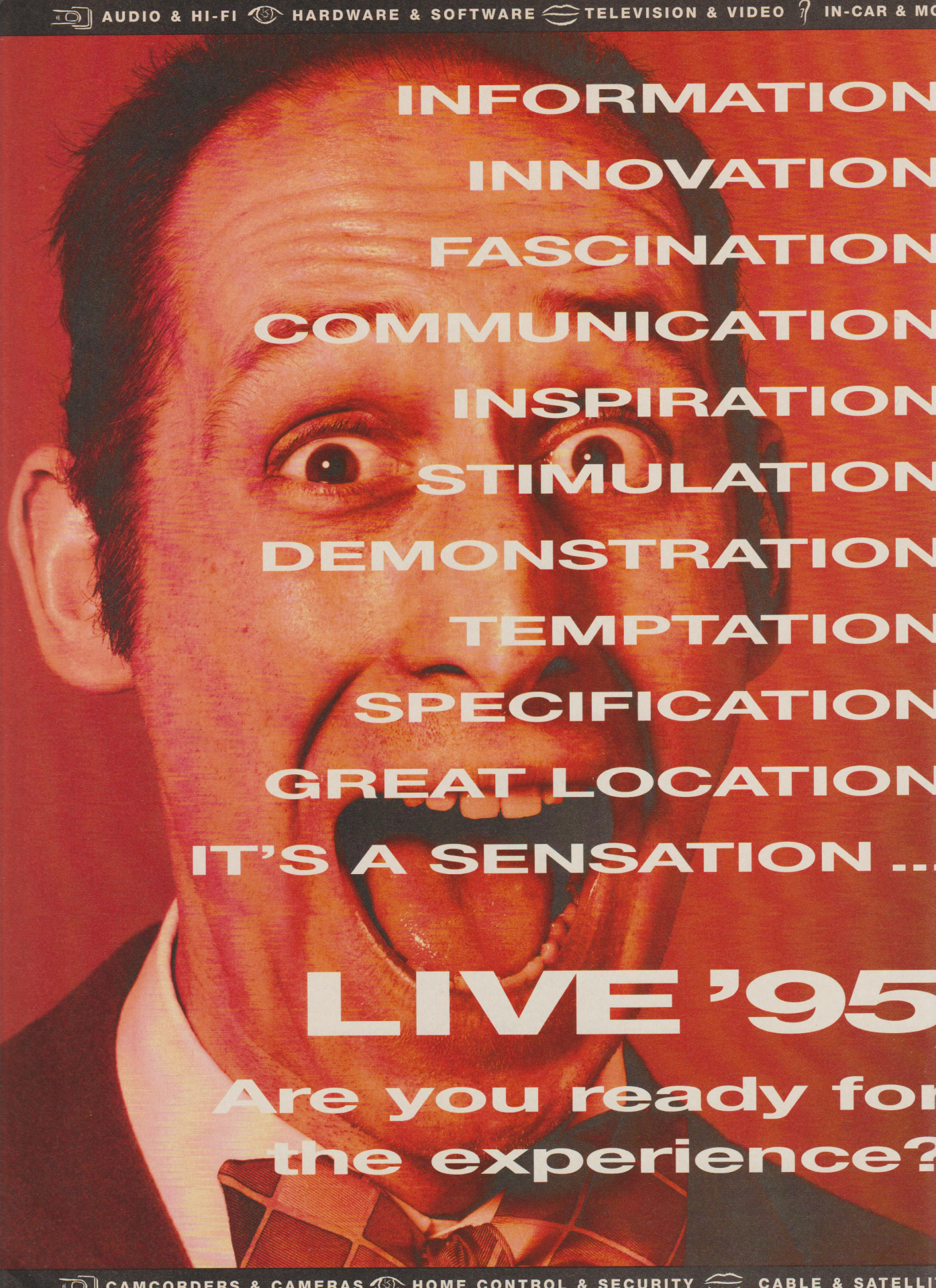
PETE WILTON



These cinematic sequences are the only real additional extra.

GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
82	68	76	78	At the same price you could buy several films. Still want a game? Buy *Burn: Cycle*. Already got it? You could get this, just for nostalgia value. PETE
Same as they always were, well animated but very minimal looking these days.	Nothing more than the most primitive sound FX with a blast and a groan chucked in.	Pretty basic: Pick up and use some objects, throw some switches and shoot some things.	It's frustrating or challenging depending on your point of view.	

JUDGEMENT 76%


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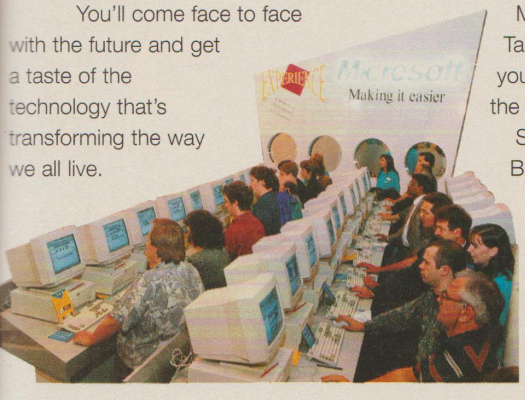
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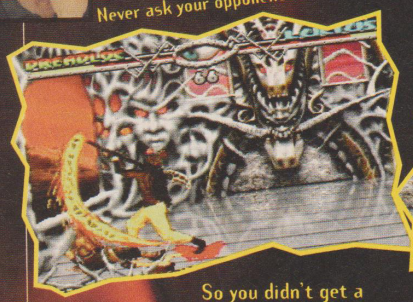
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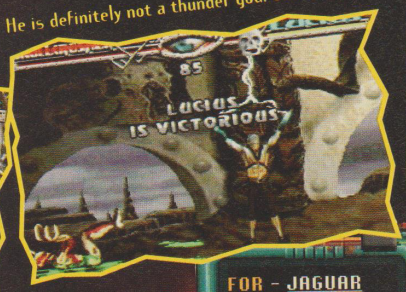
Never ask your opponent for a light...



Stealing Lucius's eggs is also a really bad idea.



He is definitely not a thunder god. Obviously.



So you didn't get a part in *Mortal Kombat II* and your morphing wasn't good enough for *Rise*. What now? Well, you probably ended up in *Ultra Vortex*, the Jag's latest beat-em-up. I mean, you get B-movies where washed-up Hollywood no-hopers strut their stuff, so why not B-games where their digitised equivalents do the same?

The reason why not is that it produces a second-rate game. Whether you pick Liu Kang wanna-be Lucius or Supervisor reject Grok, the end result is much the same. You'll soon get bored with the limited moves and a bit of red and green blood doesn't make up for the appalling jumping and dodgy hit detection. What's more the CPU opponents are profoundly stupid as all you have to do is crouch, wait for them to walk towards you and keep punching. Even if they escape once they'll soon come shuffling back for some more.

Speed-wise you'll die of boredom if you don't pick the Turbo mode. This is quite fast but then, with the limited moves, it bloody well should be. It's a bit sad when you have to look for a game's good points in a slick character select screen and reasonable digitised speech but if you didn't then you'd have nothing good to say about the *Ultra Vortex*es of this world. I hope that somebody somewhere is praying for the soul of the Jag or, to be more specific, praying for an astounding version of *MK3*. The trouble is, if this does happen, it'll make every single Jag game look totally inadequate... Well, more inadequate than they already look that is.

PETE WILTON



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GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
62	68	31	30	
They're alright as long as they stay stationary but very clumsy-looking when they move.	It's got some digitised speech and a few slapping noises. Big deal. We expect more, you know.	Awkward and annoying in equal measure, this falls way, way below yer average beat-em-up.	Yawn, just keep toggling the buttons and you can doze off. Yes, really. That dull.	No matter how many living skeletons or liquid metal creatures you put in a game, it won't be fun unless the gameplay is addictive and enjoyable. Here it's repetitive and dull. PETE

JUDGEMENT 32%

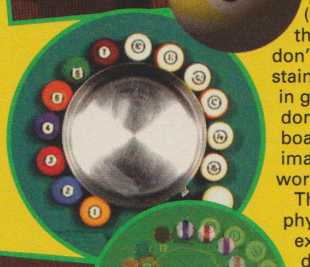
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VIRTUAL POOL

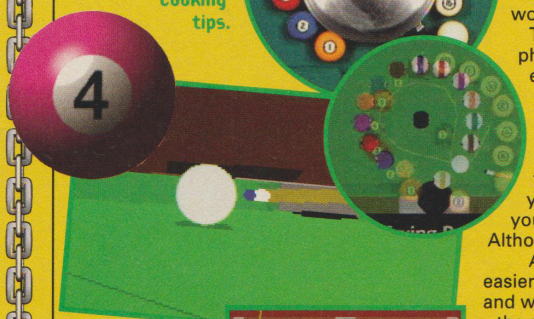


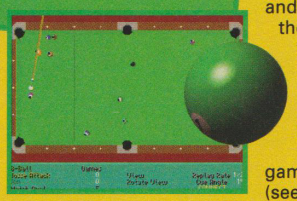
A typical scene from the GamesMaster office (above).





Delia Smith steps in with some impressive pool cooking tips.





You can take a shot from this angle. If you want.

Or from here. If you want.

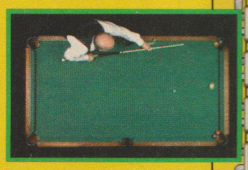
Imagine a perfect world. A world where the streets are always clean, people always look glamorous (without looking smug) and dogs use the toilet. A world where pool tables don't have rips in them, there are no beer stains or fag burns and the balls don't roll in gentle arcs away from the pockets. You don't even have to put your name on the board or play the lairy locals. In fact, imagine if you will, the impossibly perfect world that is *Virtual Pool*.

Thanks to a team of mathematicians and physicians the table and balls behave exactly as they would in our ideal world, down to calculations covering friction, spin transfer and roll, and you have complete freedom in the pool room. You can zoom out to the corners of the room (or beneath the floor), or, if you prefer to be amongst the action you can actually sit inside the cue ball. Although that's just silly.

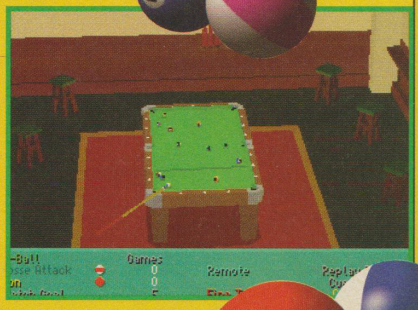
Aiming and playing couldn't be easier either. Just aim with the mouse and when you're ready hit S and stroke the cue, again with the mouse. This is where *Virtual Pool* really hits the jackpot. There's no gauge. Just play as you normally would, with a chunk of plastic instead of a length of wood.

Virtual Pool recreates the game, and sometimes betters it (see fag burns). **WILL GROVES**

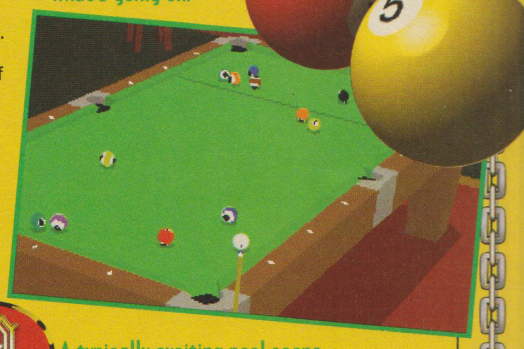




This man is very bald indeed. Bad move.



Zoom right out so that you can't see what's going on.



A typically exciting pool scene – some balls and a stick.

GRAPHICS	SOUNDS	GAMEPLAY	LIFESPAN	OVERALL
95	88	97	97	As a physical model this is endlessly impressive and stunningly accurate in its detail. As a game it's pool which also means it's the right side of brilliant. WILL
Flawlessly recreates the pool environment. You can view the action from any position.	The tunes are annoying but the racking, collision and potting noises are right on the money.	Well, it's pool isn't it? All the skill, luck and sheer gameplay recreated on a screen, just for you.	That crotchety 90 year old pool demon at your local isn't bored yet is he?	

JUDGEMENT 94%

ARGHHH!



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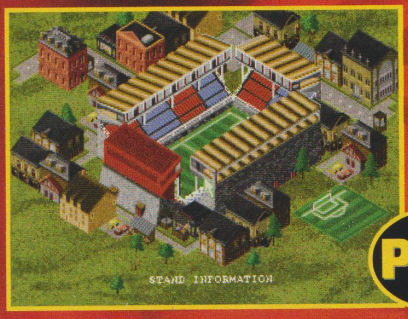
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SKILLAGE

If it's tips you want it's tips you'll flippin' well get. Two players' guides, a solution, Consoletation, replay codes, and over 400 other cheats. Happy now?



ULTIMATE SOCCER MANAGER

Football management is a fraught business and casualties are everywhere. Avoid those cauliflower nose, eye twitch, grey thatch twilight days with our guide to all the bungs and merchandising. Oh, and the footy.

P68

Reckon you can have our top tipsters in a tipping fight? Well, don't just mumble discontentedly to your mates, write in and prove it. Send your games-busting advice to:

Tips Zone - GamesMaster,
Future Publishing,
30 Monmouth Street,
Bath, BA1 2BW...

If they're any good, you'll win something. If they're crap, we'll ruin your life, and tell that weird person that you fancy them.

STAR TREK

This game is a brainache if there ever was one. Or at least, it was. . .



P74

CONSOLETATION

More problems? You're joking. Oh go on then, off to the Consoletation Zone.



P93

ALIEN SOLDIER





One thing none of us are ashamed of is our love of a good old fashioned rampage and we know you feel the same. Which is why we've brought you this invaluable guide to *Alien Soldier* and everything in it.

P70

TIPS OVERLOAD!

TIPS OVERLOAD

P71-89

When we say overload we mean it. Don't believe us? Then check out this lot: over 400 cheats for the most popular games in the world. SNES, Mega Drive, 32X, Saturn, PlayStation, 3DO, PC, you name it, it's in here. It wasn't easy. . .

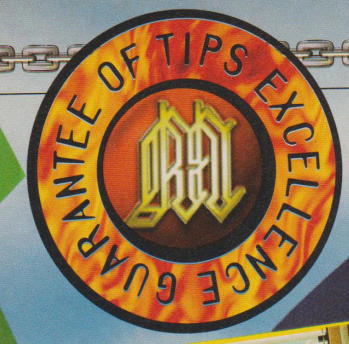
CHEETAH?

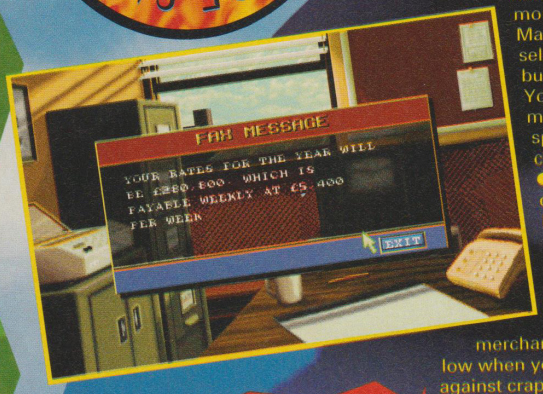


P90

The Jaguar's got an every expanding stable of er, respectable games and we've dedicated two pages to tipping all the best titles.

ULTIMATE SOCCER MANAGER





big business so build up those merchandise and food outlets (you never see an empty McDonalds outside Old Trafford). The extra money will come in handy.

● No one wants to come to watch you huh? Your attendances are more like Macclesfield than Manchester Utd? Build yourself a 10,000 seater stand but give away 6000 tickets. You may not get gate money but these people do spend their hard earned cash in your shops.

● Try not to build major outlets near stands with little capacity. Bigger stands mean more people with money to spend so build your shops there.

● Be a real rip off merchant. Keep your ticket prices low when you're playing friendlies against crappy little clubs but when you're playing a cup game or against a bigger club than you, hike 'em up.

● You must have an all seater stadium by the time you reach division one. If you get there with terraces the FA will do ya.

● Don't trust your assistant manager when making advertising deals. He's no good so do this bit yourself.

● Remember inflation. Put your prices up once a year, every year. The maximum is about 10% before people start getting upset.

MONEY MONEY MONEY

● Look. They're giving you the chance to start the game with five million in the bank, regardless of which team you choose, so for God's sake take them up on their offer.

● The game starts two weeks before the actual season commences so don't have your team sat around getting fat and not doing anything. Arrange friendlies. You can also do some DIY on your stadium without losing those all important capacity crowds. Friendlies also mean money. You can pay wages with the receipts without dipping into the bank too much.

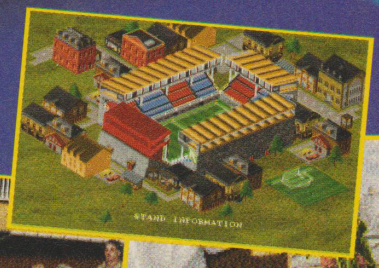
● As time goes on prices go up so concentrate on your ground in the early months/years. Build it up before you can't afford to.

● You've all heard the fuss that has been caused by the big teams ripping off their fans with merchandise. Well now's your chance. This stuff is



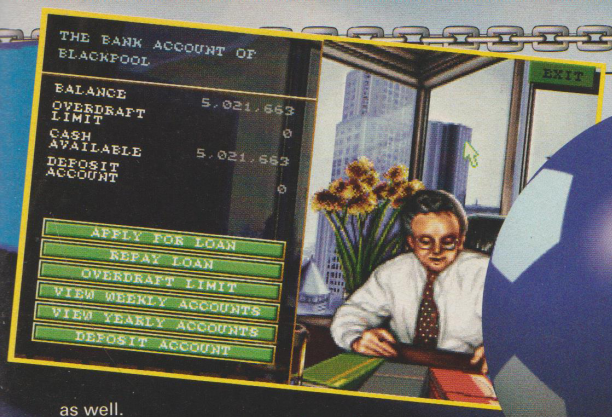
COULDN'T MANAGE A, ER, SOMETHING IN A BREWERY

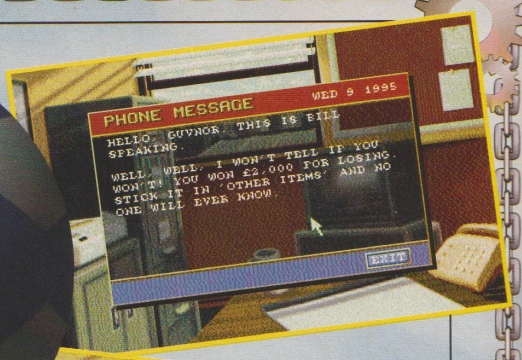
● You have a boss and he's a snotty fat creep. If his opinion of you falls below 10%, you're fired. If your job security falls below 20% then you're fired











as well.

- At last we've found something the assistant manager is good at. Listen to him when you're choosing a formation.
- Training is important. Pay your coaches a lot of money to keep them happy. Go for superb coaches as well. If one comes up who wants a job, sack your average boys and take him on board.
- See those crappy youth players on the transfer market? Buy them because they cost next to nothing. In no time at all you can train them up to be superstars (sometimes).
- It can get a bit tedious but avoid hitting instant results when you watch the match. You stand a good chance of winning if you watch and respond to what is going on on the pitch.
- Don't put players in ineffective positions where they don't see action. Adjust your formation to counteract your opponent's.
- If you are playing against a really good Andy Cole style striker then use more than one defender to take him out of the game.
- Fans get bored watching too many long ball games apparently.
- The only players that you are likely to attract from higher divisions are ones that are over 33. Younger ones won't want to take a step down.
- Go and visit your friendly bank manager and take out a whopping loan. Use the cash to buy the best goalkeeper and striker you can afford.

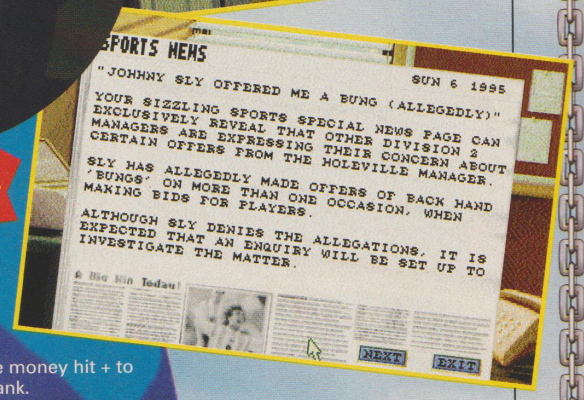
YOU LITTLE CHEAT

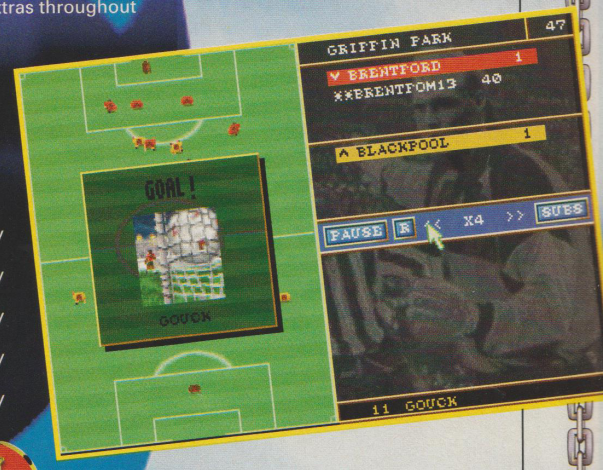
- 80% of clubs will never, ever take a bung. But that means 20% of 'em will.
- Each time you make a corrupt offer or bet against your team there's a 50% chance of being caught.
- You have to be caught twice to get your first warning. This will be a newspaper report after a match – lie low for a while.
- Every week you stand a 5% chance that any immoral antics will be forgotten.
- If you get nabbed for a third time you will get an official warning.
- Get caught one more time and you'll get sacked instantly.

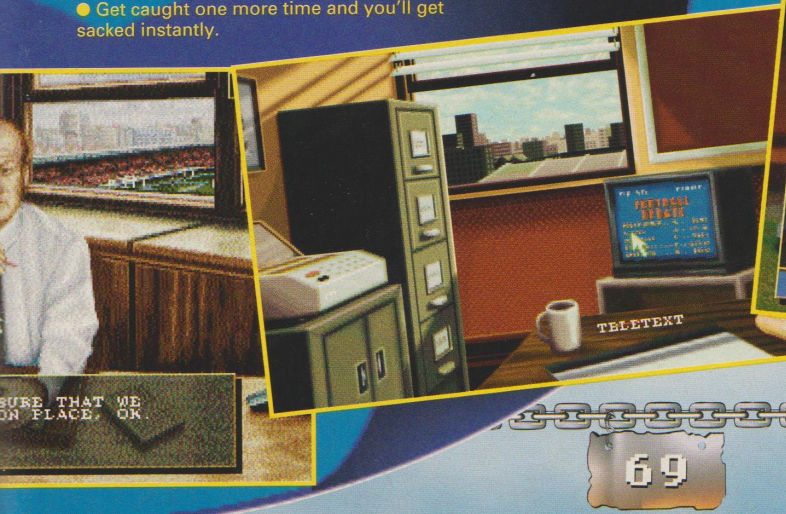
HOW TO CHEAT WITHOUT GETTING CAUGHT

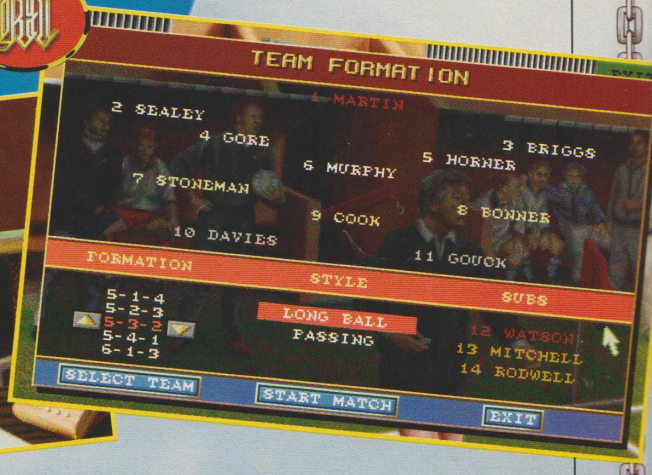
- Enter your name as MAKE BELIEVE at the start of the game.
- Now when you need more money hit + to get £100,000 extra in your bank.
- Press these keys to get extras throughout the game.

G – Gives a goal attributed to the last person to pass the ball.
E – Goes straight onto a penalty shoot-out.
F – Gives away a foul.
Esc – Quits the current half, leaving the score as it then stands.
1 – Ends the match instantly with a 1-0 score.
2 – Ends the match instantly with a 2-0 score.
3 – Ends the match instantly with a 3-0 score.
4 – Ends the match instantly with a 0-1 score.
5 – Ends the match instantly with a 0-2 score.
6 – Ends the match instantly with a 0-3 score.
There you go. Happy managing.









CHOOSE your FATE

Alien Soldier has weapons. Lots of weapons. Which means there are plenty to choose from. All are useful in their specific situations, though, and trial, error and personal preference will decide the best ones for you on your little killing spree. Here's a little tickler on each one to get you started.



Best for short-range attacks, but pretty crap for the bosses. This is the truth.

A standard blasty thing, and one a sensible alien killer should always have close to hand. Good for a long-range attack with an almost infinite life-span.



ALIEN

Aliens – Great big monster-things, or sweet, long-necked large-eyed creatures with lighty-uppy fingers and stumpy legs? Who cares? All aliens must die, and, thankfully, Johnny alien makes a hefty appearance in *Alien Soldier*. Being called *Alien Soldier*, and all that. KILL THEM ALL!

TIPS of a general NATURE



Many things you must know about *Alien Soldier*...

1

Always keep an eye out for the crystals left behind by some of the aliens. Working out which ones leave them will help you when you're low on energy.



Can't remember that move? Nail this to your forehead to help. Helpful, aren't we?

2

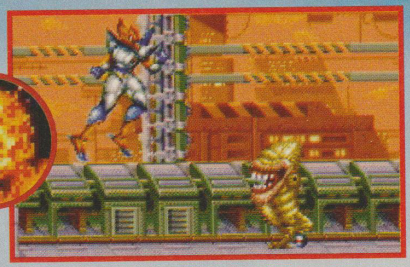


Remember, when your energy bar's flashing you've got a special attack thing. It's best to save this for special occasions – when you first fight a boss is a good one.

3

I have the head of a hawk, and a fantastic gun. Look, it's great!

The best tactic to adopt against the bosses is to teleport across the bottom of the screen as much as possible. Always be ready to, as the aliens have a habit of attacking quickly.



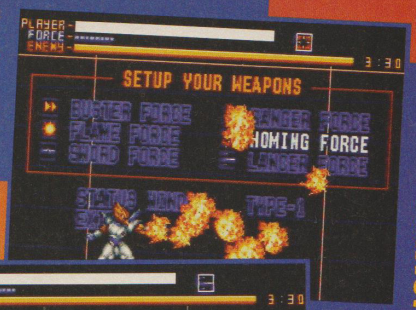
Mommmmyyyy, I want dental work like the nice monster-thing. LOOK AT THAT GRIN!



SWORD FORCE

Good, but slow. Again, an excellent long-range weapon, but cack when things are hectic.

THE BEST! A Homing attack that's perfect for the bosses. Not unlimited, though, so it's best to pack a couple. Also not ideal for general level bits – much better to use something like the Buster Force for that.



HOMING FORCE

RANGER FORCE



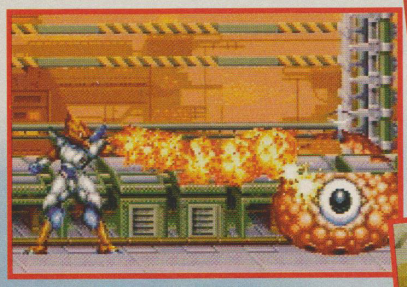
Yet another good long-range attacking option, but not even nearly as powerful as, say, the Lancer Force weapon.

LANCER FORCE



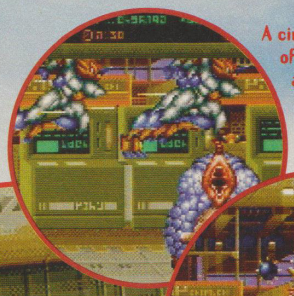
Very powerful, but also very short lived. Leave it, and stick to a better all-rounder like the Buster.

SOLDIER



5 ▸

Always be sure to keep an eye out for handy weapon power-ups. Not only will these allow you to chop and change your weapons, but you can also power-up your current ones.



A circular version of the game's available for simple people and the Dutch.

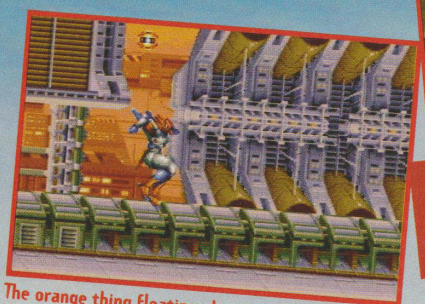




4 ▸

Remember kids! Fire and eyes really don't mix.

Being gluey of feet, sticking to the ceiling's no problem for you. This will get you through more than you think. Certain bosses can be killed easily by doing this.



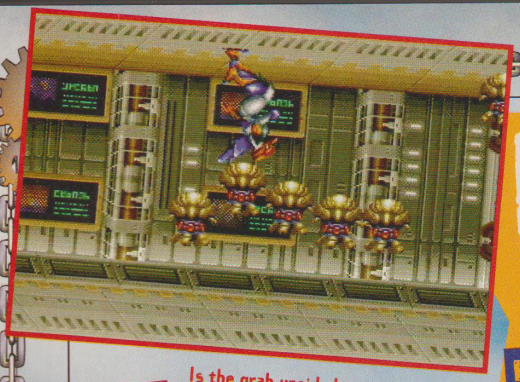
The orange thing floating above your head is perfect for energy stuff. Better get it, then.

6 ▸

Choose your weapons wisely. You can change them throughout the game, but it makes your life a lot easier if you get the selection right at the beginning.

7 ▸

Also, always be careful when swapping weapons. Remember this is war and the game carries on when you're doing it and you're likely to get a bullet in the head if you don't watch out.



KILLING things

Like it or loath it, *Alien Soldier*'s all about bosses. The inbetween bits shouldn't cause you any trouble, but to ease your progress, here's a guide to the bosses you'll meet.

8

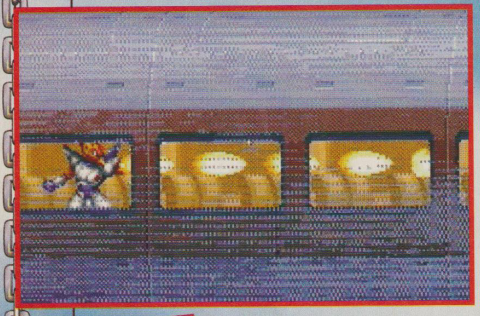
Is the grab upsidedown, or not? You'll never know. Unless you do.

Never stick with just the one weapon, a good mixture is best. Although there's a couple that seem best, different weapons DO work best in different situations.



9

Always try to make sure that you have your selected weapon ready at the start of any level or boss. Changing weapons whilst under attack will very often result in heavy energy loss. And you don't want that.



10

The new chunnel 'die as you travel' scheme unveiled.

Keep an eye out for the orange squares. They're usually well hidden but will replenish your energy.



11

Why is the last caption always the hardest to write? WHY?

Wash your feet regularly and always listen to your parents. Thank you.

BOSS 1



As with all the bosses, the best move to use on this one is the good old teleport (DOWN and C). Using the Homing Force weapon is also generally the best for all bosses as wherever you are, you're always taking health off them. The only real problem with the first boss is the discs it fires at you, and they can usually be avoided without too much trouble.

BOSS 2



Keep on the Homing Force weapon – it's best to keep at least one of them. That way, when one runs out, you've got another as back-up – and keep teleporting. This boss can be attacked easily from either side, so the best advice is to keep on the move.

BOSS 3



A slow boss, but a long reach. Watch its pattern and time teleports accordingly. A direct hit from it can be bad, so don't rush in. It's not a race, you've got ages and you don't get anything for second – apart from a small trophy in the shape of a young deer.

BOSS 4

An ugly beast with a strange throbbing, probing thing. Unexplainable and the result of a twisted mind it may be, but it needs destroying – not taking things too seriously or anything. Watch out for the bombs and the bees-that-turn-into-bombs things. Keep to the left of the screen and wait 'til it's nearly upon you and then go right. Keep shooting and wait for it to crawl back towards you and teleport back to the left.



BOSS 5



Stick to the floor and watch out for the baby crabs. They don't harm you, as such, but they slow you down and make you an easy target for bombs. The babies are easily killed, leaving you with plenty of time to concentrate on the main boss.

BOSS 6



Difficult. It lays bullet-firing bombs that fire out at a regular pace – as in most of the bosses, the actual boss is pretty easy, it's just the extra weapons that cause problems. Wait until the bullets are almost upon you, then teleport to the other side of the screen. Remember to keep firing, though, as the boss WILL eventually be destroyed. REMEMBER, BE PATIENT!

BOSS 7



Keep moving in a fancy way and keep to the long-range weapons. A highly charged Homing Force or Laser Weapon should do it. Er, may the force be with you, young Jedi, and that.

BOSS 8



It's a TOUGHY. The fact that you're on the top of a train and it's foggy, doesn't help, but hey, it wouldn't be fun if it was too easy, would it? Sticking to the middle of the screen is the best advice, and always use the Homing Force weapon... as it's the only one that'll work when it disappears.

BOSS 9

Morphing into a huge wolfy thing may be clever and wonderful at parties but it's still easy to kill. And that. Yawn and wait for the bloke to change, laugh at how unscary he obviously is, and then go for the jugular. Again, he's slooow, so it's easy to work out his routine. Teleport and take him from behind – oo-er.

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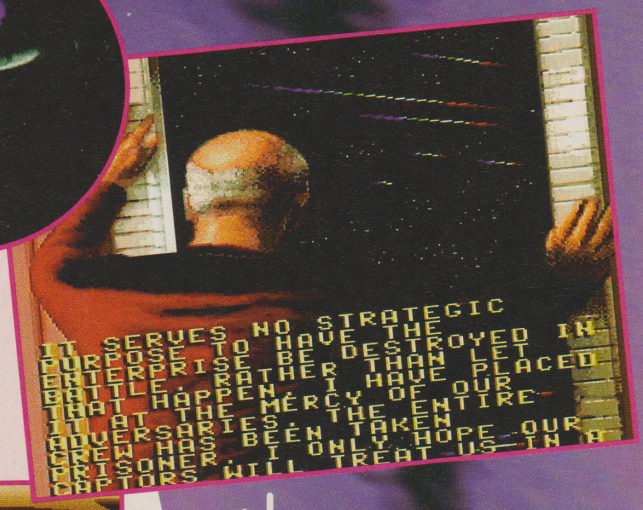
GAMES MASTER

ON SALE 3 AUGUST

STAR THE NEXT

Whether you're a trekkie or not *Future's Past* is a stunner of a game. The only problem is that to go where no one has gone before is a job for egg-heads, which most of us clearly aren't. Well fear not, allow us to take you through the trickier levels of this mammoth game quickly and easily. The Federation will be impressed. Set your phasers to stun . . .





the DERELICT ship

To clear the derelict ship you're going to need to take Worf and LaForge in your team. When you arrive, select LaForge and go to the upper left corner of the engineering area. Take out two of the resistors and go to the power generator. Install them in the left hand rack and flip the switch you see directly opposite and the power will come on.

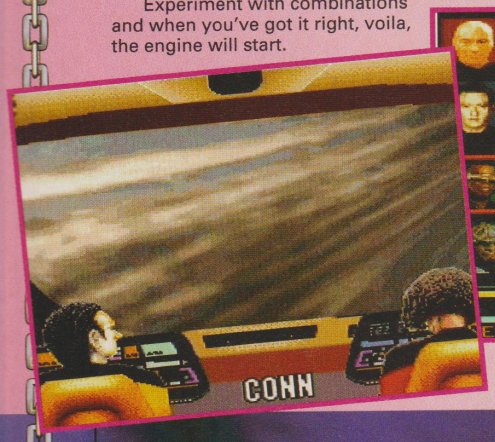
Now change to Worf and head for the computer console. Battle through and head right and down to the second alcove. Walk through the tunnel to your right, into the secret room and turn off the switch. This disables all the robots allowing you to roam around freely.

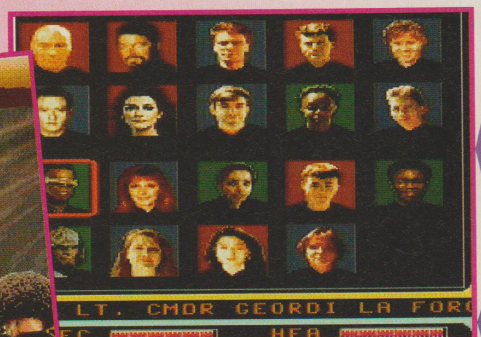
To start the main engine you'll need two canisters. Two can be found in the upper left corner of the medical area. The third is at the end of the maze in the alcove below the aforementioned secret room. Take these three to the shuttle bay and install one in the right hand wall and one in the left.

Experiment with combinations and when you've got it right, voila, the engine will start.



Those Romulans aren't a pretty bunch. Imagine the umbrellas they need in the rain.





(Above) Be sure to select LaForge and Worf for this mission or it's curtains really.

the MINING colony

The easiest way to explore each of the three gas filled mines is to forget about trying to deactivate the gas fans and simply send Data in alone to seek out the ten trapped miners (he doesn't breathe you see).



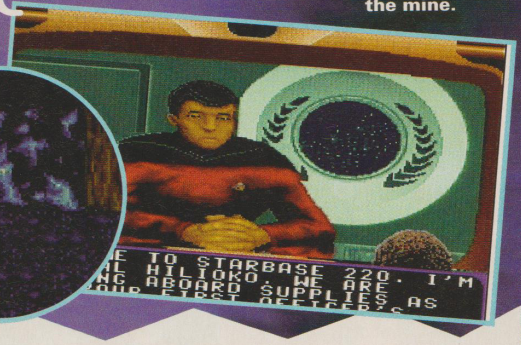
Cor look at the knockers on that. Data fails to appreciate this comedy moment.

TREK GENERATION "Futures past"



mine LEVEL one

Walk up and to the right until you come across a boarded up mine passageway. Shoot it with your phaser. Continue through the maze until you reach the upper right hand corner. There you will find an elevator to the next level of the mine.



Not everyone you talk to is happy to be in space. Look at this bloke (far right) for instance. He looks distinctly glum. Cheer up, mate.



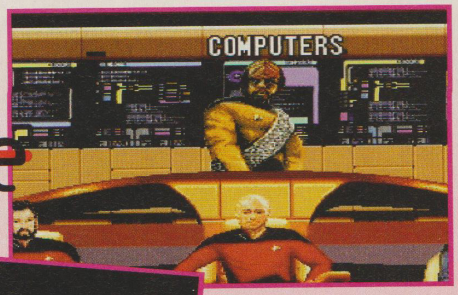
mine LEVEL two/a

This mine is divided in two. The second part can't be reached because of a chasm so don't even try. The first miner is located right, up, right and right again. The other two are across the railway track. When you get near the rack stop and get a feel for the timing of the carts and the rush across. One miner is in a passageway below the centre of the track accessed in the middle of the level, the other can only be reached by crossing the track from the top right hand corner of the screen.



mine LEVEL three

There are three miners hidden in the upper section of this mine and two on the other side of the chasm which can this time be crossed thanks to a hidden switch. Move up and left until you come to a boarded up passageway, blast it open and you'll find two miners. Now head down to the left most railway crossing. Dash across and blast your way through the pile of rocks in the way. Head down and right until you reach a second pile of rocks. Now go back to the left and look for a passageway down that leads to edge of the chasm. Walk over to the left and up through a boarded passageway to find the third miner. Go back down to the edge and flick the switch on the left. A bridge should now appear. You can now rescue the fourth miner by moving along the side of the chasm and then down. Now move back up to the edge of the bridge and down. Blast the barrier and move through the passageway to the last miner. Finally, make your way all the way around to the central lower area where you'll be glad to find an elevator.

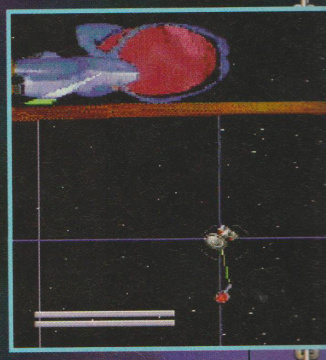




(Left) Blast your way through doorways with your phaser. Easy really.

mine LEVEL two/b

Go down and to the left, then up to the chasm and right to the first downward pathway where you'll find a miner. Now go back up and to the left and head all the way down as far as you can go. Move right and up through a passageway where you'll find the last miner. You'll now be beamed back to the Enterprise.



If your phasers run out in battle don't get as close as this. Simply move away and dispatch photon bombs while circling.

STAR TREK
THE NEXT GENERATION
"Futures past"



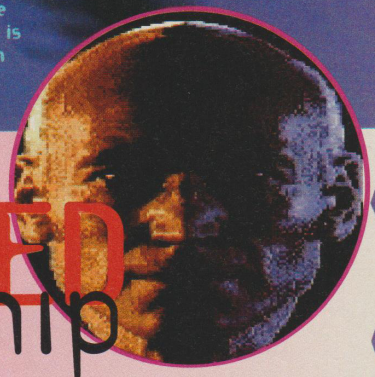


fizaal's HAPPY haven



A tricky one this. Some people are friendly while others are downright rude! The key to success on this level is to make sure that you bring one of your crew members with empathic or diplomatic skills i.e. Picard, Riker, or Troi. Now move up to the top right hand corner of the level and talk to the people sat at the table. Now you can access the private room beside the table and find Radney.

(Left)Look at the hair on her. Lets give Les the same effect. All it would take is a couple of cans of industrial strength mousse and three large blokes.



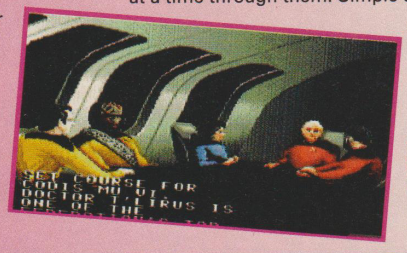
the HIJACKED ship





Data is a born straight man. Forget Sid Little, Stan Laurel, and that Tommy Cannon. Go on forget them!

The captured crew are situated in the centre of the level but you can't get to them from here. You arrive at the very bottom of the level and must first collect two hidden computer keys. There is a door key beside the entrance to the level. Pick it up and move up and right. Open the door and the first computer key is at the end of the winding passageways. After you have both keys get to the bridge to free the prisoners. When you come across laser pulses on this level send one member of your team at a time through them. Simple as that.



"Well, I didn't order any prawns. Where's the wine gone? Oh for God's sake!"

the ICE world



My forehead's got a frozen blue tinge. Someone help me!



It may be tempting to blow these walls up but you'll only defrost a vicious robot.

Your goal in this slippy, slidey world is to collect the shard which is at the top centre of the level.

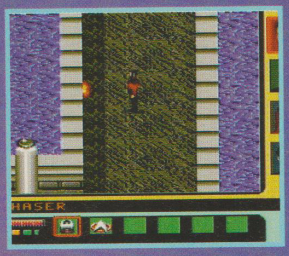
You first have to throw the switch at the bottom left of the level to open a gate about one third of the way up the right hand side. You now need two bridge crystals to operate the switches at the top of the level. These can be found at the bottom of the level and about a third of the way up the left hand side. If you come across any mirrored walls, blast them. Take the crystals to the middle of the maze to activate the bridge. Cross the bridge and enter the third portal from the left. Go through, into the upper courtyard and leave a person by the switch. Now take another team member up through portal four, through the maze and over to the switch.

This should open the barred gate to the shard. Send another team member through the barred gate to the switch and leave the person there. Take your final team member through portal two and throw the switch at the end. This puts the shard in an open position and leaves you free to scarper.

the 3-MOON world

The key to this world is proper use of the teleporters. It's very complicated so bear with us.

Worf and Data should be amongst the crew you beam down because they can absorb plenty of damage. You arrive in the top right hand corner of the level. Go into the T-shaped room and pick up the stone you see on the right. Now step onto the first of four teleporters. Avoid all the teleporters in the new room and head to a doorway in the upper left corner of the level. Leave one team member by the switch and punch in 3, 1, 2.



Now return to the original teleporters and step on the second one. The room you are now in contains pulsing lasers as before. Once again leave a team member beside the switches and punch in 0, 2, 3, 4, 3.

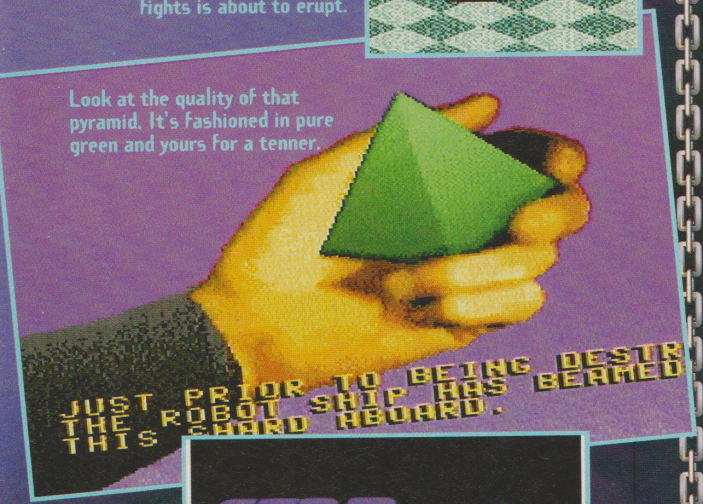
That's the tricky bits out of the way. The rest is pretty obvious provided you're careful but here are a few pointers anyway:

Always leave only one away team member beside the switches or they'll all be trapped. In the last room hang a left at the wall and pass into the hidden room. Step on the transporter and voila! The final shard is sitting on the pedestal, you've finished the game and your life is complete. Well, sort of.



Either they're about to dance or one of those playground push-fights is about to erupt.

Look at the quality of that pyramid. It's fashioned in pure green and yours for a tenner.





EXCLUSIVE!

WHY GAZZA REALLY CAME BACK TO BRITAIN

*Paul Gascoigne as he would look in Rangers kit, courtesy of the miracle of electronic picture re-touching. Phew, technology eh?



Issue 1 on sale Wednesday August 2nd!!!

TOTAL FOOTBALL

THE ULTIMATE FANS' MAG



Brace yourselves. This is TIPS OVERLOAD, the biggest, most comprehensive collection of cheats for HUNDREDS of games and ALL the sytems going EVER. Nearly 500 cheats, all in alphabetical order to help you get the most from your games. Ready?

REMEMBER THESE TIPS ARE BROUGHT TO YOU BY GAMESMASTER AND COVERED BY OUR GUARANTEE OF TIPS EXCELLENCE

GUARANTEE OF TIPS EXCELLENCE

TIPS OVERLOAD MEGA DRIVE

AFTERBURNER II

Level Select:
At the Start/Option screen, hold down A, B, C, and press Start. You will see "Select Stage!". Now select your stage (up to 20), by pressing Left or Right on that screen.
Extra Missiles
To automatically get your missile count to 100 during the rounds for:
Stages 3 & 13, hold Left on the D-PAD & press B.
Stages 5 & 16, hold Right on the D-PAD and press B.
Stages 9 & 19, press Button B.
Stages 11 & 21, hold Right on the D-PAD and press B.

AIR DIVER

Secret Modes
On the map screen, go where there is no continent. Then press and hold the Start button while pressing A, B, C, B, A, A, B, C, B, A, B. Then you have invincibilty and a level select – Press and hold the Start button, and then move to an area to begin.

ALADDIN

Stage Select
Pause during any stage of the game. Press A, B, B, A, A, B, B, A and you will skip to the sound select stage.
Debug Menu
In the options menu, press A, C, A, C, A, C, A, C, B, B, B, B, to bring up the debug menu. 'Cheat Mode' will make Aladdin invincible, 'Start on Level' will allow you to start on the level of your choice, 'Freezability' will allow you to view each individual frame of animation (by pressing the start button), and 'Map View Mode' will allow you to view an entire level without even having Aladdin on the screen.

ALTERED BEAST

Additional Life Meters
On the Title Screen, press button B, and the Start button at the same time.
Round Select
Choose the round select desired, then simply press and hold A,and press Start twice.

ARNOLD PALMER GOLF

Password
1st place, Last round: BsDV y0Yv oKak Lkde XXil GOGz 6QgY kg0A 542e
Secret Game Screen
Select one player. Hit the ball with the putter 100 times, without making it into the hole. When "Game Over" appears, press and hold A, B, C while moving the D-PAD Up, Down, Left, and then Right. If done correctly, a Fantasy Zone Screen will appear.

ASTERIX

Passwords

LEVEL TWO:	INSULA
LEVEL THREE:	CONDOR
LEVEL FOUR:	VIENNA
LEVEL FIVE:	AVALON
LEVEL SIX:	DULCIS

BLOODSHOT

Level Skip
Press Pause and then press Up, A, Up, A, A, Down

BOOGERMAN

Final Level
To skip to the final level arrange the password icons like so: Puss Creature, Abdominal Sewer Man Boogerman, Miner Goblin.

CANNON FODDER

Level Codes

Mission	Code	Recruits
5	DNKFG	70
10	WYNYB	105
15	HWZFC	105
20	GXEVE	146

CASTLEVANIA

Extra Lives And Skill Level
Go to the options screen and set the BGM to 05 and the SE to 073. Go back to the screen that says press start, now press Start and on the next screen press UUDDLRLRBA. Go back to the options menu and you will now be able to select an expert skill level and start the game with nine lives.

CHAKAN, THE FOREVER MAN

Level Skip
Skip the Terrestrial Plains and start at the Elemental Plains. If you have a 'doorway magic', go to an area just above the entrance of the air gate and jump across to the right and you'll be on a small platform. Press pause and the only magic you can select is the "Doorway", unpause and Chakan will be kneeling and holding up two potions, then press the B button and the entire screen will flash (You've

just completed one half of the game!)

COLUMNS
Cheaters Hint
Right after you placed a row of columns, press the Start button and you will see what row of columns is going to drop next.

COMBAT CARS
Access All Tracks
Go to the Option screen, highlight exit, then simultaneously press and hold down A, B and C.

CONTRA HARDCORPS
Level Select
On the title screen press CBARL-CBARLCBARL on joypad two to get 70 lives. Press LRABCLRABCLRABC again on joypad two to get a level select.

COOL SPOT
Level Skip
Pause the game during any stage, and then press C, A, B, C, B, A, C, A, B, B, A, C. If you enter the code correctly, you'll hear a musical chime and see the words 'Level Complete'.

COSMIC SPACEHEAD
Dodgems Sub-game
On the title screen press A, B, C, A, B, C, B and Start to get this sub-game.

CYBERBALL
Passwords
Assassins Vs. Razors – 65BBB8-NBBFGV. Killers Vs. Riots – C5BBBMIVBH5X. Monsters Vs. Punishers – P5BBB5PSIHEX

CYBORG JUSTICE
Secret Option Menu
Pause during any stage of the game, then press these buttons very quickly in this order: C, B, B, C, C, A, C, and B. If you do this correctly, a brand new options screen will appear. This one is incredible. You can now record your own demo screen.

DAVID ROBINS BASKETBALL
Password:
Chicago Vs. Los Angeles (2nd to last Game) – PQBCTUQVV

DESERT STRIKE
Five Choppers
Enter the code TQQQLOM on the password screen and you'll get five brand new apaches.

DOUBLE DRAGON V
Extra Reserve Points
Get to the menu sreen. On controller one press UCBADABCLCBARABC. You will now get extra reserve points for your character.

DRAGON'S REVENGE
30 Balls
To start with 30 balls simply type in the code D994ANNB

DUNE 2 – MEGA DRIVE
Level Codes.
DEMOLITION, SPICESATYR, BURNINGSUN, DARKHUNTER, EVILMENTAT, ITSJOEBWAN, DEVASTATOR and DEATHRULER.

DYNAMITE DUKE
Special Option Screen
During the Title Screen, press Start for the option mode to appear.Then press button C 10 times and the Start button to enter the special option screen. You will be able to skip levels and get extra lives.

DYNAMITE HEADDY
Level Select
Press start when on the title screen. Leave the cursor at the start game prompt and enter CALRB. You will now hear a sound. Press start again.

EARTHWORM JIM
Extra Plasma Shots
Pause the game and enter CABCABAC for nine plasma shots.
Extra Continue
A, left+B, ABABCA for a handy extra continue.
Restore Ammo
ABBBCACC to restore your ammo to the maximum 1000.
Extra Life
BBCCAAAA for an extra life.
Warp
RRRBCLRA to warp to straight to the snowman boss.
Cheat Menu
Left+A, BBA, right +A, BBA for the cheat menu.

ECCO
Invincibility
1) Start a new game.
2) Push and hold both 'A' and 'Start' at the same time as the screen fades out (after Ecco swims to the right to start a brand new game).
3) The game should be paused as the level fades in. Unpause the game.
4) If the trick worked, you should be invincible (your life and breath meters will deplete as you get hit and lose air, but Ecco will stay alive!)

ECCO 2 – THE TIDES OF TIME
Debug Menu
Pause the game with Ecco facing you, and press A, B, C, C, A, C, A, B. If the code is entered correctly, you should receive a debug menu complete with a stage select and invincibility!

EVANDER HOLYFIELD "REAL DEAL" BOXING
Secret Green Boxer
When you are creating your boxer, name him 'THE BEAST'. A green fighter with full power will appear in place of the regular one.

F22 INTERCEPTOR
Cheat Screen
Press B and C simultaneously during the game to pick extra ammo or even good old fashioned invincibility.

FATAL FURY 2
Select Final Bosses
Wait until you see the Takara logo then press Right, Down, Right, Down, Down, Left and B. Then go to the player select screen in the arcade mode and highlight the character on the bottom left. Press Right and you'll be able to select the final bosses.

FIFA '95
Super Curve Ball
On the Options screen press B, A, C, B, C, C then go to the Control screen and press A

FLINK
Cheat Menu
Begin the game normally, then press Down and Start to pause the game. Holding Start down, press Right, Right, Right, Left, Left, Left, Right, Right, Left, Left, Right and Left. A cheat menu will now appear.

FORGOTTEN WORLDS
Continue Feature
Just before your character dies, access the second player to continue the game each time player one dies.

GAIARES
Best Weapon
Shoot the TOZ out six times without hitting anything. Once you do this you will receive a powerful weapon.
Level Select
With both controllers, go to the option screen, choose 18 for BGM. Then hold A on the second controller and exit the screen.(Keep holding A) Once you exit, press Start until you start on the first controller.

GHOSTBUSTERS
Unlimited Money
When you find a chest that contains loads of money close to the entrance of a maze, get it, and leave the building. When you return the chest will have money again, so just repeat this as necessary.

GHOULS N' GHOST
Hidden Invincibility
When the title screen appears press Up and A, Down and A, Left and A, and Right and A. After that, press B and Start, then C and Start.
Round Select
When the Ghoul's N Ghost logo appears on the screen press the D-Pad Up, Down, Left, Right until you hear a harp noise. Then press and hold any direction on the D-PAD and press start twice. In addition, if you press A and a direction on the D-Pad it will bring you to a point halfway through that level.

GODS
Infinite Lives
Enter MESIENTOTANFELIZ on the password screen for infinite lives.

GOLDEN AXE
Extra Men
Start a two player game by pressing start on the second controller. Immediately kill the second player and all of his continues will be transferred to the first player.
Level Select
(This trick does not work on ALL games!) At the player select screen (Skeleton holding the players in his hand), press Left and Down with the D-PAD, button B and Start. This will allow you to select which round you wish to start on.

HEAVY NOVA
View Ending
Put the RANK on 'ULTIMATE', STAGE on '2 RD 5 BOSS', MUSIC on '15', and sound on '25'. Then hold A, B, C and press Start.

HERZOG ZWEI
Password
To beat the base and see the ending enter JPJOIGJAOKL

JOE MONTANA II
Passwords
Enter the following codes for the following matches where the second number is the Sega Bowl.
San Francisco vs. New York – ZABS5EBLII, ZABT5EBPII.
Los Angeles vs. Buffalo – MABS54IDIA, MABT54IHIA.
Philadelphia vs. New York – UX3S54IHIA, UX3T54IHIA.
Los Angeles vs. New York, NAASAXXXKA, NAATAXXXKA.
Detroit vs. New York – HPOSPVPCIE, HPOTPVPGIE.

JUNGLE BOOK
Mess With Timer and Refill Weapons
Pause the game and press ABBAABBA to reduce the time. UUDDLRLRBA to reset the timer and fill the weapons.
Level Skip
BAABBAABABBAABBA to skip to the next level.
Go To Snake Boss
CAABCAA to go directly to the snake boss with one life.
View End Game Sequence
BADCARLARD to view the end of game sequence.
Upside Down Mode
LARDBALLCRUD will turn all the sprites upside down.

JURASSIC PARK
Passwords

Level	Dr. Grant	Raptor
Station	26SQI021	I21G0029
River	4NV7O06V	N / A
Pumping	6VV7O069	K21G0029
Canyon	8VVVQ4IL	M21G002B
Volcano	ATRVUAIR	N / A
Center	CLVVVEIU	O21G002D

LAST BATTLE
Continue Mode
When you die after the first Chapter, hold A, B, & C and press Start twice. This will get you a screen that says, 'Chapter 1', adjust this to the chapter that you died on.

LAWNMOWER MAN
Cheat Menu
Press start to pause the game on any platform level. Now tap in URABADLAD. Start the game again and hit start to pause it. You will now have a cheat menu with a level select and infinite lives on it.

LION KING
Cheat Menu
Go to the options screen and press RAAB and start. You will now get a menu allowing you to become completely invincible.

LOST VIKINGS
Level Codes

5	LLLM0
10	BBLS
15	C1R0
20	TTRS

MEGA BOMBERMAN
Passcodes.
6800, 5120, 8111, 1051, 4502, 8112, 7422, 3352, 0513, 3353, 8114, 1134, 7954 and 0515.

Mega Turrican
Reverse Controls
Press Start to pause the game, then Up, Up, Down, Down, Left, Right, Left, Right, A, B and Start.

MICRO MACHINES 2
Faster Car
Pause the game and press UDABLR, hold C and press start.
Hard Game
LRLRUD, hold down and press start.



Very Hard Game
LDUDRD, hold A, down and start

MIDNIGHT RESISTANCE

Level Start
To skip to any level you want to play, hold C and start the game. Then, at any time during the first round, pause the game and push A. If you did this correctly, then welcome to the next level!

MIGHTY MAX

Level Codes
Inca Level – DBBLGLLFCD
Water Level – DBCFLGDBF2
Jungle Level – DBDKKJJLKR
Volcano Level – DBFGCDMBTG

MORTAL KOMBAT 2

Fight Smoke
To get to Smoke start a two player game and get to the Portal level. When someone pops up and shouts "Toasty" press down and start together.
Fight Jade
Defeat the fighter under the question mark with only low punches and you will get to meet Jade.
Dead Pool
To knock people into the Dead Pool hold LP and LK while doing an uppercut.

MR NUTZ

Passwords

Level Two:	MAGICS
Level Three:	GOLDEN
Level Four:	WINDOW
Level Five:	CASPER
Level Six:	PIZZAS

NBA JAM: TE

Teleport Pass
Type in U, R, R, L, A, D, L, L, R, B on the 'Tonight's Match-Up' screen.

NBA LIVE '95

Freeze Other Players
Start the game, get the ball then press and hold A and press Start to activate this cheat.

NORMY

Level Test
Wait for the title screen, then plug in a second joypad and hit reset. When the 'High Score Production' flashes press and hold A, B and C on the second joypad until the main menu appears. Select Options and you'll find your level test.

OUTRUN

View Ending
On the 'Best Outrunners' high score screen, put 'Ending' for your name and press Start. This will start the real ending to the game.
Hyper Options
To get to the hyper options, on the title screen, put your cursor on the word 'Options'. Then press A 11 times, B 3 times, and C 8 times to get the hyper options menu.
In the hyper options screen, 'Stage' selects which level you start on, and 'Difficulty' is how hard the game is.

OUTRUN 2019

Stage Select
When the title screen appears, simultaneously press and hold A, B, and C, then Start.

OUTRUNNERS

Virtua Car
On the title screen press LRLRBCA. When you go to the car select screen you will be able to select the Virtua car which is the fastest thing in the game.

PETE SAMPRAS TENNIS

Extra Options
Select the world tour and choose any player, but don't enter your name. Select yes to enter a password and enter ZEPPELIN. Go back to the main screen and you will have two options.

PHANTASY STAR II

Pacifist Mode
Hold the directional pad in the direction you want to move, while repeatedly pressing C and B. You will not get into fights while walking.
Slow Motion
Pause the game by pressing Start and B for half speed, Start and C for single frame motion, or Start, B and C to advance to the next scene, on text screens.

PITFALL

Warp to Atari 2600 Version
When you get to the start of level four and the Lost City of Copan, once you've reached the snake and gargoyle jump left off the platform. You'll now meet a badly drawn scorpion. There's a secret door here hiding bonuses. Jump to the left into the wall and a hidden web will send you into a room where you'll find the warp.

PRINCE OF PERSIA

Extra Energy
During play pause the game and press C, A, C, B, B, A, C and C to get an extra energy point.

PSYCHO PINBALL

Play Sub-games
To play the sub-games at any point just press Pause and enter B, A, B, B, A, C, A, C.

RADICAL REX

Level Select Menu
On the second title screen press ACDRUB for the level select.

RED ZONE

Level Codes.
ABACBCBCACC, BAAAABBBCCBB, ABBABCAABCA, BAAABBCAAAA and ABBABCAACAC.

THE REN AND STIMPY SHOW

Passwords
The Zoo – 48Z0000–00022X4
The City – 4300004–1XJ22XK
The Pound – 2310008–JJ024X7
The Outdoors – 4720008–JWJ42X2

REVENGE OF SHINOBI

Additional Men
In round 4-2, if you shoot at the first conveyer belt a one-up will appear on the side. This box contains two lives, so if you get the box and fall off the belt you will still come out one life ahead. You can repeat this for as long as you want, even if the screen shows you have the maximum number of guys. You can still get more lives, they just do not appear on the screen.
Unlimited Shurikens
Go to the option screen and choose 00 for your Shurikens. Wait about a minute and you will hear a strange noise and in addition, the 00 will change to an infinity sign.

RISE OF THE ROBOTS

Supervisor's Moves
When playing as the Supervisor her special moves are as follows:
Liquidation – Down, Towards and Up.
Scissors Kick – Down, Away and Up.

RISTAR

Cheat Menu
Enter the password ILOVEU and you will activate the cheat. You can now start and cycle through the levels. Enter the password MUSEUM and you will be able to fight against all the bosses one after the other.

ROAD RASH 3

Open Up Game
Enter these codes on the title screen with joypad two. ABRACADABRA to get all the bikes, weapons and money. CLUB gives you $1100, club, chain and nunchukas. RAD lets you choose any weapon and increases the aggressiveness of your opponents. BLUR gives you an ultra-fast bike. LABRADR gives you nitros.

SHADOW DANCER

Practice Level
On the title screen, hold down A, B, C and press Start until you see 'START/OPTIONS/PRACTICE'. This will allow you to choose any round, but you will not fight the boss for that round.

SHADOWRUN

Debug Menu:
At the title screen, press A, B, B, A, C, A, B. Now begin the game (either new or saved), and enter your pocket secretary. You will now be able to access an invisible option just beneath the save / load option. Press 'START' to enter this menu. 'NUYEN' will give your character 250, 000 nuyen, 'SPELLS' will give your character (mages only) all available spells, 'TEST DECK' will give your character the best deck with all available programs, 'PICK SYSTEM' allows your character to enter the mainframe of his choice, 'HEAL ALL' heals your character and any shadowrunners tagging along, '+10 KARMA' gives your character 10 karma points, CONTACTS gives your character all available contacts, and 'WALK FAST' allows your character to do just that.

SHINING FORCE

Name Characters:
Have two controllers plugged in, begin a new game and go to the screen where you name your character. Have your character first. Highlight the word end and on CONTROLLER 2, hold A, B, C and Start and on CONTROLLER 1 press A, C, and Start all at the same time. You will now be able to rename all your other characters, except Jogurt. This code is very difficult to do, but it just needs a little bit of practice to crack.

SHINING FORCE II

Configuration Mode
At the Sega logo screen, press Up, Down, Up, Down, Left, Right, Left, Right, Up, Right, Down, Left, B. Proceed to the file select screen, highlight the option desired, hold Start, and press A, and C at the same time. Do the same thing for the character selection, and then once more to bring up the word 'CONFIGURATION'. You can now have the computer process battles automatically, or even control the enemy yourself! Keep in mind though, this code is tough. The sequence must begin as the letters are grouping together and end before the logo fades to black, but you will hear a short fanfare if you've done the code correctly.

SKELETON KREW

Level Skip
Pause the game and enter CULLBARDCLUB the screen should now flash. Now hold down button A while pressing Left/Right to advance up or down a level.

SKITCHIN' – MEGA DRIVE

Warps
Denver – At 3.6 miles there is a billboard on the right hand side advertising a burger and drink. Jump into this and you will be warped straight to San Diego.
San Diego – You have to qualify the hard way. There is a billboard on the right hand side that says 'Buy Things'. This takes you right back to race one.
Seattle – At 3.5 miles jump into the billboard with a lady's face. You will now be warped to Los Angeles.
Los Angeles – Jump into the 'Buy Things' billboard at 1.8 miles on the right hand side. You will then warp to Toronto.
Chicago – At 6.8 miles there is a billboard marked 'Don't Drink And Skitch' on the left hand side of the road. Jump into it and you will be warped to Miami.

SOL FEACE

Level Select:
On the title screen, press A, B, C, A, B, C, B, C, B, and A. If you entered it correctly you will hear a lazer blast. Go to the options screen and you will find a level select option.
Invincibility Code
First do the level select code and when you get to the option screen, go down to 'MODE'. Hold A and keep pressing RIGHT on the D-PAD until you see 'MUTEK!'. Finally, exit and choose to continue your game. You will now be invincible throughout the whole game!
99 Ships:
First do the level select code. WHen you get to the options screen, go down to 'MODE'. Hold the A button and keep pressing Right on the D-PAD untill you see 'My 99'. Finally, exit and choose to continue your game. You will then have 99 men to get through the game!

SONIC THE HEDGEHOG

Level Select
During the title screen push the controll pad Up, Down, Left, Right. When you hear a Chime push A and Start to get to the level select screen.
Debug
During the title screen push the control pad Up, C, Down, C, Left, C, Right, C. When you hear the Chime hold A and press Start to begin the game. You can now change Sonic into an item by pressing B, change the item by pressing A, and place the item by pressing C.

SONIC 2

Quick Emeralds
A quick way of getting all the Chaos

Emeralds is to play the bonus round. Get the emerald at the end, get back to that stage and then press reset. Now go to the options and press start from there. You will now still have the emerald(s) you last picked up!

Level Select

Go to the option screen and listen to song 19 then press button C, listen to 65 and press button C, listen to 9 and press button C, listen to 17 and press button C. Once you've done that hold button A and continuously press the Start button until you get to the level select screen.

Super Sonic Code

First do the level select code then on the level select screen, listen to Song 4 and press B, listen to 1 and press B, listen to 2 and press B, listen to 6 and press B. Now hold down A wile pressing start on the level of your choice. Collect 50 rings, jump in the air, and you will have become Robotnik's worst nightmare, Super Sonic. Have fun.

SONIC 3

Level Select

When the Sega logo disappears and the screen goes black press UUDDUUUU as fast as you can. A chime will sound if you have done it fast enough. Scroll down the title screen to bring up the sound test to get into the level select screen.

SONIC AND KNUKLES

Level Codes

3659 8960 3263, 2965 3193 9023, 2921 0274 3999, 3737 7423 1487, 3698 8191 7375, 3009 6111 4047 and last but not least 3482 7286 3167.

SPACE HARRIER II

Level Select

The level select code is on page 10 in the instruction manual but if you get to the last boss and defeat it, the game will start over from the very beginning instead of showing you the proper ending.

STREETS OF RAGE

Level Select

On the title screen, set the cursor on 'Options, and press Start on Controller 1, while holding all A, B, C and Right on controller 2. This will give you a stage select and let you set the number of lives you want.

STREETS OF RAGE 2

Stage Select

You must have two controllers, on the menu screen, go to the word 'Options'. Use the second controller to highlight 'Options' then hold A and B and hit Start. You'll go the option screen with some new options.

SUPER HANG-ON

Password

Best Bike and Money - 5FF3F540F35504-FFHWKJOMBOKFU

Option Screen

At the title screen press and hold A, B, C and press Start twice.

SUPER HYDLIDE

Experience Boost

In The City of the Forest (where you begin), you will find a screen that has a lake with a bridge over it. Go to the bottom of the lake, and the left of the bridge. Search, until the screen says 'I found nothing', then use any of your money and search again. The screen will say, 'Lucky!' and you will receive

30 Free Experience Points

You can do this as many times as you wish. Start off by buying a knife, a ration of food, and two flasks of medicine. Once you have purchased them, talk to all of the villagers. Some will just say "?!," but don't worry they will tell you important information later.

Easy Money

Go outside, and head towards the west from The City of the Forest, killing all the weaker monsters on the way until you see a small building, enter it and look for a clearing. You'll see trees here, search under the trees to find $10,000. You can also hear the different music in the game in the same building!

SUPER MONACO G. P.

Passwords

Race 7 (1st year with Madonna Car!) 0B9F G635 100D 000D 000G HH03 4527 89AC B6DE F810 1000 0080 0000 0000 7100 D9D9

Race 15 (Crash to see the ending!) 0Q76 2ILM F200 0000 CA89 EGC1 0000 0002 CA89 EGC1 0000 0002 0000 0000 F200 2CAC

SUPER THUNDERBLADE

Avoid Death

On level one of the hardest level you can stay in the upper left or right corner of the screen and not be killed!

SYNDICATE

Dream Team

To get a team of fully-equipped mental cyborgs type in HACKER-SQUAD on the password screen. They'll also have access to any country you like.

TAZMANIA

Extra Continues

In stage two, go down the bridges. All the way to the bottom right where you will find a rock creature, jump on his head so you can get to the ledge above him. On that ledge you'll find a one up and a continue. Get both and die, repeat as desired.

Skip Levels

At the title screen, press A, B, C, and Start on both controllers. Start the game normally, then press Start to pause the game. Press B, then Start to turn on invincibility. Press A, then Start to turn invincibility off. Press C to get some numbers to appear. Press the D-PAD left and right to change the bottom (2-digit) number. Each number represents a level. Press Start once more to go the desired level.

TAZMANIA 2

Cheat Menu

When the Sega logo appears press A and B on pad one and B and C on pad two. Now release all the buttons and listen for a barking noise. Then you know you've done it right. Now pause the game at any time and press A. You will now get a menu with some cheats on it.

THUNDER FORCE 3

Full Weapons

Pause the game and then simultaneously press Up and B ten times. Repeat the processuntil you have all th weapons.

TOE JAM AND EARL

Secret Level

If you have the ICARUS WINGS, INNER TUBE or the ROCKET SKATES then go to the Island on the bottom left hand corner of the ocean on level one. This area will be filled with purple blocks. When you are on the island, fall through the hole in the middle of the island to fall into the Secret Level! In this stage you can drink lemonade and jump in the Hot Tub to restore life! To drink lemonade, stand directly in front of the lemonade stand and press up. Jump in the hot tub by standing next to it and walking towards it!

TOE JAM AND EARL II, PANIC ON FUNKOTRON

Passwords

Level 3	V0JYPVW4W11
Level 5	VD08ZZH5CET6
Level 7	P0W8113DFK3F
Level 9	RAFQY!F098CQ
Level 11	HWJQ8R4CY826
Level 13	AHWTYCT!0K33
Level 15	A!!LY!TXDHLW

TRUE LIES

Level Codes

BRMKNRD, CXGJMQC, FVJBKXF, HCHDXVH, FBJNDBN, HJBGBJC and, finally, JFFFZHB.

Cheat Passcodes

BGLVA – infinite lives.
BGWPNS – full weapons.
BGGRLY – infinite continues.

UNIVERSAL SOLDIER

Level Codes

5	JLGHP
6	JDRSD
7	PKSND
8	CWBPN
9	SFTNP
10	CMVDG
11	BYTCM

URBAN STRIKE

Secret mission

Go to the passcode option and enter 9NHLGBW6SYL. You will now go to a secret mission in Mexico.

VIRTUA RACING

Race Against Yourself

Begin any race and press A, B and C. You will now go to the result screen. Now go to two player Vs mode and you can race against your own times making it even more competitive.

X-MEN

Level Select and Power Up Code:

Only one controller can be in the Genesis if this code is to work. At the title screen where it says 'Press Start Button', push and hold buttons A, C, Down and press Start. Now carefully remove the controller and place it in control port two. When Magneto's face appears on the screen press Start. First pick the difficulty level (Amateur, Hero, or Superhero) and then pick a character. Continue to play the game on controller two.

To skip levels in the Danger Room (the room you start on) go towards the right where there will be 6 panels near the floor that represents each level. To select that level stand in front of the panel, hold Down on the D-Pad and press C.To revitalize your X-Man, pause and unpause the game.

TIPS OVERLOAD SNES

ACTRAISER

Make Game Harder

Finish the game once and when the title screen appears press select twice to play a special edition with just action, no role playing.

ADDAMS FAMILY

Quick Cash and Power Ups

Before you enter the mansion go left and grab a flying fez hat. Fly down the chimneys and across the rooftops to grab the extra lives and some cash.

Passcodes

&#KKN, V1913, B&J15, BD#K4 and BL91B. 11111 gives you 100 lives.

ADVENTURE ISLAND

Level Select

On the title screen press R, R, X and Start.

ALADDIN

Level Skip

Pause the game and press AABBAABBAA to skip a level.

ALIEN 3

Cheat Mode

On pad two press ABYX. Now the A, B and X buttons on pad one will activate different cheats.

ANOTHER WORLD

Level Codes

LBKG, KLFB, TFBB and LFCK.

ARCANA

Level Select

On the title screen press Down, Select, Select, X, Y, Select, Select, L, R, Select, Select, Left, Right and Up. Now press A to go to chapter two, B for chapter three, X for chapter four and Y for chapter five.

AXELAY

Infinite Lives

Pause the game and unpause it. Pause it again and press Select, Up, Down, Left, Right, Y, B, A and X. Unpause the game.

BART'S NIGHTMARE
Extra One Ups
Go through the yellow door to enter the Itchy and Scratchy level. Go to the lamp that is shooting light bulbs. Grab the weapon next to the lamp and shoot the bulbs. The first bulbs will turn into one ups.

BATMAN RETURNS
Lives Cheat
On the title screen move the bat to the options and press start. On the second iopypad press UUDDL-RLRBA. On controller one take the pointer down to rest and your lives will go up to nine.

BATTLECLASH
Adjust Difficulty
On the title screen press L and Select together. After you adjust your aim an option screen will appear allowing you to change the difficulty.

BEAUTY AND THE BEAST
Level Skip
Pause the game at any stage and press LYL, down and press L and select together.

BLACKHAWK
Level Codes
WJTV, CGDM, Y4DJ, MJXG and K3CH

BRAWL BROTHERS
Original Japanese Version
On the title screen, when the Jaleco logo is displayed press BAXY. Then press Start and DDD and Start once more. Choose whatever you want from this new options screen and then exit.

CONTRA III: THE ALIEN WARS
Extra Firepower
Use a turbo fire controller and grab two weapons (make sure you don't get the flame thrower). Hold down B and X to blast enemies with two weapons instead of one.

COOL SPOT
Level select
Hold L and R buttons simultaneously then reset the machine. When the Virgin logo appears press select a boring 30 times.

COOL WORLD
See End Sequence
On the title screen press L, Left, R, Right, Up, X, Down and B.

CYBERNATOR
Infinite Continues
On the title screen select Option then press and hold URL and start.

DEMON'S CREST
Level Codes
QFFF, KNRR, DDLR and XGTQ

DESERT STRIKE
Extra Lives and Difficulty Level
On the password screen enter B59JS27 to get 10 lives. Go to setup and press LLRRDUDUAX for an extra hard difficulty setting.

DONKEY KONG COUNTRY
Play Bonus Levels for Extra Lives
When Cranky Kong plays his gramophone, press UYDDY and you'll be able to play the bonus levels until you have 99 lives.

DRAGON'S LAIR
99 Lives
On level one get red heart that gives you an extra life. Then exit the level without dying. Now re-enter the level and repeat again and again.
Passcodes
2D 4C 6A 8B, 1B 2D 7A 8C, 3D 4B 5C 6A and 1A 3B 5C 6D.

EARTHWORM JIM
Level Skip
Pause the game and press ABXA,A and X, B and X, B and X and A and X to skip levels.
Programmer Screen
Punch in YABYAB.

F1 ROC
Extra Track
Select the Monaco course straight away. During the race look for a stretch of water that forms a point between two grey barriers. When you get there accelerate to top speed and head straight for it. When you're in look for a way out onto the grass. When you get there you will be on a new track.
Extra Cash
Enter your name as SETUSA to get your cash.

FATAL FURY 2
Select Bosses
When the Takara title screen appears press BAXYULDRLR to be able to select the Bosses.

FATAL FURY SPECIAL
Extra Big Kick
Pause the game by pressing Start. Now hold down A for about five seconds and unpause the game. You will now do a pretty impressive Big Bear Super Drop Kick.

FIFA INTERNATIONAL SOCCER
Crazy Options
Enter these on the options screen.
RRRRRLR – Super Offence
XABYYBAX – Crazy Ball
AAAAAYYYYY – Super Goalie

FINAL FIGHT
Option Screen
On the title screen press and hold the L and R buttons. Then press Start. You can now alter the game.

FLASHBACK
Level Codes
JWLYX, RSVP, DXCPT, SLMN, ZTHRK and CRLOXZ.

GODS
Passcodes
SD1, MGB and BMH.

GRADIUS III
Extra Lives
Hold Left on the title screen and press A three times.
Extra Credits
Press X repeatedly as fast as you can on the title screen.
Power Up
Pause the game, press UUDDL-RLRBA and then unpause for maximum power ups.
Arcade Mode
Enter the options screen and press A as fast as you can to enter this ultra hard mode.

GUNFORCE
Extra Continues
Start a two player game and when player one finally runs out of continues bring in player two for those 12 extra lives.

HOOK
Extra One Ups
If you die return to the location of all the one ups and grab them again.
99 Lives
On level one, use Tink to fill up your power. Then fly right until you reach a cave filled with spikes. Go through until you reach a three up, let yourself die and repeat this procedure.

HUMAN GP
Change Grid Position
On the starting grid press and hold select and press B. Your position will now change.

JACKI CRUSH
Loadsapoints and extra balls
Enter as many 5s as possible on the code option. You will now start the game with 840 million points and more balls than you could possibly want to use.

JAMES BOND JNR
Passcodes
0007, 3675, 9025, 1813 and 3353.

JOE & MAC
Unlimited Llves and Easy Exit
Pause the game and press select to exit a stage. In the next to last area on the first map fall into the pit and grab the extra life. Pause the game and exit. Return to the pit and repeat the procedure to max out your lives.

JUNGLE BOOK
Level Select
Press U, U, U, B, B, Y, Y, Select, U, D, L, R, B, U, Y. Now go to options for a level select.

KRUSTY'S SUPER FUN HOUSE
Passwords
BARTMAN, SMITHERS, SNOWBALL and JEBEDIAH.

LETHAL ENFORCERS
Extra Continues
Pause the game and press U, U, U, D, D, D, L, R, R, R, B, A, A, A and A.

LION KING
Level Select and Invulnerability
Go to the options screen and press BARRY. This will give you some smart new options.

LOST VIKINGS
Level Select
Hold down X, Y, A and B simultaneously while the game is paused.

MAGIC SWORD
Stage Select
Highlight exit under the options screen. Now hold down L, R and start on joypad two. While holding all three buttons press Start on controller one. Now select your game level.

MARIO BROTHERS 3
Unlimited Hammer Suits
Complete the first two levels and get to a hammer bloke. Kill him and get a hammer. Go to the pipe on the right and smash the rock that's blocking your way. Go to the mushroom house and get the hammer suit. Now you can save the game at the map screen and keep going back to the mushroom house to get unlimited hammer suits.

MECH WARRIOR
Invincibility
When you land on a planet pause the game and press ALLYALLYALLY. You will now be invincible. Repeat this at the start of each battle.

MICKEY MANIA
Level Select
On the option screen select Beanstalk 1 music and Extra Try FX then go to exit and hold the L button for a moment.

MORTAL KOMBAT 2
Fight Smoke
To get to Smoke start a two player game and get to the Portal level. When someone suddenly pops up and shouts "Toasty" press down and start together.
Fight Jade
Defeat the fighter under the question mark with only low punches and you will get to meet Jade.
Dead Pool
To knock people into the Dead Pool hold LP and LK while you're doing an uppercut.

MUSYA
Pass Codes
MWTV, KVMW, RQNJ, VKX4, NZ1N and Z66F.

NBA JAM: TE
Special Effects
URRLADLLRB – Teleport pass.
LRABBA – Dunk from anywhere.
DRRBAL – Always on fire.
RUDRDU – You can goal tend.

OUT OF THIS WORLD
Passcodes
XDDJ, DDRX, HRTB, TFB, CKJL and LFCK.

PAPERBOY 2
Tough Route
Highlight the route option and press right. Enter the code 6479.

PARODIUS
Power Ups
Pause the game and press BBXXAYAU, Left button and Start. You now have full power and all of the weapons.

PITFALL II: THE MAYAN ADVENTURE
Extra Continues
When the continue screen appears repeatedly press Start and you get nine continues every time.

POPULOUS
Level Select
Choose a conquest game and click on the pause icon. Move the cursor to the world map, hold L and press A. Release them and hold R. Then press YBXA and Select. Let go of R and click on armageddon. Go to the setup menu and select conquest again. Inside this menu press X and B to select any level in the game.

PRINCE OF PERSIA
Level Codes
3N9N37X, 951C3ND, YMF2L1!, Z35Q9LC and 86W3MY5.

PUSHOVER
Level Codes
03584, 07680, 04098, 15362, 10758, 08718, 25614, 30734, 30238, 22046, 22558, 17470, 19071, 28927, 26879, 25599, 10239, 09727 and 44543.

Q-BERT 3
Extra Levels
On the options screen press BYYY-

BYYY and Start to return to the title screen.

ROBOCOP 3
Restore Power
At any point in the game press start and then select three times. Your energy will now be restored to full.

ROCKETEER
Stage Select
Press LRLRD on the title screen. Choose the number of players and you will move onto a screen where you can select your level.

SIM CITY
Free Services
At the end of the tax year save the game than load it right back up again. You'll find that Policing, Transport and Fire work is free for the year.

SKULJAGGER
Reveal Secrets
At the start of a stage press R and L along with the pad to reveal the game's secrets.

SMASH TENNIS
Level Codes
US Open – XBAAYAXA
Asian Open – AYAAYXYA
Australian Open – XABAYAYA
European Open – AXBAYXAA

SPARKSTER
Level Select
On the title screen press UUDDL-RLRAB. You will now get a level select option.

STARWING
Extra Black Hole Level
On Level 1-2 (the asteroid field) shoot the first three columns of spinning rocks (they have an orange one in the centre). You have to shoot them just as you're about to hit them. If your timing was good a rock with a smiley face appears. Crash into it and you're in the secret black hole.

STREETFIGHTER 2 TURBO
Extra Speed
When the Capcom logo appears press Down, R, Up, L, Y, B, X and A. This will pump up the turbo speed to ten stars. But be warned, you have to be quick to do it.

STREET RACER
More Speed
When choosing a character press XYXYXY then hold X and push Right. Your top speed will be increased.

STRIKER
Elite Team
Enter the code BCDFGHJKLMPQRST. It'll say password error but go to the team select and you'll be able to choose the Elite team.

STUNT RACE FX
Long Shot View
While playing the game enter the long shot view and pause it. Press Select, XYRXXXYLR and hold Select and press Start. You'll now be in the bonus round view mode. To return to normal press Select twice.

SUPER BATTLETANK
Maximum Firepower
When you are firing at your first target pause the game and after three seconds hit it with your machine gun. Your enemy will continue to take hits even though the game is paused and will therefore be destroyed.

SUPER BOMBERMAN 2
Maximum Power
On the password screen enter 1111 and you'll start the game with six bombs with maximum range, detonator bombs and a truly awesome power glove.

SUPER BUSTER BROS
Level Select
On the title screen press Start to get to the select game screen. Press LRRLUD. A number will now appear in the middle of the screen, use the pad to change this number. Hit Start to enter the required level.

SUPER EARTH DEFENCE FORCE
Invincibility
Press Start to pause the game and press ABXYLRUDLR. Repeat this at the start of each stage.

SUPER EMPIRE STRIKES BACK
Go To Darth Vader
On the title screen press AXBAYXBAAXBBYX to start at the Darth Vader stage.

SUPER GHOULS 'N' GHOSTS
Stage Select
On the title screen move the cursor to the exit and press L, R, Start and Select on controller two. Press Start on controller one to get the options screen that allows you to select the stage you want to play.

SUPER JAMES POND
Stage Skip
On the first stage go right at the start and you'll come to a barber's pole that allows you to exit the stage.

SUPER MARIO KART
Shrunken Mario
On the character select screen press and hold Y then press A.

SUPER MARIO WORLD
Loadsalives
On Forest Of Illusion cut the tape at the halfway point. Go right, kill the turtle and when the block is a mushroom jump on it. Collect it when it's a star to become invincible. Go right killing everything until your invincibility runs out. This gives you 20 lives. Press Start and Select and just repeat the process.

SUPER METROID
Energy Refill
Make sure you have at least 10 missiles, 10 super missiles, 11 power bombs, less than 50 points on your power meter and empty reserve tanks. Roll into a ball then press Select three times. Drop a bomb and hold down X while holding L, R and Down. You will now get 14 energy tanks refilled.

SUPER R-TYPE
Stage Select
On the title screen press R and Up nine times. Press Start and pause the game. Press RA and Select. Then use up and down to select the level.

SUPER RETURN OF THE JEDI
Level Codes
ZJLMRS, VTYMZX, QZNFPP, VKCDFD, CDWLTY, RMNVLC, HLQMVL, VQXDQJ, VQJGWF and ZZSTXZ.

SUPER SMASH TV
Extra lives and continues
On the options screen press L button, R button and Up. You'll hear 'Bingo' and can now increase your lives and continues.

SUPER SOCCER
Play Against Nintendo Team
On the select screen press and hold Start on controller two. Next press B on joypad two, this will select the Nintendo team. Now choose your team as usual with controller one.

SUPER SOCCER CHAMP
Best Players
From the title screen press Up, X, Left, Y, Right, A, Down, B, Left, Up, Right, Down, Select and Start and you'll have all the best players

SUPER STAR WARS
Invincibility
On any of the horizontally scrolling levels press and hold A, B, Y, X and Select on pad two. You'll be completely invincible.

SUPER STREETFIGHTER 2
Choose Eight Characters
Select 'Group Battle' then keep pressing L and R on pad two until you hear Vega laugh. Choose Match Play or Elimination and you'll be able to choose eight similar characters.

SUPER STRIKE EAGLE
Passcodes
062H869D, 90B68G8C, HF3H09H8 and DF25449H.

SUPER TENNIS
Super Player
On the player select screen press L five times, X, R seven times and X. You now have a super-strong player.

SUPER SWIV
Skip to Level Six
Pause the game and press LLLLLRLLLLLLLR to skip through half the game.

TEST DRIVE 2: THE DUEL
Turbo
Press A on controller two for some extra boost.
Customise Car
When the game begins grab controller two and press LRYXBA. Then press Start when the customise message appears on screen. Now press Start on controller one.

TINY TONS ADVENTURES: BUSTER BUSTS LOOSE
Passwords
Plucky Babs Bookworm, Gogo Shirley Sweety, Montana Max Babs Sweety.

TURTLES IV: TURTLES IN TIME
Extra Continues
Start a two player game with only one player. When player one dies just bring in player two for those lovely extra continues.

TOP GEAR
Passwords

Amateur	
South America	MOONBATH
Japan	GEAR BOX
Germany	CAR PARK
Scandinavia	ROAD HOG
France	EMULATOR
Italy	ANALYSER
UK	HORIZONS
Professional	
South America	FOUR MEG
Japan	LEGEND
Germany	THEWORLD
Scandinavia	LETSRACE
France	ALCHEMY
Italy	ALOOPER
UK	SEASONAL
Championship	
South America	EDUCATED
Japan	OILCLOTH
Germany	WRECKAGE
Scandinavia*	CARACOLE
France	EPYLLION
Italy	GLUCAGON
UK	KEELSON

TURTLES TOURNAMENT FIGHTERS
Fight on Extra Stages
At the title screen press LRLRLRA on pad two to be able to fight on the Karai and Rat King stages.

UNIRALLY
Special Modes
Enter the player name as FAE DINE and you'll activate the special effects such as Hedgehog mode and Barf mode when you manage to overtake the other player.

UN SQUADRON
Extra Difficulty Levels
Go to options and highlight the game level. Plug in pad two and hold down A and X. Now go through the levels until you find the ultra difficult 'Gamer' level.

VORTEX
Level Codes.
YFGJW, RWXVP, DHNLC, BGVRG, JNBTX and XLQMB.

WAYNE'S WORLD
Level Select
Press Start and wait until the boys start singing. Press the X, L and R buttons together. Then press Select to go through the level numbers.

WING COMMANDER
Stage Select
On the title screen press BABYBY-LARA and start. An options menu will appear allowing you to choose any of the missions.

WOLFENSTEIN 3D
Reveal Whole Map
Hold down the R button and switch on the power. Release the button on the title screen and begin a new game. Pause the game and press A, A, UP and B.

WWF SUPER WRESTLEMANIA
Easy Pins
Get your opponent down to just under half energy and press X to pin him. Then press Y and up. The ref will now count faster and your opponent won't be able to get up in time, making you the winner.

ZELDA III
Complete Things To Do List
When the title screen appears press RUBADUDUB. You will be presented with a complete list of things to do.

TIPS OVERLOAD AMIGA

ALIEN 3
Level Skip
Select hard and six credits from the options screen. Then when you're playing the game press Space and N simultaneously to skip the level.

ALIEN BREED
Computer Cheats
Walk to the deck lift on level two, log on to INTEX and type in:
I CANT BE ARSED TO PLAY THE FIRST LEVELS – goes to level three.
I WONDER IF DOLLY PARTONS F***Y IS AS BIG AS HER T**S – to go to level five.
IS IT TRUE THAT ALIENS SUPPORT MAN UTD – for weaker aliens.
P***ED AS A FART – for a very special drunk mode.
THE IRAQIS MADE THE WEAPONS – for less powerful weapons.
SALMAN RUSHDIE PLAYS ALIEN BREED – to disappear.
PITBULLS ON THE LOOSE – for much nastier aliens.
PUFFNUTS MODE – for slower aliens
BEN JOHNSON TRAINED THESE ALIENS – to make them run away.
BEWARE ALIENS SPADGE HAS DROPPED ONE – also to make them run away.
GAMESX, FULL CONTACT, LEEDS, SPADGE, GALLUP, LIVERPOOL and NEWCASTLE BROWN for various irrelevant messages.

ALIEN BREED 92
Level Codes
XXDFA, RTHAA, LAEEA, UYTTA and PPEAB.
Extra Credits
Enter the level ten codes as PPPEAB and you will get an extra five million credits.

ALIEN BREED 2
Level Codes
00000, 108383, 193831, 309383, 998112 and 091233.
Extra Lives and Credits
Enter any of these codes to affect your lives, keys and credits. 098654, 378829, 736353, 243433 and 278829.

ANOTHER WORLD
Level Codes
EDJI, HICI, FLLD, LIBC, CCAL, EDIL, FADK, KCIJ, ICAH, FIEI, LALD and LFEK.

ARMALYTE
No Collisions
Pause the game and type in DELTA 3 to turn off nearly all of the sprite collision detection.

BAAL
Trainer Mode
Type in LOVEBUNDLE on the high score table to enter the training mode.

BART SIMPSON VS THE SPACE MUTANTS
Infinite Lives
Type in COWABUNGA on the title screen. Then type in EAT MY SHORTS during play and SHEEP IN A GROUP WEARING HATS.

BATMAN: THE MOVIE
Infinite Lives
On the title screen type in JAMMMMM (keep pressing Ms until it flips over). Also, F10 will skip levels.

BEACH VOLLEY
Level Skip
Type in DADDYBRACEY during the game and press F1 to skip levels.

BODY BLOWS
Infinite Energy and Credits
Go to the option screen and push the joystick in port one Left, the one in port two Right and hold them for a few seconds.

BUBBA 'N' STIX
Passcodes
VXWPXJJ668, KY57DJSYNN, X65YX36T5Y and 1JDP6NWL19.

CANNON FODDER 1
Extra Firepower
Go to the save screen and save your game as JOOLS TEAM for a team of complete Rambos.

CANNON FODDER 2
Extra Firepower
Save your game out under the name JOOLS. Now when you reload your team your leader will have huge firepower and grenade range.

CARRIER COMMAND
Invincibility
Pause the game and type in THE BEST IS YET TO BE, then press + on the keypad. You are now invincible.

CASTLE MASTER
Infinite Lives and More
Start the game, then press shift and L with the right mouse button about 25 times. You will now see four blocks, shoot them for infinite lives and more.

DESERT STRIKE
Level Codes
BQOQAEB, KLJLTOE, WEIVVJT and ONKKQKF.
Extra Lives
Enter the passcode BQQQAEZ.

DYNASTY WARS
Level Skip
Press F9 to pause the game and hold down Left Shift, 1 and Help. Now press F10 to continue. You can now press F2 to skip levels.

EMPIRE STRIKES BACK
Weird Effects
On the title screen hold down help and type in XIFARGROTKEV. In the game press keys at random to get lots of different and unbelievably weird effects. This is a particuliar favourite of ours.

EPIC
Level Codes
AURIGA, CEPHEUS, APUS, MUSCAPYXIS, CETUS, FORNAX and CORVUS

E-SWAT
99 Lives
Pause the game and type in JUSTIFIED ANCIENTS OF MU MU.

F-15 STRIKE EAGLE
Re-arm Cheat
When you're actually in the air press CTRL, ALT with T and R to re-arm your aircraft.

FINAL FIGHT
Infinite Energy
During the attract sequence press Help after the line NOT SO FAST, TURN ON THE TV appears. Pause the game and type in SHERIFF FATMAN, then unpause the game and you'll have infinite energy.

FLASHBACK
Level Codes
Burn, Eggs, Gurt, Chip, Tree and Bold.

FORMULA ONE GRAND PRIX
Automatically Win A Race
Drive into the pits on your final lap and put your brakes on. Escape the game and go to accelerated time. You will now come in first.
Immune to Crashes
After the first lap go into the pits and hold down PALIR and fire for immunity to smash-ups.

FULL CONTACT
Instant Win
In one player mode type in QAZWXEDCRFVTGBYHNUJM to make your opponent die immediately.

GOAL
No Sendings Off
When you have a man sent off press the substitution key and click on the name of the player who has just been sent off. Now click on the substitute you wish to bring on and return to the game. You will still have 11 players.

GODS
Infinite Lives
Go to the password screen and enter the code Sorcery.

GREMLINS 2
Infinite Lives
Enter Sinatra into the high score table for infinite lives.

HORROR ZOMBIES FROM THE CRYPT
Level Skip
During play just type in CHEAT MODE and then press F10 to skip levels. Pressing M has a pretty bizarre effect as well.
Infinite Lives
Enter any of these as level codes to get those all important infinite lives – Bogeyman, Bogey Eater, Immortal or Custodes.

HUDSON HAWK
Level Skip
Pause the game and type in SCIENCEFICTION. Now pressing delete will skip levels.

IMPOSSIBLE MISSION 2025
Level Codes
EXOEJDC, FJQCHXOM, FUQTBXQE, GGQKTXUF, GKQJYXDI and GSQFDXZA.

JAGUAR XJ220
Instant First Place
Press up and fire on the joystick as the starter says go and you will spin into first place.
More Speed
On the soundtrack screen tune the radio to 65.4. Although your speedo doesn't go higher you will travel much faster.

JURASSIC PARK
Level Codes
8EB75C3D. EEE7740D, AEA7542D, CE5FB0C5 and 9E074035.

KILLING CLOUD
Extra Nets and Pups
Enter 1KILLING as your code.

KILLING GAME SHOW
Map
On the Good Luck screen press help to get the map of the next level.
Press Help on the 'Press Fire to Continue' screen to get all of your lives back.

LAST DUEL
Level Skip
Pause the game and hold Help, Left Shift and 1. The function keys will now warp you through their levels when you play the game. F8 will give you extra lives.

LINE OF FIRE
Infinite Lives and Level Skip
On the title screen type in OPERATION FERRIT. Now type in WHAT A BUMMER for infinite lives. The number keys will also skip levels.

LOST PATROL
Restore Health
Rest for 50 minutes and all of your men will have their health restored to 99% with no loss of food.

LOTUS 2
Stop Timer
Enter your password as TURPENTINE to keep the timer on ten seconds.
Level Skip
Enter your password as DEESIDE to advance to the next level when the timer reaches zero.
Subgame
Enter DUX as your passeword for a dodgy subgame.

LOTUS 3
Passcodes
IVVEMMKOZ-50, LWNJWKACN-90, TGGJGGTTT-63, XDNVSEECE-85, YKGJWVNAK-92 and WJMEGMEQH-60.

MAGIC POCKETS
Keep Score for Power Up
If you lose all your lives keep your finger on Fire straight away to restart with your score intact. You should now easily be able to reach 100,000

when you get fully powered up.

THE MANAGER
Extra Cash and Stats
Go to the preferences menu and put the cursor on the arrow below the main menu prompt. Press D a few times and a border will appear around the screen. Now go to the transfer market and you will discover that all your players have increased stats. You also have £24 million to spend.

MAN UTD PLC
Save Penalties
Press Fire and Up when you concede a penalty and your keeper will always save it.
Always score
Put the ball down the wing and cut inside. The keeper will dive at your feet allowing you to take it round him.

MIDWINTER
Invulnerabilty
While skiing press S to switch to sniping mode full zoom. You will now be invulnerable.

MIDWINTER 2
Total Control
To gain complete control of the game you only actually have to bother liberating Lobos, Ndola, Camargo, Maskat, Dhafia, Ghazal, Djoum, Satara and Sikasso.

MONTY PYTHON'S FLYING CIRCUS
Start on Any Level
Enter your high score as SEMPRINI to be able to start on any level you have already reached.
Extra Points
Type POOKY to gain 50,000 points.

MORTAL KOMBAT 2
Cheat Mode
Type in all the letters from A to U three times to get the cheat mode.

NARC
Cheat Mode
At the start of the game go right and kneel down in front of the first dustbin. Shoot it until it turns blue to activate the mode.

NAVY SEALS
Infinite Credits
Type PSBOYS into the high score table to get infinite credits. Pausing the game and pressing help will also skip levels.

NICK FALDO'S CHAMPIONSHIP GOLF
Extra Course
Type MAJORTOM on the title screen. You will now be transported to the Mars course.

NIGHTBREED
Infinite LIves
Type in RISEN FROM THE GRAVE to get your infinite lives.

NITRO
Extra Fuel and Credits
Enter MAJ on the high score table for 5000 units of fuel and 50 credits.
Level Skip
Type NITRO during the game to skip through levels.

NORTH SEA INFERNO
Infinite Everything
Type in PHEONIX at the start of the game for infinite everything.

PANG
Level Skip
Type in WHAT A NICE CHEAT on the map screen to skip levels.

PINBALL FANTASIES
Set Options
After you have pressed F1 to load a table but before you play type in any of these codes.
DIGITAL ILLUSIONS to block the hole at the bottom of the screen.
EARTHQUAKE for infinite tilts.
EXTRA BALLS for extra balls.
FAIRPLAY to clear all the cheats.
VACUUM CLEANER to clear the high scores table.

PLATOON
Level Select and Invulnerability
On the title screen type in HAMBURGER HILL. F2 will now take you to the explosives, F3 takes you to the bridge, F4 goes to the village and F5 gives you invulnerability.

POWERMONGER
Instant Invent
Click on the Invent icon and when your men leave, click it again. This will make a catapult almost instantly but will only work once per island.

PREDATOR
Regain Energy
Press F10 during the game to replace any lost energy.

PREDATOR 2
Infinite Everything
Pause the game ata any time and type in YOURE ONE UGLY MOTHER to get infinite everything.

PREMIERE
Cheat Screen and Level Skip
On the title screen that says 'Press Fire to Roll Cameras', type in SPARK-PLUGSS and you will access a cheat screen. You can skip levels by pressing / on the keypad.

PREMIER MANAGER 1
Phone Cheats
250967 sets all the tackling to 99.
000123 sets all the passing to 99.
220769 sets all the shooting to 99.
781560 sets all the skill to 99 and gives you loads of cash.
753423 sets all your goalies to 99.

PREMIER MANAGER 2
Phone Cheat
Enter 896610 and your team will never lose.

PREMIER MANAGER 3
Phone Cheats
400040 gives your players ridiculously high fitness ratings, high morale and both feet. You will now be able to sell anyone you want for loads of money. Your director's debt will also be cleared along with the number of votes of confidence. Your insurance will also be boosted.

RAILROAD TYCOON
Extra Cash
Running low on readies?Press F1 during the game and when a new screen pops up in front of you press $ to put an extra half a million straight into the bank.

RAMBO 3
Level Skip
Enter your name as RENEGADE on the high score screen and then you can press 1, 2 or 3 to skip levels.

RETURN OF THE JEDI
Level Skip
Enter your high score name as Darth Vader and then skip levels by pressing F2.

ROAD RASH
Extra Money
On the title screen enter 21132 011H7 or VUKBE 27QAG to get on to level two with £41 million.

ROBOCOP
Energy Boost
During the game hold down Shift and type ALEXMURPHY. Now press fire and hold the Left Mouse Button to boost your energy.
Invulnerability
Pause the game and type in BEST KEPT SECRET for invulnerability.

ROBOCOP 3
Level Skip
Press Shift and type in THE DIDDY MEN, then press Escape to skip a level.

ROCK STAR ATE MY HAMSTER
Extra Money and Performance
Type in COLBOPS at any time. Now press F7 for a million quid, F8 for maximum performance and F9 for maximum attendance.

SIM CITY
Fiddle Taxes
Set the taxes to 0% at the start of the year but change them back to 20% in December. Your citizens won't notice but you'll make loads of cash.
Extra Money
Type in FUND for $10,000. You will then get an earthquake. If you do this at the start before you build anything you should be able to get millions.

SLEEPWALKER
Energy Boost and Level Skip
On the title screen type in DINGAD-INGDANGMYDANGALONGLING-LONG. Press tab to get an energy boost and hit return to skip a level.

STARDUST
Power Ups and Lives
Type in INTRODUCTION as your pass-word and you will find that level one is completed and you have 14 extra lives along with loads of weapons and power ups.

STARFLIGHT
Loadsamoney
Go to a trade depot and buy fuel. When asked for the volume enter Q11111111 to get loads of cash.

STARGLIDER 2
Cheat Mode
Pause the game and type in WE'RE ON A MISSION FROM GOD to access the cheat mode.

SWIV
Infinite Lives
Pause the game, press Caps Lock and type in NCC-1701. Turn off the Caps Lock and unpause the game. You'll now find you nave infinite lives.

SYNDICATE
Open Up Game
Enter your company name as MARKS TEAM for loadsamoney. Not only that but all your men are fully tooled up and ready to rock. All the countries will be opened up for you to conquer as well.

TERMINATOR 2
Level Skip
Pause the game and press the F1-F10 keys in succession. Press fire and then escape to skip the level.

TOKI
Level Skip and Weird Effects
Press R to turn the playing screen upside down. The function keys will now skip levels.

TORVAK THE WARRIOR
Level Skip
Type CHEAT followed by as many full stops as possible on the high score table and you'll be able to skip levels by holding down the fire button and pressing any number between one and five.

TOTAL RECALL
Infinite LIves
Type LISTENTOTHEWHALES on the loading screen for infinite lives.
Infinite Energy
Type JIMMYHENDRIX on the Johnnycab section for infinite energy.

TURRICAN 2
Invincibility
On the title screen press Help, 1, 4, 2 and Escape.

UNTOUCHABLES
Level Skip
On the title screen type in SOUTHAMPTONGAZETTE. Then press F10 to skip levels.

VENOM WING
Infinite LIves
When the scrolling Thallion logo appears type in IDJ.

WARZONE
Infinite Lives
On the title screen press F1, F2 and F3 for infinite lives.

WINGS OF FURY
Cheat Mode
Type in COLIN WAS HERE to activate the cheat mode where P gives you lives, M gives you ammo, D makes you invulnerable and C changes the weapons. Oh yeah, and F refuels as well.

WIZBALL
Level Skip
Pause the game and type in RAIN-BIRD, followed by C to fill the pot and S to skip a level. T will take you to the end of the game.

WOLF CHILD
Hidden Options
Type in THE PERFECT KISS on the options screen for ths effect.

WONDERDOG
Level Codes
To access all the levels use these lovely codes - Lemonade, Pharmacy, Ultimate, Danielle and Lucozade.

TIPS OVERLOAD MEGA CD

AFTERBURNER 3
Easy Blast
Set the view mode to Cockpit and the rolling mode to Free. Push your afterburners to full, tilt to 45° and keep the fire button held down. Just watch your tailpipe!

BATMAN RETURNS
Stage Select
At the Options screen, select game type DRIVING ONLY. Press and hold Left on the control pad and press button B. Move the cursor down to difficulty, press and hold Left again, then press B. Repeat this procedure going back up the Selections (7-1 holding Left and pressing B). You'll hear a ringing sound. Now you can change your options if you so desire. When the game begins, press Start to pause, then press C to skip to the next level.

BATTLECORPS
Level Select
Pause the game and press BABARACA and Start.

BLACK HOLE ASSAULT
Sub-game
On the code screen enter BIGNET, AZY and MUTEKI. When you play operation BHA select AZY and then press Start when you're playing. You'll enter a Breakout clone.

CHUCK ROCK CD
Level Codes
Level 2 - GJFKFN.
Level 3 - PDPKKN.
Level 4 - JWNTXF.
Level 5 - TSNFNVP.

CLIFFHANGER
Level Skip
Use pad two to enter Start, C, B, A, Right, Left, Right, Left on the title screen. Skip levels by pressing C on pad one.

COBRA COMMAND
Training Mode
On the title screen press Start so that CONFIG MODE appears, then press Up, Down, Left and Right. Now when CONFIG MODE appears you can select a training mode.

DOUBLE SWITCH
Lyle Swears
Reach Act 3, lose and then press Left, A, Up, Right and A. Lyle shouts at you for losing.

ECCO
Level Codes

Level Name	CD Password
1. In The Beginning	none
5. Ridge Water	QPCJDSLW
10. Open Ocean	UJMFFSLC
15. Wreck Trap	YVTQGSLL
20. Deep City	QFRQFSLK
25. Trilobite Circle	GWLFJPLB
30. The Tube	QBHYELLW

FIFA SOCCER
Crazy Options
At the options screen press CCCBAAAB for invisible walls, BACBCC for curve ball, CABCCBAC for crazy ball, AABBCCAA for the dream team, BABBBBBBBB for super power, AAAAABBBBB for super goalie, AAAAABC for super offence and BBBBBCB for super defence.

FINAL FIGHT
Auto Punch
Go to the options screen and highlight 'Exit'. Press and hold Right, A, and B. Press Start while holding down the A, B, and C.

GROUND ZERO TEXAS
Extra Footage
Quickly press C, then B, then A while the credits are scrolling for some extra FMV.

HOOK
Extra Lives
Go to level five, drop to the bottom of the pit and walk right. Swim under the rocks and you'll come to a three up. Collect it, kill yourself and repeat for up to 99 lives.

JAGUAR XJ220
Instant Qualify
In options highlight the '1' box and press any button. Erase the current name and replace with MAR. Go back and choose the World Tour option, pick your country and when you start the race press A, B and C together.

KEIOU FLYING SQUADRON
Secret Game
Go to the option screen and press Left, Left, Right, Right, Up, Down, Up, Down, Up, Right, Down, Left, Up and Start.

KRISS KROSS: MAKE MY VIDEO
Extra Footage
Press A, B, C and right on the Caller screen. Press Start while it's running for even more FMV.

MICKEY MANIA
Level Select
Choose the sound test option. Put Music on Continue, FX on Appear and Speech on Take That. Now select your desired level.

NIGHT TRAP
Hidden Sequence
When you finish the game and get to the 'In memory of Stephen D Hassenfield' bit, press Up, A, A, A, A and A to access a hidden section.

PITFALL 2: THE MAYAN ADVENTURE
Atari 2600 Version
On the title screen press Down and then A 26 times, then Down again. You will now go to the hidden Atari 2600 version of the game.

PRIZE FIGHTER
Opponent Guide
Start off by changing your power points distribution on the option screen (press the C button on opponents picture screen to get options). You should have 144 points on the left hand, 127 on stamina, and 50 on the right hand. This distribution will get you through the first opponent with no problem.

Honeyboy: "You better be ready for me PUNK"
Honeyboy is a wimp. Follow the arrows in training mode to learn his movements and when he's open for a shot. Fight Honeyboy at least 4 times before moving up.

Mega Joe: "You want to stay pretty like me kid, don't get in the ring"
Learn this opponent with the training mode. He throws really wild shots so counter them with a left or right hook. Fight Mega Joe at least 3 times.

T Rex: "I'm gonna stick a fork in ya kid, you're done, done, I'm telling you, done."
Throw lots of jabs and body blows. He fights very aggressively so practice your blocking first. Fight T-Rex or any other fighter until you gain at least 1400 power points in total before fighting the champion.

Nuke the Duke: "Welcome to the big league Kid"
Left jabs are his weakness, so power up your left hand

REBEL ASSAULT
Level Codes
BOTHAN, HERGLIC, LEENI, THRAWN, LWYLL, MAZZIC, JULPA, MORRT, MUFTAK, RASKAR, JHOFF, ITHOR, UMWAK, ORLAK and NKLLON.

REVENGE OF THE NINJA
View End Scenes
Press Right, Left, Up, Down, Right, Left and Up.

ROAD AVENGER
Stage Select
Press Up on the title screen, enter the options display, highlight players and press A six times. You can now chose your stage.

SECOND SAMURAI
Level Select
Select Options then press B, C, B, C, A, A, Left and Right. A new option will now appear.

SECRET OF MONKEY ISLAND
Passwords
Part Three: Under Monkey Island.

7981	Dam destroyed and both pieces of rope.
1436	Boat.
1794	Religious objects.
8742	Monkey head-key.
4318	Navigator's head.
7371	Ghost ship.
7377	Antiroot.
9898	Final part.

SENSIBLE SOCCER
Player Names
You can give the fake players their proper names by renaming them with this simple key: E=A, U=O, I=E, O=I, A=Y, Y=U.

SEWER SHARK
Extra Continue
Achieve a rating of EXTERMINATOR or BEACH BUM. ONCE YOU HAVE press A, C and Start on the credits to gain a continue.

SILPHEED
Level Select
When the demo is running press DDUURLAB and start for a level select.
Extra Continues
Press RUABCLLDCA and start to get ten continues.

SOL FEACE
Invincibility
Continue pressing Right after MY99 appears and MUTKEI should come up. Keep hold of A and exit the menu. Start the game via continue mode and you'll be invincible.

SONIC CD
Level Select
Press U, D, D, L, R, B on the title screen to get the usual level select.
Debug Mode
For the debug mode, first do the sound test code. Change the sound setting to FM NO.40, PCM NO. 12, DA NO. 11. Then press Start, and a picture of tails will appear. Press Start again. During the game, you are able to change Sonic into a different object and even other characters.

SPIDER-MAN VS THE KINGPIN
Level Codes
Eneter the following codes to get to thses levels.

2	ELECTRO.
4	GALLON66.
6	HELPINHAND.
8	KIDNEY2.

TERMINATOR
Cheat Screen
On the title screen keep holding Right and press B, C, B, B. Release all the buttons and press Start. Look at that special menu!

THUNDERHAWK
Infinite Weapons and Shields
When the level starts, hold Start and push Up, Right, Left and Down. Then release Start.

TIPS OVERLOAD 3DO

BURNING SOLDIER
Debug Mode
First connect the second control pad and choose option at menu screen. Push L, R, C, X, and 'right direction' at the same time from the second control pad. Now you can select seven different kinds of new option including a pretty smart four-player mode.

CRASH & BURN
$2,000 Trick
If you finish a track but don't get the record time, you can still get $2,000 if the next track's record time is higher than the time you got. Just reset the game and you'll receive the record time bonus. For example, on track 3 the record time is 1:04, and you finish in 1:10. That's no record, but track 4's record time is 1:21, and your track 3 time of 1:10 was below that. Reset and you'll be at the money screen after track 3, but you'll receive the $2,000 record time bonus.

DEMOLITION MAN
Blood Code
At title screen, hold Right Shift and rotate pad counter-clockwise.

DRAGON'S LAIR
Unlimited Lives
During the title sequence, when you see 'press start to begin', don't. Instead press Up, Down, Left, Right, Up, Down, Left, Right.

FIFA SOCCER
Weird Modes
Pause the game.
CARCABRABBL to get a radical curve mode press.
BARCLBABBA will give you the metallic man mode.
LABARRACCA goes into crazy bounce mode.
RABBACLLBACL puts you into brute mode.
RALBACLABA gives you hunky beef-cake mode.
BCBALLABALL goes to big ball mode.
LACRBALL gives you laser ball mode.
CRABBRLABABR gives you hot potato mode.
BABARBABBAR gives you those giant players.
ABBACABABBA gives you the famous invisible walls.

JOHN MADDEN FOOTBALL
Mess With Players
Press Pause during the game. Now press the Top Right Button, A and P to get very large players on your team. To lift the covers off of the other teams plays press B, top left, A and B. To reset everything press A and X when paused.

MAD DOG MCCREE
Quick Continue
If you get shot, quickly press P before the Mortician shows up. Choose "continue" and you will start off from the enemy that shot you, rather than the beginning of that scene.

NEED FOR SPEED
Three New Views During Race
To make this cheat work you must have two controllers. When you start the race put your car in the inside-the-car view. Now, on controller two, hold buttons A, LS and press Up to change views.

OFF-WORLD INTERCEPTOR
Start with $9,999,999
From the title screen, move down and highlight the options. In the options screen press A, B, C six times then press LS to get a serious amount of cash to play with.

OUT OF THIS WORLD
Level Codes
LDKD, HTDC, CLLD, LBKG, XDDJ, FXLC, KFRK, KLFB, BFLX, BRTD, TFBB, TXHF, CKJL and LFCK.

RETURN FIRE
Debug Code
First, put in the password WOLF. This might have been common news, but it starts you on level 8 where you can pick your level. Then hold both top buttons and then press Start. This brings up a debug screen!

SHADOW
Instant Win
At the difficulty select press DDLRUU on controller one. Press L to instantly win a match.

SHOCKWAVE
Missile Power-Up
Press pause while playing, then enter CAABAX for very good missiles (1000 points each, fast moving, rapid fire).
Level Guide
Level 1: Use missiles on scouts (the red dots on radar), guns on ground crawlers. At the end, you will meet an alien control centre with a lot of fire-power. Start far, far away, hold B when your gunsight locks on, fire 2 missiles, turn 180 degrees, afterburn out, and repeat. Takes about 3 passes this way (be careful, you can shoot down your own missiles!)

Level 2: Significantly tougher. Save missiles for the green bow-tie shaped interceptors; shoot scouts and ground units. Although lots of fighting, there are no real catches in this level.

Level 3 (LA): Here are all of the five objectives:
You get 1 mission goal for clearing out vegas of aliens.
You get 4 mission goals for clearing out 16 energy pods surrounding 4 prisons. This totals 5, your required number. If you finish with less than 5 points, you get a "pat on the back speech" and then get booted back to square one. This one is a killer. However, it really becomes much easier as you practice. You start in Vegas, and end up in L.A. Save missiles for (in order) Interceptors shaped like a Y, Interceptors shaped like a bow tie (green) Scouts.
Your objectives are the four power cells surrounding the dark pyramidal prisons. Do not shoot the prisons. Each power cell takes exactly eight shots. Also, you must kill the round circular yellow balls that surround the prisons.

Level 4: A very nice idea. You are doing a search and rescue mission for one of your fellow pilots. This one has fabulous graphics southern england, rolling hills, and five new types of alien. To finish level 4, you must kill all the bird-like transport ships at start, kill all transport ground vehicles in the next area, blast your way through the alien swarm and then clear the next area for the British military and your rescue ship.

Level 5: Listen carefully to ICE, always do what she tells you to do. You must destroy all the radars. Keep in mind they don't show up on your radar screen so you must do a visual search for them. This is especially important when you nail the ones in the water! You need to sweep the whole area! I think there are at least 4 radars that are away from everything else so you must hunt for them. If ICE tells you that youmissed some, you might as well start over. As a matter of fact whenever ICE says you missed anything, there is a good bet that you missed an objective and you might as well start over. On the prison barges that ICE tells you to hit the lead ship, I believe it is the ship furtherest away as you come up on it. If ICE says you missed it or killed people, start over you, funked up. Obviously don't sink the Kennedy or let it be sinked and kill that tower that comes out at the end.

STARBLADE
Unlimited Continues
Press Up, Right, Down, Left, A, B, C, Up, Left, Down, Right before the demo screen appears.

STELLAR 7: DRAXON'S REVENGE
Level Warp
Shoot the lower-left obstacle to warp forward three levels. This will take a lot of shots, and works even with the difficulty on 'Practice'.

SUPER STREETFIGHTER II TURBO
Play As Akuma
When you're on the Vs mode character select screen highlight good old Ryu and hold down all the kicks and punches at the same time. Ryu's face will now turn into Akuma's enigmatically dark profile. Now choose him to BE him.

SUPER WING COMMANDER
Debug Cheat Screen
You have to press BBCCAA while holding X, in the pilot lounge, then , R and P together.

THE HORDE
Level Skip
Hold Up, A and B, then pause the game. Now enter any of the following cheats and unpause the game. DALL-DAAR to finish the current habitat and return to the castle.
Extra Cash
LAABLARD to receive 30,000 crowns.
Open Up Map
LAUDBAAB to reveal the entire mapt.
Continue
ADDRAD to continue playing even if the entire village is destroyed.
Get All Weapons and Items
Enter BRALLDRAAL and all weapons will become available to you.
Speed and Invulnerability
BRAB to speed Chauncey up.
BURDADAR to become invulnerable.

TOTAL ECLIPSE
Level Select
Go to Quit/Preview on the options menu screen. Hold down stop and press BLABLA.
Extra LIves and Practice Zone
Pause the game and highlight the 'play game'. Now press BACABAL. Then press the L and R buttons at the same time with Stop twice. When a skull appears press LABLAB and Stop three more times. This will take you to a practice zone. Go through the practice zone until a skull appears in your window. Press pause. A skull will appear. Now press AABBCCLLRR and Play for 99 lives.

TIPS OVERLOAD PC

CANNON FODDER

Level Select

On the map screen hold down the CTRL key, exit back to the main game and you should find that by hitting Return the 'Phase Complete' message will come up and you'll be able to skip levels at will.

CYBERIA

Level Markers

Start the game and then type: edit <password>.log. On the first line type: goto menuvoc.bin save and exit. Go back into the game and enter the load option. You should see vacant boxes at the bottom. Don't go to them just exit again. Once you are back in DOS type: edit <password>.log again. Delete everything on the page except the four playing card symbols. Save and then exit. Now, when you go back into the game all the level markers will be visible.

DARK FORCES

Level Codes

LASECBASE	Secret base
LATALAY	Talay, Tak base
LASEWERS	Anoat City
LATESTBASE	Research Facility
LAGROMAS	Gromas Mines
LADETENTION	Detention Centre
LARAMSMED	Ramasees Hed
LAROBOTICS	Robotics Facility
LANARSMADA	Nar Shaddaa
LAJABSHIP	Jabba's ship
LAIMP CITY	Ilmperial City
LAFUELSTAT	Fuel station
LAEXECUTOR	The Executor
LAARC	Arc hammer.

DESCENT

Secret Levels

Secret Level One – Asteroid Secret Base: This can be accessed from inside level 10 and can be found two texture squares outside the red door. *There ARE 30 levels to this* game but three of these are secret. Secret Level Two – Asteroid Military Depot: Go past the normal exit and then araound two slalom walls. Shoot the walls above to get to the secret exit.

Secret Level Three – Asteroid Robot Factory: *You can get to this secret* level from level 20. You go through two secret doors, one of these conceals a mega missile, the other a secret exit.

Boss Tip

You can beat the vicious boss at the end of level seven easily if you follow these instructions: Stay tight against the inside pillar and keep circling (so you lose any missiles). Take out the Vulcan guys, the SuperMechs and the boss. Get the cloak in the alcove on the far side of the pillar. When taking on the boss don't stand still, keep firing. He cloaks when you hit him but just keep firing and he will die.

Cheat Codes

First type: GABBAGABBAHEY then MITZI then type in these codes:

Code	Effect
RACERX	Invulnerability
SCOURGE	All weapons
FARMERJOE	Level select menu
TWILIGHT	Full shields
GUILE	Cloak
ALT F	Whole map
BRUIN	Extra map
BUGGIN	Turbo mode on/off
BIGRED	Weapons power-up
AHIMSA	Robot firing on/off
FLASH	Exit illuminated

DOOM 2

Cheat Modes

Type in IDDQD for a god mode, IDFKA for full ammo, 200% armour and all weapons, ISSPISPOPD to walk through walls and IDCHOPPERS will give you the chainsaw. Enter IDDQD for a god mode, IDBEHOLD followed by *S, V, I, R, A or L will give you* weapons power ups. IDCLEV followed by episode number and level number will warp you there. IDMYPOS will display your co-ordinates.

HERETIC

Cheat Modes

Type in DIPSTICK and then enter any of the following codes. CHOJIN gives you invincibility and infinite ammo, GOTO followed by a number warps you to that level, TOOSAD puts you into God mode and #EKG puts you into the goriest game mode invented.

MAGIC CARPET

Get All Spells

Press ALT and F1

Replenish Mana

Press ALT and F2

Skip Level

Press ALT and F3

Monster Guide

Apes: They're pretty clumsy so you should be able to pick them off one by one. They're slow to home in on you too so hang back and pick off those silly enough to get in range.

Archers: They only attack if you make the first move. They're slow to react and are your average missile fodder.

Crabs: Small ones can be dealt with just with the odd fireball but large ones will need fireballs and lightning. Attack them from behind. When they're really big you'll need a meteor to bury them!

Dragons: Keep slightly ahead of them and then go into reverse. They'll follow and you can just fire and dodge.

Genies: Only attack Genies when you have a meteor spell.

Griffins: These are very mean and dodge your missiles so lightning them.

Krakens: They're strong but don't like fireballs. Launch a barrage of fireballs when close.

MORTAL KOMBAT II

Cheat Screen

Type in AICULEDSSUL on the copyright screen to access a cheat screen.

PREMIER MANAGER 3

Extra Dosh

Dial 945475 on the phone to get £1.5 million put in your account.

99 Fitness

Dial 010870 to increase all your players's fitness to 99.

Smart Assistant

Dial 718143 to get a smarter assistant manager.

THEME PARK

Get All Rides

Enter your nickname as HORZA. Then when you are in the game press CTRL Z, ALT Z and SHIFT Z to get all the rides and shops. Then press CTRL C at any time to get tons of cash. Voila, game complete.

SLIPSTREAM

Extra Cash and All Tracks

This cheat gives you loads of lovely lolly to spend on weapons, turbos and the like. Just go to the main menu screen and type in REFINERY.

WING COMMANDER 3

Invincibility

Press ALT and O while you're travelling through space to call up an options screen with an invincibility select on.

X-COM: TERROR FROM THE DEEP

Terminate Mission

In a combat mission you can terminate your mission by choosing a feature like zoom and click with both mouse buttons pressed. You will then be given a briefing.

TIPS OVERLOAD 32X

AFTERBURNER

Hidden Options

At the Sega screen press A, C and start on joypad two. Then at the title screen press A, B, C and start on joypad one. You will enter a hidden screen with extra options on.

DOOM

Cheat Mode

Press A, C and Mode to get every weapon, full ammo and all the keys. Up, X, Z and Mode will put you into god mode.

SPACE HARRIER

Continue From Where You Died

Hold A and C on joypad two as soon as you switch on the game.

STAR WARS ARCADE

Timer Cheats

Using a six button joypad pause the game at any point that takes your fancy and press DBBURL to completely freeze the timer. LDACD and up resets the timer. URLADC tests the sound.

VIRTUA RACING DELUXE

Mirror Tracks

Finish all the tracks with a win in either normal or hard mode. Then go to the mode screen and highlight the options box. A mirror image of the words will appear allowing you to race around the tracks backwards.

COSMIC CARNAGE

Cyber Brawl Mode

You'll need to have a six-button pad to access this cheat. As soon as you turn on hold X, B and Z. Then press Start on the intro screen and you'll get some extra fighters to brawl with.

TIPS OVERLOAD THE REST

SATURN

DAYTONA USA

Mirror Mode
Hold down Start on track select.
Special Time Trial
Hold down Start on car select.
Extra Time
Stop in front of the fruit machine and hit X to stop the reels on 777.
Rotate Statute
Stop in front of it on the expert track and hit X.

VIRTUA FIGHTER

Stage Select
Press DURAL on the character select screen to choose him. On the title screen press up 12 times and Start, then enter the options screen. Highlight 'exit' and press down and A together. You can now change the size of the ring and choose which stage you fight on.

JAGUAR

ALIEN VS PREDATOR

Key to Airducts
1B - This just helps you get round sub level one.
2B - This moves between two of sub-level two's corners and also accesses sub-level one – watch out for the swarm of aliens!
3B – Takes you to security cards two and three, remember to search for the bodies.
3C – Holds the Pulse Rifle (by the body on the left after the brig). You'll need security clearance one to get in.
4B – Gets you to sub level four, just don't get lost in the maze now!

DOOM

All Weapons
All you have to do to get all the weapons is hold down #, pause, then unpause and there you have it.

PLAYSTATION

TOH SHIN DEN

Play as Gaia
As the options and game modes come up on the title screen key in the following: Down, Down, Right, Right and Weak Slash. If it's worked you'll hear 'Fight!' and the text will turn pink. Then enter any mode and press Up while you select Eiji until Gaia's face appears.
Play as Sho
First enter the code above. Start a one player game and lose deliberately. when the title screen reappears grab controller two and press Right, Down, Down, Right and Weak Slash. Again, 'Fight' should sound but this time the text goes blue. Hold Down while you select Kayin.

ULTIMATE PARODIUS

Max Power-Ups
Press Pause and then press Up, Up, Down, Down, Down, Left, Right, Left, Right, X, O. Unpause and you'll have max everything except shield. Do it once in two-player mode and both players will be powered up.

NEO GEO CD

SAMURAI SHODOWN 2

Super Slice
Enter the options screen as usual, move the cursor to highlight the 'Exit' option and then push A, B, C and D simultaneously. Now when you start the game properly you will now be able to slice your opponents clean in two, which is a nice touch. Depending on your point of view, of course. This is particuliarly good fun.



TIPS OVERLOAD CDI

7TH GUEST

Open Map
Enter the password BADGER on the ouija board save screen to access a map of all the rooms in 7th Guest.

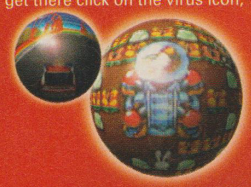
SPACE ACE

Continue
Wait until you have finished the game or lost all your lives. When it asks you to play again and press button two on the left four times, button two on the right three times and button two on the left once.

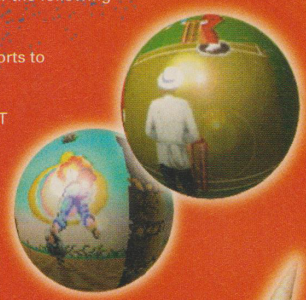
BURN: CYCLE

Location Select
Start a new game and then go to the inventory screen. When you get there click on the virus icon, then the save option and then enter the following codes:

Code	Transports to
CH—KARM	Karmic church
CH—HTEL—EXT	Hotel exterior
CH—HTEL—INT	Cutter's hotel room
JOHN—WHO	Plays all the non-interactive sequences.













CHEETAH? NO, JAG

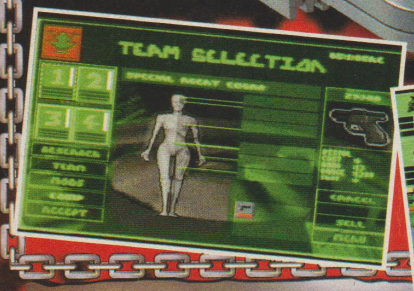


IRON SOLDIER

This is the best Jaguar shoot-em-up since *Doom*. If you want to hit an insane difficulty level then go to the options screen and press 6, 8, 2 and 4. To give yourself all the weapons and open up every level in the game hit 3, 7, 6, 6, 8, 2, 4 and 2. If you want infinite ammo, and who wouldn't, type in 2, 7, 2, 8, 3, 7. To display your mission stats during a game hit 8.

If you are seriously damaged and get a low energy warning, launch a cruise missile but make sure that it hits you. You will notice that your energy gets topped up. Good, eh?

SYNDICATE





Thank God that Atari had the sense to convert the top, completely brilliant PC version rather than some of the dodgy console efforts that are around. This is the equivalent of the MARKS TEAM cheat on the computer versions. When the game asks you to enter your company name enter TO THE TOP to start the game with $100,000,000. Not only that but you get all the weapons and modifications, so you don't have to spend any of this cash. You also get access to every mission in the game.

CONSOLETATION ZONE

REMEMBER, IF YOU'RE STUCK SEND YOUR QUERIES TO: THE CONSOLETATION ZONE, GM MAGAZINE, 30 MONMOUTH ST, BATH, BA1 2BW.

SNES



The biannual big headed people on ostrich type things race is always popular in these parts. Honest.

DEAR GAMESMASTER,

I'm well into *Final Fantasy III* but I just can't seem to get enough cash for those really big items. Since I can't find an Argos anywhere can you tell me how to get more cash, with minimum effort? Oh, go on.

Jim Sobowski, Luton

Money for nothing? You might want to try banging on them bottles like a chimpanzee, but if that fails to make you rich head for the village of Miranda, which you'll find nestling in the south-west corner of the map. Now head into the desert to the south, where you'll keep coming across the same two creatures, Hoover and Cactrot. Needless to say, you need to kill them. You'll get five magic points for killing Hoover (the bulbous one) and 10 for Cactrot (the weird one) and a massive 10,000 Gold Pieces for each. You'll need to use float whenever there's a quake but the cash is worth the hassle.

DEAR GAMESMASTER,

Hoo-ray. I asked my brother for a top game for my birthday but instead he got me a snooz-a-thon called *Turn and Burn*. Well, alright it's not that bad, but it gets a bit boring flying around looking for targets on the earlier missions. Any ideas Mr Master?

Mark Sondheim, Glasgow

Well, yes, I probably shouldn't help such a sluggard but then that's all I'm good for I suppose. Let's keep it simle then. Here are the codes, which you can use on both skill levels.

2 NQBJKLFF
3 GSZWBFPT
4 RRHCZJVM
5 BPYXDLNF
6 LFMGWTKQ
7 PDTBCZNJ
8 DKVWGSQK
9 GKQZBLCT
10 DCMHRPF
11 WZGNJYZX
12 JDZFMLFV
13 SPBCTRRG
14 SPWVJKDH
15 LPKQBPFZ
16 TDLJGSHX



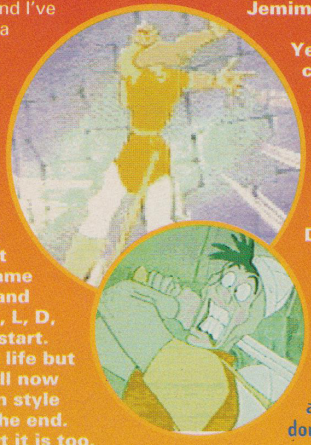
You don't want to be messing around in nasty places like this. Alright then, you do.

MEGA CD

DEAR GAMESMASTER,

I've got *Dragon's Lair* and contrary to what a lot of people say, I think it's great, if a bit tricky. I want to see the whole thing and I've heard there's a way of just getting it to play all the way through. Is this true?

Tom Hitch, Leeds



Oh yes, it is true. To do it pause the game at the start and press R, R, L, L, D, D, U, U and start. You'll lose a life but the game will now play, cartoon style through to the end. Bloody smart it is too.

DEAR GAMESMASTER,

I've been given *Brutal* and yes, I'm afraid it's just the usual beat-em-up question. can I play as the bosses?

Jemima Frost, Belfast

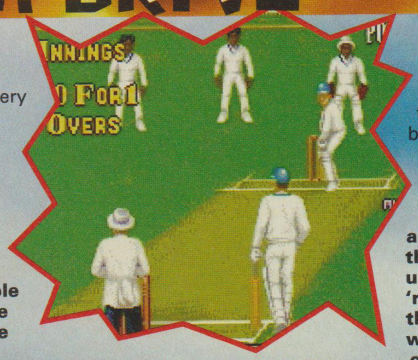
Yep, luckily you can. To play as the almighty Dalai Lama press C, A, B, A, L, and A. To BE Karate Krok press U, D, A, B, C, C, B, A, D, and Up.

Dragon's Lair would be incredibly smart if it weren't for the actual game bit, don't you reckon?

MEGA DRIVE

DEAR GAMESMASTER,
I've heard rumours of a couple of secrets in my very favourite game, *John Madden '95*. What are they? Do they exist? I'd really love to know, you know.
Jane Astbury, Lincs

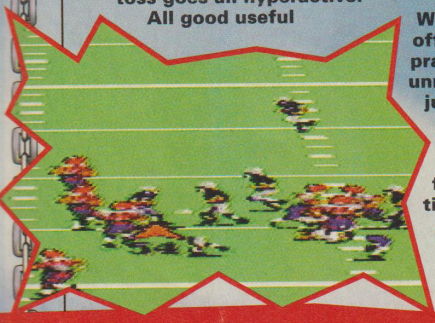
You're not wrong, Jane, there are a couple of little cheats that we understand the fat one insisted on himself. Probably. At the option screen press B, A, C, A, C. John should say something in his irritating voice and you'll now find two new teams, the Carolina Panthers and Jacksonville Jaguars, just before the All Madden squad. Press A, C, C, B, B, and John talks again and the coin toss goes all hyperactive. All good useful stuff, that.



Top cricket 'action' with Brian.

DEAR GAMESMASTER,
Mmm, I seem to be completely useless at *NBA Live '95*. Any ideas on how I could up my score rate? Or what?
Sid Lewis, Dagenham

Well, as it happens I can offer you the chance to practice your shooting unmolested. How? Well, just start the game as normal, press and hold A and press start. All the other blokes will freeze and you can practice your shooting.


No, run over there! No not there, THERE! By that line. That's it.

DEAR GAMESMASTER,
Blimey, *James Pond 3*'s very very big and I'm having some trouble ploughing through it, to be honest. Give us some help then big guy.
Jason Mott, Bath

Indeed it is, young Jason, and indeed I can. To get through this lively but unspectacular platform 'romp' you might like to try the following. Go to the password screen and enter red cheese, yellow mouse, green cat and blue dog. You'll have some space at the end so you might want to enter red fish (invulnerability), red heart (infinite lives) and red book (access to all levels). OK?

DEAR GAMESMASTER,
I'm having a little spot of bother with *Brian Lara Cricket* on my beloved Mega Drive. I've followed your tips from the last issue and although my bowling's improved and I can control the computer's batsmen far better I still can't seem to knock up decent scores quickly for the one day games. Any ideas?
Luke Bennet, Bromsgrove

When facing the computer attack just keep an eye on the bowling guages. If it's a short delivery and there's plenty of power then get ready for a full toss. Add extra power and you'll either get a boundary or you'll be out. It looks good when it works but backfires horribly a lot of the time. Try it and see what happens. It might not solve your problem but

PC

DEAR GAMESMASTER,
Look, you know as well as I do that PCs are it at the moment they're not the next big thing. They're the current big thing. So why not help us out? What about some *Rise of the Triad* hints, for starters?
Ryan Unsworth, Liverpool

Mmm, you're almost right. PCs are emerging as formidable games machines but they don't even nearly dominate things yet, but with games like *Triad* appearing regularly anything could happen. Anyway here are some superb little cheats for you (a couple of which you'd have seen before here if you'd been paying attention). Just type them in at any time during play.
BADTRIP – Shrooms mode
SPEED – Autorun on/off
PANIC – Deletes all changes
DIPSTIC – Turns the game

AMIGA

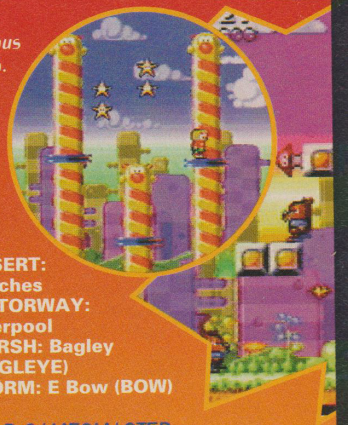


Lotus? Pah? The poor man's Ferrari, basically.

DEAR GAMESMASTER,
Yes, I'm asking for your help, and I don't expect to be pilloried for my trouble. Just keep it respectful, short and to the point, OK? Now, some cheats and codes for *Lotus Turbo Challenge 2*, if you'd be so kind.
Colonel Hedgely, Sussex.

Um, yes... sir. Here you go. Type TURPENTINE to shut the timer off at 10. DEESIDE will give you automatic qualification and DUX gets you into a sub-game. Type MONSTER and SEVENTEEN into the name slots and you'll get a blast from the past. Sir. Now here, especially for you, are the level codes.
FOREST: None
NIGHT: Twilight
FOG: Pea Soup
SNOW: The Skids

Great, *Marvin's Marvellous Adventure*. Whoop-ee-do.


DESERT: Peaches
MOTORWAY: Liverpool
MARSH: Bagley (BAGLEYE)
STORM: E Bow (BOW)

DEAR GAMESMASTER,
This might be going back a bit. it might even be a bit crap, but can you help me with *Marvin's Marvellous Adventure*? Please.
Jerry Langders, Birmingham

Indeed It is and yes, I can. There are these level codes for starters.
HEART OF GLASS



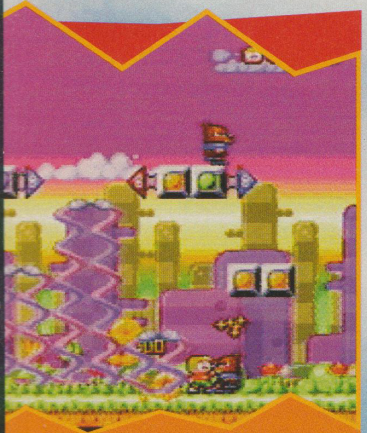
Can PC games get any more violent than *Doom* and *Rise of the Triads*? Well, let's hope so, eh? We absolutely love it, us.

cheats on/off
GOOBERS – Restarts the current level
CHOJIN – All the weapons plus invincibility
TOOSAD – Enable temporary God mode
FLYBOY – Mercury Mode
SIXTOYS – All the keys
HUNTPACK – Gives you, the player, everything
JOHNWOO – Everything
PLUGME – Machine-gun
VANILLA – Bazooka
FIREBOM – Firebomb!
BOING – Turn the friction effects on/off
LONDON – Selects fog on
NODNOL – Turns it off
HOTTIME – Heatseeker
BOOZE – Wobbly missile
SHOOTME – Bullet-proof
BURNME – Fire-proof
BONES – Flame wall
SEEYA – Hand of God
RIDE – Missile Camera on/off
Where – Hud on/off
LUNGDUNG – Gas mask

with luck and skill you can pull it off. At least you'll be popular with the crowds.

DEAR GAMESMASTER,

I've done some of your work for you, son! Specifically, I've been hammering away at *Psycho Pinball*, and I've come up with this.



BIG BANG SYSEX
DOING THE DO
ZERO PLUS ONE
SPIKKELS
MOTORCYCLE
SO ALIVE
TWIN PEAKS
FALLING
APHEX TWIN
ELASTICA
MAX GOLDT

To access the sub-games at any point press pause and hit B, A, B, B, A, C, A, and C. To reset the number of balls pause it again and press Down, B, C, B, Right, and Right. What do you think of that then, eh?
Stewart Gallagher, Preston

Yes, that's very good, although I obviously knew that already. But still, top work. And anybody else who wants to send in tips (which, as I said, I already know, naturally) can send them into the Consoletation Zone at the usual address.

DEAR GAMESMASTER,

Yep, I've got *Skeleton Krew* and yep, I am ace at it. Easily the best in the world. Except, ahem – er, I can't really get very far. I mean it's not that I'm useless. Er, the cat ate it. Help me!
Tony Smith, Branstable

Oh, right. Even if I believed your excuses I'd be disinclined to help anyone with writing like yours were it not for the fact that you hail from Barnstable, my favourite holiday destination.

Start as normal and pause the game before you can die. Now press C, U, L, L, B, A, R, D, C, L, U and B. Watch out for the screen flash and push left or right while holding A to go up or down the levels.

ACTION REPLAY CODES

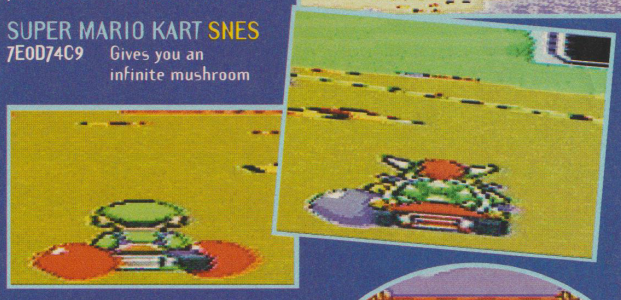
RETURN OF THE JEDI SNES

7E069E03	Infinite credits
7E022EFF	Unlimited force
7E022B0A	Unlimited bombs
7E0AA900	Need none of the speederbikes
7E1B4900	Need no Tie fighter
7E029E10	Unlimited energy for Millenium Falcon
7E01E20X	Weapon select
7E022A20	Unlimited speed
7E02A020	Unlimited shield



SUPER MARIO KART SNES

7E0D74C9	Gives you an infinite mushroom

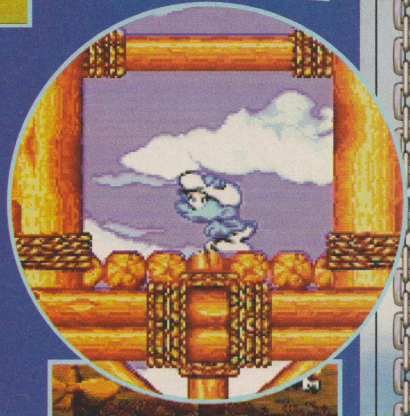


THE SMURFS SNES

7E04E104	Infinite lives
7E04E605	Infinite time

DONKEY KONG COUNTRY SNES

7E05 7F01	Always have the G
7E05 7F02	Always have the N
7E05 7F04	Always have the O
7E05 7F08	Always have the K
7E05 810X	Game select
7E05 7901	Unlimited monkeys



YOGI BEAR MEGA DRIVE

FFBF260003	Unlimited lives
FF9F8F0005	Unlimited energy

MR NUTZ MEGA DRIVE

FFF54500B2	Infinite lives
FFE114007A	Infinite energy



BUBBLE AND SQUEEK MEGA DRIVE

FFAC650003	Infinite lives
FFE114007A	Infinite energy

THE SMURFS MEGA DRIVE

FFF3710005	Infinite lives
FFF3760004	Infinite energy





Red Dwarf fans, *Tekken* knockers and Pantera fanatics - we love you all. Apart from Pantera fanatics, naturally. Send your rants to us:

Letters, GamesMaster Magazine, Future Publishing, 30 Monmouth Street, Bath, Avon, BA1 2BW or e-mail us at gmmag@mail.online.co.uk.



The mighty Playstation, coming soon. Drool, drool.

LIMP LISTED

Dear GM

For the past three issues or so I have been reading about the PlayStation (it looks like a really powerful piece of kit doesn't it?). When it's finally released in Britain I am seriously thinking of getting one but before I do, could you please answer these questions so I don't spend hundreds of pounds on a PlayStation and find out it's crap.

1. How much will the PlayStation cost at release?
2. Just how much will the games cost? Eh?
3. Will you be able to play audio and movie CDs on it, like 3DO?
4. Will it be as good as, better than or not as good as the PC CD-ROM (as a games machine)?
5. How many games will be coming out with it and what will they be?
6. When is the official release date then?

Thanks and bye.

Adam Brookes, Birmingham



Hang on, she's got a gun!

Lists, lists. Every month we get dozens of lists of questions. Ho hum, here we go again.

1. It's $299 in America at launch so it should be £299 when it is launched over here in September.
2. Anywhere between £30 and £50.
3. Yes, although you will need an MPEG add on to run movies.
4. Um, as good as, possibly better.
5. Tons. *Ridge Racer, Toh Shin Den, Tekken, MK3*, the list goes on.
6. Oh, looks like we've already answered that one.

GM GODS? OH YES.

Dear GM

Hello GM gods, I've only just managed to purchase your magazine today and I'm glad I did! Your *MK3* tips are really useful. Now for my various comments. First of all congrats about being such an ace mag. Now after all this you seriously think I'm just going to stand here (well sit and write) and congratulate you? Well, you're wrong. You can all go and cut your arms off with a cat called Clive.

To someone, somewhere, respect for being a Red Dwarf fan. And I'm sorry but Camille (the one where everyone falls in love with that ugly monster) is not the funniest. No, by far the funniest, ever, has got to be Queeg, or indeed any from any series. They are all hilarious in fact (apart from waiting for god, which was crap).

Secondly, and most importantly, to the lady who goes under the acronym of R Dwarf (*actually R Dwarf isn't strictly speaking an acronym* – Will), you're right. You can't play *Cannon Fodder* on the Mega Drive. I own a SNES and a Jaguar (sucker) but my mate has a Mega Drive and he owns *Cannon Fodder*, so I do know what I'm on about. Now onto my third thing, I have to disagree with your review of *Tekken*, I've played it down the arcade and if the PlayStation version is the same then I can't agree because the game just isn't fluid enough.

Here's a little ditty.

Once there was a boy who woke up with blue hair
To him it was a joy until he ran out into warm air
He thought of how his friends would come to see
Would they laugh or had he got some strange disease?
Bet you can't tell me which song that's from.

Yours in desperate need of a fix of GamesMaster.

A Red Dwarf Fan, Yorkshire



"Look up there! A Red Dwarf Fan!"

Excuse us while we butt in on you lot exchanging views on Red Dwarf for a second. Mr Dwarf Fan, you may be up on Red Dwarf but you're way down on *Tekken*. How can you say it isn't fluid? It's the smoothest beat-em-up there is. But it's your right to disagree with us, this is a free country after all, just so long as you know you're wrong. By the way, we don't actually care which song those lyrics came from, but they're pretty dumb. Now all we have to do is sit back and wait for all those Red Dwarf letters to flood in again.

Dear GM

A few things I need to get sorted.

1. Why have you discontinued the binders? I have diligently bought every issue of your magnificent publication. Issues 1-12 are in a shiny black binder, but issues 13 onwards are in piles around my room, causing frequent toe on paper collisions and bruises aplenty. Where can I get a new binder?

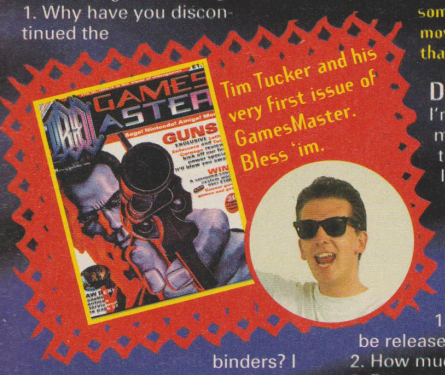
2. Speaking of old issues, I was reading Tim's first ever review in the mag (way back in issue 11). It contained an amusingly childish argument between him and Les about a game called Wiz 'n' Liz. Top (as you insist on saying) stuff.

3. Why is everyone so biased against the Jaguar? I've got one and it's great. It has *Doom, Tempest 2000, Alien Vs Predator, Iron Soldier* and *Wolfenstein* with *Need for Speed, NBA Jam* and *Wing Commander 3* coming soon. Yet everyone is still eager to label it as a flop. Why?

4. Has anyone in the office seen True Romance? Great film.

Right, having made my point(s), I'll be off on my merry way.

Ben Martin, Inverness



Tim Tucker and his very first issue of GamesMaster. Bless 'im.

1. The binders are now so hard to get hold off because Les nicked them all and has used them to line the walls of his black room. Maybe you should raid his place (if you dare) to get some.

2. Yes it was childish wasn't it? But I'm still here and where's Tim now huh? Anyone seen him lately? Didn't think so heh heh.

3. We agree, the Jaguar has some great games but it also has a lot of bad ones. It has also sold so few machines in this country that it can hardly be called a roaring success. Still, Atari have big plans for it so there's life in the old cat yet.

4. Yes yes. Jesus, is that the best movie you can come up with? Why doesn't someone try to come up with a movie that we haven't seen, that'll be a challenge.

Dear GM

I'm well 'ard so don't mess with me. Answer these questions or else I'll come for you and knock (*er, cut that word out* – Will) out of you bunch of (*and that one*). Now enough of the threats, let's get down to the questions.

1. When will the Ultra 64 be released exactly?
2. How much will it be?
3. Do you ever do decent reviews for the CD-i?
4. When will the Street Fighter and Mortal Kombat movies be released in this country?
5. Is the 3DO worth getting?

Asher Threlfall, Heysham

Remember. I know where you all live so print this letter.

You may well know where we all live Asher but you sure as hell couldn't spell the addresses. You must be one of those school bullies who has to substitute threats for all that missing brain power. The last time I saw that many spelling mistakes it was in a kindergarten bad spelling contest. Anyway, as you say, let's get on with the questions.

1. April next year.
2. £250.
3. Sure, when they get around to releasing decent games for it.
4. Street Fighter's out and it's crap. MK comes out in September/October.
5. Why not?

Oh, and the guys are all looking forward to you coming round. Les's eyes were positively gleaming when I showed him your letter and your address. Be afraid, be very afraid.

Dear GM

How's life ladz? I would like to start by pointing out that Jungle is crap. It sounds like a chronically depressed car alarm gone wrong. Why do people get off on a fast drum beat and a (*change this to strange* – Will) geezer going, "Woar, make some noise" etc? Grunge will one day rule the world and Pantera will be up there showing them all how to play. Diamond Darrel is the best guitarist this planet has seen. Les will know what I'm on about. He's a good bloke, I mean, he likes *Doom* doesn't he?

Now onto the game talk. I have a 32X and am pleased with the twin RISC chips. I have *VR Deluxe, Doom, Virtua Star Wars, MK2* and *MotoCross* for my £170 PC beater. I love 'em all and strongly believe that my 32X was a good purchase. Alright so *MotoCross* is a bit lacking but the others easily make up for this. If you have the cash but not enough for a Saturn, I advise you to get a 32X.

Now my prediction is that the Saturn will sell like Pantera CDs (very well) and the sad PlayStation will sell like Kylie CDs. Sega has such a massive empire that it just can't fail. As for *Ridge Racer* vs *Daytona*, what a walk over. What history has Sony got in games? Bugger all in comparison with the almighty Sega.

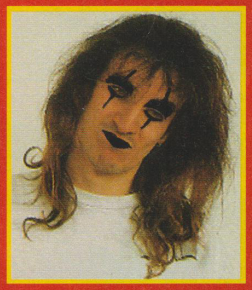
Oh yes, and why do Nintendo still bother? Yes, the Ultra 64 for under £200. (*put something like ballcocks in here* – Will) more like. Apart from *Cruisin' USA* and *Killer Instinct* (both fairly good games, I admit) where are they in the arcade? Sega have Virtua everything (nearly). Go away Nintendo.

Tim (Timinator) Necklen, Nowhere.

Oh dear. I asked Les about it, he just laughed, said Darrel was crap and mentioned names like Vandenberg, Sambora, Clapton and Sykes. Check them out for great guitarists. Do I detect from your letter that you are a Sega fan? Nothing wrong with that of course but here are some facts that you had better think about.

The 32X is a waste of money at the moment. Sega could quite easily fit into the back pocket of Sony's empire, they are that much bigger than them. You're quite right about *Ridge Racer* vs *Daytona* being a walk over, but in *Ridge Racer*'s favour I have to say. As for Nintendo, let's just see what happens when they launch Ultra next year. I think you'll be in for a hell of a surprise. Oh and grunge taking over the world. Does that mean we get a grungey thrash version of the national anthem? Pantera? You're joking aren't you? We don't tolerate jitters here (apart from Les) so don't slag our Kylie.

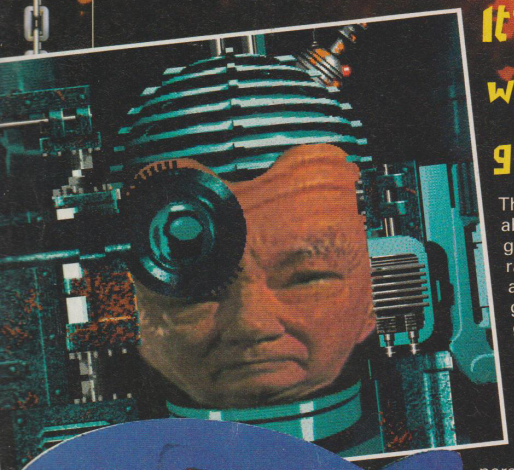
SEPARATED AT BIRTH

The Crow star Brandon Lee is unfortunately no longer with us. Les (right? left?) is unfortunately very much with us.

GamesMaster says...

It's rumoured that the new CD consoles will be heavily discounted, but will CD games be cheap at the price?



The arguments about the price of games have been raging for about as long as games and gamers have existed. But late last year it became a major topic of conversation as the newspapers and then even the government got involved. Of course, as usual nothing much happened.

SNES and Mega Drive games were still carrying extortionately high RRPs with only the retailers heavy price slashing bringing any sort of sense to the market. Sega and Nintendo both quoted the high price of manufacturing cartridges as the reason but now it seems as though there is more to it than that. Both the Mega CD and next generation machines were introduced with the promise of cheaper games as CDs were said to be cheaper to manufacture.

What happened? Nothing. Mega CD games remain as overpriced as ever and now both Sega and Sony have announced that their games will retail for around £40, some as high as £50-60. Doesn't seem to be reduced by that much does it? Why? Increased production costs they all claim. Rubbish. It doesn't cost that much to fill a CD up with some nice FMV and lacking gameplay. The prices of these things must come down before the CD market suffers from the same crash that has affected the SNES and Mega Drive.

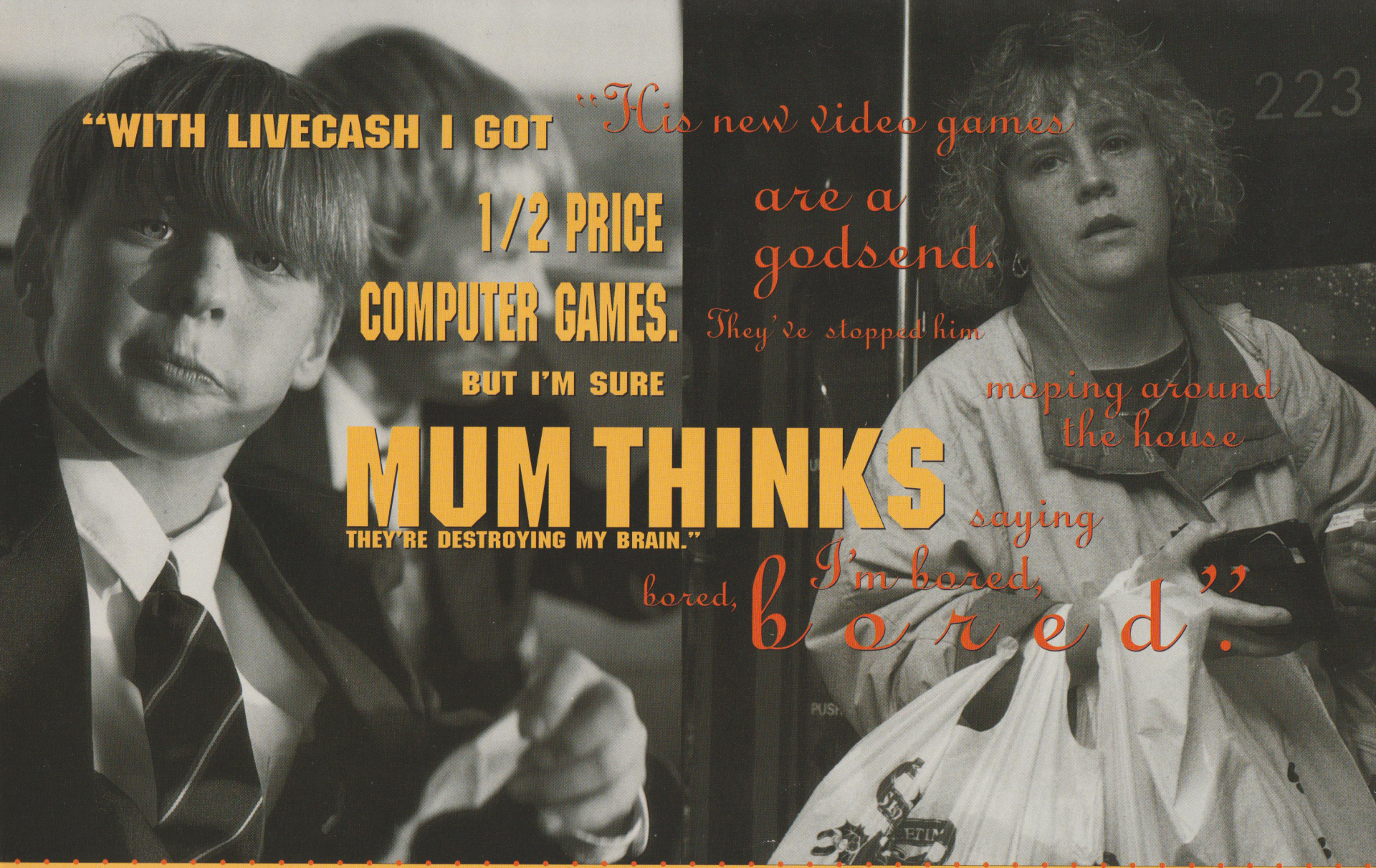
So Nintendo are trying to get *DKC2* out for £45, that should have been the stable price of stuff last year. It has now gone to the extent that some new killer games are struggling to find release in Europe. Companies claim that they won't be able to make money on them. *Doom* and *MK3* on the SNES are huge titles and there is no doubt that they will sell well. But they may not be released in Europe for ages, if ever. To any self-respecting gamesplayer that seems totally ludicrous.

Come on you guys. Take the Department of Trade and Industry's good advice and reduce prices. Games will sell more and you should make even more money in the long run, and we all know that's what really makes the videogaming world go round.





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