

Reviewed: Olympic Soccer – World's Best Footie Sim!!

3DO
Magazine

3DO™

not an official 3DO publication

July 1996 issue 12 £5.99 with Coverdisc

Magazine

Olympic Games
15-event mega-game!



If your Demo CD isn't here,
please see your newsagent

Also Reviewed:
D: The Director's Cut and
Iron Angel: The Return.
Play Guides:
Daedalus Encounter and D.
Plus: Captain Quazar
Game Guru codes.



Subscribe now & choose a free Studio 3DO game!

EDITOR
stuart spencer wyne
ssw@paragon.co.uk

DESIGNER/ASSIST. EDITOR
mark clive wyne
mcw@paragon.co.uk

AD MANAGER
keith williams
advertising@paragon.co.uk

SENIOR AD SALES
alan walton

AD PRODUCTION MANAGER
dave osborne

AD PRODUCTION CONTROLLERS
kim thomas/annabel inlpen
adprod@paragon.co.uk

MARKETING MANAGER
michael robinson
michaelr@paragon.co.uk

PRODUCTION MANAGER
jane hawkins

SYSTEMS MANAGER
alan russell

BUREAU MANAGER
chris rees

PRE-PRESS
stuart taylor/steve gotobed

ART DIRECTOR
mark kendrick
m.kendrick@paragon.co.uk

MANAGING EDITOR
dave perry
dperry@paragon.co.uk

PRODUCTION DIRECTOR
graham prichard

INTERNATIONAL DIRECTOR
jean-luc janet

FINANCIAL DIRECTOR
trevor bedford
trevorb@paragon.co.uk

GROUP PUBLISHING DIRECTOR
pat kelly
patk@paragon.co.uk

JOINT MDS
richard monteiro
richardm@paragon.co.uk
di tavener
ditavener@paragon.co.uk

RECEPTION
marina simpson
& sarah cax

SUBSCRIPTIONS
© 01202 200200
fax: 01202 299955
subs@paragon.co.uk

COVER ARTWORK
© US Gold 1996

PRINTED IN UK BY
Duncan Webb Offset Ltd.

DISTRIBUTOR
seymour int. press,
windsor house, 1270 london road
narbury, london
sw16 4dh
© 0181 6791899

ISSN: 1355 9621

IMPORTANT NOTICES
"3DO" is a trademark of The 3DO Company, Redwood City, California, 94063, U.S.A., and is used by Paragon Publishing Ltd. under license from the owner. "3DO/M Magazine" is an independent publication and is not affiliated with The 3DO Company. The 3DO Company is not responsible in any way for the editorial policy or other contents of this publication.

3DO
Magazine

3DO

Magazine

Contents



06 News

All the latest news from around the world plus cover disc instructions.

08 Olympic Games

Developers Silicon Dreams show us their summer smosh, *Olympic Games*.

12 Reviews

Olympic Soccer 12

Iron Angel Of The
Apocalypse: The Return 14

16 Jap News

Some curios and reviews from Japan, including *D's Dinner: The Director's Cut*.

18 System Codes

Featuring a play guide for *D's Dinner* plus more Game Guru codes.

20 Subscriptions

Brilliant subscription deals with Studio 3DO, plus back issues and offers.

22 Play Guide

The Doedelus Encounter.

27 3DO Interactive

Rants and roves from the readers.

29 Software Directory

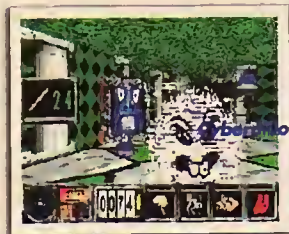
Exhaustive mini-reviews.

33 Coming Soon

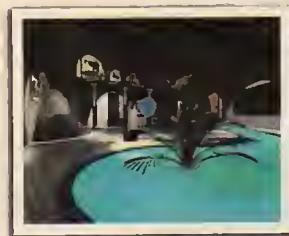
What to look forward to...

E3 '96: 3DO?

As predicted last issue, the 3DO/M2 presence at E3 could hardly be lower. M2 failed even to make an off-site presentation, whereas 3DO I was limited to four games hidden away on the vast, PC dominated Panasonic stand. Bill Gardner, vice-president of Panasonic Interactive Media, made clear the company was very much a "multi-format" publisher. Six PC titles were on the way, including 3DO conversions *Cyberdilla* and *Lucienne's Quest*, as well as *Golden Gate* and *Baldies* which were intended for 3DO but have now been dropped, plus *Isis* which might still arrive.



Lucienne's Quest



Obelisk



Olympic Games

Nevertheless, Panasonic's 3DO lineup exactly matched the PC one with another six titles. Two of the games, *Olympic Summer Games* and *Olympic Soccer*, were licensed from US Gold - Panasonic is a sponsor of the Atlanta Olympics - but four were original.

Cyberdilla has long resided in our Coming Soon section as a *Doom* send-up, featuring a half armadillo/half cybernetic hero armed with a plunger as he takes on 40 levels and ten types of comic characters. Panasonic promise this should ship any day. Also imminent is *Lucienne's Quest*, by Micra Cabin in Japan, it was acclaimed by one US magazine as the best 32bit game yet. It's a huge RPG with a 20 magical weapons, a fully 3D landscape and four different camera angles to appreciate the visuals. Due in July is *Obelisk*, a *Myst*-type

adventure with high-res pictures and some 28 mind bending puzzles. Your quest takes you through ancient Egypt, Tibet and Mayan worlds, all historically accurate, as well as a space station and the mythical, last city of Atlantis.

Finally, there's *Ultimate Martial Kombat 3* with its 19 characters, 2 bosses, 13 backgrounds and a variety of combat modes, including an 8-player tournament mode. This was an show and is due for an August release date.

M2?

While deprived of the spectacular demo's which surrounded M2 at the last E3, Gardner insisted the system was still on track. "We want this to be the absolute best. It's got to have the best performance and the best games. It's got to rise above the competition. But to achieve that we need to have more than just the tools available to do it. We've got to have a very clear vision of what this product is and what software will be surrounding it. The investment is there, the technology is there but all that takes time."

Behind the scenes, 3DO responded to claims that the hardware was being redesigned by saying it was always a scalable technology - with a variety of options available to whoever bought it. Currently, Matsushita are considering adding a second PowerPC CPU, doubling the clock speed from 66MHz to 132MHz and almost certainly increasing the SDRAM from 4MB to an incredible

8MB, ensuring a giant leap over its competitors, including N64. The option of including a quad-speed CD-ROM Drive is also being looked at, along with MPEG2 for DVD. Some elements may even be lifted from MX, which is apparently not a next-gen system but instead a PC and arcade oriented upgrade, which doubles the M2's performance by upgrading the graphics chipset. Beyond MX, S42 is the title currently attached to the past-64bit system destined for release in three to five years' time.

M2 itself is still set for a Japanese release in the "last quarter of this year" according to Gardner, with a public unveiling due at the September E3 in Japan. One intriguing new idea is that the console might be followed by a hobbyist's development system. Sony has recently announced a \$1,200 Let's Create hobbyist's devkit for the PlayStation, but even before that 3DO had been trawling internet usergroups for reaction to a cheap, 'garage' devkit for M2. 3DO inventors RJ Mical and Dave Needle's experience with the Amiga has left them with a strange regard for what young coders can accomplish, and many at 3DO have felt frustrated at the restrictions imposed by the expensive, Mac-based professional devkits currently in use for 3DO I and M2. Moreover, unlike a conventional console, 3DO have been sub-licensed by Matsushita for the rights to release devkits themselves. More news as we get it...

This is the latest list of M2 titles in development, games in bold are intended to be ready at or near the machine's launch. As with all such lists, a degree of scepticism is vital. To those in the know, the breakdown is a fairly believable indication of where M2 development kits have actually been shipped and the games slated for being produced on them. How much work has actually been carried out is less certain, especially as Matsushita's marketing plans and even the final hardware specs remain clouded in mystery. Still, M2's basic spec seems fairly close to the high-end PC graphics cards due to start arriving in late '96, so targeting mouth-watering next gen titles such as *Need For Speed 2* for PC and M2 is quite feasible.



Magic Carpet II

There are also a large number of third-party licenses whose game plans are unknown such as Asmik, Crya, Genki, Glams, Gremlin, Heatsink, High-Tech Lab, Imagineer, Infogrames, Jaleca, Koei, Micra Cabin, Micranet, Pack-In-Video, Sala,

Sanai, Takara, Taito, Team 17 and Tomy Tase. All in all, it's a highly impressive indication of 3DO and Matsushita's ability to get people onboard with the project despite the startling lack of public razzmatazz.

Activision: *Mechwarrior II*.

ALG: *Shining Sword* and one untitled game.

Blue Byte: *Battle Isle*.

Bullfrog: *Magic Carpet II*.

Capcom: One game, title unknown. *SFIII?*

Crystal Dynamics: *Race Game*, *M2 Baseball*, *Gex 2*.

DID: *Eurofighter 2000*.

Electronic Arts: *Madden '98*, *Need For Speed 2*, *NHL Hockey '97*, *Road Rash*.

id: *Quake*.

Interplay: *Clayfighter 3*, *Descent M2*, *Realms of*

Valar, *Rock n Roll Racing*, *VRSports*.

Kanami: *M2 Arcade conversion*.

Millennium: *Killer*, *Super Bikes*.

Ocean: *HMS Carnage*, *Silver*.

Origin: *Wing Commander IV*.

Panasonic/Williams: *War Gods*, *NHL Open Ice*.

Rage: *M2 Striker*.

Silent Software: *Return Fire 2*.

Spectrum HalobYTE: *Tap Gun*.

SSI: *M2 DeathKeep*.

Studia 3DO: *Army Men*, *Fighting Game*, *G3*,

Jahn Daly Golf, *IMSA Racing*, *M2 Baseball*, *M2*

Football, *M2 Soccer*, *Power Crystal*, *Rush*.

Take 2: Iranblood.

US Gold: *Dream Team Basketball*, *Olympic*

Games, *Olympic Soccer*.

Virgin: *Heart of Darkness*.

Warp: *D2*.

M2 Dream List

Capcom Backs M2

Following in the footsteps of fellow software geniuses Konami, Capcom has signed with Motusshito to use M2 for its next generation, polygon-based coin-ops – possibly starting with the endlessly awaited *Street Fighter III*. The system will not be a low-cost, second-string system like the PlayStation and Saturn derived boards, but cutting-edge hardware aimed directly at Sega's Model 3, million-polygons-a-second killer arcade system.

Like most arcade companies, Capcom has been reluctant to invest the huge sums burnt up by Namco and Sega by internally developing its own, cutting edge 3D performance. M2 was specifically licensed to regain Capcom's ability to compete for the number one spot.

Quite how difficult that will be was underlined at E3 where Sega's *Virtua Fighter 3* wowed everyone who saw it. Although the demos were uninteractive,

Sega claimed the graphics were being generated in real-time by the Martin-Marietta designed Model 3. To best show off the system, it uses high resolution TVs and may be restricted to only the biggest arcades due to price. According to rumour, seeing *VFIII* prompted Capcom into returning to the drawing board for *SFIII*.

For Motusshito, however, *Virtua Fighter III* was perhaps the ideal selling tool for why consumers (and coin-op makers) needed M2.

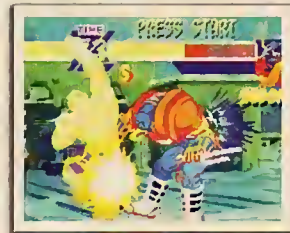
Mr Tony Matsuo, head of Panasonic Wondertainment (Motusshito's M2 division), proclaimed: "As you see the M2 spec, it is the Model 3 of Sega... [obviously M2] is a strong competitor to the latest arcade machine. (Some people from a software house could not tell the difference between them.) Of course, we will make use of an arcade M2 machine,



and the biggest arcade companies, such as Konami and Capcom, have already made an agreement." While the M2 coin-ops will have considerably more memory than the home version, Matsuo was keen to emphasise the expected conversions for the M2 home consoles. As the ex-president of Virgin Interactive Entertainment in Japan, Matsuo has plenty of videogame experience and Wondertainment will handle the whole M2 project under one roof: hardware, in-house software development and third-party licensing. Capcom and Konami certainly provide an excellent start for what's to come!



Star Gladiators, left and below. Capcom get modern with beat-'em-ups. Middle, *Street Fighter Alpha* on PlayStation, Capcom go retro...



Sega's *Virtua Fighter 3*. Capcom declare wor...

Capcom History

Capcom was founded in 1979, by Mr Kenzo Tsujimoto, and like a host of other Japanese companies of the period used the country's lead in electronics to build world-beating coin-ops. Domestic success with games like *Son Son*, *Vulgus* and *Higemaru* prepared the way for the global hits *1942* and *Commando*. Coin-op success was promptly followed by hits on the next, Japanese world-beater – the Nintendo Entertainment System. *Ghosts 'N' Goblins* was the sort of coin-op mego-hit kids couldn't resist bringing home in cartridge form.

Huge profits were ploughed back into the company and, in 1988, Capcom's R&D division revolutionised the arcades with what was then unbelievable audiovisual performance. The Capcom CP mode its debut with *Magic Sword* and *Forgotten Worlds*, mind-bogglingly pretty but still rather shallow games. Then came the awesome *Strider* and *Ghosts 'N' Ghouls*. US Gold set up a new label to promote 8bit and 16bit computer conversions. One of the few non-hits was a conversion of a mediocre beat-'em-up called *Street Fighter*.

Then came *Street Fighter II*. It ditched the original *Final Fight*-style scrolling format in favour of a series of one-on-one confrontations, building up into a championship to determine the world's number one Street Fighter. At first, the game was regarded without enthusiasm, a predictable sequel to a game no-one had liked the first time around. Yet the more people played the

game, the more they liked it. The depth of gameplay, the unbelievable variety of moves and countermoves built it into the most successful coin-op series ever. After *Mario*, signing up an initially exclusive version of the game was the SNES's biggest selling point. In 1993, Capcom employed 600 programmers and American Nintendo owners voted it the best videogame producer by a margin of 2:1.

In retrospect, this was a highpoint for the company which subsequently slipped into something of a decline. Although *SFII* first appeared in 1991, the company has constantly shied away from risking a full-blown sequel which could destroy its primary cash cow. After an almost endless series of updates, the company recently embarked on prequels such as *Street Fighter Alpha* and, most recently, *Beta*. *Star Gladiator* marks a tentative and unoriginal venture into polygon beat-'em-ups, widely regarded as a testbed for *SFIII*.

The company's biggest splash of late is on PlayStation with *Resident Evil*, an *Alone In The Dark*-type game designed from the ground-up for the PlayStation – and adults. Known as *Biohazard* in Japan, it features a trio of soldiers venturing into a house occupied by mutants such as zombies, giant spiders and sharks. Although gameplay is less than original, the spectacular gore and intense addictivity indicates Capcom is back on the winning track. *Resident Evil 2* for M2, anyone?

continued over >

3DO Buys MUD

continued >

DISC INSTRUCTIONS SYNDICATE, ELECTRONIC ARTS One playable level

To use your demo, simply insert it into your 3DO as normal. A superb intro will set the scene for the game, which can be aborted by pressing any button. A copyright screen will then come up, followed by screenshots of a world map (for planning your bid for global domination), R&D (for researching new weapons) and on-screen up screen (with a massive choice of exceptionally powerful firepower). These screens are NOT interactive, but merely on indication of the full game's sophistication. Pressing any button will skip these, but watch out for your mission objectives. Ingame you have just two agents – the full game has a maximum of four – and they're already fully equipped with weapons. Good luck!

MISSION CONTROLS

- Walk to Cursor: A
- Access Weapons Bar: B
- Fire Weapon: C
- Group Mode: X
- Pause: P
- Select Agent: **D** + **Right Shift**
- Scroll View: **D** + **Left Shift**
- Swap Scanner Mode: **A + B + Left Shift**
- Move View to Agent: **C + Right Shift**
- Select API* Level: **A + Up/Down + Right Shift**
- Alter API Level: **A + Left/Right + Right Shift**
- Panic Mode (rapidfire all directions): **Left & Right Shift buttons**
- Self Destruct: **A + B + C + Left Shift**

* API: Adrenaline, Perception & Intelligence. These affect reaction times, shooting accuracy and on tactical smarts. As they're all controlled by drugs, you can alter each of them ingame.

WEAPONS BAR

- De/Select Weapon: **A, B or C**
- Drop Weapon: **Left Shift or Right Shift**



On the eve of E3, The 3DO Company signalled its determination to diversify with the acquisition of Archetype Interactive Corp – developers of the world's first graphical multi-user dimension (MUD) game, *Meridian 59*. Archetype welcomed the deal as it provides them with funds to bring *Meridian* to market faster, while 3DO picked up a game to spearhead their internet strategy – which will also involve internally developed games, M2-powered PC net-surfing and, ultimately, a modem for the M2 console.

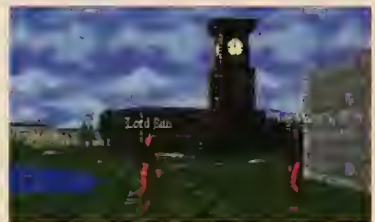
Meridian allows for any number of internet users to participate in a real-time, 3D medieval adventure. Upon logging on, users may create a unique character made up of thousands of attributes. This alter ego can then chat with other characters, barter goods, engage in political intrigue, pursue quests for hidden treasure, form alliances and slay monsters. Besides the city of Barloque and the pastoral village of Marian, there's an underworld for those not quite fast enough with the old

broadsword. Escaping the underworld will be a formidable challenge all of its own. MUDs representing similar worlds purely by text have long enjoyed fervent, cult success but *Meridian's* high-quality 3D graphics promise to revolutionise the genre.

"The Internet is the first medium ever to provide a unique connectivity between computing resources and people across the globe, ushering in a new era of 'social computing'," said Trip Hawkins,



3DO's charismatic CEO. "Today's announcement demonstrates 3DO's commitment to be a leader in this new era of computing by delivering truly engaging entertainment, and gives users a hint of products to expect in the coming year."



3DO Profitable At Last

The 3DO Company has posted its first profitable quarter since it was founded in September 1991. "In the past year, we have diligently worked on crafting and executing our new business strategy and are pleased with the early results" said Trip Hawkins, 3DO's chairman and CEO. "With this strategy, we are now focused on multiple markets increasing our revenue potential while minimising our risk. We expect this quarter to be a harbinger of quarters to come as we look to increase revenue in our technology and publishing businesses, and streamline operations across the company."

The new strategy is marked by diversification and licensing deals which emphasise upfront payment over per unit usage fees. Software publishing, while not initially figuring in the company's plans, is now an important revenue stream. In FY 1994, Studio 3DO pro-

duced three 3DO titles, in FY 1995 that rose to 13 and, in 1997, the company will support multiple platforms. Studio 3DO plans to release 10 PC titles this year – including both original titles and conversions of its own biggest 3DO hits.

Also announced is a licensing deal for three of Studio 3DO's most popular titles – *Killing Time*, *BattleSport* and *Star Fighter* – to appear on the Sony PlayStation via Acclaim. An announcement which "validates our expertise in delivering hit titles that combine high-end, 3-D graphics with intense, addictive game play," according to Studio 3DO's general manager, Robert Lindsey. On the evidence of previous 3DO conversions, especially *Star Fighter*, it's unlikely the PSX games will be superior to the originals.

The most important factor in 3DO's rise to profitability, however, is undoubtedly a string of prestigious licensing

deals for its second generation, 64bit M2 technology. In December, 1995, it negotiated a \$100 million fee for Matsushita. This was followed, in March 1996, with a deal for the 3D graphics technology to be used in PC graphics cards by Cirrus Logic. Further revenue has come from the 'volume' shipment of M2 development kits and its MPEGXpress digital video encoding/decoding system.

All these factors meant fourth quarter revenues for 3DO rose from \$8.4 million last year to \$14.7 this, a rise of 75 percent. Net income was \$1.2 million, the company's first profit, compared with a net loss of \$7.9 million in the previous year's final quarter. Earnings per share were \$0.04, up from a loss of \$0.33 per share the previous share. With further revenue expected to flow through from its licensing deals, the profitable trend is expected to continue through to the next quarter.

E3: The Competition

The '96 E3 was, without doubt, the most competitive videogame battle yet seen. Nintendo kicked things off with a pre-E3 show demo'ing *Super Mario 64* and a host of other titles, of which LucasArts' much hyped *Shadows Of The Empire* Star Wars tie-in was surprisingly disappointing. Sony weren't taking any chances though, they cut the price of the PlayStation by 33% the next day, from \$299 to \$199 – (instantly matched in the UK with a £199 pricepoint). Sega initially indicated they didn't need to fallow suit, but then bit the bullet anyway in the States (and a week later in the UK). Nintendo, who'd dismissed CD-based consoles as inevitably over-expensive, held fast to a \$250 pricepoint for N64 (without game). Add *Super Mario* (at \$70 a copy) and perhaps a 64MB Bulky Drive (\$200), due next year, and the \$520 N64 combo casts more than owning both its main rivals. Sega in any case rubbished Bulky Drive as equivalent to their foiled 32X and Mega-CD upgrades, displaying a startling lack of tact toward their own abused consumers.

Super Mario 64 was undoubtedly the game of the show. It dominated every news report with some dazzling 3D, simply watching Maria take a huge, cartoon key from his pocket was more fun than the playing most PlayStation games, but gameplay itself was mixed reviews. Many thought it awesome, some thought it great, but a surprising number were unimpressed – especially given Nintendo's assertion N64 had been delayed two months specifically to ensure the game's perfection: "If even ten games out of a hundred users aren't satisfied with the game it will be a huge blow," said Nintendo president Yamauchi. Initial reaction contained a considerably larger number of sceptics than just 10%, even on the Nintendo Internet newsgroup. The main criticism was that there simply wasn't enough to do, a concern which strikes to the heart of Nintendo's N64 strategy with its carts averaging 8MB as compared to 650MB for a CD. *Pilot Wings 64* impressed with same nice, if familiar play mechanics while other games were rated fun, but nothing special.

Sega unsurprisingly had a pair of Maria wannabe's. *Nights* was a deliri-

ously psychedelic 3D experience, more flying than platforming, and more 2D than 3D in gameplay terms, but spectacular nonetheless. Designed by the creator of *Sanic*, it symbolised the ability of Sega to pour resources into quality inhouse development just like Nintendo. *Sanic X-treme* was a more predictable clone which, at first sight, looked more a graphics demo than an inspired new game-style. Aside from an hilarious arcade *Sanic* beat-'em-up, the character looked rather tired and *X-treme* was notably less hyped than *Nights*. There were also a string of predictable arcade conversions, *Virtua Lack-On*, *Virtua Cop 2* etc. illustrating how under-rated the Saturn's 3D is. The arcade titles surrounded the Saturn in reflected glory, without actually promising much in gameplay terms – particularly for mature gamers wanting an original, long-term challenge for home play.

Sony, by contrast, appeared almost timid after their utter domination of the last E3. Games such as *WipeOut XL*, *Jumping Jack 2* and *Destruction Derby 2* confirmed that the titles English multifar-mat magazines had acclaimed as unbeatable were, in fact, little more than rough sketches for the real games arriving in '96. *WipeOut XL* actually has a proper array of tracks and learning curve, (but sadly ditched the original's superb graphics in favour of a more garish, American style glass). *Jumping Jack 2* looks like it should last longer than the two hours it took to finish the original, but still seems unworthy of mentioning on the same page as *Maria*, while *Destruction Derby 2* blatantly rips-off Sega's *Daytona* – which can only be a good thing considering the appalling gameplay of *DD1*. There were, of course, a host of unremarkable *Daam* clones such as Psygnosis's *Tenka*. *Mario*-beater *Crash Bandicoot* was nothing of the sort, nor was *Bubsy 3D*, while BMG's *Spiderman* inexplicable praise as perhaps the most imaginative 3D platformer



– by a non-Japanese developer. Besides the chutzpah of the price drop, Sony's best card was probably *F1* from Psygnosis. It looked great, had a Murray Walker commentary and will, in fact, be ported to Saturn. Beyond that and cross-platform PC parts such as *Command and Conquer*, the PlayStation seemed a little dull. Nintendo and Sega's stands underlined Sony's lack of a single, defining must-have game. Moreover, Psygnosis has been put up for sale by Sony now the PSX's critical launch period is over. Interestingly, Psygnosis are beginning to switch lead development to PC – where 64bit graphics cards are becoming accepted as the future.

Overall, the show was unbelievably large and, for the most part, disappointing. Mostly, more games simply meant more games, rather than better or innovative ones. Aside from Nintendo, whose cart policy looks ever more shaky, there was a distinct lack of originality. Sony and Sega seemed content to rely on clones and arcade conversions, desperate to become the SNES and Mega Drive producers of the 32bit generation. 3DO's ambition was missed, while Electronic Arts – the world's largest independent software house, after all – showed little sign of pushing the gaming envelope for PlayStation or Saturn in the way they achieved a 3DO. Their only notable console game was a polygonised *Desert Strike*, AKA *Soviet Strike*, with lush 32bit backgrounds but not much sign of innovative gameplay. There remains an opportunity for M2, particularly as PC games switch to 64bit graphics cards of a similar spec, but Matsushita need to take it soon. □ ssw

3DO Magazine



Super Mario 64



WipeOut XL



Destruction Derby 2

World Beater

Olympic Games from US Gold

The second prong in US Gold's 'back to basics' campaign of good old fashioned licensing and classic gameplay is **Olympic Games**, which shares **Olympic Soccer's** programmers, Silicon Dreams, and its aspiration to defeat all genre rivals. And whilst **Olympic Soccer** has some classic games to contend with in the battle for ultimate footie game accolade, **Olympic Games** has a clear field and a head start on Studio 3DO's **Decathlon**.



In the golden age of Ocean's *Doley Thompson's Decathlon*, Spectrums and C64's were troshed and replaced as a matter of course: no keyboard could withstand the punishment dished out on the notorious two key-basher events. Despite the hardware domoging potential, the genre was successfully enhanced and refined by the Epyx range of ambitious C64 sports sims, but never really took off on 16bit machines. Now as the 32-bit generation awaits its first Olympic Games fever, Silicon Dreams hope to create a frenzy of competitive spirit to match the intensity of yesteryear.

Olympic Games certainly benefits from the increased memory and graphical capabilities of the 32-bit family, boosting an enormous range of sporting action all sumptuously visualised. 15 events provide great VFM, with the familiar button hommering of running and swimming accompanied by more elegant, dextrous events such as fencing and sharp shooting. For sheer variety, *Olympic Games* certainly trounces Studio 3DO's imminent *Decathlon*, although it's too early to say which will deliver the winning combination of playability and, most importantly, longevity, in a genre once dismissed as a fad.

Office Champ

In its nearly finished state, *Olympic Games* has provided some of the most intense office competition for ages. The PlayStation conversion, with only a slightly higher polygon count, has already been acclaimed the best of its genre - trouncing Konami's *Track & Field* - so expectations are high for US Gold to claim top spot on the winner's



podium this summer.

100 and 400 meter running is just plain hard fun of course (though not as hernio inducing as the weight lifting), but discus, skeet shooting and fencing offer uniquely intense action of their own, each setting tough qualification scores to beat. Pole vault, high jump and triple jump all boost the classic 'what's the best angle?' experimentation, guaranteeing plenty of fun watching your opponents' initially disastrous attempts.

All of the games deliver consistently superb graphics - the motion capture technology so well implemented in *Olympic Soccer* is even more impressive here, mammoth athletes pulling off Herculean manoeuvres with unconvy fluidity. Each event is perfectly presented with sweeping, panning and zooming camera movements - likely to put the imminent 'real' TV coverage to shame. Narration from Radio 5's Alon Green

(in typically bombastic mode) stokes the stadium atmosphere and competitive spirit to a fever pitch of excitement.

A more sophisticated '90's market is well catered for in the three distinct play modes, which address the 'novelty' tog of the track and field genre with seriously impressive variables to make play consistently demanding. Olympic Mode has thirty competitors, with up to eight computer opponents open to deferral in favour of human athletes doisy-choining their joypods. Simultaneous eight-player events such as sprinting and swimming are immediate fun, whilst solo rounds such as javelin and archery see players competing to qualify and, obviously, outperform their opponents in the three heats available, accumulating medals along the way. Arcade mode offers even more punishing action. There's no CPU players, just you and up to seven more competitors struggling to qualify in each event or lose a life. Lose three, and



Skeet shooting offers some eye/hand co-ordination, swimming and weight lifting pure finger power.



Top left, orchery features porticularly impressive graphics. Above, fencing looks promising. For left, high jump and left, the hond moshing 400 meter killer.

you're out of the competition, whilst maximum points equals victory. This made affers the mast satisfying multi-player action as you each take turns trying to redefine the parameters of success. Finally, Challenge Mode lets you edit the games down to personal favourites, with, again, up to eight players (empty slats taken up by the CPU) battling it out against each other on whichever events you like. All track events, perhaps, followed by a session of weight lifting to try and cripple each other, or maybe some skeet shooting and fencing if you're fingers are worn to the bone.

This abundance of options, along with adjustable CPU skill levels, make *Olympic Games* a very user friendly package that should offer more than enough action for solo and group players alike long after the Olympics are gone. Certainly, as a multiplayer game, *Olympic Games* should be unbeatable since no one can resist the combination of animalistic button bashing and laser jeering, both essential components of a 'friendly' competition. If Silicon can keep up the momentum whilst finishing the title off, they should have a real



Clockwise from for left: homer throwing takes goes to moster; the shooting range lets you play cops; pole vault tests timing and nerves; long jump is another tough one to moster; javelin demands speed and accuracy.

smash this summer, that will encourage a whole new generation of gamers to hook up together and break jaypads. Armchair athletes intending to compete better get in training now. □ mcw
•Olympic Games will be available to buy in July.

3DO Magazine



Don't pla

Play 3DO

Pegged out. Expired. Deceased. No more. An 'ex-console'.

Most games systems have no future, how long before yours bites the dust?

Let's spell this out, 3-D-O, the first in CD based super-consoles.

We have the biggest 32-bit games library. We have award winning titles like Road Rash,TM FIFA International SoccerTM and Return Fire.TM

What's more, we have 64-bit M2 technology on the way to give you power like you have never imagined.

Buy 3DO now. Life is short. Yours that is.

yaDodo



Olympic Soccer

As we write this, the first match of Euro '96 is just days away and only you, three weeks in the future, know whether England are turnips or heroes. What's beyond doubt, is that football's ever-increasing popularity ensures **Olympic Soccer** will be a massive hit. But does it deserve to be?

Olympic Soccer
 Publisher: US Gold
 © 0121 6061800
 Developer: Silicon Dreams
 Save Game: Yes
 Price: TBA
 Available: July

While there are basically just two viewpoints, sideline and isometric, these can be radically customised – switch between loose and fixed perspective, vary the zoom, even vary the camera angle all the way from flat on the pitch to directly overhead. *Sensi Soccer* fans nostalgic for the old overhead, micradat player perspective are fully catered for here! Polygan fans, by contrast, can zoom in surprisingly close. On Action Replay (below) you can pon around FIFA-style, but being polygons the players don't pixellate and the speed at which huge 3D players swarm about in fastforward is stunning.



Arcade Mode is a 32-team knockout staggered over six rounds. Olympic Mode is, of course, an accurate recreation of the Atlanta competition, but you can re-edit the groups at will with 33 competitors to choose from. There's a League Mode which caters for 2-16 teams, and is tailor-made for getting the mates round. Shorter-term challenge is provided by Exhibition Mode.

In 1994, 3DO *FIFA* smashed apart the football genre with its free-flawing camera movement, motion-captured sprites and 3D stadium. *Striker* followed in its footsteps with greater pace, but thereafter 3DO has been suffering something of a world ban. *FIFA '96* copycatted 3DO *FIFA* with a few minor enhancements, but it nevertheless stung that EA didn't release it on 3DO. Kanami's *Gaalstarm* was mediocre, *Action Soccer* is ultimately shallow and bugged, but still...

So the mere fact *Olympic Soccer* is coming to 3DO is cause for celebration in its own right. What's deserving of 1966-type parties in the street is that *Olympic Soccer* is not only arguably the

best football game yet, in both playability and sophistication, but the 3DO version is fully a match for any other. Designed for 3DO from the start, it moves smoothly and realistically on Trip's baby (whereas the PlayStation's warp speed movement illustrates processing power at the cost of realism and controllability).

The excellence of the 3DO version is only fair since it's given Silicon Dreams over 18 months of solid development on a finished devkit, with a game designed from Day One as a 32bit, CD-ROM superconsole mega-game. Take the management side of things – of course there's a reasonable array of formations and substitu-

tions – but in what other console game could you assign each player individual attributes? A player can be told to find space, to chase or even man-to-man mark an opposing player of your choice.

Highly Recommended
3DO
 Magazine

Play on the ball itself is equally impressive. Passing is simple, trapping the ball tougher, and a massive range of flourish shots, from bicycle kicks to diving headers are available with practice. Initially, competent play is tough, since the game moves so fast and the high level of sophistication means it's easy to slip up, but perseverance rewards with a real



"What's deserving of 1966-type parties in the street is that *Olympic Soccer* is not only arguably the best footie game yet, in both playability and sophistication, but the 3DO version is fully a match for any other... a dreamy tour de force by Silicon Dreams."

sense of accomplishment. 'B' posses the boll to the nearest player, o double top ochieving a quick one-twa. Hold 'B' down for longer, and you'll pass to your furthest team mote, Left-Shift performs o bock heel, Right Shift performs either an averhead kick ar o cross into the penalty areo., 'A' let's you shoot, power determined by how lang you hold it down, and it's here you're likely to discover the phenomenol amount of ofter tauch oavailable. Mommoth swerve is incredible to behold, ond great fun to use, letting you pull off unbelievably powerful, disorientotog shots on goal. Lift and dip (backspin ond topspin) are applied by pressing down ond up an the cursar pod. Tockling is tricky, since the dedicated slide tackle button, B, is difficult to pull off without sending your own ployer to the floor ar performing o foul. The trick is to run tight circles around the ployer in possession, nudging them away, but the poce is sa fast, it'll toke plenty of practice before you can confidently win the boll. It all seems o generation on from *FIFA's* pretty, but simplistic gomeplay.

Visuolly, *Olympic Soccer* initially appears crude next to the movie like beauty of *FIFA*, but a host of fine details soon become opparent. The stadiums ore glarius - pitch variotons opparent with worn, sun-drenched ochre ond caal blue frazen wastelonds. In wet conditions, you con even see sploshes of water behind your ployers!

At first ployers seem rather crude cross breeds of ugly polygons, but



zoom in and you con opprecioie not only fine detail (down to the numbers ond lagos on their shirts) but also the sheer dynamism of their onimatiion. Little detoils, like the selected ployer in o set piece holding up his hand, to the ocrobatic overhead kicks odd to on otmasphere of realism that is quite unique.

The crowd sound effects aren't quite up ta *FIFA*-standard - there's na Brozilion drums! - but ore still highly otmospheric ond react well to what's happening an pitch. Where the audio scares over *FIFA* is with Radia 5's Alan Green, wha provides a decent, event sensitive commentary that perfectly complements the stadium otmosphere.

As for long-term lastobility, besides



The most dramatic ployers are the gaalkeeper, above, wha, unlike *FIFA's* one sove robots, leap, bounce and dive all over the place with heroic abandonment. Truly morvellaus.

Tap left, the keeper's laid out and the goal's open. Left, Sensi style action.

the incredible depth of gomeplay an the pitch, there's plenty of varied ploy options from Arcade ta Olympic ond even League Modes. For any motch you con have up ta four human ployers involved (sodly no more two o side though).

All in all then, *Olympic Soccer* is a dreamy tour de force from developers Silicon Dreams. The combination of finely haned gomeplay, offering instant arcade fun os well os long term ploy value, plus sublime presentotian ond o whole host of neat touches make far on irresistible game of footie. Eura '96, pah, it's *Olympic Soccer* that's the real competition! □ mcw

3DO Magazine rating: ★★★★★



Presentation throughout this title is first class, with plenty of user-friendly options, including an instant replay option (na tedious reloading of menu screens).

Iron Angel Of The Apocalypse The Return

'Humans have reached the limits of their evolution as living creatures. In order to achieve an evolutionary leap, there's only one alternative - alloy human consciousness to a steel body. In a dark tower, horrible experiments have been conducted...' Welcome back to the nightmarish world of **Iron Angel Of The Apocalypse: The Return**.

**Iron Angel Of The Apocalypse
The Return**

Publisher: Panasonic
© TBA

Developer: Synergy

Save Game: 1 Save Slot

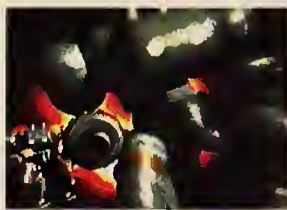
Price: 49.99

Available: TORC Software,
© 0181 8932100
(US Rating: 12)

Right, Captain Hass is the very latest Mataid model. He loves SCR and is one of the few vaguely impressive end-level bosses. He is well armed with a stapper gun, which can freeze you, and a energy-sapping launcher.



The battle-scarred Lunar Transporter returns to Earth with Tetsujin at the controls. Now for the final battle!



Grunt combat robots jetpack through space to the latest combat zone.

verloid with English-language graphics and dubbed American dialogue, *Iron Angel 2* remains unmistakably a product of the Japanese Synergy. While the interlevel FMV is exceptional, a plotline which was confusing in Japanese becomes even more so in English!

In the prequel, an awesome cyborg was created by combining a robotic body with a human's mind. Charged with dominating the world, the cyborg was known as Tetsujin - the Iron Angel of the Apocalypse. His master, the Mad Scientist, planned to use him to take over the world, a scheme which collapsed due to the intervention of a mysterious Golden Android. This bizarre creature defeated the Mad Scientist with

the aid of Tetsujin, but victory turned to disaster when the two turned on each other in a fight which killed them both.

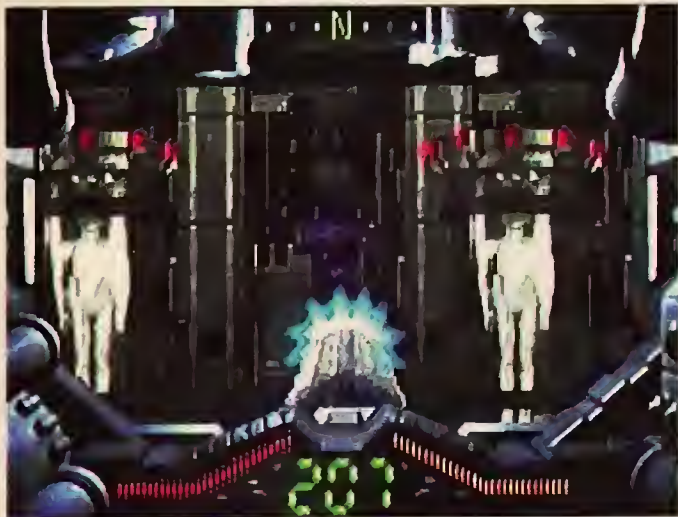
The sequel begins with the discovery of Tetsujin's body. The first action sequence is a high-speed race down on CD-streamed corridor, dodging various objects in real-time. It's a test you can't win, because it ends with the accident which creates Tetsujin's second human partner...

It turns out the Golden Android has also been resurrected and the SCR world government wants him dead. The SCR isn't some placid, goody-two-shoes organisation however. It's actually adopted the Mad Scientist's mind-blanking Assimilation Process to use on the general population, encouraging people

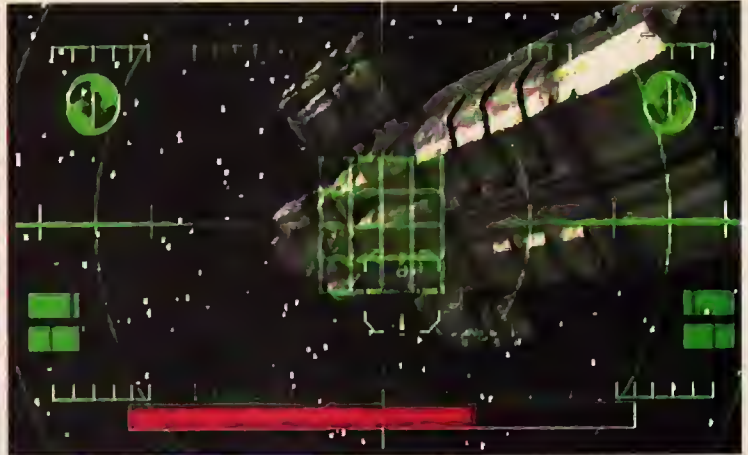
to have cybernetic implants and become Motoids. The latest phase of this successful world domination is bringing home a new energy source, G-5, from the planet Alpha.

Just as in the original game, there's a three-way power struggle with no clear goodies or baddies, just varying shades of very dark grey. The ambiguity of the plotline means the FMV isn't simply eye-condy reward for doing well, but clues to a plot far more involved than usual 'good vs. evil' riff. Unfortunately, the game doesn't present you with an option to change the plot ingame and only hardcore Mongo fans will be able to make head or tail of it anyway.

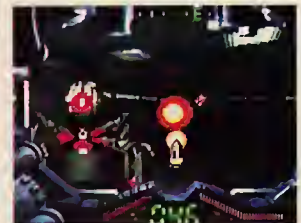
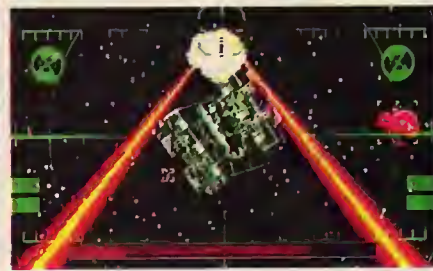
After the opening car chase scene, the game introduces you to the Doom-



"Ultimately, the game's most deadly opponent is tedium, encouraging you simply not to care about your energy status. All the game's energy and interest is in the FMV, with gameplay reduced to a poorly thought out pause between the next bravura cinematic."



Above, defeat the jetpocking Grunt motoids in fast, but simplistic *StarBlade* action and you get to board this giant transport. Inside it you'll find human bodies in impenetrable glass containers, above left, ready for Assimilation. The graphics are haunting, but interaction is nonexistent. Left, on FMV, CD-streamed race sequence is o much needed test of your reactions.



Above, Spider robots provide sluggish opponents, as do Silver Troll Motoids - for left. Below, motioid Robbie is on R2-D2 type character who pops up with useful advice from time to time.

style action which takes up the bulk of the game. Traditionolly, Japonese audiences have been worry of 3D, but troining missions which consist of walking dawn o few corridors and shoating static enemies are annoyingly prosoic. The reel stuff begins with Tetsujin's travel pod being ottocked on the lunar base, invalving him in o bottle 'without knowing why' according to the manual - so where is the hope far anyone else? Anyway, the targets mave naw, but it's still much taa easy.

The next stage tokes part an on SCR bottleship with o *StarBlade*-style shoot-'em-up as intraduction. An FMV-roce sequence introduces the next and final earth-based challenge. Bath these stages ore mainly *Daam*-style, consisting

of huge sprawling, multi-level mozes with lifts, worps and deod-ends. The graphics ore stylishly gray ond mundane, some of the creatures ore very impressive - closely matching FMV sequences - but most resemble mobile bins. Movement and gunplay is sluggish, despite the fact that all the mozes ore entirely locking the radical 3D traps ond buildings which distinguish *Doom*.

Vorios weapons are scattered across the levels, many looking very caal, but the most powerful ones have to be fired twice - once ta reload, once to octually shoot - which soon becomes tedious. Energy, by contrast, recharges outomatically which makes on already easy game even eosier. Simply retreating into o carner ond watching energy

climb up, pixel by pixel, is considerably less exciting than the frontic searching for energy which happens in *Killing Time* or *Doom*. The save game is also clumsily implemented with just o single slot - reach o new oreo ond there's no option ta create a new file just in case it turns out ta be o deod-end.

Ultimately, the game's mast deadly apponent is tedium, encouraging you simply not ta core about your energy status. All of the game's energy and interest is in the FMV, with gomeplay reduced to o paarly thought aut pause between the next brovuro cinematic. Hopefully, next time Synergy will simply da a CGI Manga movie... □ ssw

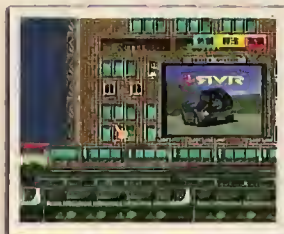
3DO Magazine rating: ★★



Above, each level is crommed with monitors providing otmospheric, but mostly useless SCR blipverts.

3DO World

Software from around the world for the your 3DO system...



Build a Jumbatron TV and you can run real FMV ads on it.



Peeking on the Tower's various rooms is voyeuristic fun.

THE TOWER

Published by OPeNBook

Despite coming with an 88-page Japanese-language manual, *The Tower* shores the hollmork of most good sims by being instantly addictive. The opening FMV pons across a city skyline, before swiftly zooming in for a voyeuristic investigation of *The Tower's* residents. Moke the right decisions, and your towering construct can play host to your own collection of families, businesses and attractions.

Click post the FMV and you're presented with a choice of four sites to place your first tower, presumably beginning with the easiest first. The view now switches to game screen proper. If the skyline's already crowded with buildings, don't worry - you're a big-shot developer and it's no problem to demolish anything in your way. Use 'A' to begin construction of the hotel entrance and exit. A control menu will now appear, with four sub-menus. **Mode** switches between five different perspectives, including a largely incomprehensible financial breakdown, as well as a long view showing the hotel's

exterior and the neighbourhood below. The latter perspective omusingly lets you site a Jumbatron TV on the side of your building, and even select the FMV ads which will play there!

Sys allows you to demolish things you've built and peek at specific areas for financial info. You can also visually peep into an area, which quickly loads in a blocky but still fun FMV close-up of your office workers or flat-dwelling occupants. If you want to be even more personal, click on one of your Tower dwellers and get a full, but sodly Japanese rundown on his or her attitude to your building. You can 'bookmark' these characters, even name them, and return later to check how their attitudes change. The final option in this category is to exit the game, which brings up a save option.

Eq allows you to install a lobby area, a roof (which can be built over when it's time for expansion), lift shafts and stairs. (It's worth remembering that to extend lifts you must click on them and then drag upwards.) **Serv** allows you to build offices, flats and restaurants. But as you progress, money builds up and options

expand with everything from gift shops to an indoor cinema available to true Donald Trump's. Besides financial ruin, there are also a variety of catastrophes to worry about, including fire, but also random special events such as finding treasure and Father Christmas coming to call!

It's relatively easy to build up quite a big skyscraper simply fooling around with the initially basic options. Watching the construction site fill up with offices and flats is fun, after which begins the wait for citizens to actually rent what you've built. It's amusing peeking in on your residents and there seems plenty of depth. Lifts might seem dull to you now, but residents turn on exceedingly angry red hue if they have to wait too long for them. Besides building more lifts, you can adjust how the lifts operate - but like so much of the game, only those you fait with Japanese, or extremely determined to experiment, will figure out exactly how it all works. While the graphics are unexceptional, this is exactly the type of sophisticated game which is perfect for 3DO owners. Sodly, there are no plans for an English language version of present.

D'S DINNER: The Director's Cut

Published by WARP

Worp are one of the few companies which 3DO can honestly have said to have made a name for. Coughing up for a 3DO devkit isn't for the semipro, back-bedroom enthusiast but Worp not only had the cash for the devkit, but also plenty of workstation Amigo's and artists to exploit them to the full.

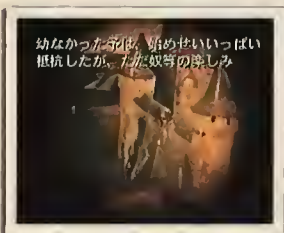
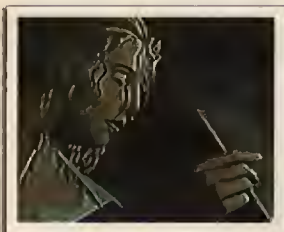
The original release came on just two CDs and, technically, lagged behind Mechadeus' four CD epic, *The Daedalus Encounter*, which combined SGI rendered graphics with real Hollywood actors for a stunning sci-fi adventure. Yet it was *D* which caused the bigger splash, stylishly embracing the horror genre with a truly adult sensibility. Grasping hands abruptly reaching through distorting mirrors, tropes which spring on iron spike to within a millimetre of the heroine's eye and hallucinogenic flashbacks are just some of the treats

on offer. *D* is a genuinely spine tingling game, atmospheric and unsettling in narrative, action and direction.

For this reason the announcement of *D: The Director's Cut* didn't seem quite as pre-tentious as it would for most videogames. And now it's actually arrived, the package turns out to be unsurprisingly tasteful. Elegantly packaged with a black plastic outer case, the double-pack CD jewel box includes a slim new manual and two extra CDs, one standard size, the other three-inch CD single size (which the 3DO Multiplayer plays automatically). The latter CD includes three tracks, including a rock single. The other CD is a collection of curios such as a lengthy, alternate intro to the original, four alternate trailers including one in English, and a novel version of *D*. This consists of evocative, if mostly simplistic pictures with overlaid text and the occasional spooky sound effect. All quite fascinating, but sodly in Japanese.

The game itself comes on just two CDs,

as before, and is in play terms unchanged with the old solution working equally well for the *Director's Cut*. Rather appropriately, the sole change is to the FMV cut sequences which seem slightly extended here and there. Overall, the package is the equivalent of a lavishly presented movie boxed set and, for Japanese consumers, great value. It's also an opportunity to re-evaluate a game which has stood the test of time surprisingly well. Newcomers will still be seduced by the wonderful atmosphere of the game, for despite the relative brevity of the adventure, *D* really is a tour de force of style and direction. The exaggerated wide screen ratio is still present, but the quality of the FMV more than compensates. *D* also serves as a taster for its M2 sequel, *D2*, which will apparently include real-time rendered, interactive 3D of higher quality to its prequel's pre-rendered 3D - more on this next issue! □ ssw



Tap, extended sequences enhance an already gorgeous game. Above, whilst you're unlikely to learn much from the *D* Storybook slideshow, it certainly looks nice...

EXCLUSIVE READER OFFER!



FREE YEAR'S SUBSCRIPTION TO ONE OF THESE MAGAZINES WHEN YOU BECOME A CUSTOMER OF LLOYDS BANK INSURANCE DIRECT.

Our excellent Value Cover policy will protect all your home contents, including your **VALUABLE HOME COMPUTER** and **SOFTWARE PACKAGES**.

Our Value Cover policy includes:

- Full accidental cover for all your computer equipment
- Up to £2,000 per individual item
- Complete cover for all your expensive software
- Cover up to £35,000 for all your home contents
- Specialist 'work from home' cover available
- Interest-free monthly payment option

So, call today to get a better deal on your home contents insurance, and to claim your **FREE** subscription!

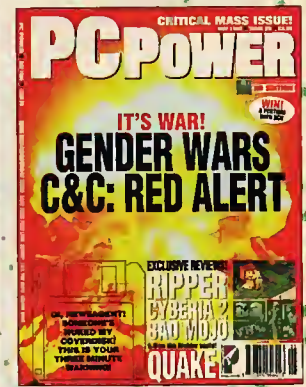
CALL **0800 750 750** NOW quoting reference L26JJ to claim your free subscription. Lines are open 9am-8pm Mon-Fri, 9am-2pm Sat.

Details of the free subscription offer will be included with your quotation pack. The reference L26JJ must be quoted when calling for a quotation to be eligible for the free offer.



Lloyds Bank Insurance Direct

General Insurance advice is provided by Lloyds Bank Insurance Direct, a division of Lloyds Bank Insurance Services Limited, which is a subsidiary of Lloyds Bank Plc. Registered in England No. 968406. Registered Office: 7 Perrymount Road, Hoywards Heath RH16 3YE.



D's Dinner

Escape Panasonic's Castle Of Psychological Warfare...

The Oedipus extravaganza *D's Dinner* proved something of a phenomena in Japan, where its state of the art visuals and brooding atmosphere inspired rabid obsession. *D2 on M2* has been trailed for months in the Japanese press, so intense is the excitement for the continuing adventures of Laura. Whilst the game's hardly a marathon challenge, certain sections have caused difficulties, so here's our walk through guide to one of the 3DO's seminal adventures...

D's Diner
Publisher: Panasonic
© 01344 853146
Developer: Warp
Save Game: Yes
Price: £39.99
Reviewed: 3DO Gold

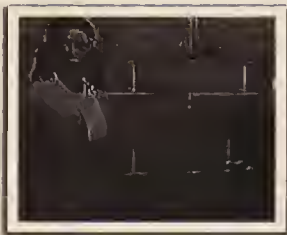
This solution, based on the research of Poul Leohay (thanks!), offers a strictly basic, quick cut guide to *D's Diner* (original or *Director's Cut*) ignoring many of the subtler secrets in favour of swift passage. For example, to know the sequence of the drawers to be opened, a piece of paper should be placed in the bowl in the dining room for the numbers four and three to appear, but all you need to know is the numbers, so the bowl sequence is not described here. To get the most out of the game, it's really necessary to wander around, soaking up the atmosphere and enjoying the 'flosbacks', so don't let this brief walk through discourage you from investigating the world of *D's Diner* thoroughly. And if you do get lost, don't forget, you can use the compact in your inventory several times to reveal a glimpse of what you should be doing next.



Wrench from bedroom.



Take the ring from the corpse.



Get the counter to 78.

Disc One

You start off in the **Dining Room**, and should move to the **Hallway** at the top left of the room. Follow the stairs up and go straight into the room facing you, where you'll find a chest of drawers. Open the first drawer to retrieve a piece of paper, then the fourth drawer (empty), then the second and take the wrench. Search the fireplace to find a silver key, then return to the **Dining Room**. Move to the far left door, and unlock it with the silver key, go in, turn left, and move towards the **Lever and Box**. You need to get the counter to read **78** for the box to open and reward you with a ring. It's not as easy as it first seems as you have to take into account the roll back of each digit, but persevere and the box will open.



From here, move to the **Wine Cask Room** next to the stairs, and use the wrench on the wine cask to deactivate the spikes blocking the stairs. Walk down these stairs, and use the ring to open the door marked 78.

In the **Bedroom**, move towards and examine the picture of a girl to see the pointing morph into an illustration of four animals. Go to the table next to the bed, where the animal puzzle is, and move the pattern three times so that the deer is at the bottom of the screen, matching the illustration. The double doors on your right will now be unlocked, leading into next area, the **Library**.

Straight ahead of you is a room, and if you search the dead bodies inside, you'll find a gold key. Return to the bedroom and use the gold key to open the desk, now pick up the book which is inside. Take the book back to the library and put it on the bookcase, activating a hidden door which leads to a lift.

Although the US version is known as *D's Diner*, this is a typical Japlish misspelling. The correct title is *D's Dinner*, with **D** standing for **Droculo** who is here incarnated as **Louro's** father. The 15-rating is due to various, vampiric scenes of cannibalism which form the gruesome dinner!

Disc Two

The lift is operated by a podium wheel, which you can spin to randomly access one of five locations. These are: Stairs leading down to a **Hall of Knights**; stairs leading down to a **Circular Pool**; stairs leading up to **The Garden**; a locked gate blocking access back to the **Library**; a room with a large **Stained Glass Window**. Sometimes, the lift will be blocked by a wall. Basically, you must keep spinning the podium wheel and turning to see if the room you want is available, which is tedious but necessary.

The first location you want, is the **Hall of Knights**. Walk down the corridor, and wait for a Knight to attack you. Prompts will appear on screen for

you to avoid getting hocked up, which one, in order, **LEFT, RIGHT, LEFT** and **A**. If at any time you press too late, you'll fall into the pit below and have to clamber back to the top. This section is tricky, and can take a while to get the hang of, but the visuals are stunning.

Defeat the Knight, and you can poach his sword. Return to the podium wheel, and spin it until the lift leads to **The Garden**. Here, use the sword to open the door on the right and climb the stairs to the **Telescope Room**. Press the lever to point to the two sine waves (see illustration) then look through the telescope to see a cluster of blue stars.



Go back to the lever and change it to highlight the 45° arrow, look back into the telescope and green stars will appear. Now go downstairs back to the Garden.

At the bottom of the Garden, you see two statues and a fountain with a chest floating in it. Move towards the statue of **Sagittarius** and push down the **Green** button at the top right. Move on to the **Aquarius** statue and press the **Cyan** button (bottom row, second from right). The fountain will now empty. Go back to the lift and spin the wheel until you can access the **Circular Paal** room, where you can now reach the chest

and take out the gun. Return to the podium wheel and spin it three times to open the **Stained Glass Window** room. Use your gun to shoot the window, and you'll see Louro climb out and up the wall to a new corridor, the **Upper Hallway**.

Turn to look down

the corridor and walk ahead. Watch on opposition of your father, then turn left to open a **Secret Room**. Inside you'll find a set of gears. You must operate these gears so that the red ball in the left gear lines up with the corresponding hole in the right gear. From the start, you should: push the red button once, move the left lever once to the middle, press the button again, move the left lever to its furthest point, push the red button again, push left lever back to near, push right lever to middle and push button again. The machine will move, exposing a **Glass Staircase**.

At the top of the staircase, you'll find a pointing of your mother, and by touching it, you'll reveal your father, in a state of emotional ruin. Here, there's two options available. Wait until he starts to melt, and use the gun to shoot him, or let him get on with it and see what happens. Whichever 'emotional response' you choose, you'll be rewarded by a suitably loving (and cothortic) end sequence. Just time to save up for your M2 now... □ mcw

3DO Magazine



Copy the pattern...



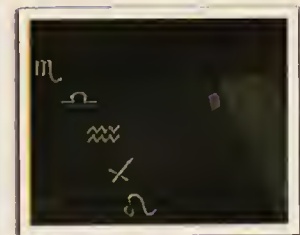
...on the board game



Open the secret corridor.



Defeat the knight.



Activate the telescope...



Meet your Father.

GAME GURU UPDATE: CAPTAIN QUAZAR

Cades By **Jahn Elliott**

All cades should patch the save game file

\$16,777,215.....IFFEEDDIXF
9 Lives.....LKXCXXF
99 Continues.....LVMXWXXF
Level 02.....VVXVXXF
Level 05.....TTXVXXF
Level 06.....SSXVXXF
Level 07.....MMXVXXF
Level 08.....LLXVXXF
Level 09.....UUXVXXF
Level 10.....KKXVXXF

EXTRA FUN

BONUS: Here is a saved game of Captain Quazar with \$16,777,215, 9 Lives, 99 Continues, and Level 2 as your starting point. (This saves players having to actually play through the rather large level one to create a save file for patching.)

Detailed Instructions: (With advanced features activated - IHAVETHEPOWER)

- 01) Select FILE RELATED
- 02) Select SPECIAL

- 03) Select CREATE
- 04) Enter Filename CaptQuazar1.COMP and press C (NOTE: If you already have a CaptQuazar1, Rename YOUR file)
- 05) Enter Filesize 84, and press C
- 06) Select CHANGE TYPE
- 07) Select CaptQuazar1.COMP
- 08) Change NULL to COMP and press C
- 09) Change Filetype to COMP? YES
- 10) Press STOP
- 11) Select HEX EDITOR
- 12) Select CaptQuazar1.COMP
- 13) Enter the following:

```
00 C4 DF DF DF DF 74 1C
3B 40 BD BE 1D 20 40 73
42 49 74 92 47 FA EF 09
1F 1E 3C A7 52 77 47 50
AD CF D4 CD FF 50 EA A5
27 D5 75 8A 9F 75 8A CB
FF 4A 4F FB 05 17 4D 47
CB 4F 64 FC 2F ED ED 78
E9 26 9F 84 CC BF 0A 6C
E6 23 F0 D5 FF C3 29 CF
CA C8 EB F8
```

- 14) Press C
- 15) Save changes? YES
- 16) Press STOP
- 17) Select DECOMPRESS
- 18) Select CaptQuazar1.COMP

12 Issue Reduced Subscription to 3DO Magazine

Regular subscription with no Studio 3DO title, £5.00 off!

- UK **£40** Europe **£50** World **£60**

12 Issue Subscription to 3DO Magazine

With Studio 3DO title

- UK **£45** Europe **£55** World **£65**

The title I would like is (please tick one box)

- Killing Time PO'ed Battlesport
 Captain Quazar Starfighter

YOUR DETAILS

I would like the subscription to start from issue number

Please **PRINT** your details below:

NameSignature

Address.....

Postcode.....

Phone number

METHOD OF PAYMENT

- CHEQUE / POSTAL ORDER

Please make payable to **Paragon Publishing Ltd**

- CREDIT CARD Expiry date ____/____/____

Card number

Please return this coupon or a photocopy of it (together with your cheque / PO if applicable made payable to Paragon Publishing Ltd) in an envelope to the following address:

**3DO Magazine Subscriptions,
 Paragon House,
 FREEPOST (BH 1255),
 BOURNEMOUTH, BH1 2TA.**

It won't cost you a penny in stamps if posted in the UK. Alternatively, call our credit card & subscriptions enquiries line
 © 01202 200200
 or fax us on 01202 299955.

To help us deliver the products you want, please fill in this survey to accompany your subscription order.

- AGE? 10-16 17-20
 21-30 31-45
 46-60 60+

- SEX? male female

How many people read your copy of 3DO Magazine?

Please indicate your other interests:

- Sports Indoor/Outdoor
 Cinema/Theatre
 Music CDs/Concerts
 Travel Holidays
 Computer Games/Leisure
 Education/Reading
 Science Fiction
 The Internet

From time to time, Paragon send out news about exciting new products and opportunities that are of interest to readers. Do you wish to receive such information?
 Yes No

3DO Magazine

Super Low Game Prices For All 3DO Magazine Subscribers! Enjoy our cheapest ever subs rate or, pay the original rate & get a smash-hit Studio 3DO Game For Free!



**Killing Time • PO'ed • BattleSport
 Captain Quazar • Starfighter**

Reviewed: Olympic Soccer – World's Best Footie Sim!!

3DO Magazine
 Official 3DO publication
 July 1996 issue 12 £5.99
Olympic Games
 15-event mega-game

Also Reviewed:
 D: The Director's Cut and Iron Angel: The Return.
Play Guides:
 Daedalus Encounter and D.
Plus: Captain Quazar Game Guru codes.

Subscribe now & choose a free Studio 3DO game!

Existing Subscribers Don't Miss Out!



Killing Time
£14.99



PO'ed
£14.99



Battlesport
£14.99



Starfighter
£14.99



Captain Quazar
£24.99

If you've already taken out a subscription to 3DO Magazine, you can still take advantage of these fabulous reductions of Studio 3DO games and the 3DO Speedpad...

SUBSCRIBER'S SPECIAL OFFERS

Please indicate which game(s) you wish to purchase. Prices include postage & packaging. Please remember that this offer is **exclusively available to existing subscribers of 3DO Magazine.**

Please send me:

- Killing Time (£14.99)
- Battlesport (£14.99)
- Captain Quazar (£24.99)
- PO'ed (£14.99)
- Starfighter (£14.99)
- 3DO Speedpad (£6.99)

TOTAL AMOUNT: _____

Name
Address
.....
Postcode.....



3DO Speedpad RRP - £16.99

Phone number

METHOD OF PAYMENT

CHEQUE / POSTAL ORDER
Please make payable to Paragon Publishing Ltd

CREDIT CARD Expiry date ____/____/____

Card number
_____/_____/____/____/____/____

Please return this coupon or a photocopy of it (together with your cheque / PO if applicable made payable to Paragon Publishing Ltd) in an envelope to the following address:
3DO Magazine Special Offers, Paragon House,
FREEPOST (BH 1255),
BOURNEMOUTH, BH1 2TA.

It won't cost you a penny in stamps if posted in the UK. Alternatively, call our credit card & subscriptions enquiries line @ 01202 200200

Offers for non-subscribers

BACK ISSUES & SPECIAL OFFERS



3DO Magazine #1
sold out



3DO Magazine #2
sold out



3DO Magazine #3
sold out



3DO Magazine #4
sold out



3DO Magazine #5
sold out



3DO Magazine #6



3DO Magazine #7



3DO Magazine #8



3DO Magazine #9



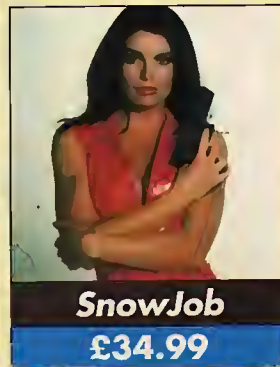
3DO Magazine #10



3DO Magazine #11



3DO Magazine Gold
£24.99



SnowJob
£34.99



Game Guru
£19.99

Please note that 3DO Magazine issues one to five are sold out. We have limited stocks of six (£5.99) seven, eight, nine, ten and eleven at (£6.99) with coverdiscs. We also have copies of 3DO Gold: Special Edition (£3.99) (All prices include £1 handling cost)

Please send me:

- 3DO Magazine six (£5.99)
- 3DO Magazine eight (£6.99)
- 3DO Magazine ten (£6.99)
- 3DO Magazine Gold (£3.99)
- 3DO Game Guru (£19.99)
- 3DO Magazine seven (£6.99)
- 3DO Magazine nine (£6.99)
- 3DO Magazine eleven (£6.99)
- SnowJob (£34.99)

Name
Address
.....
Postcode.....
Phone number

METHOD OF PAYMENT

CHEQUE / POSTAL ORDER
Please make payable to Paragon Publishing Ltd

CREDIT CARD Expiry date ____/____/____

Card number
_____/_____/____/____/____/____

Please return this coupon or a photocopy of it (together with your cheque / PO if applicable made payable to Paragon Publishing Ltd) in an envelope to the following address:
3DO Magazine Back Issues/Special Offers, Paragon House, FREEPOST (BH 1255), BOURNEMOUTH BH1 2TA.
It won't cost you a penny in stamps if posted in the UK.

Daedalus Encounter

Complete walk through for Panasonic's sci-fi adventure

The last laserbolt of the last battle of the First Intergalactic War, circa 2135AD, totalled your body, reducing you to a brain in a life-support box. Fellow veterans Tia Carrere and Christian Bocher boost you from hospital, relying on your help for a salvage mission which rapidly goes disastrously wrong... The *Daedalus Encounter* is undoubtedly the most spectacular FMV adventure yet seen on 3DO. Stand ready for the full solution to a sci-fi epic.

The Daedalus Encounter

Publisher: Panasonic
© 01344 853146

Developer: Mechadeus

Save Game: 4 save game slots

Price: £39.99

Reviewed: 3DO Magazine ★4

OPENING

The captian 'TWO MONTHS LATER' appears, you hear voices and the visian af loveliness that is Tia Carrere laams into view. She asks whether you can hear her ar nat. Shauld you onswer YES, all will be fine. Answering NO will give Tia a smile as she gets excited by your sense of humaur. Either way, the effect is the same. You have ten seconds to respond, atherwise it will oll go dork, Tia will fade away and the game will end. Nat the trickiest part of the game, admittedly.

TRAINING MISSION

Essentially, this gives you a chance to try out your probe and became familiorised with the cantral system.

You have entered the Draylak system. Tio osks you to stort up the probe. During this section there is videa help if you take too long to respond. The carrect sequence of actian is: STARTUP, DIAGNOSTICS, DEPLOY.

In the asteraid, you are asked to get ID an the rogue ship. Select ANALYSIS.

You fly up to the Vakkor ship where you are canfranted by a daar. The laser will autamatically be activoted. Ta apen the daar, shaat the little blue sensar an the tap right switch. Miss, and the prabe is destroyed ond gome aver.

Inside the Vakkor ship, Tia will helpfully paint out that it's dork. To make her hoppy, switch an the FLOODLIGHT.

You will have 30 seconds in which to explore the interior of the ship by clicking an the green directional indicators. Selecting the dawn arraw lets you circle raund the deod alien to see the 'Kick Me' sign an its back.

You will then appraach a floating metal abject. Use the GRAPPLE-ARM ta



Circuit puzzle.

grab hald of it. Tia will ask you ta onalyse it, so you'd better select ANALYSIS. Bock an the Artemis, Zack asks whether you fancy a trip ta Mizar. If you respond YES, you'll go there. If you respond NO, you'll be outvoted and go there anyway.

ENCOUNTER

The Artemis will crash into another ship. Select DIAGNOSTICS ta find out what's gaing an. You will have ta restare the ship's power by salving the Artemis Circuit Puzzle.

ARTEMIS CIRCUIT PUZZLE

Make the connections as shawn in the picture ond power will be restored. Tia will ask you to run an ID; select ANALYSIS.

You are asked ta actiyate the prabe. As before, select STARTUP, DIAGNOSTICS, DEPLOY.

DOOR A (RED DOOR)

You will appraach a hale in the Alien

ship. Tio will ask you to go in ond turn on your FLOODLIGHT, so do it. You will then have 15 seconds ta have a quick laak around.

You will appraach a daar that leads into the Alien ship. Selecting ANALYSIS will tell you that the daar is photon reoective.

Ta apen the daar, use the MULTI-LIGHT CONTROL. Use any colour light.

Tia and the aither blake can't fit through the door but conveniently you con. Ga in and you will find yourself in the Crew Quarters where you can move around using the green indicators.

FIND THE ORB

When the prabe enters the Crew Quarters, it flies ta the back chamber. Click forward (middle of the video screen) ta ga ta the frant chamber. When you get there, spin 90° to your right where you will be faced by faur groups af pads. Click an the battam right group (of three). The orb is in the upper left pod ond is guarded by an



alien. Click on the pod and be prepared to do battle with the alien, who will throw you to the back of the pod. Your loser will automatically become armed so fry the mutho with it and use the GRAPPLE-ARM to grab the orb. Exit the Crew Quarters through the same door that you came in.

From here you go to the Rest-room, which is purely a cinematic sequence, with no interactivity. After the Rest-room, you will travel through the Central Hub and proceed to Door B.

DOOR B (YELLOW DOOR)

You cannot get the Orb in this door, it can be retrieved in the end game only.

When you approach Door B, you need to run on ANALYSIS. This will tell you that the door is photon reactive. It will also say 'POSSIBLE LANGUAGE FOUND.' Record a word, such as YELLOW DOOR, it may come in handy later.

HEXAGON PUZZLE

Use the MULTILIGHT and send the colour yellow. This will reveal the Overlapping Hexagon Puzzle in which you must line up various parts of a hexagon to form a complete central hexagon. Toking the top right hexagon as '1' and running clockwise through to '6', click on each hexagon as indicated. First puzzle: '22 333 4444 55555'. Second puzzle: '22 3333 4 555 66666'. Third puzzle: '2 33 444 5555 66666'.

After a somewhat lengthy cinematic, you will take an elevator up to the Observation Deck. Run on ANALYSIS to discover that it's photon reactive. Open the shutters by clicking on the MULTILIGHT CONTROL, violet light will do.

You will then be required to solve the Sun Puzzle.

SUN PUZZLE

To solve this puzzle, click on the outer hemispheres until they all become yellow. Take the lower left hemisphere as '1' and run clockwise through to '6'. The solution is: '1 3 5 6 2 2 6 6'.

Following this, you will come under attack from a host of bloodthirsty Krinn. Your loser will automatically become activated allowing you to join in with the shoot-fest by clicking on the beasts with your mouse. Be careful not to shoot Tio or Zock as it will not be appreciated. You must shoot 10 Krinn to advance.

Advancing means that good old

Zack accidentally blasts a hole in the Observation Deck window and he and Tio get sucked out. To save them, you need to close the shutters. Select the MULTILIGHT CONTROL. Violet light will close them.

During your heroics, the probe takes a knock. Rapidly run DIAGNOSTICS to find out the problem.

PROBE RELAY PUZZLE

The Probe Relay Puzzle will appear which you must solve in a set period of time to survive. To do this, click on the various gates until they are all closed. Take the top right switch as '1', running clockwise to '5' (for the switch with red and blue lights) and finally '9'. The solution is: '3 4 1 2 6 1 4 1 2 9 2 4 1 2 5 1 2'.

Successfully solving the puzzle will result in you winding up back in the central hub of Door C.

DOOR C (BLUE DOOR)

On approaching Door C, run on ANALYSIS. This will tell you that the door is photon reactive. It will also say 'POSSIBLE LANGUAGE FOUND.' Record a word, such as BLUE DOOR, as it may be useful later.

Use the MULTILIGHT to send the colour blue. This will open to the Door C puzzle which is called the Rhythm Puzzle.

RHYTHM PUZZLE

Arrange the various outer shapes so that they correspond to a complete inner hexagon with no overlapping grey triangles.

An elevator will then take you and your cohorts up to the Meditation Chamber. The hapless Zock screws up again and falls down the elevator shaft. Although it is tempting to leave him there and concentrate on Tio, he will need rescuing if you wish to continue the game. Follow him down the shaft and pull him back up, clicking on thrust (the bottom icon) just before the bottom. Zock will then be dropped back on to the platform and show his gratitude by trying to get off with Tio Corriere in front of your face.

Eventually, you will drop into another NAV movie, allowing you to circle the statue in the Meditation Chamber. Run on ANALYSIS to discover that it's photon reactive. Look for the blue button in the centre of the statue's platform. Click on any colour in the MULTILIGHT CONTROL. An object will fly out and morph

into the Orbits Puzzle.

ORBITS PUZZLE

Solve this by arranging the four movable planets in such a way that they make the fifth planet produce an eclipse.

The sky will then morph to a night-time scene with planets and you will enter another navigational movie, enabling you to move back and forth from the planets to the statue. To get the statue to release the hidden Orb, transmit the colour sequence found on the outside of the door that led to this Meditation Chamber.

The statue will offer the Orb and Zock will take it. You are then led down the elevator and into the Central Hub.

DOOR B (ORANGE PUZZLE)

You can only retrieve either the Orb or the Claw in this room. One is retrieved in the end game. If neither is retrieved in this cinematic, both must be retrieved in the end game in two trips.

On approaching Door D, run on ANALYSIS to discover that it is photon reactive. It will also say 'POSSIBLE LANGUAGE FOUND' so record a word for later use. Using the MULTILIGHT, send the colour orange. This will open to the Door D puzzle which is called the Rotating Shapes Puzzle.

ROTATING SHAPES PUZZLE

The idea of this puzzle is to freeze the various shapes into pairs of matching silhouettes. Stop individual shapes by clicking on them and finely adjust them by clicking on the centre of the puzzle. If you arrange them as shown in the picture, Bob should be your proverbial uncle and you can progress.

The next cinematic leads you into the infirmary and drops you into another NAV movie. Spin to the right and run on ANALYSIS to discover that it's photon reactive. Click on the Orb Holder between the two rightmost sickboy pods. Transmit the colour sequence found outside of Door D.

The Orb Holder will now open. Use the GRAPPLE-ARM to grab the Orb.

RETRIEVING THE CLAW

Spin to the left. Click on the spidery looking object on the long arm. You will approach it.

Follow these instructions:

1. Transmit a red MULTILIGHT colour.



Hexagon puzzle.



Sun puzzle.



Probee puzzle.



Rotating Shapes puzzle.

continued over >

- continued >
- This will cause the loser to lower.
 - Transmit a blue MULTILIGHT colour. This will cause the loser to morph.
 - You now need to make three cuts.
 - Transmit violet MULTILIGHT colour - cut #1
 - Transmit orange MULTILIGHT colour - cut #2
 - Transmit violet MULTILIGHT colour - cut #3



Reflection puzzle.

Transmitting a green will kill you so it's probably best not to.

After the third cut, the dead alien's claw will be cut off.

Click on the bottom of the video to return to the NAV. Spin to the right until you see the claw, and click on it. Use the GRAPPLE-ARM to pick it up. You will be returned to the Infirmary NAV.

If you already have the Orb, you won't be able to get the claw. You will need to come back and get it during the End Game.

The next cinematic will lead you out of the Infirmary and take you back to the Central Hub and over to Daer E.

DOOR E (GREEN DOOR)

When you approach Door E, you need to run on ANALYSIS which will tell you that the door is photon reactive. It will also say 'POSSIBLE LANGUAGE FOUND' so record a word far later use.

Use the MULTILIGHT and send the colour green. This will open to the Door E puzzle which is called the Light Reflection Puzzle.

REFLECTION PUZZLE

Solve this by connecting the beams from like to like colours, as in the picture.

The Krinn screws up the door and Tio and Zack became trapped, leaving you to open the door from the other side. First you must retrieve the Orb.

The cinematic drops you into a navigational movie. Spin about-face and click to go forward. Run on ANALYSIS to discover that it's photon reactive. You will come upon an Orb holder. Use the MULTILIGHT to transmit the correct colour sequence found on the outside of Door E.

The Orb holder will open, use the GRAPPLE-ARM to grab hold of it. You are returned to a navigational section. Spin about-face and click to go forward. You will be outside the entrance to The Moze.

THE MAZE

Here's how to get to the other side and open the door for Tio and Zock.

- Click to go forward. You have now entered the moze.
- Turn on the FLOODLIGHT.
- Go forward.
- Go forward.
- Turn left and go forward.
- Go forward, you will pass on upward ramp.
- Turn left and go forward.
- Turn left and go forward.
- Turn left and go forward.
- Turn right and go forward.
- Go forward.

You should now be in the hallway of Door E.

BACK TO MAZE ENTRANCE

There is a little hole in the wall, five chambers to the right of the NAV start point. Click on it to leave the Cryogenics Chamber.

- Go forward.
- Go forward.
- Turn right and go forward.
- Go forward.
- Go forward.
- Turn right and go forward.

You must now go back through the Moze to Door E corridor.

THE MAZE EASTER EGG

(OPTIONAL - CRYOGENICS CHAMBER)

This section is purely for show and to boost the egos of the programmers.

- Click to go forward. You have now entered the moze.
- Turn on the FLOODLIGHT.
- Go forward.
- Go forward.
- Turn left and go forward.
- Go forward, you will pass on upgrade.
- Turn left and go forward.
- Turn left and go forward.
- Turn left and go forward.
- Turn right and go forward.
- Go forward.

This brings you to the Cryogenics Chamber. Check out some really ugly people who have met an unfortunate fate.

In order of appearance (moving right) Mark Giombruno, Andy Murdock, Britton Peddie, Drew Vinciguerra, Bill Niemeyer, Eric Chodwick, Louro Hoinke Gody Choncellor, Steve Goeckler, Mike Larsen

ANOTHER EASTER EGG

There is a little hole in the wall, four chambers to the right of the NAV start

point. This will take you into another room filled with more ugly frozen people.

In order of appearance: Joy Fitt, Gustavo Ramirez, Marco Bertolda, Tim O'Meoro, John Evershed, Dove Felton Naah Kennedy, Thom Bishop, Bill Zelinsky, Kirsten Turrigiana, Jim Lively.

DOOR F (PURPLE DOOR)

When you approach Door F, you need to run on ANALYSIS which tells you that the door is photon reactive. It will also say 'POSSIBLE LANGUAGE FOUND.' Record a word as you will need it later.

Use the MULTILIGHT and send the colour purple. This will open to the Door F puzzle which is called Avoid the Triangles Puzzle.

AVOID THE TRIANGLES

It is a pseudo-naughts-and-crosses game where you play against the computer to create an unbroken loop of at least four pieces.

You will then enter the Seminary Ring. Run on ANALYSIS to discover that it's photon reactive. You can NAV around by clicking on the NAV indicators in the video window. Use the MULTILIGHT CONTROL to send a different coloured light to the plates. Certain colours will cause Frescos to appear on the plates. Each plate has two Frescos. Required colours will match the Fresco colour. Click on ANALYSIS to record a word that each Fresca represents. You will need some of these Fresca Wards later on, in the Chrysolis Chamber.

- Fresco #1a - Green
- Fresco #2a - Orange
- Fresco #3a - Green
- Fresco #4a - Red (for good ending)
- Fresco #5a - Red
- Fresco #6a - Blue
- Fresco #7a - Red
- Fresco #1b - Blue
- Fresco #2b - Red
- Fresco #3b - Green
- Fresco #4b - Yellow
- Fresco #5b - Yellow
- Fresco #6b - Blue
- Fresco #7b - Red

Exit the Fresca NAV from the plate which you entered.

Tio walks out onto an Orb platform. A force field traps her. Use the word recorded from Door F (it ends with a vertical line downwards) to turn off the force field and save the Inda-Chinese beauty. You have ten seconds to do this otherwise she will die on early death. The cinematic will lead you out back



into the Central Hub.

CENTRAL HUB

There are no interactivity points in the Central Hub.

If you have only found one Orb then the sequence plays "At least we have got this." If you've managed to find more than one, it plays "At least we have got these."

You must now return to the game and recover all the Orbs you missed. There are six in total.

END GAME

For all doors in the End Game, start at the Central Hub entry point.

The doors are laid out sequentially in a clockwise fashion, starting at Door A (Red) and proceeding to Door B (Yellow), Door C (Blue), Door D (Orange), Door E (Green), and Door F (Purple).

When returning from a Door in the End Game, you are always returned to the Central Hub looking towards Door A.

DOOR A RED GAME (RED DOOR)

Since you didn't have to open this door at the beginning, you must now solve the Door A puzzle.

When you approach Door A, run on ANALYSIS to discover that it is photon reactive. It will also say 'POSSIBLE LANGUAGE FOUND.' Record a word as you may need it later.

Use the MULTILIGHT CONTROL and send the colour red. This will open the Door A puzzle which is called the Rubik Hexagon Puzzle.

RUBIK HEXAGON PUZZLE

Rotate the groups of colours until the central pattern resembles that of the one in the top right of the screen, as shown in the picture.

The door will open and you will proceed down Corridor A into the Corridor NAV, where you may spin around 360° to observe the oreo. Proceed forward down the corridor to the Door A antechamber.

Spin to the right and click on the door with the dead alien. This will lead you into the Crew Quarters.

To find the Orb in the Crew Quarters: When the probe enters the Crew Quarters, it flies to the back chamber. Click forward to go to the front chamber. When you get there, spin 90° to your right where you will be

faced by four groups of pods. Click on the bottom right group (of three). The orb is in the upper left pod and is guarded by an alien. Click on the pod and be prepared to do battle with the alien, who will throw you to the back of the pod. Your loser will automatically become armed so slay the beast and use the GRAPPLE-ARM to grab the orb.

Exit the Crew Quarters by leaving through the door you entered. You are returned to the Door A antechamber. Spin 90° to the left. Click on the door (it is the one right before the one with the alien stuck in it).

You will travel down Corridor A into the Corridor NAV. You may spin around to observe the oreo. Click to go forward, and you will return to the Central Hub.

DOOR B END GAME (YELLOW DOOR)

Spin to the Yellow Door and click on it. Use the MULTILIGHT CONTROL to transmit yellow.

The door will open and you will proceed down Corridor B to the Corridor NAV. Proceed forward down the corridor to Door B antechamber.

Spin to the left and click on the door. This will lead you to the Environmental Control. Spin right, you will see an Orb holder. Run on ANALYSIS to discover that it's photon reactive. Click on the Orb holder. Transmit the language that you previously recorded outside the Yellow Door.

The Orb holder will open. Select GRAPPLE-ARM to retrieve the Orb. Click the bottom of the video to go back to the door entrance.

SIGHT SEEING TOUR

If you wish, you can go for a sight-seeing tour at this stage: Click on the door. You return to the Door B Antechamber. Spin to the left. Click on the door. You will proceed to the Engine Room.

Click to go forward. You will reach the far Hub of the Engine Room. You can spin around 360° to observe the oreo. Exit from where you entered.

You will return to the main Engine Room NAV. Spin right 120°. Click on the path. This will take you to a dead end. Spin around and exit from where you come. You will be returned to the main Engine Room NAV.

Click forward to leave the Engine Room. You will return to Door B antechamber.

Click to go forward through the door

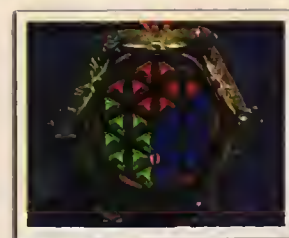
and down Corridor B.

You will reach Corridor B NAV. You may spin around 360° to observe the oreo. Click to go forward. You will be returned back to the Central Hub.

DOOR C END GAME (BLUE DOOR)

Spin right to the Blue Door and click on it. You will approach the door, use the MULTILIGHT CONTROL to transmit blue.

The door will open and you will proceed up the elevator shaft to the Meditation Chamber NAV. This NAV movie allows navigation around the statue in the Meditation Chamber. If you haven't already solved this section, look for the blue button in the centre of the statue's platform. Click on the MULTILIGHT CONTROL, any colour will work. A statue pod will fly out and morph into the Orbits Puzzle.



Rubik's puzzle.

ORBITS PUZZLE

To solve this, arrange the manoeuvrable planets so as to cause an eclipse on the unmanoeuvrable planet.

When you win the Orbits Puzzle, the sky will morph to a night-time scene with planets. This is a NAV movie which will let you NAV back and forth from the planets to the statue. To get the statue to release the hidden Orb, you must transmit the sequence as found outside the Blue Door.

The statue will release the Orb. Select GRAPPLE-ARM to retrieve the Orb and return to the Meditation Chamber NAV.

Spin around behind the statue until you can see the elevator shaft. Click on the hole. You will travel back down the elevator and back to the Central Hub.



Mistakes will be fatal...

DOOR D END GAME (ORANGE DOOR)

In Door D, there are two items to be retrieved - an Orb and an alien Claw. They can only be retrieved one at a time (the probe only has one GRAPPLE-ARM).

RETRIEVING THE ORB

Spin right four doors to the Orange Door, and click on it. You will approach the door, use the MULTILIGHT CONTROL to transmit Orange.

The door will open and you will proceed down Corridor D to the Corridor D NAV. You may spin around 360° to observe the oreo. Proceed forward down the corridor to the Infirmary.

In the Infirmary NAV movie, spin to



Ari tiptoes toward an Orb.

continued over >

continued >

the right. Click on the Orb holder (it is between the 2nd and 3rd leftmost sick-bay pads). Transmit the colour sequence originally found outside Oronge Daar.

The Orb holder will open. Use the GRAPPLE-ARM to grab the Orb. You are returned to the NAV.

RETRIEVING THE CLAW

If you already have the Orb, you won't be able to get the Claw.

But if you haven't, then spin to the left. Click on the spidery looking object on the long arm. You will approach it.

Follow these instructions:

1. Transmit a red MULTILIGHT colour. This will cause the laser to lower.
2. Transmit a blue MULTILIGHT colour. This will cause the laser to morph. You now need to make three cuts.
3. Transmit orange MULTILIGHT colour - cut #1
4. Transmit yellow MULTILIGHT colour - cut #2
5. Transmit purple MULTILIGHT colour - cut #3

Transmitting a green will kill you so it's probably best not to.

After the third cut, the dead alien's claw will be cut off.

Click on the bottom of the video to return to the NAV. Spin to the right until you see the claw, and click on it. Use the GRAPPLE-ARM to pick it up. You will be returned to the Infirmary NAV.

Click to go forward through the door and down Corridor D. You will reach Corridor D NAV and may spin around 360° to observe the area. Click to go forward. You will be returned to the Central Hub.

DOOR E END GAME (GREEN DOOR)

Spin right five doors to the Green Door and click on it. You will approach the door, use the MULTILIGHT CONTROL to transmit green.

The door will open and you will proceed down corridor E to the Corridor E NAV, where you may spin around 360° to observe the area. Proceed forward to the Form Area.

You will end up facing the entrance to The Moze. Spin about-face and go forward. You will come upon an Orb holder. Transmit the sequence found outside the Green Door.

The Orb holder will open, use the GRAPPLE-ARM to retrieve the Orb. You are returned to the Form Area NAV and will have to find your way back.

THE MAZE

Here's how to get to the other side and open the door for Tia and Zack.

1. Click to go forward. You have now entered the moze.
2. Turn on the FLOODLIGHT.
3. Go forward.
4. Go forward.
5. Turn left and go forward.
6. Go forward, you will pass on upgrade.
7. Turn left and go forward.
8. Turn left and go forward.
9. Turn left and go forward.
10. Turn right and go forward.
11. Go forward.

Turn left when you exit the Moze and you will find your way back to the Central Hub.

DOOR F END GAME (PURPLE DOOR)

In Door F there are no items to be retrieved - Tia gets the Orb in the cinematic. This door is used to review the Frescos. They are visual clues to solving the game.

Spin left one door to the Purple Door and click on it. You will approach the door, use the MULTILIGHT CONTROL to transmit purple.

The door will open and you will proceed down Corridor F to the Corridor F NAV. You may spin around 360° to observe the area. Proceed forward down the corridor to the Seminary.

Click on the door to the left. Enter the back chamber of the Seminary. Spin about-face. Go through the door and back to the main chamber of the Seminary. Spin to face the Frescos.

Click on the Fresca plate, you will now enter the Fresca NAV. Use the MULTILIGHT CONTROL to end a different coloured light to the plates. Certain colours will cause Frescas to appear on the plates. Each plate has two Frescas. Required colours will match the Fresca colour. Click an ANALYSIS to record a ward that each Fresca represents. You will need some of these Fresca Wards later on, in the Chrysalis Chamber. It is advisable not to record every single Fresca as your database will become full, causing problems later on.

- Fresco #1o - Green
- Fresco #2o - Orange
- Fresco #3o - Purple
- Fresco #4a - Red (for good ending)
- Fresco #5o - Red
- Fresco #6o - Orange
- Fresco #7o - Red
- Fresco #1b - Blue

- Fresco #2b - Red
- Fresco #3b - Blue
- Fresco #4b - Yellow
- Fresco #5b - Blue
- Fresco #6b - Yellow
- Fresco #7b - Yellow

Exit the Fresca NAV from the plate which you entered. Go forward through the door and down Corridor F into another NAV, where again you may spin around 360° to observe the area. Go forward to the Central Hub.

CHRYSLIS

Once you have found all six Orbs, some weird stuff happens. To progress, you need the Claw which, if you gave it to him, Zack discarded on the floor. Look around the Central Hub until you find it and pick it up with the GRAPPLE-ARM.

Tia and Zack go up the Central Hub chamber and the Chrysalis chamber.

You fly to the Priest. Analyse the alien and get two multi-light patterns.

The alien sees Tia and Zack and starts coming towards them. Send one of the Fresca Wards (Fresco #1) to communicate with the alien.

If you then send the correct Fresca Ward (Fresco #4), you'll get...

STAR TREK ENDING

The Alien puts up a force field that reduces the temperature. A second Fresca Ward needs to be sent to tell the Alien to protect the ship. If the wrong ward is sent, or none at all, then you fry in the burning Artemis and the game ends. If the correct Fresca Ward is sent then the hoppy cinematic plays.

ALIENS ENDING

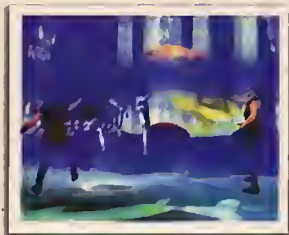
If the incorrect Fresca Word is sent to the alien, or nothing sent at all, then it attacks. A battle begins and the Priest must be killed. If it is not killed then the game ends.

If the Priest is killed then the Queen comes out of the shell and begins to attack. You have to lower the light beams so that the alien can be killed. This is done by transmitting the MULTILIGHT sequence obtained from the Priest. If it isn't transmitted, everyone dies.

If it is transmitted then the Queen is killed and you must solve the final Navigation Puzzle in order to navigate the ship away from the sun. If the puzzle is solved then the ship moves away from the sun and the game ends. Otherwise, everyone dies a tragic death. □ sww



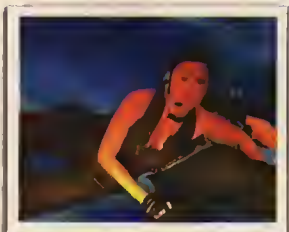
Saving patterns is crucial.



A forcefield could save you.



The Queen emerges...



but things are going wrong.

Interactive

Correspondence from around the world concerning the wonderful world of 3DO

I recently wrote a letter to you praising your magazine, which I have been an avid reader of since issue one, and which has been of an extremely high standard until now. The rather insubstantial issue 10 is, however, an extremely disappointing effort on your part. 1) I would have thought that the justification for going monthly would have been that there was sufficient material to support a full size magazine each month; but you have already reduced the size of your magazine from 68 pages (in issue 1-9) to 36 pages in issue 10 to allow you to publish on a monthly basis. In addition, four game reviews in one issue would not seem to justify monthly publishing. The primary 'justification' to readers for us going monthly was that was what they wanted. We received constant complaints from people that two months was too long to wait for information on their games system, the latest news, reviews etc, which is quite obvious. The main reason we didn't go monthly was that arranging demos would be a huge problem - and as it turns out it's worse than we expected.

The reason we had to go monthly was economics. A bimonthly magazine has, obviously, twice the per issue overhead costs (staffing, rent, computers etc.) as a monthly one. When the 3DO market began to decline, Paragon could no longer justify supporting these costs. Initially, we expected to maintain the magazine's size when it went monthly, and even added an expensive jewel-box case to increase the quality feel - issue 8 was intended to be the first monthly issue. Unfortunately, after Xmas many companies switched their focus to PlayStation, GoldStar pulled out of the console market, Panasonic and Studio 3DO cut back their European offices... and overall advertising revenue practically vanished.

2) I also note that the cover price remains at £5.99; so you are therefore charging £12 for what was previously available at £6 by putting two issues what was previously in one bimonthly issue. Doubling the cost for the same output? Is inflation that rampant? Or do the words 'rip-off' spring to mind.

The main economic benefit of doubling the frequency of the magazine is the halving of per issue overheads. The actual size of the magazine is determined by the amount of advertising we attract per issue. It's doubtful we could afford to do 3DO Magazine bimonthly now. If we did, it would be 36 pages every two months rather than, as now, 36 pages per

month.

On the subject of rip-offs, apart from a special offer in issue one, the subscription price of 12 issues has been £45 ever since. Since pagination began to decline, we've added freebies, such as a joypad or Studio 3DO game, to compensate for the decline in pagination. We're also offering games to our subscribers at rock bottom prices - with minimal profit margin. For subscribers, we think the value-for-money is acceptable. News-stand prices, where distributors and newsagents take half the revenue, are really beyond our control.

3) Next point: the cover disc - okay, so your first choice wasn't available - but how about something new, as opposed to what was previously supplied with issue 2. Or in extreme circumstances, no cover disc and a drop in price?

Snowjob was axed because of the casts of BBFC certification. US Gold simply refused to authorise a Johnny Bozookatone demo. 3DO Decothian was massively delayed. Interplay refused permission for their demos. And so on. This issue we were confident of US Gold's Olympic Games, before that too got delayed. We are trying... Also, there are a lot of new 3DO owners attracted by the lower price who have asked to see the old demos.

4) One final point - just to be pedantic - you printed a letter which had already appeared in a previous issue. Perhaps you should consider reprinting M Cattel's letter for a 3rd consecutive month as I doubt that you will be receiving too many complimentary letters from long-time readers regarding issue 10.

Each issue, there are one or two letters typed up but which we don't have space for. These are put in a computer file and used next month with new letters. Mr Cattel's was mistakenly put in this file. Sorry for that, but as I hope the letters below make clear we do still have readers eager to stay with us.

5) You have something of a captive market for 3DO owners in desperate need of a good magazine, but I'm sure if issue 10 is the shape of things to come, there will be a lot of un-renewed subscriptions and many copies of 3DO Magazine sitting unsold on the shelf.

The gap between 3DO 1 and M2 is proving a lot bigger than many people expected. Despite the extreme economic harshness of the European 3DO scene, we want to continue producing the magazine and take it through to M2. As long as our subscribers support us, we'll try our best to do stick with it. There's a lot more to say about 3DO 1 - especially for new owners

eager to catch up on those brilliant backcatalog games - and each issue brings forward more exciting M2 news. There's undoubtedly no format more packed with potential and true next generation gaming than Matsushita's 64bit monster. It would be a pity if people didn't stay with us until then. Yours hoping that issue 10 was an isolated case. Neil Armstrong, Tanbridge, Kent.

Firstly I would like to say how much I enjoyed your recent issue. It makes a pleasant change to see a magazine supporting the 3DO rather than berating it. I have only had mine for a month and I am very pleased with it. My friend and I were totally gabsmacked when we played Space Hulk for the first time. My friend bought one the following day and his friend shortly thereafter. So we are having a bit of a 3DO revival here in Darlington, it's a pity I'm not an commissioner!

One of the reasons I was writing was I have heard about a few problems with the GoldStar machines, is this true? I have had problems with Space Hulk locking up but I thought the program was faulty. Also, what view do you take on the second-hand games market. I have to admit I have bought one myself (Shack Wave), but I am concerned by how many shops do sell them. How do you view the situation, is it cause for concern or not? Richard Farrell, Darlington.

Welcome to the club! There's a huge array of excellent games for you to catch up with and, what's more, not only are plenty of them available second-hand but new games are available on special offer (such as our subscribers' deal, for example). Given the global market superconsoles must serve, I do not think sales in the UK will have any effect on the production of 3DO software. The GoldStar machine is fully compatible with old 3DO games, NTSC imports as well as UK PAL games, but can be glitchy on Space Hulk. Some readers have asked EA to exchange the game (see below), while others have found using the cheat ABRACADABRA on the main hallway screen gets around most problems. (D=Down, R=Right, A=A, etc.). Remember to hold down Right Shift while inputting the cheat, which brings up a comprehensive menu.

I'm writing to you as I'm the proud owner of a brand-spanking new FZ-10. I decided it was time to upgrade from my trusty Amiga 600. The system came with FIFA Soccer and StarBlade, to which I've

added Theme Park, Road Rash, Space Hulk, ShockWave and Alane In The Dark, all of which are excellent titles.

With my impressive array of titles, I invited some of my old Amiga pals around to see what they think and they all now want one. We all agreed that the price/performance and 64bit future is a far better deal than the Saturn and PlayStation, despite having slightly superior capabilities and some very sexy games.

As I'm new to the scene, I naturally have a few questions, forgive me if they've been asked a thousand times before.

1) Do you know what CD+G discs are available and where you can get them from?

CD+G discs, essentially music discs with data encoded to allow crude Teletext-type graphics and sometimes lyrics to be displayed on a TV have not been a great success. I seem to remember one of Lou Reed's CDs a few years back had CD+G, but overall the system has sunk without a trace. Have any readers any experience of it?

2) Is there a 3DO VideoCD upgrade like the CDi? Only in Japan - plans to release such a system here were scrapped when M2 was announced, as it has VideoCD compatibility included for free.

3) Do you need a special camera and film to obtain PhotoCD, and how expensive is it all?

PhotoCD is a Kodak-developed process for putting family snaps on a CD, for slideshow-type presentation on your TV. While dedicated players cost several hundred pounds, the 3DO multiplayer includes it as standard - complete with whizzy zoom and rotate actions. The cost of putting snaps on CD involves £5 for the CD and a per image price of about £1, declining to roughly 70p for 40 or more images. The process works off normal film negatives and is available in most towns through Kodak-supported developers. That's all my queries over with, I look forward to knowing the answers and to the next issue. Thanks! Jeremy Marrs, Isle Of Wight.

I have been reading your magazine since issue three and I think it is great. I am one of the few people that think that your rating system is spot on, as it is true that people have different opinions on games.

I bought the Need For Speed over a year ago and it is still my number two game, just behind Slam 'N Jam '95, and although it is very easy to win the hook just doesn't go away!

Please address all mail to:

3DO Interactive
Paragon Publishing,
Paragon House,
St. Peter's Raad
Baurnemauth BH11 2JS
or Fax us on 01202 299955
or e-mail us at:
<http://www.paragon.co.uk/3do>.

I would like to introduce myself, I am a lucky man. I've had 'em all, the last one to be draped over my desk was a little beige number with keys in all the right places. Before her I've been seen playing with sexy black ones and mucky white and grey also.

16, 32, 64 - I don't care, when I was younger I even used the 8's, but they don't chew the bit any more. My passion was aiming high, she was grey with a flat round top, I'd seen the adverts begging me to play with her. I entered the shop ready to part with my money. But wait, what's this silver grey number on the bottom shelf. "A lat cheaper," I say to the man on my right. He counters with "Yes, but old, sir." I question him about saving myself, his smile drops whilst mentioning another wad of money needed on the younger model.

"I like my playthings imparted sometimes," I say. This time his smile smashes as it hits the floor. I pay my money, and with the money I've saved, I buy safe things for my new girls to ware. Yes, I am a happy man.

Seriously, it's cheaper, it's got some save game RAM, you don't need an adapter for imparts or more pads. It's got a book catalog of two years. The software's cheaper and better. Need I say more? Sega, Sony, go on holiday, 3DO and M2 are back in town. Me, I'm off to marry my console!

Vaughan Jackson, Doncaster.

Erh...

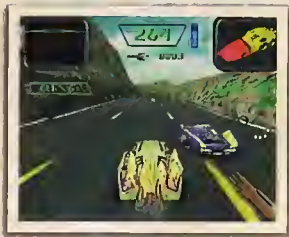


3DO 10. A touch too much?

continued over >

letters

continued >

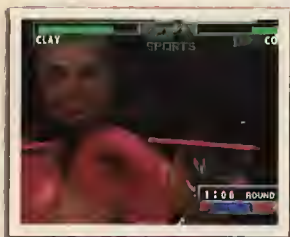


The aged but fun *Crosh 'N' Burn*, the 3DO's elusive (in the UK) launch title

Greetings from across the pond! I am a 3DO gamer from America (Pennsylvania to be precise). Due to the lack of QUALITY 3DO publications in the U.S., I was forced to search elsewhere for a magazine with the same love and respect for the 3DO system as I do. I heard of your publication on the Internet, so I called and subscribed. What a great magazine!! It's everything that magazines in the U.S. are not. I get all the latest news and reviews for the greatest interactive player on the planet.

In the Interactive section of issue #8, an individual wrote of the cost for 3DO Magazine being too high. That may be so, however I have to pay, not only for the magazine, but also air mail in order to receive it! And it's worth every penny (or, in your case, every quid). Well, I guess that's all I have to say. If any of your readers wish to talk 3DO American-style, feel free to e-mail me! I am always up for talking with fellow 3DO gamers.

Dan Bender,
benderd@cobc.com.



Stuart Marshall extends his respect to Electronic Arts for *Foes Of Ali*.



M2 Racing: All change. See Stuart C.

1) On the subject of racing games, I have heard of a shoot-'em-up racer called *Crosh 'N' Burn* which has been compared to the likes of *WipeOut*. If it's such a good game, why wasn't it released in this country? I have been contemplating whether to buy it on import but I don't know how badly it will letter-box on my PAL system.

Crosh 'N' Burn still crops up on internet newsgroups as a fun blast from the past. The FMV acting was notoriously poor, but playability was good with plenty of challenge, stunning visuals and awesome weapons.

The game was actually written alongside the 3DO OS, which was occasionally reworked to suit the game - since it was the pack-in title, the machine itself couldn't ship until *Crosh 'N' Burn* was complete. Unsurprisingly some short-cuts were taken in the game programming - which made it incompatible with PAL machines (it tends to lock-up during races) and even some of the newer NTSC machines.

2) On *Killing Time*, I cannot find the flamethrower. Where is it? Also, on some of the screenshots of *Killing Time* there was a weapon apparently not in the game. It seems to be a rod with a couple of rings on the end. What was it? Why can't you save the game on the ottic levels of *Killing Time*?

The flamethrower can be found in the sewers, bear right in the courtyard to find the sewer's entrance. We've never seen any wand weapon ourselves, although the Victorian-style flamethrower does look a little like a wand. As for the lack of a save, that kicks in just at the game's final stages - which I find amazing you've reached without collecting the flamethrower!

3) I have noticed that the games *Power Slide* and *Dino Park Tycoon* have been withdrawn from your Coming Soon list. Will they still be released?

Dino Park Tycoon has been released in America, but as a weak edutainment clone of *Theme Park* it's unlikely to appear in the UK. *Power Slide* has been cancelled on a variety of platforms. Keep up the good work and I look forward to your next issue.

Luke Martin, Surrey.

I would like to thank Electronic Arts for their help concerning *Space Hulk*, as I own a GoldStar machine and found the game to be incompatible. They let me exchange it for another title, so I chose *Foes Of Ali*. I can't believe you only gave it four stars. I think it deserves at least seven stars (and I don't care if you only give games five stars!). To tell you the truth, it made me decide to put off selling my 3DO for a while. Why don't companies see the true power of the 3DO console and release more games for it. Games like *The Need For Speed* and *Foes Of Ali* prove the 3DO is better than the PlayStation, so what's the problem?

What we do need is a game like *Sega Rally* (thanks a lot Elite for dropping *Powerslide*, you really are not smart!), along with a *Virtua Fighter*-type game (*Ali* shows the 3DO is copable, its graphics are much better than *Tekken*), and a

decent *Virtua Cop*-style game (that will support the Game Gun on PAL televisions). Do I sound like a Saturn fan? Well, can I help it if it beats the 3DO for new games, and the PlayStation at everything?

NHL postponed until the summer? How about a decent basketball game, say *NBA Live '96*. *Slam 'N' Jam* was awful, and Acclaim couldn't release a good game if they were held at gunpoint and made to play *Demolition Man* all day!

Listen to me now. Quiet! Pay attention, I will this only as many times as it takes to get you to stop mentioning M2 when someone asks if such and such game will be released. Nobody owns an M2 yet. Most people haven't even seen one before. It is not due out here for another 27 years, so you have been warned.

Why are the texture-mapped walls in *PO'ed* so appalling? Your demo features some of the worst texture-mapping I have ever seen! From a distance it is bearable, but up close, the walls disintegrate into blobs and float about. Also, the weapons in the game are mostly all useless. I must say I was extremely disappointed with the demo of *PO'ed*, while it does become entertaining after a few goes (after the shock of the crop graphics!), it does look extremely amateur. I for one will not buy it.

Losily, I think all 3DO-supporting companies should start to advertise the 3DO console in public. It is still not too late for the 3DO to make a come-back. The only reason I was going to sell my 3DO was that I was scared I was going to be left with a useless console, like the CD32 or Jaguar, and the M2 odd-one for the GoldStar machine looked doubtful. Let's start a 3DO revival campaign! Now!

Stuart Marshall, Fife.

Need For Speed, *Foes Of Ali* and *StarFighter* prove that the 3DO system is fully capable of competing with rival consoles and, indeed, its games seem better targeted for the more mature buyer. A year ago, a £199 3DO would've been regarded as a sure-fire hit. Today, it's regarded sceptically by those who know about it - mainly early adopter game fanatics eagerly awaiting N64 and M2 - while the mass market which would most appreciate such a value-for-money machine (and its superlative back catalog of games) are largely ignorant of it. Although 3DO has enjoyed substantial success in America and, particularly, Japan, in Europe the system seems to have become the ultimate cult machine - fiercely loved by its owners, a mystery to everyone else.

On the subject of new games, we'd love to say *Powerslide* hadn't been cancelled and *Worgods* was for 3DO 1, not M2, but it's simply not the case. For games developers, 3DO's toughest competition isn't PlayStation but M2. The brilliantly designed devkit, firmly built on the user-friendly 3DO I system, means games begun for 3DO 1 - such as *Descent*, *Disruptor 7* etc. - are easily switched to M2. Questions about this or that game for 3DO 1 inevitably turn to M2 as

that's where so many of them are moving. After all, early rumours suggested M2 might ship as early as last Xmas. In our opinion, we can only take it as a positive sign that so many people share our faith in M2, which will after all be offered as an upgrade to existing 3DO 1 owners.

On the subject of *PO'ed*, there are some graphical glitches but overall the graphics are quite amazing with some truly alien landscapes and creatures. Moreover, *PO'ed* gives a full six degrees of movements and a huge variety of stunning weapons. If you've the patience for such a tough, demanding and, yes, occasionally glitchy game it more than rewards you. *PO'ed* also happens to be an example of that dying breed - a small, start-up developer. The scarcity of such programmers nowadays is a reflection of the costs of 32bit games development in time, people and devkits - and, as you paint out, peoples' expectations of games are rising all the time...

Hello. Just thought I'd drop you a line as a happy, contented and well adjusted 3DO owner. Living in a world of headless chickensque fellow owners I feel I must speak out as a voice of calm and reason. I'm happy with my 3DO. I love my 3DO. I would not change my 3DO for another console type thingummy, like a Pl... (censored due to blasphemous nature.)

What we must realise is that our little darling is two years older than its fellow consoles. We've had a good run guys and gals and we should be proud of ourselves. We've suffered through bad press, poor release times lack of advertising and we're winning through. Everyone attacks 3DO Magazine for citing the two letters M2 in reply to all criticisms, but I feel I have to agree with all you at the magazine. 3DO mark one was really almost a "worm up" for all those at 3DO. We all know that they had started on M2 as 3DO 1 was released. Now, do I hear cries of "we've been used!" "practise run!" Calm ye gentlefolk. Look at it this way. We got great games first, and we got them before the other consoles were even around. Now we are seeing ports of 3DO games appearing on the Pl... in vastly inferior form to our own. We also have the satisfaction to know that without our support in sticking with 3DO, there would not be any 3DO M2 around to knock the socks off the competition. No customers means no cash and that is more equivalent to go to jail than pass go. One quote here "M2 looks like the first console to live up to its hype" and that from an industry expert (I forget the name.) Quit complaining. Stiff upper lip eh? Sa there.

davepeto@etoncomp.demon.co.uk

I am a keen next generation gamer and previous owner of a Sony PlayStation which I sold roughly one week after experiencing the stunned disbelief which 3DO's M2 demo inflicted upon all who saw it. So in anticipation of what should be an incredible piece

of kit, I want to ask for your best guesses in response to the questions which everybody wants to know and nobody wants to answer.

1) When will M2 hit Japan, the USA and the UK? M2 is currently scheduled for Christmas in Japan, Spring America and Autumn in Europe. The NTSC Japanese upgrade may, however, be compatible with UK systems.

2) Could those ace demos featured in issue 5 run on a real M2 on the fly with or without game code and, if so, could it run Model 1 games with graphics of this quality? According to 3DO, the games were based around M2's real capabilities which are significantly superior to Sega's Model One arcade board.

3) When Hugh Morin says on upgraded (arcade spec) M2 is only 30% more powerful than Sega Model 2 is he just comparing raw polygon counts, or allowing for the greater range of effects in M2?

The main factor in the claim seems to be processing power and polygon count. Remember, David Jones of DMA Design estimated a standard home console M2 had superior overall performance to Sega's Model 2.

4) With M2 delayed, will Matsushita be taking advantage of next generation components, incorporating a PPC604 as the CPU for example?

The PowerPC 602 CPU was designed specifically for relatively low-cost consumer items and further modified to suit M2. The 604 is designed for desktop computers and would not be appropriate for M2. However, as reported last issue Matsushita are considering putting a second 602 into the M2 console, along with other tweaks including possibly increasing its SDRAM memory - which would have a huge impact on its performance.

5) Why have M2's performance claims dropped to 500,000 polygons. Previously it was 700,000. Has M2 not achieved its original spec or is this simply a refreshing honesty being shown by Mr Howkins.

As far as we're aware, the official specs for M2 remain one million polygons per second (incidentally the same count as for Sega's Model 3 board) and 750,000 with all effects utilised. Some developers have claimed actual performance is dropping below these claims, but Matsushita are investigating ways to get around this, such as the second CPU.

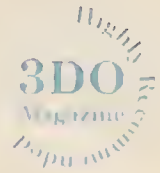
6) Is M2 Racing, the stunning hovercar demo from the E3 show, going to be the very first game for M2?

The hovercars have been replaced by BMWs and Ferrari's, but the renamed *IMSA Racing* is already looking very impressive in Studio 3DO's offices and should indeed be one of the first M2 releases. We can't wait! I challenge you to answer all the questions!

Stuart C., Milton Keynes.

3DO Magazine

Software Directory



The essential update to every review from 3DO Magazine

3D ATLAS

Electronic Arts, TBA
A huge geographical, political and environmental guide to planet earth, this uses excellent stock footage, good 3D graphics routines and brilliantly edited news sequences to seduce almost anyone into enjoying a traditionally dull subject. Even the inevitable quiz show game is fun. Overall, excellent entertainment.
issue 2, Rating: ****

ALONE IN THE DARK
Infogrames, £39.99

Multiple camera angles, haunting polygon graphics and a Voodoo inspired storyline make this an incredibly intimate and atmospheric adventure. Originally released on the PC in '93, it still looks pretty amazing and although it uses a lot of NVRAM, is well worth a look.
issue 1, Rating: ****

ALONE IN THE DARK 2
Infogrames, £39.99

A considerable advance over the original in terms of graphics, violence and size, but slowdown makes a very tough game even more demanding. Newcomers should definitely start with the original, but both games demand almost all the 3DO's NVRAM.
issue B, Rating: ****

ANOTHER WORLD
Interplay, £39.99

Originally an Amiga game, this was a welcome twist on the platform genre. Ratscaped sprites and stylish cut sequences achieved a uniquely cinematic feel. The 3DO version doesn't temper with the game's fundamentals, but adds 256 colours to freshen up the visuals.
issue 1, Rating: ***

BALLZ
BMG, £39.99

While the fighters are made of just a few

CH Products' 3DO FlightStick Pro uses analog technology, so that the further, and faster you move the stick, the faster the game response. It also includes an additional, 'hat' four-way switch which is often very useful for games with lots of controls. The FlightStick is pricey, its RRP is £89.95, but check out small ads for special deals. Flight games, in particular, are transformed in feel and controllability with it.

The joystick will not work with games not coded for it, but most software houses support it now. Below is the current list of compatible games: *BladeForce, Flying Nightmares, Killing Time, MegaRace, Need For Speed, Operation JumpGate, PO'ed, Rebel Assault, Return Fire, Scramble Cabra, Shock Wave, Star Fighter, VR Stalker, Super Wing Commander, WCIII.*



balls, they turn out to be brilliantly animated characters. Combat is in full 3D with plenty of imaginative moves. Although not as precise or satisfying as *SFII*, it's highly original, very playable and quite hilarious.
issue 6, Rating: ***

BATTLE CHESS
Krisalis, £39.99

A worthy attempt to make chess exciting for beginners, its 3D graphics aren't as flash or funny as they might be. However there's an impressive chess engine under the hood while a 2D board is a model of clarity and simplicity.
issue 1, Rating: **

BATTLESPORT
Studia 3DO, £49.99

Quite simply one of the best two-player games ever. The splitscreen action is blisteringly fast, with masses of weaponry and power-ups adding plenty of spice to 3D, goal-scoring action. 50+ levels and tough, varied opponents mean one-player action is brilliant too. The prospect of an M2 sequel is awesome...
issue 6, Rating: *****

BC RACERS
GoldStar/Gametek, £39.99

A prehistoric race game in every sense of the word. A multitude of tracks, a splitscreen two-player mode and twee cartoon graphics can't disguise appalling playability.
issue 9, Rating: *

BLADEFORCE
Studia 3DO, £44.99

A bravura demonstration of fast, detailed 3D in which the environment is the star. Huge, fabulously detailed, heavily defended landscapes provide a considerable challenge with each level taking about an hour to complete. One for hardened, tactically-minded blast-'em-up fans.
issue 7, Rating: ****

BRAINDEAD 13
Entertainment International, £44.99

Three CDs are jam-packed with gabsmacking cartoon graphics in an extremely funny and challenging FMV extravaganza. Older players will soon tire of its limitations, but youngsters will love the graphics and the non-linear gameplay is surprisingly sophisticated for this genre.
issue 9, Rating: **

BURNING SOLDIER
Panasonic, £39.99

This follows where *Microcosm* and *Novostarm* trailblazed, with interactive spaces overlaid on an uninteractive, pre-rendered backdrop. Naturally that makes for linear gameplay, but manga-esque graphics and a simultaneous two-player mode provide limited compensation.
issue 1, Rating: **

CANNON FODDER
Virgin, £44.99

The sprites may be liny, but there's a huge

number of levels and gameplay is incredibly addictive with masses of enemies, buildings and vehicles to destroy. Somewhat similar to *Return Fire*, it has a superior structure (more challenge) but sadly there's no two-player mode.
issue 3, Rating: ****

CAPTAIN QUAZAR
Studia 3DO, £49.99

An incredibly fun, cartoon-styled mega-blast. One or two heroes must shoot their way through to capture three crimelords, each with their own personal planet consisting of huge, sprawling isometric levels. Absolutely everything can be blown to pieces with more mind-boggling explosions than a Warner Bros cartoon.
issue 6, Rating: *****

CRIME PATROL*
American Laser Games

The *Mad Dog II* formula is successfully applied to the considerably more violent scenario of modern day America. The sleazy strip joint scene is a PG classic, while gameplay is tough but fair.
issue 3, Rating: ****

CYBERIA
Interplay, £39.99

You play superspy Zak in a varied and ambitious FMV package including plenty of arcade action and brainteasing puzzles. Well presented with excellent music from Thomas Dalby, but ultimately rather repetitive and frustrating.
issue 9, Rating: **

D
Panasonic, £39.99

A young woman arrives in Los Angeles to find a hospital massacre somehow connected to her father. Cut to a spooky house complete with chained up skeleton and ghoulish traps. The challenge may not be enormous in this two CD adventure, but the letterboxed FMV features some of the most stylish pre-rendered graphics yet seen. The sense of atmosphere is brilliantly conveyed and the puzzling gameplay is highly involving.
3DO Gold, Rating: ****

DAEDALUS ENCOUNTER, THE
Panasonic, £49.99

This four CD epic looks better than most Hollywood sci-fi movies with stunning sets, special effects and mega-babe Tia. Cleverly integrated into this FMV epic are a series of logic puzzles - disguised as alien door locks, system repairs etc. - which really get the old grey matter working. If you like that sort of thing, you'll love this and, even if you don't, the slick presentation and excellent control interface could well convert you.
issue 5, Rating: ****

DEATHKEEP
SSI/Mindscape, £39.99

The 3D is some of the most sophisticated and fast yet seen in a Doom-style game, but this *Slayer* sequel doesn't make things

easy for you. It takes time to figure out the sprawling 3D mazes with no autopop, especially as you must also fight lots of very tough, very vicious monsters. Magical effects, including the ability to fly and light-sourced fireballs, are highlights for those who persist in this intelligent, very demanding game.
issue 8, Rating: ****

DEFCON 5

GoldStar/Gametek, £39.99
Despite the (okayish) Doom appearance, this is a strictly cerebral affair, with you trapped on a deserted moonbase charged with defending the complex (and yourself) from a vicious alien assault. The atmosphere is spot on and whilst interfacing with the base's defence and repair systems is initially confusing, perseverance is well rewarded.
issue 10, Rating: ****

DEMOLITION MAN*
Virgin, £49.99

This is a glorious showcase bath for the technical capabilities of the 3DO (great FMV, glorious presentation) and the growing clout of videogames (the movie crew actually shot extra scenes for it). Gameplay is a clever mix of genres with beat-'em-up, Doom, car racing and even Op Wolf-style blasting. It makes for a very playable package with a tough challenge.
issue 2, Rating: ****

DOOM
Art Data Interactive, £39.99

A classic of run-and-shoot action is marred by slowdown and a poor save system. Veterans of the PC version won't find much to enjoy, but newcomers will find the supremely addictive gameplay still survives despite the problems. Worth a look.
issue B, Rating: **

DRAGON LORE
Mindscape, £39.99

Mirprisingly atmospheric and enjoyable fantasy adventure. The FMV is crisp and sharp, featuring all manner of bizarre dragons, knights and monsters, while interaction is varied and imaginative - even including fun swordfights. The plot is ultimately linear and the puzzles often obscure, but it's an epic of its kind.
issue 9, Rating: ****

DRAGON'S LAIR
Elite, £39.99

More of a cartoon than a game, Sullivan Bluth's arcade classic wows those who watch the game, but frustrates those who are actually playing it. Gameplay is restricted to pressing the correct button at exactly the right time. This gets very tedious very quickly.
issue 1, Rating: **

DRUG WARS*

American Laser Games, £44.99
The most lavishly produced ALG game yet with car crashes, exploding boats and even a runaway bus. Varied locations



BattleSport, Studia 3DO



Captain Quazar, Studia 3DO



FIFA International Soccer, EA



Game Guru, Studia 3DO

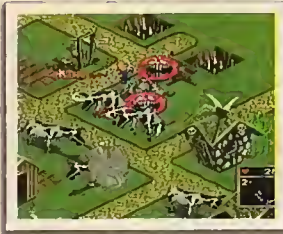


Gex, Crystal Dynamics

continued over >

directory

continued >

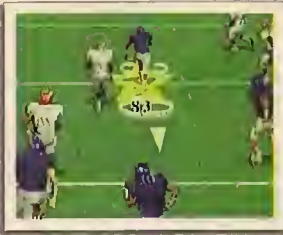


The Horde, Crystal Dynamics

include a small Southern town, Chicago and South America. The sense of humour is still going strong, but there's no new gameplay elements and the difficulty level is the fiercest yet.
issue 7, Rating: ★★ ★★

ESCAPE FROM MONSTER MANOR
Electronic Arts, £39.99

Developed in an amazing four months, this early Doom clone has some neat tricks with translucent sprites, gorgeous texture maps and spooky sound effects. The atmosphere of a haunted house are there, but gameplay is rather ghostly.
issue 1, Rating: ★★ ★



John Madden Football, EA

FAMILY FEUD
Gometek, £39.99

The American inspiration for Family Fortunes, this suffers from culturally specific questions you're unlikely to know the answers to, a lousy control interface and poor, minimally animated graphics. In the shadow of Twisted, Station Invasion and Zhadnost this is a very small thing indeed.
issue 2, Rating: ★

FIFA INTERNATIONAL SOCCER
Electronic Arts, £44.99

The most stylish and visually impressive soccer game ever. From the superb FMV intro, spliced with in-game action scenes hardly distinguishable from real-life, to the multitude of camera angles, slow motion controls and sound FX, FIFA International is a game that looks good enough to eat. A six-player mode is ideal party fun.
issue 1, Rating: ★★ ★★ ★★



Killing Time, Studio 3DO

FLASHBACK
US Gold, £44.99

As with its *Another World* prequel, Flashback's highly stylised, rotoscoped Amiga graphics and elegant gameplay have adapted easily to numerous formats. The 3DO version adds 256 colours, better sound and enhanced, 3D Studio cut sequences. The excellent platforming puzzles are as absorbing as ever.
issue 4, Rating: ★★ ★

FLYING NIGHTMARES
Studio 3DO, £44.99

The first superconsole flight sim really does allow you to soar on your 3DO. The sensation of flight is impressively conveyed, especially with a Flightstick Pro joystick, while the Horrier jumpjet is fully capable of all its famous hovering stunts. The actual game revolves around a three-day campaign to liberate the island of Barcala, a task comprising over 30 different missions – most with primary and secondary targets. There's a strong sense of atmosphere and the gruelling nature of modern air combat will appeal to anyone seeking a challenge, although the graphics are disappointing.
issue 5, Rating: ★★ ★★



The Need For Speed, EA

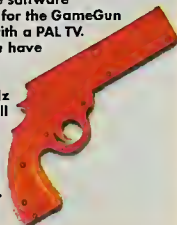
FOES OF AU
Electronic Arts, £44.99

The best boxing sim on any superconsole in terms of depth, atmosphere, range of punches and realistic graphics – individual



PGA Tour Golf, EA

The ALG GameGun is compatible with both NTSC and PAL systems, but only works with games which support it (indicated with 'G'). As yet, none of these games include the software necessary for the GameGun to work with a PAL TV. Unless you have an NTSC machine and a 60Hz TV, you will not be able to use a GameGun with them.



PO'ed, Studio 3DO

boxers can be recognised from their faces, which are slowly turned into bloody mush as fights progress. While demanding of newcomers to the sport, fans will find this absolutely unmissable.
issue 8, Rating: ★★ ★★

GAME GURU
Studio 3DO, £19.99

The Guru comes with a built-in library of cheats for 39 games, allows you to input new cheat codes printed by us among others and even create your own codes using a hex editor. Also included is a brilliant compression routine to squish save slots down by up to 300%. Although it can only work with games which use the 3DO's NVRAM save system, at the price it's an absolute bargain.
issue 11, Rating: ★★ ★★ ★★

GEX
BMG, £46.95

The 3DO's Sonic or Maria with bells on, Gex redefines the platform genre in 32bit, postmodern guise. The central Gecko sprite (rendered with over 450 frames of Silican Graphic animation) can cling to just about anything; use his tail as a whip and collect power-ups with a long gelatinous tongue. Five big and varied worlds provide a reasonable challenge, while non-stop quips voiced by Dana Gould make this fun even for those who thought they'd outgrown the platforming genre.
issue 3, Rating: ★★ ★★ ★★

GRIDDERS
The 3DO Company, £39.99

This challenging puzzler was designed around the 3DO chipset with its intricate puzzles rendered in full 3D. 36 torturous levels provide a big challenge that will seduce many puzzlers.
issue 1, Rating: ★★ ★

HELL
Gometek, £44.99

The scenario is an inspired blend of medieval demanology and hi-tech cyberpunk, with the voices of Dennis Hopper, Groce Jones and Stephanie Seymour (who also appears in digitised form) add star appeal. The gameplay isn't so hot, revolving around too many lang-winded conversations that get irksome, but great visuals and a mature, adult oriented approach provide some recompense in this provocative adventure.
issue 5, Rating: ★★ ★

HORDE, THE
Crystal Dynamics, £39.99

A brilliantly original game designed for the 3DO system, this seamlessly merges hilarious FMV, intense arcade action and thoughtful strategy into an utterly irresistible package. In the game you play Chauncey, a young knight charged with protecting various villages (and villagers) against the superbly greedy Hordlings. You must speedily organise village defenses – and finances – before quarterly attacks by the loony-toon-style Hordlings. Chasing after them with a huge sword is brilliant fun, while interlevel FMV is exceptionally witty with a great pay-off right at the end. It's what your 3DO was made for!
issue 1, Rating: ★★ ★★ ★★

ICEBREAKER
Panasonic, £39.99

Graphics are hardly stunning and scrolling is less than smooth, but this stylishly bizarre blast-'em-up is still good fun. 150 levels, 18 background tunes and abstract, pyramid graphics make it a unique, challenging experience.
issue 6, Rating: ★★ ★★

IMMERCENARY
Electronic Arts, £44.99

Despite an innovative visual style, this

novel Doom variant fails to live up to its promise. The control interface is poor, weapons unexciting and 3D surroundings repetitive. Persevere and the game can become addictive but, sadly, the more progress you make, the easier it becomes. With some restructuring this could have been special – instead of a cult oddity.
issue 4, Rating: ★★ ★

INCREDIBLE MACHINE, THE
Sierra, £39.99

A compelling collection of puzzles, which although unenhanced for the 3DO, remains as much fun as it ever was on the PC. Building the eponymous machines requires manipulating a wide range of bizarre objects to wondrous effect. A superb learning curve makes play utterly addictive, and the ability to design and build your own puzzles to fox a friend makes this a highly rewarding package.
issue 2, Rating: ★★ ★★

IRON ANGEL OF THE APOCALYPSE
Panasonic, £39.99

A bizarre, Japanese Doom variant, this titillates with its fantastic FMV intro, only to implode with a poorly programmed, dingy exploration game. A wasted opportunity.
issue 2, Rating: ★★

JAMMIT
BMG, £39.99

A lazy conversion by GTE of an ancient MegaDrive one-on-one (or two) basketball game. Despite the general ineptitude of the coding and lame animation, this still has some merits in two-player mode, with the simplistic format providing furiously competitive play. Hardly essential, but pretty good fun in short bursts.
issue 2, Rating: ★★

JOHN MADDEN FOOTBALL
Electronic Arts, £39.99

Arguably the best American Football game on any format ever. EA's masterpiece merges together incredibly detailed, beautifully animated sprites, stereo sound, slick FMV and sublime gameplay. It also comes with a plethora of options allowing the complete beginner and football pro alike the perfect level of competition. Brilliant in one player mode, unmissable in two, this is an unbelievably impressive product.
issue 1, Rating: ★★ ★★ ★★

JOHNNY BAZOOKATONE
US Gold, £39.99

Despite some occasionally inspired visuals, the 3D modelled graphics being reminiscent (though inferior) to Nintendo's *Donkey Kong Country*, Johnny is plagued with irritating faults and downright poor game design. Despite nods to *Mario* and *Sonic*, Johnny is too hard and flawed to offer a simple high from the joy of playing, but if you've played Gex to death, finished *Phoenix 3* and really need a platformer, you may glean some masochistic pleasure.
issue 10, Rating: ★★

KILLING TIME
Studio 3DO, £44.99

An inspired riff on the Doom genre which has you exploring a huge haunted house pocked with all manner of zombies. The soundtrack is brilliant – genuinely spine tingling – while the graphics are unbelievably realistic. The framerate does suffer some slowdown, but imaginative puzzles and a for more realistic environment, allowing you to choose your own route through the house, more than makes up. Simply unmissable.
issue 7, Rating: ★★ ★★ ★★

KINGDOM: THE FAR REACHES
Interplay, £39.99

An ancient Laserdisc title is unceremoniously resurrected for 3DO with little success. While the cartoony graphics and intriguing

adventuring gameplay will please youngsters, the tendency for sudden, unfair deaths will soon turn them off.
issue 6, Rating: ★★

LAST BOUNTY HUNTER (THE)
ALG, £39.99

Another GameGun title and it's back to the Old West, tracking down baddies and admiring the ladies of the night. This suffers from a severe lack of ambition after the high budget *Space Pirates*, and despite amusing 'ironic' acting and plenty of action, the formulae seems tired. Again, joyplay is impossible and FMV coding is poor, bringing the genre to an anti-climatic close.
issue 11, Rating: ★★ ★

LOST EDEN
Virgin, £34.99

An imaginative, B-movie plot about dinosaurs and humans co-existing allows for some nice FMV visuals, while music is excellent. Adventuring gameplay isn't quite so hot, but not bad for the price.
issue 6, Rating: ★★ ★

LOST FILES OF SHERLOCK
HOLMES, THE

Electronic Arts, £39.99
One of the first 'multimedia' releases to appear on the PC, this now seems well past its retirement date. Tiny FMV windows interrupt rather than complement the adventuring, while the plot is distinctly linear. It'll take time to solve it all, but overall most people will wish the files had remained 'lost' on 3DO.
issue 1, Rating: ★★

MAD DOG MCCREE*
American Laser Games, £44.99

While a big hit in the arcades, subsequent games have made the original appear rather small and linear – especially for home use. ALG have plenty of superior sequels to consider first.
issue 3, Rating: ★★

MAD DOG MCCREE II: THE LOST GOLD*
American Laser Games, £44.99

A huge leap over the original *Mad Dog* introducing a branching structure within a considerably bigger and, for its type, more sophisticated game. The Wild West scenario allows for plenty of laughs.
issue 3, Rating: ★★ ★

MAZER

American Laser Games, TBA
A nice idea – *Countlet* with bigger, digitised sprites – but fatally flawed by appalling gameplay and minuscule levels. Depressingly poor.
issue 6, Rating: ★

MEGARACE
Mindscape, £39.99

Originally a heavily hyped PC CD-ROM title, this has been cleverly reworked for 3DO. Both in-game and TV-style FMV presentation is far more colourful and impressive. Sadly, actual gameplay is a lot less flashy and ultimately repetitive.
issue 1, Rating: ★★ ★

MYST

Panasonic, £39.99
A huge hit on the PC, the near photorealistic imagery generated an alarmingly convincing alternate world of IQ-straining puzzles and an intricate storyline. The 3DO version retains all the gameplay and much of the atmosphere, but joypad control and TV-style resolution do blur some of its appeal. Still, if you're the quiet, patient type you might get swept up by this mood peice.
issue 3, Rating: ★★ ★★

NEED FOR SPEED, THE
Electronic Arts, £44.99

Superb graphics, fantastic Dolby audio,

eight of the world's most exciting supercars, three absolutely huge routes to race on, an unbelievably comprehensive replay mode, jaw-droppingly spectacular crashes, a smarmy opponent, lots of speed cops and, of course, the most realistic car handling ever in a videogame. Take the time to get into it, and you'll be rewarded with one of the very best games ever.

issue 1, Rating: ★★★★★

NIGHT TRAP

Virgin, £39.99

Oh dear. Originally developed for the MegaCD, *Nighttrap* is a sad little exploitation title that goes for the adolescent audience by offering the player the chance to view semi-clad girls running about a besieged house. The FMV is of a high standard – much better than the acting – and presentation is slick, but it matters little when gameplay's dire.

issue 1, Rating: ★

OFF-WORLD INTERCEPTOR

Crystal Dynamics, £39.99

A virtuoso display of the 3DO's chipset in action with stunning 3D, texture-mapped landscapes, masses of explosions, nippy rival cars and enemy gunfire. A fast, frantic shoot-'em-up cum race game it's okay in one-player mode (lack of a save game is frustrating), fun in two.

issue 1, Rating: ★★★★★

OPERATION JUMPGATE

Electronic Arts, £29.99

A five mission expansion disc to *Shock Wave*, this offers more dramatic (hillier) terrain and new, much tougher enemies. Presentation is, again, marvellous and the Dolby surround sound is excellent.

issue 2, Rating: ★★

PANZER GENERAL

Mindscape, £39.99

This amazingly comprehensive strategy game offers you the chance to lead German forces from the 1939 blitzkrieg of Poland to an invasion of America in 1945... if you're good enough. The manual offers a very useful guide to the first scenario, allowing even beginners to get hooked, but the overall depth, scale and drab graphics make this ultimately far enthusiasts.

issue 6, Rating: ★★★★★

PATAANK

Crystal Dynamics, £39.99

Instead of the conventional top down view of a pinball table, *P.F. Magic* actually place the camera behind the pinball. Stick with it and the game begins to make some sort of (weird) sense. Instead of having flippers your 'craft' has a supply of velocity which you must use to guide it around, hitting power-ups and bonuses as you go. Odd, but strangely enjoyable.

issue 1, Rating: ★★

PEBBLE BEACH GOLF

Panasonic, £39.99

Although there's only one course and the controls aren't as sophisticated as US Gold's *World Cup* release, the slickly digitised graphics and user-friendly controls make this a very enjoyable experience. In Japan and America, the same game engine has been reused for *Waialae Country Club Golf* and *Wicked 18* – which really is wickedly hard!

Rating: ★★★★★

PERFECT GENERAL, THE

Kirin Entertainment, £39.99

Despite offering a more basic introduction to the strategy war game than *Mindscape's Panzer General*, ultra-poor graphics, all-time low FMV actors and a truly awful control system will entice few wargaming novices. It all looks and plays like a (bad) B-bit game, and probably shouldn't have

been released at all. As for the 'banus' game, it seems little more than a programmer's lunch time doodle.

issue 10, Rating: ★★

PGA TOUR GOLF

Electronic Arts, £44.99
Turn down the detail level and a rather sluggish golf sim turns into an amazingly addictive and engrossing experience. Three courses – one more than the PlayStation version – an excellent multi-player option and a wide-range of computer players ensure massive lastability.

issue 9, Rating: ★★★★★

PHOENIX 3

Studia 3DO, £44.99

A stylish FMV mini-movie runs throughout the game, providing the link between ultra-violent, blood-splattered platforming action and intense 3D space combat. Both games are very professionally executed and the overall package is highly entertaining.

issue 7, Rating: ★★★★★

PO'ED

Studia 3DO, £44.99
25 levels of Doom-style action, only instead of cramped corridors the action takes place in huge, open landscapes which you can fly around using a jetpack. The graphics are beautifully alien, combat is intense and the upgrade weapons – including a powerdrill and remote-control missile – are utterly awesome. All in all one of the most original and exciting 3DO releases for some time with a truly tough challenge.

issue 7, Rating: ★★★★★

POWERS KINGDOM

Panasonic, £39.99

A very Japanese RPG which boasts some impressively cinematic effects. There's a large variety of totally bizarre creatures, lots of imaginative weapons and some odd landscapes with plenty of good, tactical combat. Over the longer term it does become repetitive, but it's still worth a look.

issue 1, Rating: ★★★

PRIMAL RAGE

GaldStor/Gometek, £39.99

A very impressive conversion of an average coin-op. The control system is awkward, but beat-'em-up fans will enjoy the challenge with tons of moves, sub-games and secrets.

issue 9, Rating: ★★

PSYCHIC DETECTIVE

Electronic Arts, £49.99

Imagine a noir, B-movie for late night TV revolving around a bizarre, psychic conspiracy with unexplicit, but still unsettling undertones of violence and dysfunctional sex. You play Eric Fox, the eponymous detective who can leap into other people's heads and observe what's happening from their perspective. This is a novel, highly ambitious adventure which uses 3 CDs worth of FMV in technically groundbreaking fashion. Recommended for adventurous adventurers.

issue 7, Rating: ★★★★★

PUZLE BOBBLE

Panasonic, £29.99

The hit Nea-Gea coin-op has been substantially enhanced for 3DO with more varied and challenging one-player modes. However, the main appeal of this colourful, *Tetris*-style game is still an unbelievably addictive two-player mode. Brilliant fun.

issue 7, Rating: ★★★★★

QUARANTINE

Gametek £44.99

'Doom in a car' is a superb concept, the FMV intro is great and even the gameplay is initially absorbing. Unfortunately, an indistinct soundtrack and dire graphics dull the promise, relegating *Quarantine* to the

'missed opportunity' category. Hopefully *Road Warrior* will improve things.

issue 4, Rating: ★★

QUARTERBACK ATTACK

Digital Pictures, £44.99

A first-person FMV perspective on the ultra-violent world of American football. It conveys the bone-shaking impact of the sport with some panache, but gameplay is only briefly diverting.

issue 9, Rating: ★★

REAL PINBALL

Panasonic, £39.99
More conventional than *Pataank*, *Real Pinball* adopts a top-down, slightly tilted perspective. Sadly, indistinct graphics and a ball which moves as if it's encased in treacle ruins playability. Complete rubbish.

issue 1, Rating: ★

REBEL ASSAULT

Electronic Arts, £44.99

This made a big impact on PC CD-ROM with its innovative variety of FMV blowing action skillfully mixed in with Star Wars film clips. The 3DO version looks and plays exactly the same which, when you consider the system's far superior FMV capabilities, is something of a disaster. After the razor-sharp FMV of *Demolition Man* or *Starblade*, the limited colours and frequent blackness of the imagery just isn't on. Even fans should be disappointed by this shoddy release.

issue 2, Rating: ★★

RETURN FIRE

The 3DO Compo, £49.99
A sequel to the Amiga hit *Fire Power*, this retains the basic structure but adds in superb Dolby sound, beautifully detailed 3D graphics with intelligent panning and zooming, more levels, more everything basically. Your objective is to capture your enemy's flag from heavily fortified defenses. To do this you have a stock of tanks, helicopters, jeeps and APVs, all with unique handling, weapons and abilities. One player mode is great fun – although the challenge isn't huge – but two-player mode is excellent.

issue 2, Rating: ★★★★★

RETURN FIRE: MAPS OF DEATH

Studia 3DO, £24.99

While there's no new graphics, masses of redesigned levels provide a considerably tougher and wittier challenge in both one or two-player mode. But remember, to get this 'nice price' data disc to work you need save games from the original!

issue B, Rating: ★★★★★

RISE OF THE ROBOTS

Art Data Interactive, £44.99
Rise Of The Robots may be no match for *Super Street Fighter 2* in respect of its combat engine (you can't even jump over your opponent!), but its visuals are truly next generation stuff – if you're shallow enough to care about such things.

issue 1, Rating: ★★

ROAD RASH

Electronic Arts, £44.99
Quite simply one of the best games ever, this unbelievable 3DO spectacular rebuilds the classic Mega Drive game from the ground up. FMV reward, intro and game over clips are superb with music from bands such as *Therapy?* and *Swervedriver*, but the game itself is the real star. The racing action starts fast and frantic – and then keeps accelerating. Speeding through a city centre with pedestrians, oncoming traffic, pursuing cops and live other bikes swarming about, their riders trying to punch your face in, is really rather exciting. If you've got a 3DO system, then you must have this stunning title.

issue 1, Rating: ★★★★★

SAMURAI SHODOWN

Crystal Dynamics, £39.99

Samurai Showdown is widely regarded as the best beat-'em-up available on the saturated Nea Gea market. Huge, colourful, brilliantly animated sprites, richly detailed backdrops and twelve very different characters to choose from make the game an immensely rewarding experience. It may not be quite as fast as *SSFIX*, nor quite so sophisticated, but its bald characters, superbly varied backdrops and imaginative use of weapons put it just beneath its better known peer and a sure-fire hit for beat-'em-up addicts.

issue 1, Rating: ★★★★★

SCRAMBLE COBRA

Panasonic, £39.95

Ten missions pit a single helicopter gunship against tanks, jets and even aircraft carriers. Graphics are subtle and effective, while gameplay is fun albeit overly easy on the lowest skill setting. It lacks the variety and challenge of *Shock Wave*, but is more tactically minded and has a neat surprise ending.

issue 6, Rating: ★★★★★

SEWER SHARK

Virgin, £39.99

With *Blade Runner's* FX which John Dykstra as director, this is perhaps Digital Pictures' slickest FMV effort yet. Gameplay is limited, but the shoot-'em-up action is at least fast and quite demanding. Fun for a while, but success rests on a memorising repetitive enemy attacks and route junctions.

issue 1, Rating: ★★

SHANGHAI TRIPLE THREAT

Activision, £39.99

Activision have enjoyed considerable success with their previous console *Shanghai* titles, due both to the ingenious, simplicity of play itself (match tiles as quickly as possible to clear the table) and the delightful banus of simultaneous two-player games to up the ante. The lack of enhancements on 3DO is forgivable, given the difficulty of tampering with classic game formats, and the game variations make this a good package that will satisfy most puzzlers whilst confusing everyone else.

issue 2, Rating: ★★

SHOCK WAVE

Electronic Arts, £39.99

This features some of the most impressive presentation around with a superbly realised *War of the Worlds* scenario. As you progress through the game's ten missions, the FMV footage carries the plot on with truly cinematic panache. In-game 3D graphics are great too, with plenty of speed, variety and slick texture maps while sound is in Dolby. The only drawback is that the sheer size of the levels can make dying a very frustrating experience. Still, if you've the determination this has plenty to reward you. And when you complete it, the *Operation JumpGate* mission disk is even tougher.

issue 1, Rating: ★★

SHOCK WAVE II: BEYOND THE JUMP GATE

Electronic Arts, £44.99

State-of-the-art presentation rivals a top movie for visual style and story, but is so skillfully interwoven into gameplay even FMV critics can't complain. Gameplay isn't that big an advance over the original, but a more varied challenge – with a hovercraft and fixed gun emplacement joining the original's fighter – and seeing the epic ending make it hard to resist.

issue B, Rating: ★★★★★

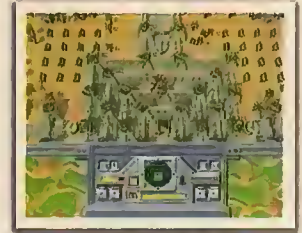
SLAM 'N JAM '95

Electronic Arts £49.99

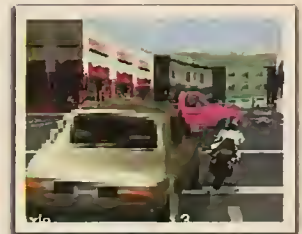
Watch open-mouthed as distinctly individual players leap, shoot and slam dunk before you in a bravura display of pro-



Puzzle Babble, Panasonic



Return Fire, Studio 3DO



Road Rash, EA



Samurai Shodown, Crystal Dynamics



Slam 'n' Jam '95, Crystal Dynamics



Space Hulk, EA

continued over >

directory

continued >



StarFighter, Studio 3DO



Striker, Panasonic



Super Street Fighter II X, Panasonic



Theme Park, EA



Virtual Stadium Baseball, EA



Wing Commander III, EA

programming muscle and graphic artistry. Incredibly, gameplay is equally impressive making this a supremely addictive experience in one or two player mode. Realistic beyond belief - with a non-stop narration from CNN's Von Earl Wright and plenty of play options and stats - this joins *Striker* and *John Madden* in the elite of sporting simulations. **issue 4, Rating: ★★★★★**

SLAYER
SSI/Lion Entertainment, £39.99
Slayer uses a slick *Doom*-style first person perspective for a more arcade feel than most RPGs, but there's still plenty of puzzles and puzzles to keep the tactically minded occupied. Its sequel, *DeathKeep*, is even more impressive. **issue 1, Rating: ★★★★★**

SNOWJOB
Studio 3DO, £39.99
Whilst the plot-line isn't as unsettling or risqué as it promises, there's no doubt that *SnowJob* is a thoroughly absorbing, original title. The 360° wraparound locations, which can be zoomed and panned at will are truly breathtaking. There's a breathtaking array of surveillance equipment to utilise, computers to hack into and even a game of *Break Out* to play with. Strip-joints, arcades and bars provide a zesty backdrop for your adventure, while Troy Scoggins is truly excellent as Assistant DA and lust object Laura Colabreze. Recommended for adventurers open to something a little different. **issue 10, Rating: ★★★★★**

SOCCER KID
Krisolis, £39.99
Although only marginally improved over its Amiga parent, this is still worth a look since the original was so good. The eponymous hero not only runs and jumps with the best of his peers, but can also use his ball as a springboard to reach otherwise inaccessible places, collect power-ups and even cannon opponents. It takes times to master all these skills, but it's well worth it with plenty of world locations to explore. Great fun. **issue 1, Rating: ★★★★★**

SPACE HULK
Electronic Arts, £44.99
This takes an absolutely stunning, *Doom*-style perspective and combines it with an in-depth tactical combat sim and a superb, Warhammer 40,000 scenario. The atmosphere is incredibly involving, putting Aliens to shame for sheer terror, while action is both incredibly frantic and tactically demanding. Simply superb and quite unmissable. **issue 5, Rating: ★★★★★**

STARBLADE
Panasonic, £49.99
This stylish shoot-'em-up was a huge hit in the arcades: stunning FMV backdrops are cleverly integrated with realtime generated polygons to superb effect. As well as the original arcade style graphics, the 3DO version even offers an enhanced mode which features stunning texture maps, creating a fabulous package. A spectacular experience, especially on a huge TV. **issue 2, Rating: ★★★★★**

STAR CONTROL II
Crystal Dynamics, £39.99
Star Control was originally released in the ascetic days of 8-bit games and its conversion to the 3DO does little to enhance the generic look. Sprites are blobby and backdrops unremarkable, with only new alien graphics and sampled speech hinting at 32bit potential. Still, the underlying structure of a huge, open-ended strategy cum exploration cum arcade game is as intriguing as ever. The two-player blast-

'em-up mode is good fun too. **issue 1, Rating: ★★★★★**

STAR FIGHTER
Studio 3DO, £44.99
An utterly awesome 3D blast-'em-up cum futuristic combat sim. There are some 60 missions in all, a huge range of firepower including everything from homing missiles to a whip laser, a massive array of enemies including huge spacestations, aircraft carriers and space cruisers, plus wing men for multi-aircraft attacks. All this, in an amazing 3D environment where you can zoom from skimming over the waves right up to the stratosphere. One of the best games yet seen on the 3DO console. **issue 7, Rating: ★★★★★**

STATION INVASION
The 3DO Company, TBA
Expanding on the successful style developed in the brilliant *Twisted*, Studio 3DO have created a completely wacky FMV extravaganza, with a TV station over run by kids providing the infrastructure on which several enjoyable puzzle and quiz games are hung. An edutainment product for younger players, this is brilliantly executed, with amusing spoof spoofs and TV shows offered as reward for winning points, all packaged with consummate skill. **issue 2, Rating: ★★★★★**

STRIKER - WORLD CUP SPECIAL
Panasonic, £39.99
While *Striker's* FMV presentation isn't up to EA standards, in-game the tables are reversed with more controllable sprites, faster action and some of the most dazzling animation ever seen. If you can do without the six-player option and all those camera angles, this offers an exceptionally competitive game. The banus of an indoor arena for frenetic, referee free action adds immeasurably to the value for money. **issue 3, Rating: ★★★★★**

SUPER STREET FIGHTER II X
Panasonic, £60
Capcom's *Street Fighter 2* sold more Super Nintendos than any other game. A sophisticated combat engine allowed for more moves, countermoves and even counter-counter moves than had previously been imagined. Its depth is unrivalled in this genre - we've been playing various versions in the office for years and the arcade perfect 3DO version is by far the best yet. Despite a variety of imitations, this is by far and away the very best combat game available on the 3DO, providing more than enough entertainment for anyone. **issue 1, Rating: ★★★★★**

SUPER WING COMMANDER
Electronic Arts, £39.99
Origin totally rewrote the PC original for this stunning 3DO debut. Besides superbly drawn static screens and great FMV, in-game graphics have been marvellously spruced up. With a strong overall narrative, changing according to mission performance, this is an exceptionally engrossing experience. The only drawback is that the sophisticated 3D combat system and intense missions make few concessions for beginners, but perseverance pays off. **issue 1, Rating: ★★★★★**

SUPREME WARRIOR
Acclaim £44.99
Determined to build on the limited success of their FMV dominated titles *Sewer Shark* and *Night Trap*, Digital Pictures here take on the beat-'em-up genre. Using an omniscient first-person perspective, it asks you to thwack a host of fighters into submission across lavishly dressed Chinese sets. The production values are really excellent and the skillful editing of short sequences into seamless, lengthy fights impressive, but it all goes wrong with ineffectual moves

and sluggish controls, rendering the game an intriguing curiosity unlikely to seduce beat-'em-up fans. **issue 4, Rating: ★★★★★**

SYNDICATE
Electronic Arts, £49.99
A seductive blend of ultra violence, brooding visuals and genuinely absorbing game design, this Amiga classic has been a hit on almost every format. An utterly engrossing strategy/arcade game, it has you raising taxes and funding weapons R&D between arcade combat missions set in isometric 3D cities. Superbly varied missions involve assassinating crime lords, abducting political prisoners and much more as you pursue world domination in this terrifically absorbing game. Great action, fiendish missions and *Blade Runner*-inspired surroundings make this a genuine classic of software history. **issue 4, Rating: ★★★★★**

THEME PARK
Electronic Arts, £34.99
Bullfrog's brilliantly addictive sim is set within the crazy world of Disney and Alton Towers. The player has complete control over a mass of variables, all intricately and intelligently linked - put on ice cream vendor too close to a ride, for example, and you'll have kids throwing up everywhere. A compulsive game, this will appeal to 3DO system players who want a little more than just fast, photon spitting sprites from their games. It requires plenty of save memory though! **issue 1, Rating: ★★★★★**

TOTAL ECUPSE
Crystal Dynamics, £39.99
One of the first games to really show off the 3DO chipset, this demanding 3D blast-'em-up features a great rock soundtrack, masses of action and absolutely gorgeous texture mopped landscapes. It's an incredibly intense experience, but the lack of a save game on a huge, 20 level blaster can be irksome. Check out our play guide in 3DO Magazine Gold. **issue 1, Rating: ★★★★★**

TRIP 'D
Panasonic, £39.99
While poor in conventional, *Tetris* mode this semi-clone is good fun in splitscreen, competitive mode against either the computer or (especially) another player. There's plenty of special features which allow you sabotage your opponent, and this certainly adds to a fun package. **issue 6, Rating: ★★★★★**

TWISTED
Electronic Arts, £39.99
One of the most innovative and intriguing 3DO games yet, *Twisted* uses the system's FMV capabilities to produce the world's first true multimedia gameshow. The basic objective is for you, and up to three friends, to get to the top of a spiralling staircase, tackling mental puzzles and general knowledge tests on the way. EA have included various difficulty settings so that both the adult and the child can be catered for simultaneously. Bizarre, innovative and good fun. **issue 1, Rating: ★★★★★**

VIRTUAL STADIUM PROFESSIONAL BASEBALL
Electronic Arts, TBA, Impart
Developed by Extended Play, the team behind *FIFA*, this slick take on America's favourite sport is enormous fun, with bags of (real Japanese) teams, practice and tournament options plus the level of polish you'd expect from EA Sports. Despite the Japanese language, it's dead easy to pick up and rates as a classic two-player game for sports fans. **issue 11, Rating: ★★★★★**

VIRTUOSO Elite, £44.99
Originally designed as a vehicle for a digitised rock star, *Elite* ultimately failed to land a celebrity - or even any decent gameplay, come to that. The various levels have some neat ideas, but it's all far too slow and dull. **issue 2, Rating: ★★★★★**

VR STALKER
BMG, £39.99
This sits awkwardly between *Shock Wave* and *Flying Nightmares*, lacking the stunning arcade visuals of the former, while falling equally short on the realism stakes compared to the latter. **issue 5, Rating: ★★★★★**

WAY OF THE WARRIOR
Interplay, £39.99
Whilst the extravagant, baldly digitised characters inspire excitement, play reveals a relatively weak *Mortal Kombat* clone. A hard rock soundtrack blossoms along with the action, and some of the backdrop designs are extraordinary, but close quarter combat is difficult to master. Flawed fun, this has provoked heated debate amongst the 3DO fraternity. We stand by our review, but many rave over this noisy beat-'em-up so genre fans should check it out for themselves. **issue 1, Rating: ★★★★★**

WING COMMANDER III
Electronic Arts £44.99
The *Wing Commander* series has long been a flag-bearer for the power of PC CD-ROM gaming and its arrival on 3DO is a major event. Unlike lesser companies, Origin have totally rewrote the game with excellent texture maps (16bit colour as opposed to 8bit) and CD Dolby Surround Sound rather than mono Soundblaster audio - not to mention ultra fast-loading, superb FMV and on impressively faster fps rate. Taking up no less than four CDs, this is a truly epic game with plenty of sophisticated 3D combat to master alongside the storied story-line featuring Mark Hamill and Malcolm MacDowell. **issue 4, Rating: ★★★★★**

WOLFENSTEIN
Interplay, £39.99
While this *Doom* prequel now looks dated, the sheer speed and ferocity of the action provides some recompense. Gameplay is simplistic, but compulsive and includes the PC mission disk levels to double up the challenge. Bashing Hiller and his chums is still very good fun and fans of the genre should get plenty of kicks. **issue 7, Rating: ★★★★★**

WORLD CUP GOLF
US Gold, £39.99
The digitised graphics are drab, the controls are sluggish and the much vaunted FMV clips of your tee-offs don't really work. That there's just one course doesn't help matters either, but the degree of control available over the ball is impressive, as are the enormous array of play options and tournament styles. Unlikely to seduce novices, but offering a level of realism attractive to pros. **issue 1, Rating: ★★★★★**

ZHADNOST: THE PEOPLE'S PARTY
Studio 3DO, £34.99
A quiz game for 2-4 players, both your mates and the family will enjoy its wacky FMV and bizarre puzzles. The prequel, *Twisted*, has a more fun atmosphere, but this is cheaper and its puzzles have two-players competing simultaneously. The presentation is up to Studio 3DO's usual high standards making for a fun party around your 3DO. **issue 5, Rating: ★★★★★**

Coming Soon

There's something for everyone with these upcoming 32bit titles and M2 games...

ACCLAIM

Maximum Surge

A past-apocalypse, FMV shoot-'em-up starring (hurrah!) Yasmin Bleeth of Baywatch fame. [Saan]

Slam City With Scattie Pippin

Another interactive movie produced in conjunction with Digital Pictures, this one has a basketball theme. [Saan]

AMERICAN LASER GAMES

Fast Draw Shawdown

None of this silly scenario stuff, just straightforward fast draw action with speed and accuracy being essential. [November]

Madisan High

ALG's first title to be released for their new 'Her Interactive' division. [TBA]

McKenzie & Ca

Yet more rapid-fire action. [Saan]

OrbAtak

An original, non-FMV game developed for the arcades using 3DO 1 technology. A home port should, therefore, be arcade perfect! [TBA]

Shaotout At Old Tucson

Speaks for itself really! [Saan]

ART DATA INTERACTIVE

Chess Wars

A *Battle Chess* for the 32-bit generation, this grafts live-action footage onto an advanced chess engine. Scripted by Paul Caaper, the winner of three Emmys, and costing so far half a million dollars to produce, this should be fun. [TBA]

Daam II: Hell On Earth

Wark has already begun on this much anticipated sequel. [TBA]

BMG

Loadstar

A stunning looking FMV blaster using similar technology to *Novastorm*. [Soon.]

Cadillacs & Dinosaurs

A conversion of the cartoon-styled coin-op set 600 years in the future. [Saan.]

Wingnut

A bizarre, humorous WWI airborne ramp which includes such oddities as flying caws! [TBA]

CAPCOM

Mega Man X3

One of videogaming's most popular and prolific heroes is set to make his 3DO debut with this much anticipated platformer. [TBA]

ELECTRONIC ARTS

Shredfest

Developed by Raad Rash's Mankey Daa team, this will be awesome.

Besides three types of speed races, there are three trick events and two bonus games. [TBA]

Wing Commander IV

Mork Hamill and the rest of the crew return for an even more extravagant installment of the epic space opera. [TBA]

ELITE

OnSide

A comprehensive faatie sim including a running commentary and management sim. [TBA]

GOLDSTAR

Firewall

A cyberpunk, cyberspace arcade game which pits you against an AI core.

Action sequences include a 3D flight-combat sequence over Chino. [TBA]

Fire Wolves

Yet another mystery project. What is it about GoldStar and fire? [TBA]

INFOGRAMES

Alone In The Dark 3

The final installment of this popular series. This time set in the Wild West (in a ghost town no less). [1996]

INTERPLAY

Caesar's World Of Gambling

The casino that the emperor plays host to games of chance. [TBA]

Casper

An action-strategy game based upon the Spielberg produced film of the classic cartoon. [TBA]

Waterworld

The world's most expensive movie, starring Kevin Costner, is turned into a videogame. [TBA]

JVC

Deadly Skies

An *Afterburner*-style shoot-'em-up. [TBA]

Varuna's Forces

Sci-fi action game which has you piloting a drapship through turbulent planetary atmospheres, then leading a squad of soldiers in tactical Daam-style action. [TBA]

PANASONIC

BIOS Fear

An ecologically minded strategy game with the player in charge of preserving Earth's last resources. [Saan]

C-Runner

An ambitious road racer with a variety of cars and tracks to offer. [Saan]

Cyberdilla

A wacky send-up of the Daam craze with a cybernetic ormodilla armed with a plunger as the hero! [Saan]

Fun 'n' Games

An add-ball compilation of classics, allegedly. [Saan]

Isis

A puzzle-packed, *Myst*-style adventure only with more animation. [TBA]

Lucienne's Quest

A huge Japanese RPG currently being translated into English. [Saan]

Ultimate Martial Kombat III

MKII's hugely popular mix of gore, digitised graphics and sophisticated combat moves is updated with a total of 14 characters plus animal transformations, even more moves and plenty more to woo beat-'em-up addicts. [August '96]

PONY CANYON

FIGP

An officially endorsed, Japanese F1



Madison High, ALG



LoadStar, BMG



Wingnut, BMG

continued over >

preview

continued > racing sim. [TBA]

RUNANDGUN!, INC

Duellin' Fireman

A spectacular looking 50:50 mix of arcade action and interactive movie, it's described as an action adventure comedy with plenty of energy and set in weird, mutated environment. Should be good fun. [Soon]



OnSide, Elite



Firewall, GoldStar

STUDIO 3DO

3DO Baseball

Undoubted by EA's imminent Virtual Stadium release 3DO are hard of work with their own sim. [TBA]

3DO Decathlon

Up to eight players can compete simultaneously, while real-time 3D athletes are animated using motion capture. The events are 100m Dash, Long Jump, Shot Put, High Jump, 400m Run,

Discus, 110m Hurdles, Pole Vault, Javelin and 1500m Run. [Early '96]

US GOLD

Olympic Basketball

America's Dream Team is likely to be pick of the bunch in this eagerly anticipated title. [Early '96]

Olympic Soccer

Silicon Dreams believes they can beat FIFA Soccer and their game engine is already very slick. [June '96]

Olympic Games: Track & Field

15 events will test your thumbs to blister-paint with button-bashing frenzies such as the high jump, triple jump and 100 metres. Excellent fencing and pistol-shooting events provide some respite, but the main draw is getting lots of friends round and hommering them into the ground with the finger-crunching swimming. [July '96]

World Cup Golf: Professional Edition
US Gold's well received golf sim spawns an even tougher sequel. [Soon]

VIRGIN

Creature Shock

An imaginatively varied, science fiction themed FMV blast-'em-up with alternating tunnel and shoot-'em-up sequences. [Imminent]

11th Hour

The sequel to the million selling CD-ROM extravaganza, 7th Guest. Release (on the PC) has been put back several times now which suggests that Virgin want it to be something rather special when it's released later this year. A CD-streamed adventure with a horrific bent. 11th Hour will have either a 15 or 18 certificate. [TBA] □ ssw

3DO Magazine

M2

AMERICAN LASER GAMES

Shining Sword

A fantasy-themed project with an RPG element. Best of all, it's said to be in full 3D. 'Unknown Title'

ALG have gone on record to say they have another M2 game in development.

BULLFROG Magic Carpet II

A novel shoot-'em-up.

CRYSTAL DYNAMICS Race Game

Despite falling out with 3DO in early '95, Crystal are now widely believed to be back on board with this much anticipated M2 project.

ELECTRONIC ARTS John Madden '96

Unconfirmed as yet, but regarded as almost certain, a sequel to the sports classic.

Road Rash

Work is rumoured to be well under way on this eagerly anticipated mego-game.

INTERPLAY Descent

Doom with a spaceship rather than a shotgun armed

psycho. It's likely to be significantly enhanced over the over-rated PC game.

Clayfighter III

Likely to be one of the first M2 releases, this should take beat-'em-up claymotion action to new heights.

Iron Blood.

This is an intriguing project by Take 2, the development team behind Hell: A Cyberpunk Adventure.

VR Sports

This isn't a game but a new Interplay brand-name for a series of sports sims which will be appearing on M2.

Games so far announced include American Football, Baseball, Golf and Soccer.

KONAMI

The alliance with MEI over M2 coin-ops should ensure some awesome conversions to the home console.

SPECTRUM HOLOBYTE Top Gun

A flight-sim for the 64bit generation. After lead development on PC, this will be converted to N64 and M2.

STUDIO 3DO Army Men

A Command & Conquer mix of arcade action with tactical-strategic gameplay.

BattleSport 2

Cyclone are known to be

very keen to do on M2 version of their 3DO I mego-hit.

Dungeon Game

Doom-type arcade-adventure.

Fighting Game

Studio 3DO's answer to Virtua Fighter and Tekken.

John Daly Golf

A photo-realistic sim based on the British Open champ.

IMSA Racing

A supercar racer developed from the M2 hovercar demo.

BattleSport 2

Cyclone are known to be very keen to do on M2 version of their 3DO I mego-hit.

Power Crystal

An utterly awesome RPG which allows you to wander around 3D, first-person perspective landscape admiring some stunning M2 graphical effects, such as a semi-transparent stream.

Rush

A roller-blading, M2 supercharged variation on the Road Rash genre.

Starfighter 64

An M2 version of brilliant original is under consideration, although it could be dropped in favour of a Deathrace 2000-style blast-'em-up race game.

SSI

While no project have been

confirmed as yet, the campaign president recently went on record to claim M2 'blew away' all competition. Currently under consideration are DeathKeep 2, Star General (the Panzer General sequel) and Necrodome (a PC racing blast-'em-up.)

UNIVERSAL STUDIOS Disrupter 7

The 3DO version has been put on hold, but an M2 update is still possible.

WARP D2

This is already being advertised in Japan and will use M2's MPEG chip for razor-sharp, pre-rendered graphics in a supremely atmospheric adventure with interactive 3D as well.

WILLIAMS

The Mortal Kombat III deal with Panasonic is known to be just part of a broader agreement for other coin-op conversions and possibly original titles. Texture-mapped, digitised, motion-captured totally 3D mega beat-'em-up War Gods currently heads the list of possible candidates for M2. Williams are also considering adopting M2 for their arcade hardware.

Coming Soon in

3DO•13

On the 25th of July reviews of *Olympic Games*, *V-Goal* and *Lucienne's Quest*. A complete solution to Gametek's cyberpunk adventure, *Hell*. A playable demo of *Olympic Games*. D2 for M2 preview & more...

2 GOSPORT ST
LYMINGTON
HAMPSHIRE
SO41 9BE

Control

SOFTWARE + HARDWARE

PlayStation • Saturn • Mega • SNES • Ultra 64 • PC CD • Jag
★ 3DO ★

PSX

- 1 Adidas Power Soccer
- 2 Street Fighter Alpha
- 3 Descent
- 4 Actua Soccer
- 5 Alien Trilogy
- 6 Wing Commander 3

SATURN

- 1 Euro '96
- 2 Panzer Dragoon 2
- 3 X-Men
- 4 Sega Rally
- 5 Shellshock
- 6 Wipeout

PC CD

- 1 Euro '96
- 2 Duke Nukem 3D
- 3 Command & Conq Convert
- 4 Manic Karts
- 5 Top Gun

MEGA/SNES

- 1 Brian Lara '96
- 2 Toy Story
- 3 S. Evermore
- 4 Yoshi's Island
- 5 Donkey Kong 2

SPECIALS

PGA Tour '96 - PSX	£29.95
FIFA '96 - SAT	£29.95
Top Gun - PC CD	£29.95

JAGUAR - While stocks last

Sensible Soccer £19.95

Cannon Fodder £19.95

Syndicate £19.95

Club Drive £19.95

MAIL ORDER • FREE CATALOGUE AVAILABLE

PHONE 01590 677144

Panasonic R.E.A.L. SYSTEM

LARGEST DISPLAY OF GAMES IN NORTHANTS!

3DO GAMES + CONTROL PADS

SNOWJOB | STREET FIGHTER II | DOOM | STRIKER
SPACE HULK | GEX | THEME PARK | SEWER SHARK | ID
PO'ED | LEMMINGS | SUPREME WARRIOR | KILLING TIME
DEFCON 5 | WING COMMANDER III | PGA TOUR '96 | ALONE IN THE DARK
SHOCKWAVE 2 | PRIMAL RAGE | QUARANTINE etc etc

WE ALSO STOCK PLAYSTATION, SEGA SATURN, CD-ROM, MEGA CD, GAME GEAR, GAMEBOY, SUPER NINTENDO, MEGADRIVE AND AMIGA CD-32, HARDWARE AND SOFTWARE.

MAIL ORDER WELCOME

FREE DELIVERY

THE ELECTRONIC MEGASTORE

65-67, SWAN LANE
SWANSGATE CENTRE
WELLINGBOROUGH
NORTHANTS
NN8 1EU

TEL: 01933-271500

CREDIT CHARGE ACCEPTED

STOP PRESS. PART EXCHANGE YOUR 3DO SYSTEM FOR SONY PLAYSTATION PACK WITH 3 GAMES £215 RING FOR DETAILS

VIDEO GAME CENTRE

3DO NEW RELEASES

BUY TWO GAMES AND GET 3RD FREE! CALL FOR DETAILS!

SHOCKWAVE 2	34.99	CAPTAIN QUAZAR	39.99	SLAM N JAM	29.99
PGA TOUR '96	34.99	GEX	19.99	HULK	29.99
FOES OF ALI	39.99	ROAD RASH	29.99	SCRAMBLE COBRA	39.99
PO'ED	39.99	DAEDALUS ENCOUNTER	34.99	BATTLE SPORT	24.99
WOLFENSTEIN	39.99	THEME PARK	29.99	CANNON FODDER	29.99
KILLING TIME	39.99	TRIP D	44.99	ANOTHER WORLD	24.99
ALONE IN THE DARK	29.99	WING COMMANDER III	29.99	V.R. STALKER	24.99
ALONE IN THE DARK 2	39.99	SUPER WING COMMANDER	19.99	INCREDIBLE MACHINE	24.99
BLADEFORCE	29.99	TWISTED	19.99	WAY OF WARRIOR (USA ONLY)	14.99
SPACE HULK	29.99	FIFA SOCCER	29.99	RISE OF THE ROBOTS	24.99
FLYING NIGHTMARES	24.99	JOHN MADDENS	29.99	TRIP D	39.99
DEATHKEEP	49.99	SLAYER	29.99	OFF WORLD INTERCEPTOR	29.99
STARBLADE	19.99	WHO SHOT JOHNNY ROCK	29.99	PATTANK	19.99
MEGARACE	9.99	VIRTUOSO	14.99	TOM KITE GOLF	19.99
TOTAL ECLIPSE	14.99	STRIKER	39.99	JAMMIT	19.99
SYNDICATE	29.99	MONSTER MANOR	24.99	HELL	39.99
SHOCKWAVE	24.99	SHERLOCK HOLMES	29.99	SHOCKWAVE: OP JUMP GATE	24.99
NOVASTORM	24.99	SAMURAI SHODOWN	29.99	B.C. RACERS	29.99
3 BUTTON JOYPAD	9.99	WORLD CUP GOLF	19.99	PEBBLE BEACH GOLF	29.99
6 BUTTON JOYPAD	14.99	3DO GAME GURU	24.99	BURNING SOLDIER	19.99

PLEASE PHONE FOR OTHER TITLES - NEW RELEASES EVERY WEEK

1ST CLASS POST - FREE! 888 WIMBORNE ROAD, BOURNEMOUTH BH9 2DR

TEL/FAX-01202 527314

CONSOLE CONNECTIONS

HUGE GAME SALE

£14.99 each 2 for £25.00

Flying Nightmares (N)	Ballz (N)
Flashback (N)	Syndicate (N)
Alone In The Dark (U)	Iron Angel (N)
Theme Park (U)	W. Comm 3 (U)
J. Madden (U)	Gex (U)
Fifa (U)	VR Stalker (U)

All 3DO swaps £5.00
N = New U = Used

Stealth™ - Infra Red Joypads - Set of 2
RRP £39.99, £14.99 While stocks last!

+ many more. Please Call

19 Kenwyn St, Truro, TR1 3BU
Tel: 01872 261065

89 Holburn Street,
Aberdeen,
AB10 6BQ

SOLID GOLD GAMES CENTRE

COMPUTER ENTERTAINMENT

Secondhand Games Sale!

Look at some of these bargains

Flying Nightmares - £10 Shock Wave - £10
Alone in the Dark - £10
Virtuoso - £5 Quarantine - £5
StarBlade - £5 Syndicate - £15
Blade Force - £15 Demolition Man - £10
Super Wing Commander - £5
Immercenary - £10
Rebel Assault - £10 Theme Park - £10
Off World Interceptor - £10
Killing Time - £15 Sewer Shark - £10
Night Trap - £10 Lemmings - £5
And lots, lots more!

Give us a ring for further details or for a full list E-mail us at 'solid@wintermute.co.uk'

3DO - CDi - PSX

Latest software in stock.
Same day despatch.
Special offers on 3DO.
11th Hour - Casper - Cyberia - F1 Grand Prix - Creature Shock - SnowJob.
Send S.A.E for a full list.
3DO Disks from £5.
Phone Now.

OUR PRICES WON'T BE BEATEN.
Phone for details

Tavistock Sound + Vision
21 The Broadway,
Bedford, MK40 2TL
01234 356323

PALADIN GAMES

11 Tewkesbury Road, Longford, Gloucester, GL2 9AY.

Specialists of the 3DO world

The latest 3DO games...
Many special offers...
Exclusively mail order...
Part-Exchanges welcome!

New 3DO games for under \$20.
While stocks last.

HARDWARE ANYWHERE!
SOFTWARE ANYWHERE!

Call now on 01452 - 502287
Open 9.00AM-8.00PM (except Sundays)

To Advertise In The UK's Only 3DO Magazine

Contact Alex Taylor on 01202 200236

DON'T GET MAD, GET PO'ED!

Your ship has been overrun by aliens. Your comrades-in-arms have been captured.

And your souffle has been ruined. What do you do?

Grab your jetpack and rocket launcher and fry those suckers!

Pushing the bounds of 3DO technology, PO'ed injects you into a fully-rendered three-dimensional world and presents the most exciting and fast-paced first person gaming experience available for home videogame players.



- Complete 6 degrees of freedom in a vast 3D world
- Extremely fast-paced seat-of-your-pants action
- 10 terrifying and truly ugly monsters
- Multiple weapons of destruction and gore to choose from, including "Missile-cam"
- Non-linear level connection of over 25 different, beautifully, texture-mapped, exotic alien environments
- True physical motion modeling for smooth and intuitive controls

Get that not so fresh feeling at <http://www.anychannel.com>

ANY
CHANNEL