ON SKY ONE EVERY WEEK NIGHT AT 6.00PM

THE WORLD WARRIORS RETURN!

PLAYSTATION ■ SATURN ■ 32X ■ MEGA DRIVE ■ SNES ■
JAGUAR ■ PC CD-ROM ■ 3DO ■ AMIGA ■ CD-i ■
NEO GEO CD ■ HANDHELDS ■ ARCADES ■

GAMES WORLD

THE MAGAZINE

ISSUE TEN ■ APRIL 1995 ■ STREET FIGHTER THE MOVIE ■

THEY'RE BACK!

Street Fighter 3? Exclusive game news and full movie preview

STREET FIGHTER

Also featured:

Tohshinden – PlayStation
Victory Goal – Saturn
Chaotix – Mega Drive 32X
Alien Soldier – Mega Drive
Sim Isle – PC CD-ROM
Return Fire – 3DO

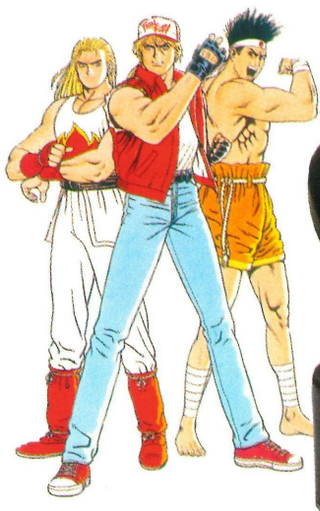
Free! Tattoo

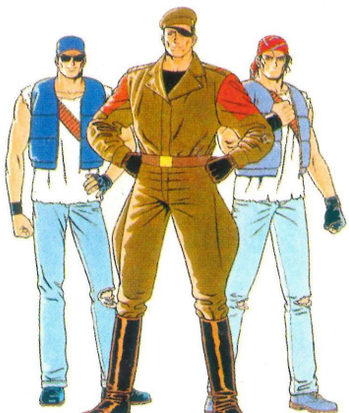
■ ISSUE 10 ■ £2.50 ■ APRIL 1995
SKY ONE
Paragon Publishing Ltd
9 771354 290003 04

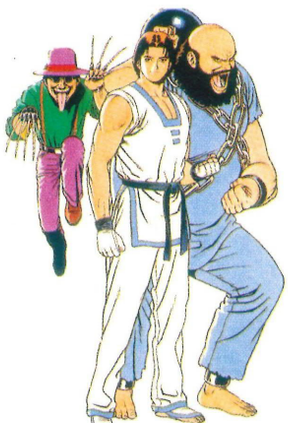
Samurai Shodown
& Special Moves

Art Of Fighting
& Special Moves

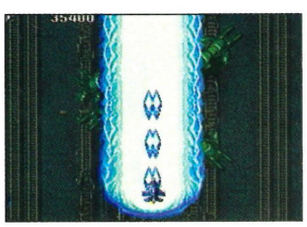
Windjammers



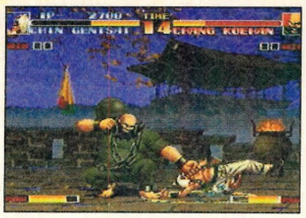


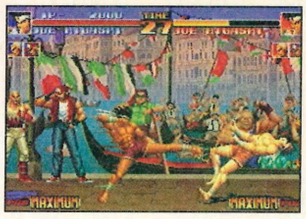


Top Hunter

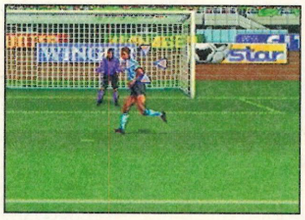


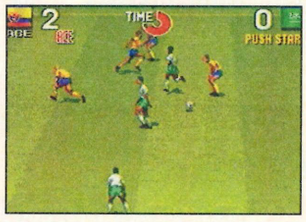
Aero Fighters 2



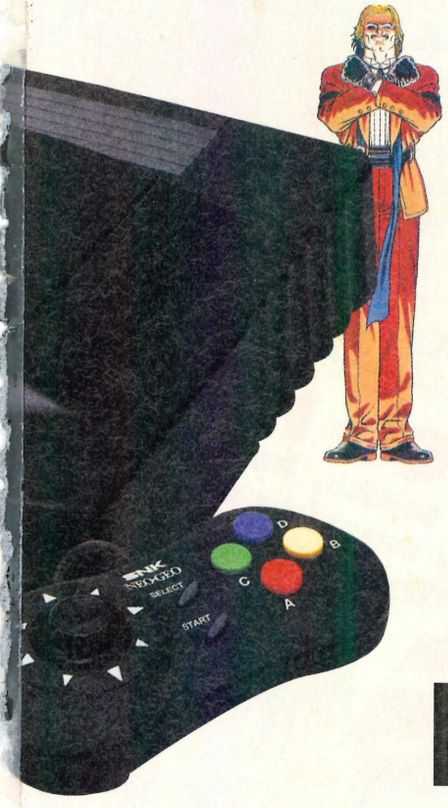


King of Fighters 1994
& Special Moves

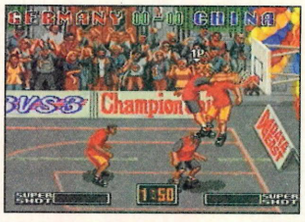




Super Side Kick 2

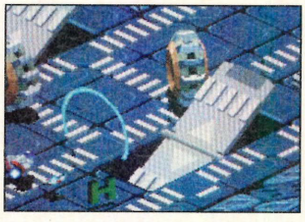


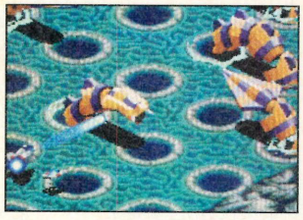
Samurai Shodown 2

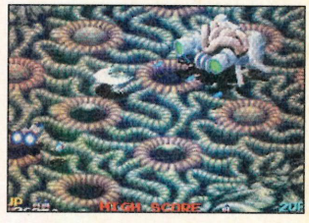


Street Hoop

Do you want to play the King of Arcade Games or what?







Viewpoint

SNK EUROPE LTD

11 ALBEMARLE STREET, LONDON. W1X 3HE, ENGLAND
TEL: 0171 629 0472 FAX: 0171 629 0474

NEO GEO CD

* Authorized Distributors PLANET DISTRIBUTION LTD. Unit B8 & B9, Poplar Business Park, 10 Prestons Road, London E14 9RL Tel: 0171 533 3333 THORNLEY DISTRIBUTION LTD. Thornley House, Overens Street, Oldham OL4 1LA Tel: 0161 627 0935

EXCON

...Games World...Games World...G

APRIL 199

Scoop of the year!

STREET FIGHTER: THE MOVIE

Exclusive news on the hottest beat'em-up game of the year, plus the first full preview of that movie.

38

BEAVIS AND BUTT-HEAD

TATTOO HELL!

Cammy sucks, huh, huh, huh! Try wearing our cool tattoos instead!

Insert coin...

WOULD YOU CREDIT IT?

A full report on the year's forthcoming coin-op releases from ATE International, Europe's biggest Arcade exhibition.

44

THE SKULL

Editorial 6
World Network....8
4-Play.....11
Big 10.....20
Byte Back 22

TENTS

mes World...Games World...Games World

5 ■ ISSUE 10 ■

Wot no Sonic?!

CHAOTIX

It's a prickly situation as Knuckles stars in the 32X's first big platformer. We bring you the first big pictures.

68

84

"I vant to be alone..."

SIM ISLE

Ever wanted to have your own island?

Well, now you can. Time to play God in this latest big simulation from Maxis.

62

It's there!

VICTORY GOAL

Soccer kicks off with a real winner on the Saturn. Full match coverage inside.

GAMES WATCH

For the nation's most complete guide to future games releases on your format check the page numbers below:

Playstation	52
Saturn	62
Mega Drive 32X	66
Mega Drive	70
SNES	80
Jaguar	82
PC CD-ROM	84
3DO	88
Amiga	94

MAGAZINE

Game Brain.....24
Survey '95.....27
Future Screens...30
Maximum Firepower.....34
Special Features ...38
Compo 77
Access All Areas 96
It's Showtime.....98

WORLD GAMES

Aero the Acrobat.....12
Alien Soldier 70
Alone in the Dark 3 16
Asterix.....12
Beavis and Butt-Head 12, 19, 76
Blind Date 19
Cannon Fodder 17, 92
Carrier Aces 15
Chaotix.....68
Clayfighter 12
Daytona USA.....64
Family Feud 19
Fatal Fury Special.....19
The Firemen.....80
Golf Magazine's 36 Great Holes.....14
Hell: A Cyberpunk Thriller 19
Hoverstrike 83
Iron Assault 16
Jelly Boy 15
Legend.....94
Light Crusader.....78
Lord of the Rings 15
Mega Swiv.....15
Metal Head.....14
Mortal Kombat II.....66
Motocross Championship 14
Motor Toon Grand Prix.....56
Mr Nutz 2 72
Mr Nutz.....13, 18
NBA Jam Tournament Edition 15
Noctropolis.....16
Parodius Deluxe ..58
Premier Manager 3 19
Raiden 60
Return Fire.....17, 88
Road Rash 3.....13
Road Runner.....79
Robocop Vs Terminator 19
Samurai Shodown.....13
Samurai Shodown II.....11
Sega Rally.....44
Side Pocket 15
Sim Isle.....84
Space War 2000 ...82
Star Trek: Starfleet Academy.....15
Star Trek The Next Generation 86
Starblade.....18, 90
Starblade α.....59
Street Fighter: The Movie 38
Street Hoop 18
Striker 13
The Story of Thor.....14
Tohshinden.....52
Val D'Isére 17
Victory Goal.....62
Wing Commander III 16
Wing Jammers 18
X-Men 2.....74

EDITO

SOFTWARE SUPER LEAGUE

It's a funny old game, the computer business. Keeping up with it can be like climbing the proverbial mountain – just when you think you've got your tactics right, someone goes and scores a late equaliser leaving you feeling as sick as a parrot. If you're wondering why I'm adopting such a soccer inspired vocabulary this month, it's because I can't help marvelling at the similar way my two favourite hobbies seem to be going.

Not so long ago, the football league was torn apart by the forming of a Premier Division. The idea was to form an elite band of 'super' clubs who would be able to compete with the best in the world with all-seater stadiums, regular TV coverage and improved facilities for the fans.

All very nice, but the reality of the situation was that the small clubs were left to fend for themselves and the increased entrance fees to grounds and the shrewd marketing ploys of the premier clubs meant that, very soon, it became apparent that the smaller sides would never be able to compete financially. Indeed, all they could do was gaze despairingly at the gap that was forming between them and the 'super' sides. Gradually, the ambitious and talented were lured to the bigger clubs by offers of untold wealth. And, when there were no more bargains to be snapped up, the big clubs turned on each other in a show of teeth and a slashing of talons that would result in the war of the wallets that goes on today and has seen the stakes raised perilously high with the arrival of £7 million transfers.

Alright, this doesn't seem to have all that much to do with the games industry, until you consider the recent business deals. Time Warner have snapped up the services of Renegade, Sensible and Accolade. Electronic Arts have landed their long time collaborators, BullFrog. Virgin's big signings include contracts with LucasArts, JVC, Trilobyte and HudsonSoft, and they cleverly snatched Looking Glass (the company behind the *Madden* series) from under EA's noses. Even those old war horses, Domark, have been gobbled up by Acclaim. Add to this list proven mega-buck performers like Ocean, Sony and BMG and it is clear that the whole games world is going through a transitional period – not unlike what the football league went through – and the big 'glamour' clubs are certainly beginning to appear. In bold attempts to corner the market on any available talent, it seems that the Industry will soon be dominated by several major publishers whose financial and marketing might will eventually make it virtually impossible for the smaller independent publishers to compete.

There is little that can be done about this of course, money talks. Many believe that the injection of large sums of cash and the introduction of greater professionalism will provide a more long-term future for the hobby. If they create more interest, prevent sub-standard software being rushed out due to financial considerations and do not use hype as a substitute for quality, then there is no reason to rush for the red card just yet. But, if the ultimate goal is net profit and not a higher class of entertainment, then they may just find that in the games world the turnstiles revolve both ways. Like at Highbury.

It seems our beloved hobby is falling further and further into the neatly manicured, grabbing hands of big business. All we can do is hope that the gods of money are sympathetic to the gods of computer gaming, and that controlling interests don't go hand in hand with a lack of interest. As long as the games players look after the games and the money men keep to their side of the office, the future could be bright.

Only time will tell.

DAVE PERRY

TRIAL

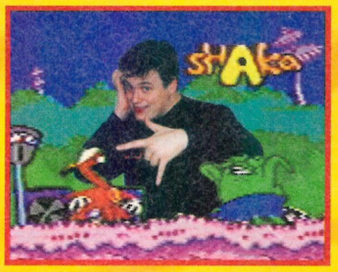
THE WORLD GAMERS

DAVE PERRY

■ After being hoisted to the lofty heights of 'Managing Editor', Dave has been swanning about in his jeep this month in true wheeler dealer fashion. But when he's not barking out his orders like a deranged dictator, he's regularly playing the wounded soldier, visiting his favourite nurses at the local hospital's casualty department with a constant array of football injuries and, recently, a particularly nasty gash to the head. Luckily, they managed to glue his head back together before the Game Brain could escape. No, really.

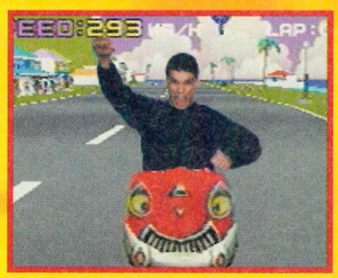
PETE WILTON

■ Tucked up neatly into his new role as Deputy Ed, Nasty's beginning to bring more and more unpleasantness to the office. Not content with having Mr Slappy (the 30cm high tensile plastic ruler) as his closest advisor, he's even kept the windows open in the freezing cold with the twisted logic that everyone will work harder for warmth! After visiting his local music shop and clearing out the Death Metal section, he's now busy trying to find a CD player that will play them backwards to hear their Satanic messages. He might even record a few himself.



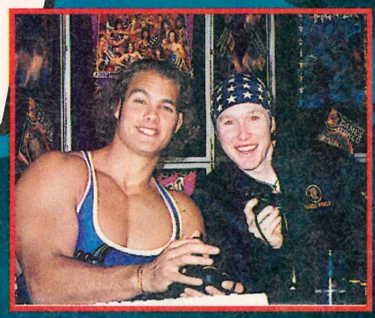
NICK ROBERTS

■ After talking to a 'magic pixie' and stroking a lucky rabbit's foot, Nicko has been on a winning streak. After finding 5p in the company's drink's machine, he inserted the correct change and found himself with an extra 'lucky' can of pop. From that moment onwards the Ludlow popster could do no wrong, he even took a few days off in the run up to the mag deadline to prepare for the lottery. After we tell Nasty Pete about his absence, his good fortune should continue as he wins a Mr Slappy the ruler across the back of the head.



ADRIAN PRICE

■ In a few short months Ade will be attempting to realise his dreams as a Ralph Macchio wannabe and win his Black Belt in Tae Kwon Do (some ninja thing apparently). Whether the world will be a safer place or not is debatable, as Ade says he will become a vigilante and "help young muggers across the road and slay old grannies who terrorise Post Offices!". He's even gone out and bought some tights and a long cape. Too much time spent watching the Power Rangers, that's what we think. Doh!



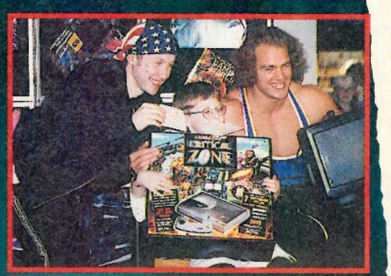
HUNTER HITS SHEFFIELD

It was a Saturday when a city's busy shopping centre came to a grinding standstill. On February 4th, Sheffield's Meadow Hall was the venue for a games rumble that sent tremors all across the UK. The awesome, steely-eyed Hunter of the Gladiators and the country's fiercest gamer, the 'Games Animal', Dave Perry, met in a monumental beat'em-up spectacular on Gremlin's *Shadow Fighter*, in front of thousands of screaming, fainting fans.

Both competitors turned up surrounded by security guards, and after the usual posing and gesturing for the press, launched into a furious bone-crunching battle on the monster screens that towered behind the stage.

Both celebrities then proceeded to take on all-comers on the Amiga beat'em-up, giving away prizes for the best performances, and spending nearly an hour signing autographs afterwards.

To everyone who turned up, thank you. As for Hunter, the King of Consoles would only comment: "Nice guy, but he had to go!"



GAMES WORLD
THE MAGAZINE

Managing Editor
Dave Perry

Deputy Editor
Pete Wilton

Art Editor
Mark Kendrick

Games Editor
Nick Roberts

Staff Writer
Adrian Price

Trainee Staff Writer
Sarah Moran

Trainee Designer
Wendy Ellis

Contributors
Alex Verrey

Group Ad Manager
Ian Kenyon

Ad Manager
Diana Monteiro

Ad Sales
Alan Walton
Yvonne Mitchener

Ad Production & Design
Christa Fairchild
Alex Tilbury
Clare Loggey

Production Manager
Jane Hawkins

Systems Manager
Alan Russell

Pre-Press
Suzanne Ryan
Ted Dearberg

Front Desk
Paula Wood
Kim Thomas

Subs + Merchandise
Karen Sharrock
Annual subscription charge £30.00.
For subs call: (01202) 780578

Publishing Director
Pat Kelly

Production Director
Di Taverner

Managing Director
Richard Monteiro

Printed by
Garnett Dickinson Print Ltd

Distributed by
Seymour International Press,
Windsor House,
1270 London Road, Norbury,
London SW16 4DH.
Tel: (0181) 679 1899

Produced by
Paragon Publishing Ltd
Durham House
124 Old Christchurch Road
Bournemouth
BH1 1NF

Telephone
(01202) 299900

Fax
(01202) 299955

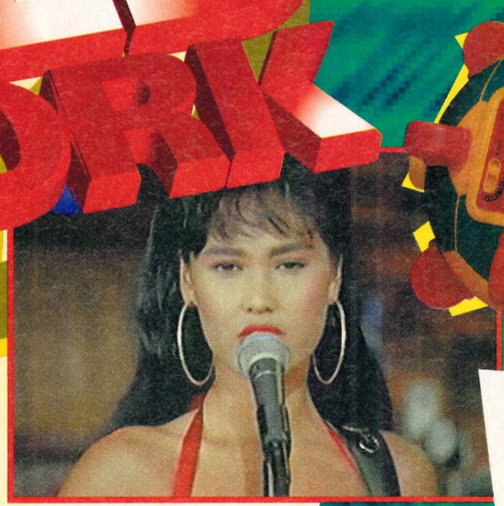
Games World: The Magazine
© Paragon Publishing
Games World: TV Show
© Hewland International Ltd and BSkyB © 1994

Special Thanks:
To Addie at TLPR. Welcome to the industry.

WORLD NETWORK

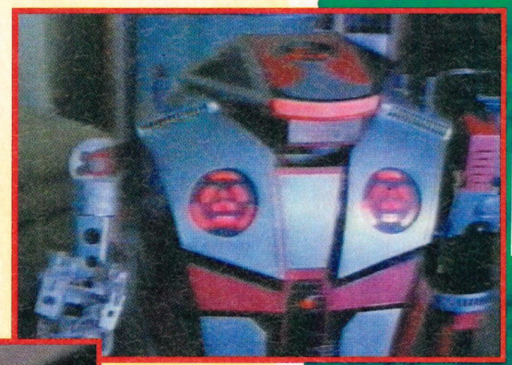
GARDENING CORNER

Now, many of you have been writing in complaining that your prize begonias are wilting in the sun while your sunflowers are pining away in the shade. Well, there's absolutely no need for that to happen, just use a spot of COSMI's *Garden Architect* every morning and evening and you'll be able to watch your garden bloom from a variety of angles for up to 200 years at a stretch. Lovely, and now back to Percy Thrower and his pint of slurry...



■ A top Japanese idea, an alarm clock you're actually meant to kick about the room. Smart.

■ The era of the self-heating can is here. Just pull the ring-pull and it heats. Very Jap.



PLAY THE MOVIE

Question: When is a movie not a movie? Answer: When it's a game. It seems that it also works the other way round too as we looked into two brand new products scheduled for release this Easter.

Evolver is a cautionary video tale about virtual reality with some excellent VR effects created by Steve Johnson, the man behind the special effects in The Abyss, Ghostbusters and Predator. *The Daedalus Encounter,* on the other hand, is a PC CD-ROM sci-fi adventure starring office fave, Tia Carerre. It seems that as the hardware needed to create film special effects gets cheaper and the production value of games rises, the two are destined to become indistinguishable. You could easily mistake shots of the VR effects in Evolver for shots of *Cyberwar* or a number of other recent PC CD-ROM releases.

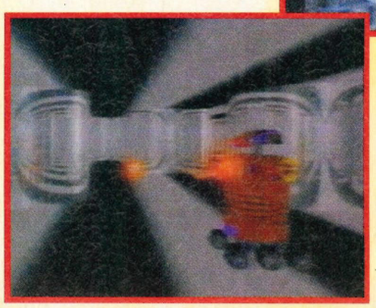
With the arrival of the PlayStation with its in-built video facilities, this trend won't be limited to just PC owners, we should see it hitting the mainstream in a big way. Where will it all end? We jotted down a few ideas ourselves but as far as Tia is concerned "The future is interactive!" Sha-wing.

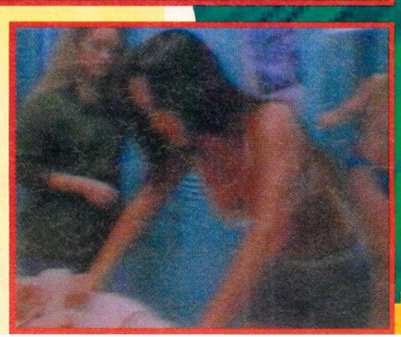
MOVIES WE'D LIKE TO SEE AS GAMES...

1: **Reservoir Dogs Interactive**
Comes with your very own free Berretta-shaped light gun and authentic blood mix.
2: **Thelma & Louise Grand Prix**
Leap the Grand Canyon with your turbo boost and leave your rivals for dust!
3: **King Kong Country**
DK travels back in time to meet his great grandfather and falls in love with Fay Wray.

...GAMES WE'D LIKE TO SEE AS MOVIES

1: **Cannon Fodder Now**
The young Martin Sheen stars in this harrowing war story as the idealistic soldier, Jops.
2: **Primal Rage Eats Tokyo**
Enormous plasticine monsters menace Japan's capital city. No change there then.
3: **When You Wish Upon A Ristar**
The Disney corporation buy up Sega's little fella. Christopher Walken appears in a cameo role as the evil tyrant Greedy.





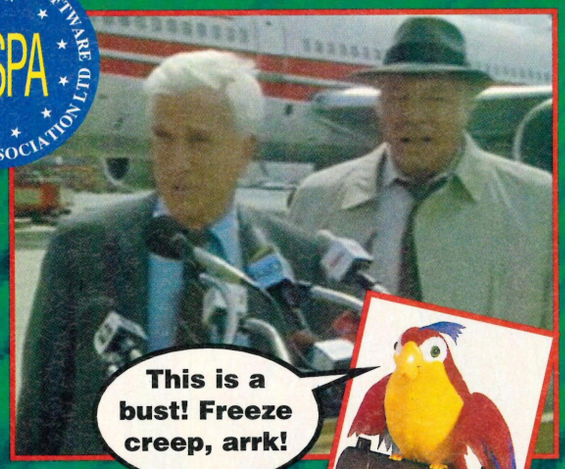
ELSPA OR BUST

From the Files of ELSPA Squad:

It was an ordinary day in the ELSPA Crime Squad until we got news that some suspects were holed-up in a seedy part of town. By the time that we arrived ELSPA agents had already put them on ice – they'd been cornered in the frozen food aisle of a local supermarket.

They believed the men had perpetrated a sinister form of telephone fraud with several of them posing as telephones in order to catch out unwary callers and secretly hack into foreign bulletin boards.

Sergeant Ben Swanson commented "If it hadn't been for ELSPA this breakthrough wouldn't have been made." Just doing our job, Ben. 50, 000 stolen phone cards are still at large, they should not be approached but if you know anything about software piracy phone (03860) 833810 we want to know. Like, do software pirates have wooden legs and a parrot named Polly? That kind of thing. That's all, until the next time, and make sure that those back-up copies are for personal use only.



CUPID'S LITTLE HELPER

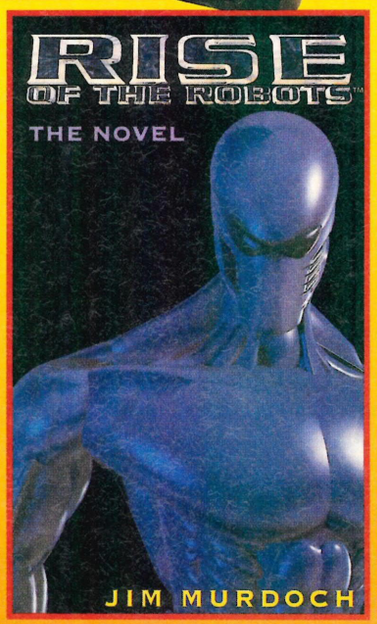
CD-ROM

CD-ROMUS: This month you will feel a strange compulsion to plumb your partner's innermost depths with *Time Life Astrology*. Feel free to delve into their birth details and find out that Madonna is, in fact, your ideal life partner after all. Beware of friends who are jealous of your secret love and tell you it's sad to still have her poster up on your wall at your age. Maddona's got Venus rising in Pluto, so she'll understand.

■ Left: This new Sony Discman just released in Japan incorporates a CD+G graphics capability to allow you to watch graphics encoded on your music CD's. Very techno.
■ Right: Another sparkling new piece of kit is this mini-cassette recorder from Olympus.

RISE OF THE ROBOTS: THE NOVEL

They were so afraid of getting bad reviews that they wouldn't send us anything except the PC CD-ROM version of *Rise of the Robots*. So, just to make sure no-one feels left out, we decided to review Rise of the Robots: The Novel instead.



GRAPHICS ★★★

■ The impressive fonts used in *Rise* simply took our breath away, each letter was individually engineered on Silicon Graphics workstations. With over two colours running in the main game at once (black and white) this stretches the paper to its limits. Seems a bit static though.

SOUND ★★★★

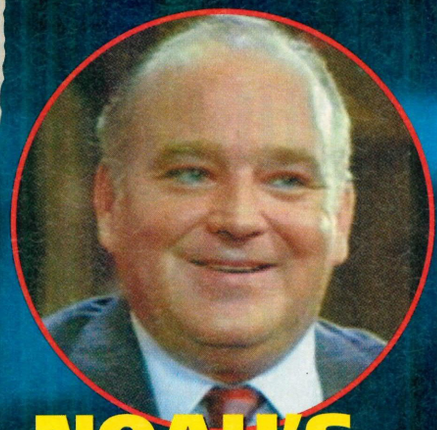
■ Much better than on any other version we've played. The sample of it bouncing off the wall is incredibly realistic.

PLAYABILITY ★★★

■ The response times are amazing as scenes unfold almost as fast as you can turn a page. Odd that.

OVERALL 7.39%

■ We were glad to see a multi-format product taken to its logical extreme. Who knows, maybe *Mario Kart* baby buggies are next.



NOAH'S ARCADE COLUMN

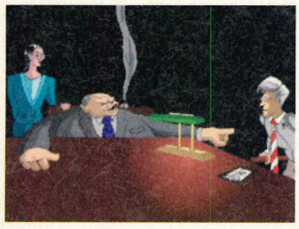
People tell me that arcade games are improving, that they're giving the kids more of what they want. What a load of hogswill, the kids don't know diddly-squat about what makes a good arcade game. I should know, I watch them pump their pounds into those slots month after month.

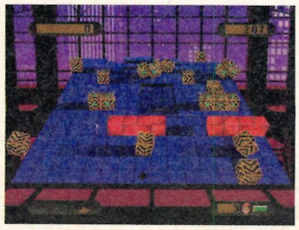
No friends, what makes a good arcade game is pure addiction, the kind of high you'd normally have to get by jumping off a bridge with just an elastic cord saving you from certain death. We at Noah's arcade have, of course, got this off to a fine art. Take *Xorbitar*, the latest in our Noah's arcade *Land of Xantar* games. Here the hero, Zortigern, has to fight off a band of crazed galactic dustmen who are hell-bent on cleaning up every park and recreational area in the known universe.

The trick is that the dumb kids actually identify with this disgustingly filthy Vortigern character and WANT to save the world from a fate worse than cleanliness. Noah's first law: Make the kids hate the enemy. It used to be just make the nasties wander about the screen looking bug-eyed and going bleep, but these days you've gotta make sure they're nazis or polluters or hygiene fascists or something. Then just throw in a few cute girlie environmental protesters and some gratuitous FMV and, whadda you know, you've got an arcade winner! Give 'em what you want, that's what I say.

■ **Noah's Top Tip: Drag out an ancient arcade game onto a new format and call it a 'classic'. Always works, heh, heh.**

Remember your first set of building blocks?





STUDIO 3DO

They're Gridders™ – huge crusher blocks designed to stop you from solving this exciting action strategy game for 3DO™ systems.

Well, you won't forget these.

Enter the futuristic 3D industrial world known as the Gridders Corporation. Using strategy, logic and skill, you must negotiate over 30 different levels - each with a new puzzle to solve - to unlock the secret technology located in the basement of this industrial complex.

Each level in Gridders can be solved in more than one way, and each is more challenging than the last. The secret is to disrupt the pattern of the Gridders as they move in their mysterious patterns across the factory grid.

GRIDDERS™

You'll encounter Killer Gridders and other hazardous objects as you try to release the green pyramids from Generator Gridders. These are the key to moving from one level to another. You will also need to find and use life-saving objects along the way. And listen to your cyber-dog, Fidex™ - his bark can save your life.

With CD quality music, animated plot sequences and incredible 3D effects, you'll need plenty of the grey matter or very quick feet to beat the Gridders. One wrong move...and they'll be scraping you off the block with a shovel.

The 3DO system and 3DO software are available from Game Limited, selected HMV stores, Virgin Megastores and all good independent dealers.
Call: 0800 444220 for your local dealer.

Tetragon™, Gridders™ and Fidex™ are trademarks of Tetragon Inc. 3DO, the 3DO logos and Interactive Multiplayer are trademarks of The 3DO Company. © 1994 The 3DO Company. All rights reserved.

3DO

4 PLAY!

UNSTOPPABLE!

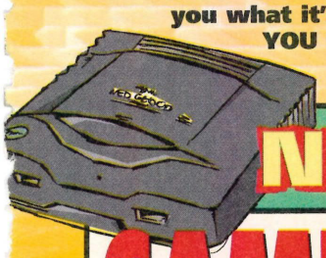
■ The ultimate accolade any game can obtain is the 'Unstoppable!' stamp. Awarded to games achieving 90% or more in the 4-Play section, this is the mark of a truly classy piece of software, a 'must buy' item, a possible Game of the Year. ■

REVIEWS WARNING

If a game is released this month you should find a review for it right here in our 4-Play section. If you can't find a score for a game you know has been released, be careful, because we may not have considered it even worth reviewing, or the game's Publisher might not have had the confidence to let us tell you what it's really like. YOU HAVE BEEN WARNED.

REVIEWED 4 YOU!

- Aero the Acrobat
- Alone in the Dark 3
- Asterix
- Beavis and Butt-Head
- Blind Date
- Cannon Fodder
- Carrier Aces
- Clayfighter
- Family Feud
- Fatal Fury Special
- Golf Magazine's 36 Great Holes
- Hell: A Cyberpunk Thriller
- Iron Assault
- Jelly Boy
- Lord of the Rings
- Mega Swiv
- Metal Head
- Motocross Championship
- Mr Nutz
- NBA Jam Tournament Edition
- Noctropolis
- Premier Manager 3
- Return Fire
- Road Rash 3
- Robocop Vs Terminator
- Samurai Shodown
- Samurai Shodown II
- Side Pocket
- Star Trek: Starfleet Academy
- Starblade
- Street Hoop
- Striker
- The Story of Thor
- Val D'Isére
- Wing Commander III
- Wing Jammers



NEO GEO CD GAME OF THE MONTH!

SAMURAI SHODOWN II

■ SYSTEM: NEO GEO CD
■ PRICE: £59.99 ■ SIZE: 1 CD
■ PUBLISHER: SNK

■ A masterpiece. *Samurai Shodown* has always been one of our favourite games, *Samurai Showdown II* is even better. More characters, more elaborate backgrounds and character screens, this is a real pleasure to play, especially through the brilliant new Neo Geo CD joypads. Responsive, brutal and totally addictive, the sooner that this arrives on more mainstream formats the better. ■ **DAVE** ■

■ All the slashes, leaps and animal attacks of the original plus that little bit more. More characters and a nice tune-up of those special moves makes this great fun to play. There'll be no sticking with Haohmaru as the characters are nicely balanced so that skill and reflexes are just as important as knowing the character's moves inside out. Good? Probably the best beat'em-up in the world. ■ **PETE** ■

OVERALL 94

■ We had the original game to review last issue and this has some hot new characters with earth-shattering special moves. *Samurai Shodown II* has fantastic graphics with smooth animation and lots of special effects whizzing around the place. All the backgrounds are animated as well. If you are fortunate enough to have a Neo Geo CD then this game just has to be in your collection. ■ **NICK** ■

■ You don't need to think about getting this as there's only one thing you should consider... do I need sleep, or shall I play for a while longer? Whatever you decide, get this game. Its fluidity and razor-sharp gameplay make this a must for beat'em-up fans everywhere. If you have seen it running in an arcade then you'll know exactly what I mean. Play it today and buy it tomorrow. ■ **ADRIAN** ■

SYSTEM: MEGA DRIVE
PRICE: £39.99 SIZE: 8 Mbit
PUBLISHER: SUNSOFT

AERO THE ACROBAT

Its official release seems to have taken ages, but it's worth it. One of my favourite platformers, this more than stands up to the present competition and will provide a tough challenge for most good gamers. Packed with nice features, although the sprites may be a little small for some people's liking. This is a fast game that requires both speed of mind and slight of hand. A real treat. **DAVE**

This looks dated. Where are the hoards of nasties? Where are the detailed backgrounds? If this had come out just after *Sonic* or even *Sonic 2* people might have enjoyed a change, turning the odd trick, teleporting around – but there doesn't seem any point in any of these antics now. *Sonic 3*, *Dynamite Headdy* and *Ristar* all make this look empty and inadequate. Aero ought to find a vacant belfry. **PETE**

I was really looking forward to playing this game as I've liked all the other platformers from Sunsoft. What a big disappointment it was! The way Aero walks and flies around the screen is just annoying. He has to spin into the ground to kill enemies and the levels are sparse. The game looks great but plays like a dog. Come on Sunsoft, bring out *Zero the Kamikaze Squirrel* instead! **NICK**

If you're up on your games knowledge, then you'll know that Aero's been around for a while. Appearing on the SNES ages ago, Aero's decided to have a go on the Mega Drive. This is colourful, and moves quickly enough, and even the sound effects add to the whole package. But each level is the same with just more traps and obstacles. There are bonus levels but nothing really exciting to play. **ADRIAN**

OVERALL 68

SYSTEM: MEGA DRIVE
PRICE: £44.99 SIZE: 16 Mbit
PUBLISHER: SEGA

ASTERIX AND THE POWER OF THE GODS

'Bland' is a good word. So is 'obvious'. I bet if you picture in your head what you think this Asterix game would be like, you won't be too far off the mark. Oh, they've put a chariot racing section and an archery subgame in there too. But then again everyone uses these little 'extras' to try and liven up what are usually basic platformers. This is not a terrible game, but it is a very average one. **DAVE**

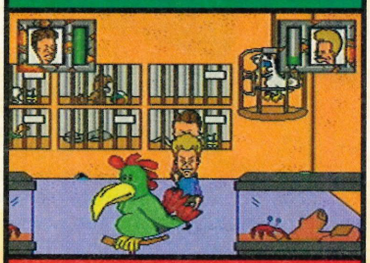
The little Gaul is keeping a low profile on this side of the channel with *Asterix: Power of the Gods*, but this is a surprisingly solid platformer. Nice little touches, like the swinging ball and chains, movable packing crates and floating logs, make this stand out from basic leap about fare. I'm not implying that there's anything original here but what's there is done well. Polished if old hat. **PETE**

Astérix is my sort of game. A well presented, wonderfully drawn and animated platform adventure with lots of character and some gorgeous levels. Both Astérix and Obelix can be controlled, each having their own strengths to use against the Romans. With chariot races, a fairground level and a *Mario* style map holding it all together this is a game that I want for my own cart collection. **NICK**

Asterix was fun as a comic, then some bright spark made a cartoon, and the whole thing was spoiled with rubbish voices and naff animation. Things are set to get worse for the poor French blighter. *Asterix* may seem like a fairly competent game, but in fact it looks just like an upgraded Master System title. The gameplay is shallow and plodding through Roman France is dull. **ADRIAN**

OVERALL 79

SYSTEM: MEGA DRIVE
PRICE: £TBA SIZE: 16 Mbit
PUBLISHER: VIACOM



BEAVIS AND BUTT-HEAD

Attempts to capture TV shows' humour very rarely come off. *Beavis and Butt-Head* falls into that category unfortunately. The speech is good, and there is plenty of "huh, huh", farting and amusing posturing from the MTV duo, but the game doesn't really know what it is trying to do and gets a little monotonous at times. It's a one joke cart that wears thin very quickly. **DAVE**

Being a strict disciplinarian myself, I can't help feeling that these two deserve a swift kick up the butt (huh, huh, huh, he said 'butt', dude). This seems too rigid (huh, huh!) a format for these two misfits to strut their stuff properly. The puzzle solving is all of the 'right object to right person' that looks dated nowadays. Perhaps an interactive PC CD-ROM game would've been a better idea. **PETE**

I've caught a few episodes of this terrible twosome's show on TV and this Mega Drive game captures the atmosphere perfectly – it's naff! The guys look just like their TV counterparts with line drawn animation and samples from the show, but the game is a basic pick-up-and-drop the objects affair that any serious gamer will complete in no time. Fans will love it – for a while at least. **NICK**

With a really stupid series currently on MTV and Channel 4, these two goons have cut themselves a little niche in the humour department. They're funny in a crude and offensive sort of way and the game is pleasant enough with the duo walking around farting and belching at all who stand in their way. As a game it isn't really a grade A title, but it will please fans with ritualistic toilet jokes. **ADRIAN**

OVERALL 70

SYSTEM: MEGA DRIVE
PRICE: £44.99 SIZE: 16 Mbit
PUBLISHER: INTERPLAY

CLAYFIGHTER

Talking of one joke carts... this was always a limited beat'em-up on the SNES, but the visual humour and use of Claymation carried it through. It also boasted the greatest game sprite of all time, Blue Suede Goo. Unfortunately, the graphics don't hold out on the MD and the collision detection is dodgy. Add to that poor presentation and muffled sound and I'm afraid that you have a bit of a dog. **DAVE**

This grows on you after a bit of playing. It does seem though that, graphically, the game has lost something on conversion. The speech is great and will put you in the mood, the moves are just as stupid with the posturing by the barmy claysters. The same great animation that made the original such a big hit is here too, it just lacks that little bit of sparkle that makes an okay game good. **PETE**

Those blobs of clay with attitude have reached their second game on the Super NES, but the first is lagging behind on the Mega Drive. I don't know the reason why this game is so late but it does suffer from looking rather dated. The Claymation seems a little lacking in animation frames, making the whole game look jerky and I just couldn't wait to get back to *C2* on the SNES! **NICK**

Those *Street Fighter* act-a-likes are out in force on the MD for a few rounds of fighting fun. The characters are all made out of clay and they've got stupid names. But while this tries to sneak around the back of *SFII* and *MK II*, it won't succeed as long as I'm here as it can't hope to match these immortal games. Don't believe the line "Ah, but it's meant to be funny" because it's not. **ADRIAN**

OVERALL 66

SYSTEM: MEGA DRIVE
PRICE: £39.99 SIZE: 8 Mbit
PUBLISHER: OCEAN

MR NUTZ

Beautiful, colourful, cutesy romp that tootles along quite pleasantly with its merry little music box soundtrack as it slowly turns your brain to jelly. Slow, uncharismatic and completely lacking in the atmosphere department, this is mindless platform fun for four year-olds and feeble old people. Mr Nutz is soon to have a sequel, he should go out and get a life. What a sad, sickly squirrel. ■ **DAVE** ■

Oh no, not another platform yarn about cute woodland creatures being turned into beasts by the dastardly forces of evil. Actually, ignoring the cutesyness, this isn't bad. The animation on our acorn-grabbing hero and the other sprites is excellent and the backgrounds are suitably rustic. The only real problem is that the stages don't look big enough to hold your interest for very long. ■ **PETE** ■

He's cute, he's got big teeth and he eats nuts for a living! *Mr Nutz* was a big favourite of mine on the SNES and this Mega Drive conversion retains all the playability of the original. The colourful sprites and fun animation will make it a big hit with fans of fluffy animals and although it's quite tough as platform games go, it keeps you coming back for more. *Mr Nutz* will drive you nutty! ■ **NICK** ■

As far as platform romps go, this is a bit tame. It's not rubbish or anything but it just seems to crawl along from platform to platform. The graphics are done really well, they are bright and colourful, and the sound is just about right too with some nice spot effects in the right places. But it's just that not an awful lot happens as you play, there doesn't seem to be enough tension or pace. ■ **ADRIAN** ■

OVERALL 71

SYSTEM: MEGA DRIVE
PRICE: £44.99 SIZE: 16 Mbit
PUBLISHER: ELECTRONIC ARTS

ROAD RASH 3

Oh please let me spend all my money on the third instalment of a game that looks and plays just like all the previous versions. Sorry, the graphics *have* been tweaked to look a little more realistic and the CPU characters *do* seem more intelligent, but unless you look real hard you wouldn't notice. This is just more *Road Rash*, with a few mainly cosmetic changes. What a joke. ■ **DAVE** ■

Kick, punch, smack. No, this has got nothing to do with *Road Rash 3*, this is what it'll sound like if you buy this cart as you try to beat some sense into your head. The original, we all know, was a truly classic game. This isn't because this is the same game released for full price onto today's market. Oh, sorry, you can hit people after you've fallen off your bike. Big deal. Mad Max it certainly ain't. ■ **PETE** ■

The *Road Rash* games from Electronic Arts just seemed to get better and better with the 3D0 version sitting on the top of the pile. But this Mega Drive effort sends the series careering down hill fast. It's absolutely awful. All the visuals are really rough around the edges, not at all what you expect from a top-notch game from one of the leading software houses. Sorry EA, you must try harder! ■ **NICK** ■

To be blunt, you're only going to even consider this game if you haven't got the others, as it's the same. The gameplay is the same as it always has been, ride your bike along a road and try to finish first. Now this really is an attempt to cash in on *Road Rash*'s success on the 3D0. The graphics are garish and the sound is a series of bleeps. A total rip-off and not worth the money. Shameful. ■ **ADRIAN** ■

OVERALL 65

SYSTEM: MEGA DRIVE
PRICE: £49.99 SIZE: 24 Mbit
PUBLISHER: SEGA

SAMURAI SHODOWN

One of the top five beat'em-ups of all-time, *Samurai Shodown* has finally arrived for the 16bit console. It has been available on import for a while as *Samurai Spirits*, and on 3D0 and Neo Geo CD has been an office favourite for months. I am pleased to announce that apart from the obvious differences in the graphical quality, this is still one of the better fighting games for the MD. ■ **DAVE** ■

A surprisingly good version of the king of beat'em-ups. The graphics, naturally, aren't arcade standard but the speed of the special moves is impressive as is the overall feel. All the frills, like the stunning intro and character screens are absent but the gameplay hasn't suffered, it's still just as much fun hacking the stylish sprites into bits. Razor-sharp and extremely addictive. Smart. ■ **PETE** ■

Hmm, a very nice version of the game this is too. You can't really tell any difference between this and the Neo Geo CD game except for perhaps a few less animation frames. You don't have the awful problem with loading that the new CD console has either. If you want to play one of the best beat'em-ups to ever appear then this version is a smart choice and one you won't regret. ■ **NICK** ■

One of the best beat'em-ups to come along in a long time has finally reached the MD. The playability has remained intact – as most conversions invariably loose something, this has to be a plus point. The sprites are large, they move well, and the action is brilliant as special move follows special move. If you're tired of the usual bruisers and prefer a game with a bit more class, this is for you. ■ **ADRIAN** ■

OVERALL 86

SYSTEM: MEGA DRIVE
PRICE: £49.99 SIZE: 16 Mbit
PUBLISHER: SEGA

STRIKER

A long time favourite with most SNES owners, *Striker* was king of console soccer games for a while. Then came *Sensi*, *FIFA*, *International Superstars*, and poor old *Striker* was muscled out of the frame. Well, now Sega have brought it back. Packed with options (three different views, the ability to type in and save all your own stats) this is still a good game, but nowhere near the best booters. ■ **DAVE** ■

This reminds me of some of those amateur footballers from years gone by. You know, the ones who wore big shorts, never got sent off and had a pint at half time. The options are nice. The play is all very proper up and down the pitch stuff with the odd pass squeezed in somewhere. The only fly in the ointment is that the view is very easy to change by accident. Workmanlike but uninspiring. ■ **PETE** ■

So, Sega think they've got a *FIFA* beater on their hands do they? I don't think so! *Striker* doesn't have the instant appeal that the EA game had, although it does have all kinds of play modes and options to peruse. A nice inclusion is the ability to switch between sideways, vertical 3D and *Sensi Soccer* style views as you play. By changing as your opponent is about to score you can really put them off! ■ **NICK** ■

So, me and footy don't get on, but that hasn't stopped me from liking this. It's fun to play and with the three different viewpoints you can imagine you're playing *Sensi* or some other great footy game. It plays smoothly enough but one of the only gripes I have is that it is possible to keep changing the viewpoint as you play, and if you didn't intend to it can get annoying. ■ **ADRIAN** ■

OVERALL 78

SYSTEM: MEGA DRIVE
PRICE: £54.99 SIZE: 24 Mbit
PUBLISHER: SEGA

THE STORY OF THOR

I used to play a lot of RPG's on my Amiga, but on console I've never quite had the same enthusiasm. However, I sat and played this for days. A great game that combines the sheer size and complexity of your average adventure with the high quality graphics and action of an arcade title. You won't know how good this is until you play it. At the moment this is at the top of my wish list. **DAVE**

Most arcade adventures are all graphics and no gameplay but not *Story of Thor*. Those annoying text windows have been kept at bay so Prince Ali is free to roam the land doing some great special moves on anyone who gets in his way. The superb animation is complemented by some clever puzzles like the fire spirit you must conjure up to melt the wall of ice. Just like Jason and the Argonauts. **PETE**

I am mightily impressed with *The Story of Thor*. Sega have combined elements of RPG adventure and beat'em-up to give a game that's truly enchanting. There's just so much going on, with lots of puzzles to solve, demonic characters to defeat and secrets to find that you'll come back to it again and again. The battery back-up will ensure you don't get infuriated with it either. Excellent. **NICK**

RPG's can drag on for ages. Thankfully, *TSOT* isn't like that and it does makes a refreshing change to the stale and increasingly dull role-playing market. With some brilliant graphics and sound that seems to climax at certain moments to give extra atmosphere, it's just sheer entertainment. For a class RPG that will keep you entertained for days if not weeks, you could do a lot worse than this. **ADRIAN**

OVERALL 93

SYSTEM: MEGA DRIVE 32X
PRICE: £59.99 SIZE: 24 Mbit
PUBLISHER: SEGA

GOLF MAGAZINE'S 36 GREAT HOLES

If Birdies, Bogies and Eagles are your thang, and you own Sega's latest gadget, then you might just consider this. Don't expect any surprises and you won't be too disappointed – it's a little flawed, the inertia on the ball is odd and the holes seem to have tractor beams when you putt. There are a variety of set-up options and nice digitised sprites but this is just another adequate *PGA* imitator. **DAVE**

This has photo-realistic characters making their way around digitised versions of some top American courses, driving, putting and generally playing golf. It looks terrific. You can choose from an enormous number of options and customise your golfer, right down to the colour of their shorts. However, like so many 3D0 and PC golf games this loses it in terms of gameplay. Hits par. **PETE**

Up to now there has been nothing but a collection of arcade games for the 32X but this new offering attempts to redress the balance. Fans of console golf will want all the statistics and options they can get their hands on, and this won't disappoint. Graphically, it looks pleasant enough and everything moves along at a good pace but it's just not as addictive as the *PGA Tour* golf games. **NICK**

PGA European Tour is the accepted face of golf on the MD and it's going to take a really competent variant to knock it off its perch. Sadly, this unpronounceable title doesn't cut the mustard, but it does play an okay game of golf. It just seems bland and with only 32 holes to play it doesn't have anything like the variety of *PGA European*. The animation's nice, but that's about it. **ADRIAN**

OVERALL 73

SYSTEM: MEGA DRIVE 32X
PRICE: £59.99 SIZE: 24 Mbit
PUBLISHER: SEGA

METAL HEAD

Doesn't seem quite finished this. It's the old 'you command a giant robot' scenario, and whilst the choice of views and speed of the graphic update is impressive, even if it is a bit jerky and pixellated, you never interact with the backgrounds. Missiles don't seem to damage buildings and you can't crush anything on the ground. You just plod around shooting things that float about in little pieces once hit. **DAVE**

No, not a new rock band nobody's heard of, it's a game of big robots fighting each other. In this case your big robot destroys other robots, tanks and jeeps (unfair) but can't so much as scratch buildings (also unfair). A reasonable, if monotonous game is spoiled by poor spot FX and the programmer's total disregard for the laws of gravity (dig the floating shrapnel). Mindless. **PETE**

Am I the only member of the team who likes this game? I think it's great with lots of views and plenty of variety in the levels with mechs, jeeps and bomber planes to shoot down. The speech and animation on the between level geezers leaves a lot to be desired but when you look at games like *Iron Assault* on PC CD-ROM that look just like this you can appreciate the power of the 32X. **NICK**

Robot games are all the rage at the moment and *Metal Head* is a reasonable enough title for the 32X. You walk around shooting enemy mechs and even get napalmed by your own side – realistic or what? There are a few problems with it though, unless you get a power-up you tend to trundle along and get hit from behind a lot and everything's too blocky. Still, it's not bad. **ADRIAN**

OVERALL 80

SYSTEM: MEGA DRIVE 32X
PRICE: £44.99 SIZE: 16 Mbit
PUBLISHER: SEGA

MOTORCROSS CHAMPIONSHIP

Remember Lego and Sticklebricks? Well, thanks to the 32X you can now play as if the sprites are made up of these objects. Sega seem to be promoting a renaissance of the pixel, because in every 32X game they get bigger. What's wrong with smooth graphics? This is sarcasm – well deserved as I've wasted my time on another dismal 32X cart. The main sprites even disappear off screen. Poor. **DAVE**

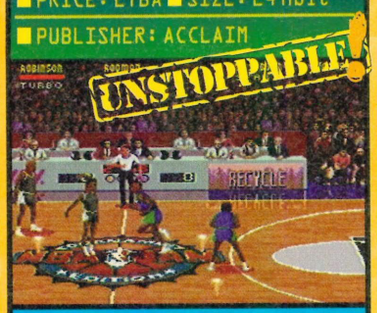
This is the kind of game that makes you glad that there are people mad enough to ride around ripping up our beautiful countryside on dirt bikes. At least somebody's getting a kick out of it, unlike anyone who goes within ten feet of this game. This turns pixellation into an art form, blocky riders disappearing behind each other and falling back onto a fuzzy track. One for the scrap-heap. **PETE**

Oh come on Sega, we've all told you to stop living in the past. *Afterburner* was worth a couple of plays and *Space Harrier* had me cringing. Now they bring out this, which is basically a jumped up version of the ancient *Enduro Racer*. The graphics are incredibly scrappy and the game has an irritating habit of throwing your bike into the air and out of view. Not the best 32X game out there. **NICK**

What is going on? Something that resembles *Road Rash* but on a dirt bike, it seems. The graphics are blocky and get confusing when loads of riders appear on-screen at once. Another niggle that becomes an itch is that you're constantly in the air due to all the bumps you have to jump over. You don't get to see most of the track as there isn't even an overhead view. In a word, rubbish. **ADRIAN**

OVERALL 39

SYSTEM: SNES
PRICE: £TBA SIZE: 24 Mbit
PUBLISHER: ACCLAIM



NBA JAM TOURNAMENT EDITION

On first appearances you could be forgiven for asking "what's new?" about this cart. Apart from the ability to choose from more than two players per team and the new front-end this seems more of the same, until you get to the new options. Hot spots, on-court power-ups and a high speed 'juice' mode, takes this cart into another dimension. A tough challenge for *Jam* connoisseurs. **DAVE**

Juice icons. Hot spots. Substitutions. This is *NBA Jam* taken to the limit and over the edge of that hoop. Super fast, super slick and super to play this has all the pulling power of the original plus a little something extra. Is it worth buying if you've got the original? Maybe not. But this is still a superb stand-alone title full of gameplay, frantic action and that added touch of sparkle. Flamin'! **PETE**

I loved the original *NBA Jam* and have been waiting for a finished version of the *Tournament Edition* to come in for months. It finally arrives and it's everything that I thought it would be with a highly addictive game full of super slam dunks, hot spots and icons. As a conversion of the arcade game it's virtually perfect. Another great game from those clever guys and gals at Acclaim. **NICK**

For everyone who enjoyed the original and played it to death, there now comes this similar sequel, complete with its new moves. You can choose two players from three, keeping one fresh for later in the game, and you can also choose to play with the juice mode on. If you were a glutton for top class basketball action, then you're going to wet yourself over this. Still enormous fun. **ADRIAN**

OVERALL 90

SYSTEM: SNES
PRICE: £49.99 SIZE: 8 Mbit
PUBLISHER: DATA EAST

SIDE POCKET

Another mediocre game. *Side Pocket* was great fun on the Game Boy about three years ago, and quite enjoyable on the Mega Drive a year later. However, there is only so long that you get away with regurgitating the same game on different formats. This isn't all bad, but it is slow and limited and the flat overhead perspective makes it appear very 2D. Looks and feels like a budget title. **DAVE**

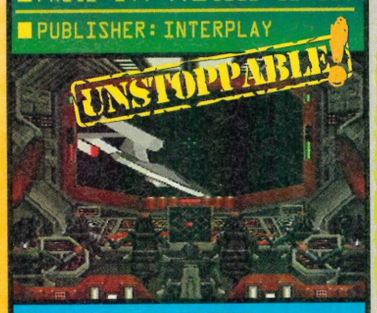
Viewed from an overhead perspective, the potting in this pool sim soon gets tedious. I know American tables are small but this looks ridiculous as you thwack boulder-like balls all over the place. Okay, so it's the only table you'll find on the SNES, even so I wouldn't be tempted. Play if you must but you'd be better off praying for a miracle, like *Jimmy White's Snooker* being converted. **PETE**

You don't very often see Pool on the Super Nintendo. In fact, I don't remember the game ever appearing on this format before. You can see why when you play *Side Pocket* from Data East. This is an old Mega Drive game that they have converted to the SNES for some unexplained reason. If you want to play Pool my advice is to go down the pub or youth club and have a go there! **NICK**

This isn't bad. The view is top down and you have to rack up as many points as possible. You score more for colour sequence as well as number order. Inbetween rounds of big American cities, you get to play bonus games where you have to try and pot the balls in corners that are really hard to reach. Unfortunately, it doesn't really stand up when compared to similar games on other systems. **ADRIAN**

OVERALL 51

SYSTEM: SNES
PRICE: £44.99 SIZE: 16 Mbit
PUBLISHER: INTERPLAY



STAR TREK FLEET ACADEMY

Anybody who ever fancied themselves as Captain Kirk will go ga-ga over this. You get to boldly go on a number of simulated missions, many from the movies and TV series and see just how well you would fair at the helm of a space cruiser. The graphics are superb and there's even a two-player split-screen combat mode. Play as a Romulan, Klingon or Federation captain. It's all here. Great. **DAVE**

Some strange force seems to have tried to pack the whole of Starfleet into a SNES cart. Even Scottie would've said "I canna do that!" The missions are great as Chang circles you spouting Shakespeare or you try to beat the Kobyashi Maru. The two-player battle is tops though, especially when you use a sneaky cloaking device to creep up behind your opponent. A subtle and very addictive sim. **PETE**

This isn't a game for pure arcade adrenaline fiends, it's a slower affair with much more strategy involved. Fans of any of the Star Trek TV series will love it to bits. It's got all the characters in it and you can take control of any of the ships that you've seen on TV. The game takes a little time to get into but it's well worth persevering with as there are lots of clever features. Beam me up Scottie! **NICK**

Being a Starfleet officer must rank as a personal ambition of mine. Maybe, just maybe, with the help of this little baby I'll realise that ambition. You can play the training missions that are just scenarios from the films. Or, you can play the actual game and progress through Starfleet completing missions and doing good. This is remarkably good fun and is well worth a look. Engaging. **ADRIAN**

OVERALL 90

JELLY BOY

Mega Drive £39.99
16 Mbit Ocean

Something round, wobbly and pink and no Noel Edmunds in sight! As we've come to expect from Ocean, the graphics are great. This is *Jelly Boy* now out on the Mega Drive. It's a bright platformer with loads of cutesy appeal – he wobbles, biffs the nasties with pink jelly hands and blows bubbles while he waits. He also jumps, squelches and can turn into a hot air balloon while collecting the dancing musical notes. It's addictive and fun if rather too limited.

OVERALL 72%

MEGA SWIV

Mega Drive £39.99
8 Mbit Time Warner Interactive

Manic fun! A crazy fast shoot'em-up with plenty of excitement and loads of red hot explosions. Play as a jeep or helicopter and test your dodging and firing skills against a barrage of vicious enemy fire. Even better in two-player mode, this is complete shooting chaos at its best. Addictive, furiously frustrating and perfect for taking your not-so-good moods out on. It isn't unique but then again it isn't easy either. Challenging but a bit dated.

OVERALL 76%

CARRIER ACES

SNES £39.99
16 Mbit Gametek

Yet another flight sim game but this does have the advantage of really crisp graphics and loads of mission options. The one-on-one dogfight kept us frantically twitching our joypads for hours. Missions can be individually styled with a choice of planes and weapons. Two-player mode is probably better and will keep you gripped for longer as the missions can get very tedious.

OVERALL 67%

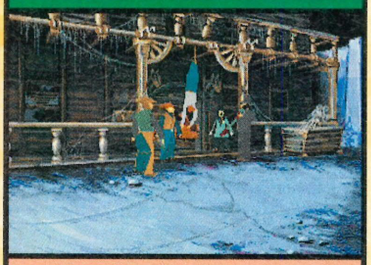
THE LORD OF THE RINGS

SNES £44.99
16 Mbit Interplay

This is actually very close to the book. Interesting in places but incredibly dull in others. The CPU characters seem to have an artificial intelligence of zero as they burble the same rubbish all the time. It's got caught somewhere between a text-based puzzler and an RPG slash'em-up and doesn't work as either. The moody music was good but, as the rhyme goes, sixty four for the arcade adventure in the land where yawning lies.

OVERALL 64%

SYSTEM: PC CD-ROM
PRICE: £49.99 MIN REQ: 386 DX33
PUBLISHER: INFOGRAMES



ALONE IN THE DARK 3

This has been one of the classic PC game series and really pushed the machine's graphics to the limit. With the release of a number of equally impressive competitors, the game engine is not as gob-smacking as it once was, but *Alone in the Dark 3* still has enough variety and challenge for graphical adventure fans to be a surefire hit this spring. It has a surprise or two up its sleeve as well. **DAVE**

Torture has always been one of my favourite pastimes and this game is full of beatings, hangings and sheer brutality. The graphics are slicker than in the first two games but you still spin on the spot in an annoying fashion as you try to get round corners. Confusing in places, but still with bags of atmosphere and some nice effects, this is entertaining but not in the same class as *Little Big Adventure*. **PETE**

This is a massive leap from *Alone in the Dark 2*. The story is gripping with lots of twists and surprises to keep you interested. All the characters and backgrounds have been improved a lot too with the animation looking much smoother. I've seen the game completed and can guarantee you an adventurous feast from start to finish. If you've got a PC CD-ROM then this is a must-have title. **NICK**

As a sequel to the pair that have been before, this makes an ideal addition to the trio. The graphics have been improved and it all moves very smoothly. The gameplay is just the same as before with plenty of searching and fighting, and then even more searching and fighting. If you've played the first two and need some more challenging scenarios to explore, this is quite definitely for you. **ADRIAN**

OVERALL 85

SYSTEM: PC CD-ROM
PRICE: £34.99 MIN REQ: 386 DX33
PUBLISHER: VIRGIN

IRON ASSAULT

Metal Head, Iron Soldier, Iron Assault, it seems that everybody's had the same idea at the same time. Once again, you control a huge robot as he stomps around a city fighting other robots and totalling buildings. The graphics are good and the game is packed with options, but it gets very boring, very quickly. You keep going, hoping that something new is going to happen, but it never does. **DAVE**

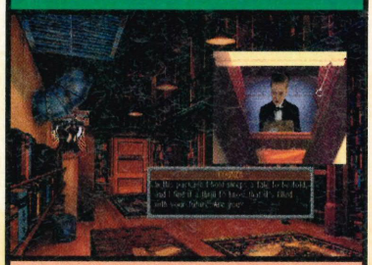
Hey, another robot fighting game, how original. Okay, so it all looks nice with smoothly rendered buildings that don't stay smooth for very long as you can blast great big holes in them. The options are good too where you can flip up a rear view mirror or plan a set route for your mechanoid to take through the city. Corny looking enemies let this down though, along with the real lack of variety. **PETE**

3D mechanoid games are all the rage at the moment. We've seen *Iron Soldier* on the Jaguar, *Metal Head* on the Mega Drive 32X and now this comes along on PC CD-ROM. I was amazed at the similarity in the graphics between this and the 32X game, the main difference is that you get lots more options to play around with in this. Not a game that uses the CD to its full capacity but good fun. **NICK**

Like *Metal Head* on the 32X, this game is full of robots pounding the living heck out of each other. Unlike *Metal Head*, this has loads going for it and once you've started setting the waypoints and destroying the enemy with different weapons, it all becomes rather fun. There are nice cut-scenes and the whole package hangs together well giving you that smash and burn feeling. **ADRIAN**

OVERALL 83

SYSTEM: PC CD-ROM
PRICE: £44.99 MIN REQ: 486 SX
PUBLISHER: ELECTRONIC ARTS



NOCTROPOLIS

A brooding comic book adventure packed with loose women in even looser clothing should be the ideal recipe for a PC blockbuster. The action is well paced and many of the problems are easy to solve, keeping the game rolling along. The simple point and click control method also adds to this ease of use, but often the sprites leave a lot to be desired. Colourful, but only mildly amusing. **DAVE**

Nuns committing vile, depraved sexual acts may be your cup of tea and actually, to tell the truth, it's mine, so I warmed to this adventure. Still, even someone like me has to admit that the number of scantily-clad vampires is gratuitous. The atmosphere is spooky but it's sometimes difficult to tell where you are. Another game employing shock tactics that don't quite come off. **PETE**

This is a game that certainly knows its target audience. Lots of babes in not an awful lot of clobber, a horror style story with lots of gruesome locations and wicked goings-on and all thrown together in an adventure mould. This has all the failings of similar games though, with beautiful backdrops but sprites that look like they've simply been cut out and stuck onto the screen. Average. **NICK**

Loads of gruesome sights make this a great game. But when you think that a demon inhabits the habit of a nun, you have to wonder if this sort of behaviour is correct. With some sort of 'comic books in adventure shocker' pretext to hide behind, this gives you a vampiric storyline with similar vampire graphics to boot. Not too bad at all but there are much better naughty games out there. **ADRIAN**

OVERALL 78

SYSTEM: PC CD-ROM
PRICE: ETBA MIN REQ: 486 SX
PUBLISHER: ELECTRONIC ARTS

WING COMMANDER III

I've decided to be more than fair to this monster of a game. Sprawling over four (count 'em FOUR, CDs) and needing at least 8 Mbits of memory just for starters, it is pretty much unplayable on most PCs. This negates the point of the whole thing, don't you think? Once it is running though, it's pure class. The ultimate *Wing Commander* game to date, but be absolutely sure you have the specs. **DAVE**

It's your job to fight off an army of aliens who look like Tony the Tiger while getting worried about the fact that Mark Hamill can't afford a razor. It's no joke as this is all you'll have to think about while the little CD access light flickers. The graphics have been revamped with more views and some challenging missions, *WC* freaks will, no doubt, be happy to grab a copy of this. **PETE**

Nice. Origin have spent a fortune on casting proper actors in this third installment and yes, the guy who played Luke Skywalker in Star Wars is in it! All the movie sequences are really well done, it's just a shame they take forever to load onto even a super fast PC! When you do get to play the game this is the best *Wing Commander* so far. If you've got a machine that can handle it, give this a try. **NICK**

Right, unless you have a good machine, you're going to waste hours loading scenes of video that only run for a few seconds. You can turn it off, but that's not the point. After all this nonsense, which just happens to have Mark Hamill in it, you get to the game which is just your average shoot'em-up in space type of thing. Nothing wrong with it really, but be prepared for long waits. **ADRIAN**

OVERALL 87

SYSTEM: JAGUAR
PRICE: £TBA SIZE: 16 Mbit
PUBLISHER: ATARI

VAL D'ISERE

Hmm. This was a poor title when it crashed big time on the SNES, so what on earth is it doing on a 64bit machine that is supposed to be part of the future of videogaming? I'll tell you shall I? It's crashing again! This is an extremely limited, very unimaginative ski and snowboard game. You just slide down a hill dodging the flags, that's it. No spectacular stunts, no neat hot-dogging and no fun. **DAVE**

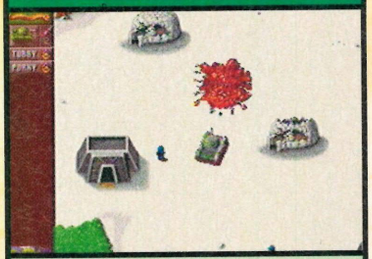
Snowboarding is all the rage at the moment – if you watch Lucozade adverts that is. I think I'd need more than the fizzy orange stuff to get me through this. You can choose to ski if you wish but it's really all the same. Pass straight through other skiers, get totally lost because of the lack of a map or proper markings and end up with your head in a snow drift. It's all downhill from there. **PETE**

Skiing and snowboarding. You don't see these two sports very often in videogames. I remember this from the SNES. It used Mode 7 and was pretty awful. Although this version is very similar it seems to work better on the Jaguar. The courses scroll very smoothly and there are all kinds of options to explore and obstacles to encounter. Not the best Jag game ever but reasonably playable. **NICK**

At the moment, every game that gets released on the Jaguar seems to be sealing its fate. There are only a handful of games that are any good and, believe me, this isn't one of them. A skiing game may be fun if you're Swiss or Austrian, but English people are rubbish on the piste. The gameplay is uninspiring, the sounds are just awful and it all makes for a really poor snowy experience. **ADRIAN**

OVERALL 30

SYSTEM: 3DO
PRICE: £TBA SIZE: 1 CD
PUBLISHER: VIRGIN



CANNON FODDER

Excellent version of the *Sensi* classic. This runs at such a high speed that often just keeping the cursor under control is challenge enough. A lengthy intro, accompanied by a video of the Sensi lads camping it up to the theme music, plus a conversion of the game with enhanced graphics, makes this a real bumper bundle. Good, simple fun, with plenty of guns and explosions. Shame it's so old. **DAVE**

Except for slightly greater definition of the sprites and a few extra colours this is the same game of small men locked in fearful combat. It's a very fast version though – you might have trouble keeping up with the cursor as it darts about. A nice rendered intro sets the scene and from there on it's killing all the way. Could they have done more on the 3DO perhaps? Still a classic game anyway. **PETE**

It doesn't matter which machine you buy *Cannon Fodder* on, the basic game is exactly the same. The graphics in the 3DO version looks better defined than on the Super NES or Mega Drive but that's probably due to the way the console connects to the TV. This CD version has lots of cool rendered intro sequences to spruce things up a bit, but see them once and you'll never look at them again. **NICK**

With a lovely intro that captures the basic humour of what's to come, *Cannon Fodder* is a good blast from start to finish. The levels start off nice and easy and with the names becoming more crazy, like Donkeytasticelastic, the action often reflects this. The sprites are small but this works well as you can't really expect to take them seriously. Still, a top game that you should take a look at. **ADRIAN**

OVERALL 86

SYSTEM: 3DO
PRICE: £39.99 SIZE: 1 CD
PUBLISHER: AMERICAN LASER GAMES

CRIME PATROL

These shooting games are notoriously difficult to play if you don't own a light gun and of course they very rarely come with one, so that is an extra purchase to bear in mind. But, if you do own a gun and you love these arcade shooting games, then this is probably the best that I've played to date. I find the novelty quickly wears off discs like this. Oh yeah, and your partner's a bitch! **DAVE**

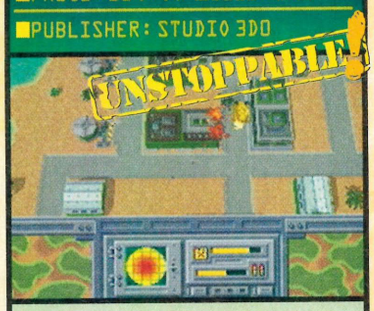
Welcome to the future of law enforcement...not. Shoot grainy crooks as they leap out at you from behind packing crates. As in all FMV games, timing and shot placement are essential – it's no use shooting criminals in the head when they're only vulnerable to a bullet in the guts. Doh! If this is the best cops 'n' robbers the 3DO can offer, then it's time to turn in your badge. Fun for two seconds. **PETE**

These American Laser Games FMV games are all very well in the arcade, but don't really work on home consoles. The game is far too linear. You shoot your way through the villains one by one and although there are sections where they pop up randomly you'll soon suss them out. It's awful to play without the additional gun as well. On joypad the cursor just strolls across the screen. **NICK**

Using the tried and tested technique of real actors jumping up and shooting you, before you can shoot them, *Crime Patrol* manages to capture your attention for a while. The video footage is clear as could be and the pace of the action is very fast. The only problem is the relatively short lifespan that this enjoys. It may be fun to shoot these guys for ten minutes, but afterwards? **ADRIAN**

OVERALL 65

SYSTEM: 3DO
PRICE: £39.99 SIZE: 1 CD
PUBLISHER: STUDIO 3DO



RETURN FIRE

Impressive *Desert Strike* clone that sets the player a number of military objectives to achieve. Choose from a mobile Rocket Launcher, a Tank, a Helicopter or a Jeep. You can change vehicle in mid-mission to take on various adversaries in your quest to steal the enemy's flag. The realism is excellent, with intelligent adversaries and great spot FX. Definitely a top 3DO release. **DAVE**

It seems like something's wrong somewhere. I mean, this is a game with the emphasis on gameplay, hardly any frills and hours of destructive fun – and it's on the 3DO! Pick it up and you'll be addicted to guiding one of four vehicles through a maze of enemy defences. Great in one-player and nastier in two, the only trouble was that I didn't want anyone else to have a go! **PETE**

Watch out *Cannon Fodder*, there's a new guy in town and he's looking pretty slick! *Return Fire* gives the player four military vehicles to run amok in and has some smooth 3D graphics that zoom in and out on the action. It works really well as a two-player game with a split-screen mode. This is a game that's come out of the blue and taken the 3DO by storm – a great blast! **NICK**

I hadn't heard about this until it popped into the office, stuck itself into the 3DO and started playing Wagner's 'Ride of the Valkyries'. Anyway, after further inspection I found this really playable with good sound and graphics and now I can't live without a dose of high action killing. This is highly original and deserves to be played to death. Now then, where's the enemy base? **ADRIAN**

OVERALL 90

SYSTEM: 3DO
PRICE: £39.99 SIZE: 1 CD
PUBLISHER: PANASONIC

STARBLADE

Loved this. Great sound, tons of speech and brilliant, super real graphics that you can play in either filled polygon or texture-mapped mode. There is no slow down on screen despite there often being a bewildering amount of activity, maybe too much at once sometimes, and the presentation is first class. This is blasting at its best. Shame there isn't a greater variety of weapons though. **DAVE**

Imagine *Star Wars Arcade* on the 32X only with much improved graphics, sound and even some texture-mapping thrown in and you might get *Starblade*. This is stunning to watch and certainly grabs you attention when you play. Unfortunately, like all arcades, it's too linear and with three continues to use up you'll soon blast your way through and only remember the pretty spaceships. **PETE**

Starblade was a great blast in the arcades and both this 3DO version and *Starblade Alpha* on the Sony PlayStation are even better with a texture-mapped graphics option as well as coloured polygons. The only problem is that it's an arcade game on a console, meaning that once you've played through the set flight paths once, you don't want to start all over again. Nice, but rather limited. **NICK**

Taken from its natural arcade home and put onto a lesser platform, *Starblade* on the 3DO performs admirably. There are, however, a few gripes with this sort of game. As an arcade game, there isn't much variety, once you've seen it, that's it, and you can't alter your course. However, it is a good blaster of a game and the sound is brilliant. Take a good look at this and decide for yourself. **ADRIAN**

OVERALL 77

SYSTEM: NEO GEO CD
PRICE: £TBA SIZE: 1 CD
PUBLISHER: SNK

STREET HOOP

This is trying very hard to be *NBA Jam* but, unfortunately, it suffers from one of those terminal Neo Geo diseases – a lack of personality. There are all the usual shots which send your players skywards as they deliver spectacular, board-rattling slamdunks, but there is no turbo and no real edge. The characters are a little cumbersome and the game is strangely played over two halves, huh? **DAVE**

To make a change from beating people to a bloody pulp you could try this arcade basketballer. The moves aren't exactly spectacular but they do the job as you slam dunk or lob three-pointers in from the halfway line. The passing and blocking is fairly simple and it plays at a reasonable speed there are no power-ups to make you go faster. Alright, but all a bit too predictable for my liking. **PETE**

The joy of these Neo Geo CD games is that you're getting the complete arcade machine on a CD at a fraction of the cost. The only drawback is the time each game takes to load into your console. *Street Hoop* is a reasonable basketball simulation with the usual style of SNK characters running around and lots of great arcade sound effects. Not brilliant, but worth a couple of plays I suppose. **NICK**

Street Hoop is similar to *NBA Jam*, in the view it takes of the court, any other similarity goes out of the window. There are only two halves, and each team has three different members. You can score two or three points, depending on where you are standing and if you power up the meter at the bottom, you can do a massive dunk that leaves an amazing vapour trail in the air. Hmmm. How neat. **ADRIAN**

OVERALL 69

SYSTEM: NEO GEO CD
PRICE: £TBA SIZE: 1 CD
PUBLISHER: SNK

WIND JAMMERS

Just a straight port of the original Neo Geo cart version, where you attempt to hurl the futuristic frisbee past the opposing player gaining a variety of points by pulling off trick shots and scoring in different areas of the goal. We played this a lot on the TV show but it has never really captured my imagination. However, now at the lower CD price, maybe it is just about worth a look. **DAVE**

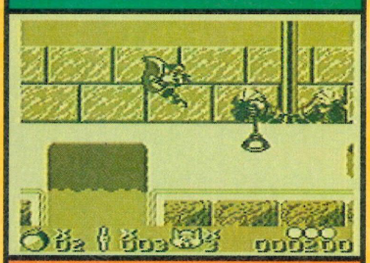
Charge up your frisbee and let it bounce around the arena until it hits the far wall or your opponent. There are plenty of power moves for you to pull off but which you perform at any one time seems to be up to the CPU. Fun to play at first, there simply isn't enough here to keep your interest for very long. Even the graphics aren't as stylish as in a lot of other Neo Geo CD releases. Very limited jammin'. **PETE**

This is a unique game from the Neo Geo arcade system. It's a kind of one-on-one frisbee fight where the idea is simply to get the disc past your opponent and hit the various goals situated behind him. Some of the special throws you can come up with are very impressive and as a two-player game it really shines. My only moan is that the gameplay is a bit simple and I soon lost interest in it. **NICK**

A game like this looks really simple at first, but on further inspection it reveals that there is in fact a really fun two-player game. It's not so hot in one-player mode, but add a chum and it's much more of a laugh. All you have to do is throw the frisbee into your opponent's tiny goal while stopping his similar tactics. Good graphics with alright gameplay make this a tight little bundle. **ADRIAN**

OVERALL 73

SYSTEM: GAME BOY
PRICE: £24.99 SIZE: 2 Mbit
PUBLISHER: OCEAN



MR NUTZ

Despite being a load of old tosh on the MD, *Mr Nutz* holds up quite well on the Game Boy. Nice graphics, good animation, with only a slight blur at high speed. The big sprites and simple gameplay work quite well on the small handheld's monotone screen and I still feel that this cute platformer is a game that will appeal far more to younger players. Lacks excitement, but not too bad. **DAVE**

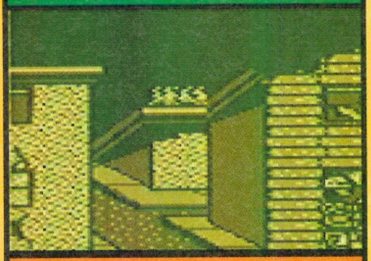
From mighty oaks of SNES games little acorns of Game Boy titles grow. This miniature version of *Mr Nutz* sees our friendly squirrel making his way through more patches of dangerous woodland. Along the way, he gets to grab some enormous power-ups and throws even larger nuts at annoying wasps (I prefer a ruler myself). Nice animation, nasty enemies and cutesy scenery. Average. **PETE**

I remember little Mr Nutz from his first outing on the SNES and this game has translated very well to the smaller GB screen. There's nothing out of the ordinary to be seen though, just lots of characters to stomp in true *Mario* style and some scary end of level guardians to defeat. If you're in need of a good platform fix to while away a few hours then this could be it! **NICK**

Identical in gameplay to the MD version, *Mr Nutz* poses yet another threat to walking apples, bees and, of course, those blue worm things you find everyday on you garden path. Simple platform action with some pretty tricky parts that can easily catch you out. Add to this the blur you get when Nutz is running and you're in for a hard time. Not an instant classic, but more of an alright game. **ADRIAN**

OVERALL 79

■ SYSTEM: GAME BOY
■ PRICE: £24.99 ■ SIZE: 2 Mbit
■ PUBLISHER: INTERPLAY



ROBOCOP VS TERMINATOR

■ What's got four legs and wagging tail?
What kind of animal was Lassie?
What type of pet eats Winalot a lot?
What is God spelt backwards?
What is the best way to describe this slow, boring, dire cart, that shows about as much imagination as a Whigfield dance routine?
Yep, you got it.
■ **DAVE** ■

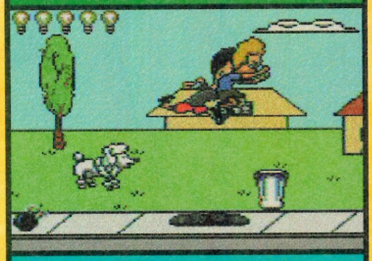
■ Remember those old digital watches that had a little game on them where the sprites didn't move, they just lit up in a different place? Now, close your eyes, count to three, open them, and peek at this. Look familiar? You could be forgiven for thinking that *RVT* got caught in a time warp and was really supposed to come out on the ZX81. No such luck. Now, where's that vat of molten plastic? ■ **PETE** ■

■ Oh please, somebody unzip the body bag and drop this cart in it. I hated *Robocop Vs Terminator* in its 16bit form but as a Game Boy game it's atrocious. The puny looking Robocop stumbles about the levels being blasted before he can even get his gun out! I thought the 'future of law enforcement' was supposed to be unstoppable – I don't think so! Don't part with any cash for this poor effort. ■ **NICK** ■

■ Two hard blokes (well, robots actually), scrap against each other for the good of humanity. Anyway, although the graphics look something like they're supposed too, they move badly and the whole game hangs together like a dried kipper. A small arm will appear from a window and shoot you and there are times when it just becomes really infuriating. Stay away and you'll be alright. ■ **ADRIAN** ■

OVERALL 10

■ SYSTEM: GAME GEAR
■ PRICE: £TBA ■ SIZE: 4 Mbit
■ PUBLISHER: VIACOM



BEAVIS AND BUTT-HEAD

■ "This sucks!" Well, kind of. You see the best part of this cart isn't the game at all, it's all the little comments from the dimwitted duo as you play. Normally, they would get annoying but the game is so bad that they're a welcome interruption. The graphics are good, the speech is clear, but the gameplay is atrocious. In fact, losing is recommended because the Game Over screen is brilliant. ■ **DAVE** ■

■ Some great speech samples make this very funny, but the limited gaming area and poor collision detection make it annoying to play. The same horizontally scrolling format used on the MD version is employed here with the same disappointing results. The sprites are fine but their leaping and collecting antics are drab. Still, I love the idea of "Fartknocker!" blaring out on a crowded bus. ■ **PETE** ■

■ As if these guys appearing on the Mega Drive weren't enough punishment they have to create a Game Gear version as well. This isn't much like its 16bit big brother, it's a scrolling game where the boys have to jump obstacles and pick up cash. The graphics are the same though with cartoon animation straight from the TV show. If you're a fan then you'll get a kick out of the game. Probably. ■ **NICK** ■

■ The dregs of society are in yet another game with their usual "pull my finger Beavis." sort of mentality and for a GG game this isn't bad. It's all colourful and you just have to walk along and pick things up while jumping to avoid small obstacles that come hurtling towards you. The funniest part of the game has to be the Game Over screen where the youngsters hit each other over the head. ■ **ADRIAN** ■

OVERALL 59

■ SYSTEM: GAME GEAR
■ PRICE: £29.99 ■ SIZE: 4 Mbit
■ PUBLISHER: SEGA

FATAL FURY SPECIAL

■ Apparently this cart has won awards as one of the best Game Gear beat'em-ups ever. It is good. The graphics are very detailed, with both the sprites and the background being very complex without slowing down the action at all, and the two player link-up is a good feature. But the moves are a bit limited and I personally prefer the larger sprites of *Mortal Kombat II*. Sorry, but I do. ■ **DAVE** ■

■ Small fighters on a small screen take each other on over several rounds. This isn't bad. True, the special moves aren't exactly spectacular but the fighters kick and punch quite responsively and it's very satisfying when you make your opponent eat mat. My only nagging doubt is that the initial adrenaline rush won't last as there aren't enough moves to go around. An average bruiser. ■ **PETE** ■

■ The SNK Neo Geo games are spreading far and wide now with this Game Gear version of *Fatal Fury Special* looking really smart! The weird and wonderful characters are a little bit too small for the compact screen but that's the only little niggle I have. All the various game options and tournaments are here and the animation is as smooth as it ever was. The ideal handheld beat'em-up. ■ **NICK** ■

■ On something like the Neo Geo CD, this stands head and shoulders above other combat games, but on something as fiddly as the GG it's a rather stale fighting game. The screen is far too small and this in turn makes the characters and the backgrounds seem even smaller. It's not that this is a bad game, it's just not suited to something like the GG. Only buy this if you really have to. ■ **ADRIAN** ■

OVERALL 84

PREMIER MANAGER 3

■ **PC** ■ **£25.99**
■ **2 Disks** ■ **Gremlin**

■ Probably the most detailed management simulation available, *Premier Manager 3* is a marvellously involved simulation of life in the dug-out. From hiring an assistant manager to organise sponsorship for you, to going to the board of directors for more money, it's all here bar the cigar. The only real problem lies in the way the matches are actually presented. They take an absolute age to play and a season can drag on for months, making this the ultimate test of your patience as well as your management potential.

OVERALL 87%

BLIND DATE

■ **PC CD-ROM** ■ **£39.99**
■ **386DX** ■ **Domark**

■ There will probably be a few of you out there who may be in need of some help when it comes to chatting up girls and getting to know how they think. *Blind Date* may offer some help in this department and with a range of answers to the young lady's dialogue, you may just make it to home base. The premise is very simple – sweet talk the dear lady and, if she likes you, you get to continue, otherwise you'll end up in the bathroom with her knife-wielding friend. Painful.

OVERALL 63%

HELL: A CYBERPUNK THRILLER

UNSTOPPABLE

■ **PC CD-ROM** ■ **£49.99**
■ **386SX** ■ **Gametek**

■ Dennis Hopper, Grace Jones and that really sultry supermodel, Stephanie Seymour, all make some sort of contribution to this graphically excellent Cyberpunk thriller. All the characters are rendered and move well and you don't get little boxes full of text in this. Full speech from off the CD is the order of the day here and it really is impressive once you start getting into the game. If you've got a high-end machine, you ought to check this out.

OVERALL 91%

FAMILY FEUD

■ **3D0** ■ **£39.99**
■ **1 CD** ■ **Gametek**

■ This is a strange game based on Family Fortunes. You choose your family and customise them. Then you are off into the smarmy world of TV hosts and mind-bogglingly irrelevant questionnaires. Sadly, Gametek have given us the unadulterated American version and, as we all know, they speak funny – so don't expect to win the jackpot every time.

OVERALL 55%

The big 10 high 5

ELSPA — European Leisure Software Publishers Association Ltd

CHARTS COMPILED BY GALLUP

CONSOLE CHART

1: FIFA SOCCER '95 – MEGA DRIVE
2: THE LION KING – MD/SNES
3: DONKEY KONG COUNTRY – SNES
4: MICRO MACHINES 2 – MEGA DRIVE
5: MORTAL KOMBAT MD/SNES
6: MORTAL KOMBAT II – MD/SNES
7: COOL SPOT – MD/SNES
8: MICRO MACHINES – MEGA DRIVE
9: CANNON FODDER – MD/SNES
10: MICKEY MANIA – MD/SNES

16/32 BIT FLOPPY CHARTS

1: SENSIBLE WORLD OF SOCCER – AMIGA
2: WINTER OLYMPICS – AMIGA/PC
3: SIM CITY 2000 – AMIGA/PC
4: THEME PARK – AMIGA/PC
5: MORTAL KOMBAT – AMIGA/PC
6: CANNON FODDER 2 – AMIGA/PC
7: MORTAL KOMBAT II – AMIGA
8: PREMIER MANAGER 3 – AMIGA
9: CANNON FODDER – AMIGA/PC
10: FOOTBALL GLORY – AMIGA

TOP FIVE SNES
1: DONKEY KONG COUNTRY – NINTENDO
2: MORTAL KOMBAT – ACCLAIM
3: THE LION KING – VIRGIN
4: MICRO MACHINES – OCEAN
5: STREET RACER – UBISOFT

TOP FIVE MEGA DRIVE
1: FIFA SOCCER '95 – EA
2: MICRO MACHINES 2 – CODEMASTERS
3: CANNON FODDER – VIRGIN
4: THE LION KING – VIRGIN
5: PGA TOUR GOLF 3 – EA

TOP FIVE MEGA-CD
1: FIFA INTER SOCCER – EA
2: MORTAL KOMBAT – ARENA
3: REBEL ASSAULT – JVC/MARUBENI
4: THUNDERHAWK – CORE DESIGN
5: SONIC CD – SEGA

TOP FIVE AMIGA
1: SENSIBLE WORLD OF SOCCER – RENEGADE
2: MORTAL KOMBAT II – ACCLAIM
3: WINTER OLYMPICS – US GOLD
4: MORTAL KOMBAT – VIRGIN
5: THEME PARK – BULLFROG

TOP FIVE CD32
1: MICROCOSM – PSYGNOSIS
2: WEMBLEY INTER SOCCER – AUDIOGENIC
3: PGA EUROPEAN TOUR – OCEAN
4: ROADKILL – ACID SOFTWARE
5: SUBWAR 2050 – MICROPROSE

TOP FIVE PC
1: SIM CITY 2000 – MAXIS/MINDSCAPE
2: WINTER OLYMPICS – US GOLD
3: DOOM 2 – VIRGIN
4: STAR TREK: 25TH ANNIVERSARY – INTERPLAY
5: MORTAL KOMBAT – VIRGIN

TOP FIVE PC CD-ROM
1: MEGA RACE – MINDSCAPE
2: DOOM 2 – VIRGIN
3: CREATURE SHOCK – VIRGIN
4: THEME PARK – BULLFROG
5: PRIVATEER/STRIKE COMMANDER – EA

TOP FIVE GAME BOY
1: SUPER MARIO LAND 3 – NINTENDO
2: DONKEY KONG – NINTENDO
3: SPACE INVADERS – NINTENDO
4: SUPER MARIO LAND – NINTENDO
5: ZOOL – GREMLIN/GAMETEK

TOP FIVE GAME GEAR
1: COOL SPOT – VIRGIN
2: SUPER OFF ROAD – VIRGIN
3: SONIC 2 – SEGA
4: TAZMANIA – SEGA
5: THE LION KING – VIRGIN

TOP FIVE CD-i
1: BURN: CYCLE – PHILIPS
2: STRIKER PRO – PHILIPS
3: MAD DOG McCREE – PHILIPS
4: THE APPRENTICE – PHILIPS
5: SURF CITY – PHILIPS

EDITOR'S UNSTOPPABLE TEN

Always on the search for new gaming challenges, Games World's bandana hero lets you in on what's hot in his games room this month, and there really are a lot of new entries:

THIS MONTH	LAST MONTH	GAME	FORMAT
1	(NE)	INTERNATIONAL SUPERSTAR SOCCER	SNES
2	(NE)	DOOM	MEGA DRIVE 32X
3	(NE)	KILLER INSTINCT	ARCADES
4	(NE)	TOHSHINDEN	PLAYSTATION
5	(10)	EARTHWORM JIM	MEGA DRIVE
6	(NE)	SAMURAI SHODOWN II	NEO GEO CD
7	(NE)	UNIRALLY	SNES
8	(NE)	THE NEED FOR SPEED	3DO
9	(NE)	WARIO BLAST	GAME BOY
10	(NE)	SHADOW FIGHTER	AMIGA

TOP TEN IMPORTS

Ta very much to The Video Game Centre, Bournemouth for these charts. Contact them on (0202) 527314:

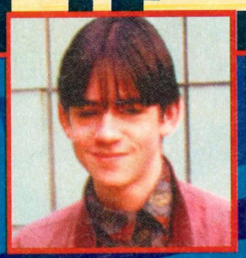
POS	GAME	FORMAT
1	RETURN FIRE	3DO/USA
2	TOHSHINDEN	PLAYSTATION/JAP
3	MOTOR TOON GP	PLAYSTATION/JAP
4	VIRTUA FIGHTER	SATURN/JAP
5	ALONE IN THE DARK	3DO/USA
6	FINAL FANTASY III	SNES/USA
7	RIDGE RACER GP	PLAYSTATION/JAP
8	CLOCKWORK KNIGHT	SATURN/JAP
9	STARBLADE	3DO/USA
10	ILLUSION OF GAIA	SNES/JAP

IN THE ARCADES

Top thanks to Deith Leisure for this month's arcade charts:

POS	GAME	COMPANY
1	SAMURAI SHODOWN II	SNK
2	MORTAL KOMBAT II	MIDWAY
3	KING OF FIGHTERS '94	SNK
4	DARKSTALKERS	CAPCOM
5	PUZZLE BOMBER	SNK
6	RAIDEN DELUXE	SEIBU
7	V-GOAL SOCCER	TECMO
8	ALIEN VS PREDATOR	CAPCOM
9	SUPER STREET FIGHTER II TURBO	CAPCOM
10	GREAT 1000 MILE RALLY	KANEKO

PAUL TAYLOR'S BEAT'EM-UP FRENZY



This month's chart kid is Paul Taylor from Poole. Paul is a friend of the team, so no messing with him – got it? Anyway, Paul loves beat'em-ups, so here are his fave bruisin' good games:

POS	WICKED GAME	FORMAT
1	MORTAL KOMBAT II	SNES
2	KILLER INSTINCT	ARCADE
3	ALIEN VS PREDATOR	ARCADE
4	PRIMAL RAGE	ARCADE
5	VIRTUA FIGHTER 2	ARCADE
6	SAMURAI SHODOWN II	NEO GEO CD
7	SUPER STREET FIGHTER II TURBO	SNES
8	STREET FIGHTER II TURBO	SNES
9	VIRTUA FIGHTER	ARCADE
10	SAMURAI SHODOWN	NEO GEO CD

TOP TEN TOYS WE LOVE

We take a look at the gadgets and toys that make our lives bearable while making this wonderful magazine:

	TOY	PERSON
1	LIMITED EDITION SONY WALKMAN WM EX1HG	DAVE
2	HIGH TENSILE 30 CM PLASTIC RULER	NASTY PETE
3	RUBBISH CLARION CAR SPEAKERS	NICK
4	STUPID BANK ROBBERS' WOOLLY HAT	ADE
5	TOPPER NEW LEATHER GLOVES	ADE/DAVE
6	LOVELY SNK SAMURAI SHODOWN DOLLS	ALL OF US
7	PLAYSTATION FROM OUT OF JAPAN	ALL OF US
8	THE MAGIC MONKEY	ALL OF US
9	VIDEO AND 'THE' TWIZZLER	MARK
10	MOBILE PHONES	DAVE/MARK

DESPICABLE!

Here are the Top ten games that Games World feels could just about offend anyone, especially those listed.

POS	GAME	GROUP
1	NIGHT TRAP	FEMINISTS
2	MORTAL KOMBAT	WIMPS
3	DOOM 2	VEGANS
4	MORTAL KOMBAT II	REPTILES
5	KASUMI NINJA	ANYONE SCOTTISH
6	SPLATTERHOUSE 3	BUTCHERS
7	BOOGERMAN	CLEANERS EVERYWHERE
8	BARBIE	MALE EGOS
9	PRIMAL RAGE	ANIMAL LOVERS
10	CANNON FODDER	PACIFISTS

READERS' CHARTS

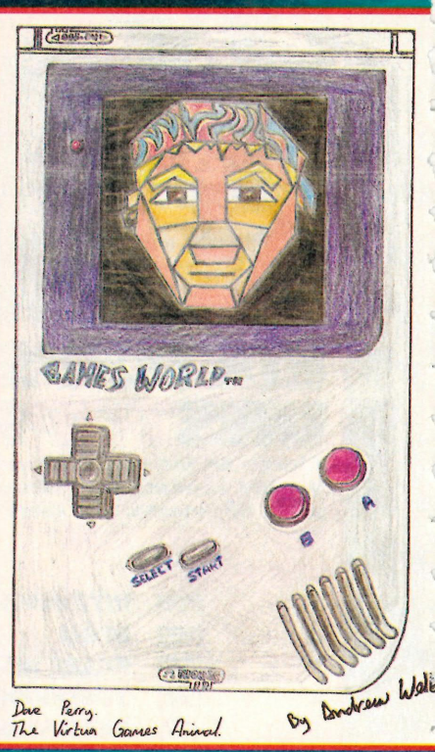
Send us in your own charts every month along with your picture and if you are lucky we will print them on the hallowed pages of Britain's top gaming monthly. They can be anything you like, from Most Stupid Games Character to Games Containing Food. The choice is yours. Send in your entries to: Big 10, Games World: The Magazine, 124 Old Christchurch Road, Bournemouth, BH1 1NF.

BYTE BACK

As our old friend Chuck D once said: "Once again back it's the incredible, Games Animal" Or something like that anyway.

Only two pages this month, but from the next issue your letters will be given a staggering four pages of coverage. An even bigger opportunity for for you to talk to the country's top 'games animal' and get those niggling moans off your chest and those worrying questions out into the open. As always, the address to write to is:

Byte Back
Games World: The Magazine
124 Old Christchurch Road
Bournemouth
BH1 1NF



MOTHER BEATING

Dear Dave,
My children love their Sega games,
So engrossed, when called ignore their names,
Challenges made to friends that call,
They seldom lose, beat one and all.
All the moves are known and made so fast
The characters fight to the very last
Yet when I play their heads are hung
For I am not male nor quite so young
Yes it happens that I am the mother of three
But on their games they can't beat me!
Love the magazine,

■ **Mrs Joanne Bunce, Swindon**

■ *Hey, cool poem Jo. It's nice to see the girlies joining in for a change. I must admit to being a little worried about your sprogs and their pals. I can't think of anything sadder than losing to your mother at videogames, I prescribe at least five hours a night of hard D-pad practice until they're in better shape. After all, they won't be able to go out now that you have publicly humiliated them, will they?*

GIZZA JOB!

Dear Dave,
I need some advice and there is no better magazine that **Games World: The Magazine** to help out. You see Dave I really, really, really want to become a top games reviewer and I was hoping that you could give me some tips. I would really appreciate any help.

I would also like your opinion on Alien vs Predator on the Jaguar. I read in one magazine:

"Rebellion's Alien vs Predator on the Jaguar will look as good as anything on a 486 DX2 66MHZ PC."

Is this true?

I would also like your expert opinion on Sony's Playstation. Judging by the games and graphical power of the 3D0 and Playstation, which in your opinion is the best buy for the future?

I would also like to know if there is any way of getting back issues of **Games World: The Magazine**. My local newsagent only started to get it in at issue 8. Until games become boring or Dave stops wearing bandanas I will keep buying **Games World: The Magazine**.

■ **Denis O'Neill, Ireland**

■ *Okay Denis, there is no set way to become a top games reviewer. I mean, don't even think of being like me, I'm one in a million. The way a lot of people start is by setting up their own fanzine. Although this can be very hard work, it does give you the opportunity to build up a number of industry contacts and practice your craft. Sending reviews and pieces of work to big magazine editors is also a good way to get your name around, but you must understand that we see lots of articles from various people every week, so try to come up with something original or new. Follow this up by then attempting to meet the editors at various computer shows in order to make personal contact. If you are lucky you may get some freelance work, but it is very unlikely unless you live really close to a magazine and can pop in regularly. I don't think there are any big computer mags in Ireland are there?*

JACQUI 4 JEZZA

Dear Dave,
Congratulations on your mag, it's the best around. Just like Games World the TV show!

But there is one major problem – there just isn't enough information about the one and only Mr Jeremy Daldry. Us girls with taste need fact files, millions of pictures, keyrings, stickers, postcards and, better still, massive glossy posters of him! Believe me, it will boost sales of the mag.

Of course they don't just have to be of Jeremy, there could be posters of you, or even Bob Mills (no Videators please). So what do you say? Good idea or what?

■ **Jacqui Chequer , Eastbourne**
(The future Mrs Daldry – I wish!)

■ *Jacqui, how sad unrequited love can be. But don't worry, I've had a chat with Jeremy and told him of your marital ambitions and although I cannot promise an imminent engagement, here is a nice picture of Games World's smoothest operator in action.*

■ This picture, entitled Virtual Games Animal, was sent in by **Andrew Welbeck**. We still haven't worked out why Dave looks more than a little like Simba in this though.

It's very tough to get started, and very competitive, but think big and don't be put off by the knock backs, because there will certainly be plenty of those before you actually land on your feet.

Complete rubbish is the best way of describing that magazine quote you've included, Denis. Alien vs Predator is a very over-rated game and an awful lot of magazines got a little bit over excited when they saw the early graphics. Always test games out before you buy them, make up your own mind, after all it's your cash.

To finish, if you phone (0202) 780578, you will be put through to our Subs department and they will be able to help you out with any Back Issues that you may want to purchase. Okay?

WORTH A BOB

Dear Dave,
Why was Moriarty kept on for this series of Games World? He should be put in the bin because that's how good he is. Can you tell me how old he is and who is your favourite videator? Also, I hate Bob Mills because when he is talking he always moves around and he can't stay still, plus he knows nothing about computers. I would also like to say, your show is much better this series and do the kids on Games World get picked out of the crowd?
■ **Graham Nash, Essex**

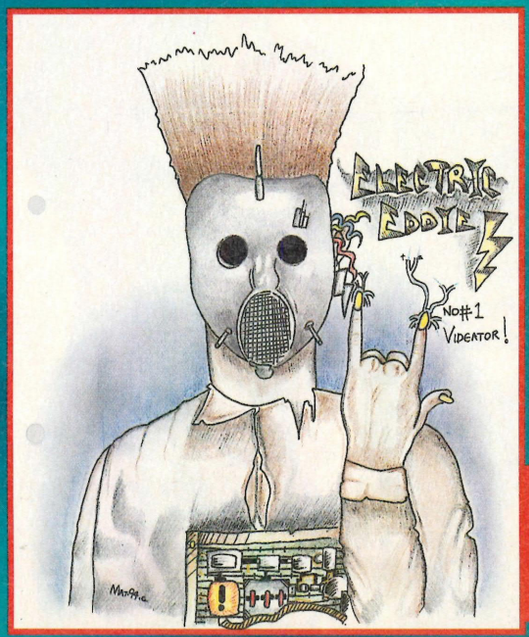
■ *Poor old Moriarty. He had the best average last year, that's why he was kept on, although admittedly many of the Videators did play more games than him. As for his age, he is now 14 years old and I have to agree with you that maybe he is now past his prime. I cannot, however, condone your attack on Bobby Mills. Alright, so he doesn't know anything about computers, but then again he doesn't have to, does he? He has me there to help him out.*

Finally Graham, no, the contestants don't get picked out of the audience, they are all auditioned and have to pass some pretty tough gamesplaying tests before they get to compete on the UK's top videogames show.

DEAD ZONE

Dear Dave,
I love your magazine and always watch your show. I have a question: I am going to buy an add-on for my Mega Drive and can't make up my mind whether to buy a 32X or a Mega-CD. I have looked at both their software and know that the CD games look more realistic and I think the price of the games is cheaper, but every time I look at pictures of the 32X I begin to think that maybe I should get that instead. Please help, I need your expert advice.
Joseph Crosbie, Ireland
PS: Your stars and stripes American bandana is most excellent!

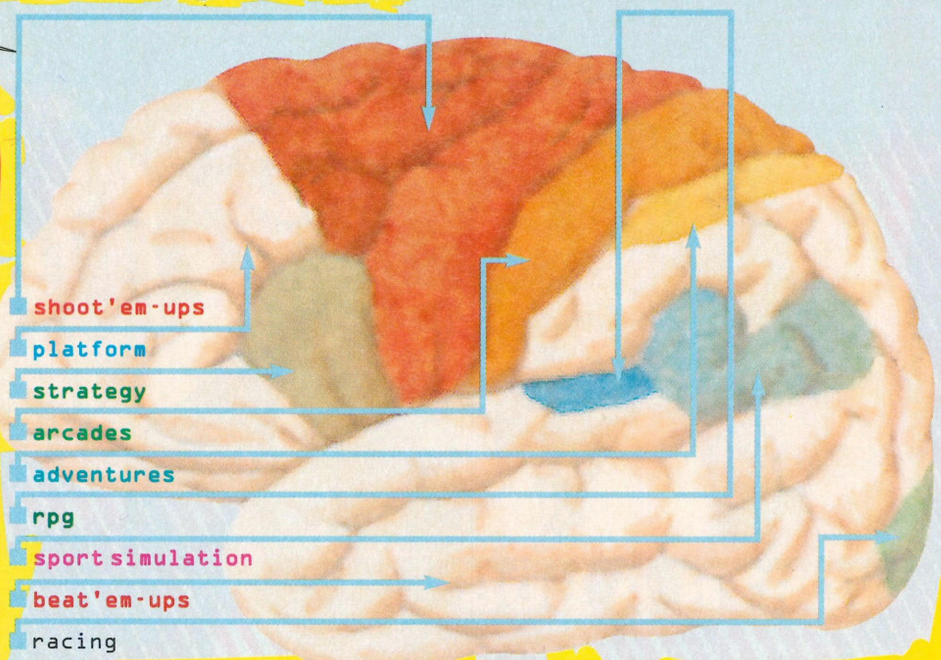
■ *Thank you Joseph, it seems that you have impeccable taste in everything except your hardware. Are you mental?! The Mega-CD is dead! Deader in fact than Trevor Jordache. Deader than Torquay United's chances of ever reaching the Premier League. Don't you dare waste your money on it! As for the 32X, well that could do with a pretty major kiss of life too, but at least it has some hope of a future. If you must buy something buy a 32X, but I would advise you to keep saving for either a PlayStation or a Saturn later in the year. The choice, however, is yours.*



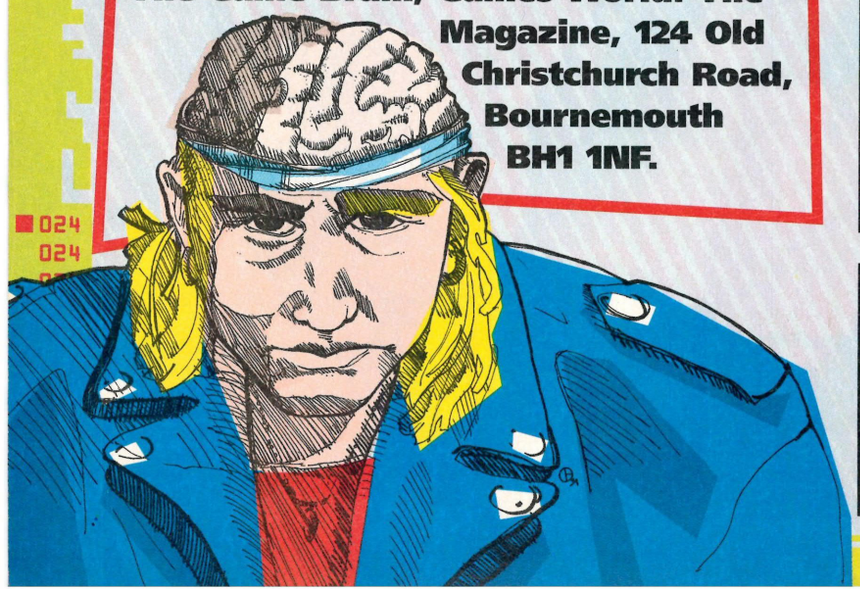
■ This excellent picture of Kung Lao was sent in some time ago by **Michael Oscar** but didn't get in due to the jam-packed nature of these letters pages. It certainly looks like Michael could have a bright future as an illustrator from what we've seen.

■ Electric Eddie never looked cooler than in this pic drawn by **Matthew Roberts** from **Herts**. Of course, he wasn't the number one videator, that honour went to Master Moriarty.

GAME BRAIN



"What do you guys want this month? No question is too small, no tip too large for me you know. No fat or gristle guaranteed, just 100% brain. The ultimate intellectual beefcake, I am the Arnie of games knowledge, the Stallone of software, the..."
A timely intervention is called for I think, or we'll be here all day! If you have a tough games question or console conundrum that you want to ask the country's greatest gamesplayer's brain, write to: The Game Brain, Games World: The Magazine, 124 Old Christchurch Road, Bournemouth BH1 1NF.



A TINY

Dear Game Brain,
I got *Micro Machines 2* for Christmas and I can do the time trial, but I can't do Super League or Challenge. I can get to Race 7 on Challenge but can't get past Division 1. Can you help?

Also, have you got any really good cheats for *X-Men*. I have got the one in the Ultimate Cheats Bible but I can't get it to work.

Please help. I get your mag every month and think it's fab.

■ **Daniel Tinnelly, Dublin**

GB ■ *Okay, Stewart, you've got us off to a flying start with a cart that I always get asked for cheats on. You are also right about there being Super Goalie and Super Kick cheats, here they are:*

Go to the main menu screen and select 'options.'

Type in: B A B B B B B B B B – for Super Goalie
or type in: A A A A A B B B B B – for Super Kick

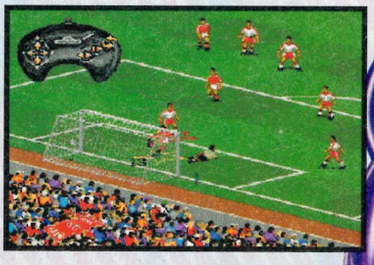
You should now hear a chime if you have done this correctly. When you begin to play, press Start to call up the in-game options and press A and the handy cheat screen should come up.

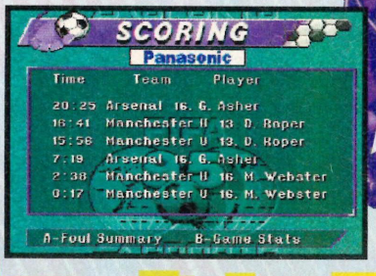
As for Rise of the Robots, it does look slightly better on the SNES than on the Mega Drive, but I haven't really played it that much as the publishers didn't want

SUPER STUDS

Dear Game Brain,
I do hope that you can you can print this because people in my street are wondering about this too.
1) Are there any good cheats for *FIFA International Soccer* on the Mega Drive. I've heard that there is a cheat for it that lets your team have a super keeper and lets the players kick the ball a lot harder. Please tell me how to do them.
2) Could you please tell me if *Rise of the Robots* is better on the SNES or the Mega Drive and also if it is worth buying.

■ **Stewart Blamford, Alloa**





CHALLENGE

■ *Glad you like it, although fab is a bit of a Sixties expression, isn't it? Micro Machines 2 giving you some hassle is it? Well, short of playing it for you there is not a lot I can do to help you except give you a list of locations for secret warps and power-ups, so here goes: (See box below). I think I'll stop there Daniel. There should be enough here to get you started. Just check out next month's Maximum Firepower for a full listing.*

I'm afraid the tip in the Cheats Bible is the only one I have. So, here it is again, follow it very carefully:

When the screen says "Press Start Button" hold A,C and Down on the controller in port one and then press Start. Switch this controller then to port two when the picture of Magneto appears. Now press Start and choose the difficulty level and your X-Man. You will now have to play the game with the controller in port two and should have infinite health and special powers.

Also, if you have used this cheat, you will be able to go to the danger room in the top right and smash the generator. You will find six tiles on the floor, each a game level. Simply stand on them and press Down and C and you will warp to any level.

If at first you don't succeed...

Level	Position	Effect
2 - Driller Killer	Middle of table	Warp to new level
6 - Ceiling Circuits	Towards bottom right, leave track on second left	Warp to new level
8 - ATV Action	Bottom right, under flowers on the second lap	
12 - Roller Coaster	Above bottom wallpaper roll	Extra life
13 - Bury my Body	Top left of map	Bonus lap
14 - Piano Panic	Bottom left of map, after completing 1 lap	Extra life

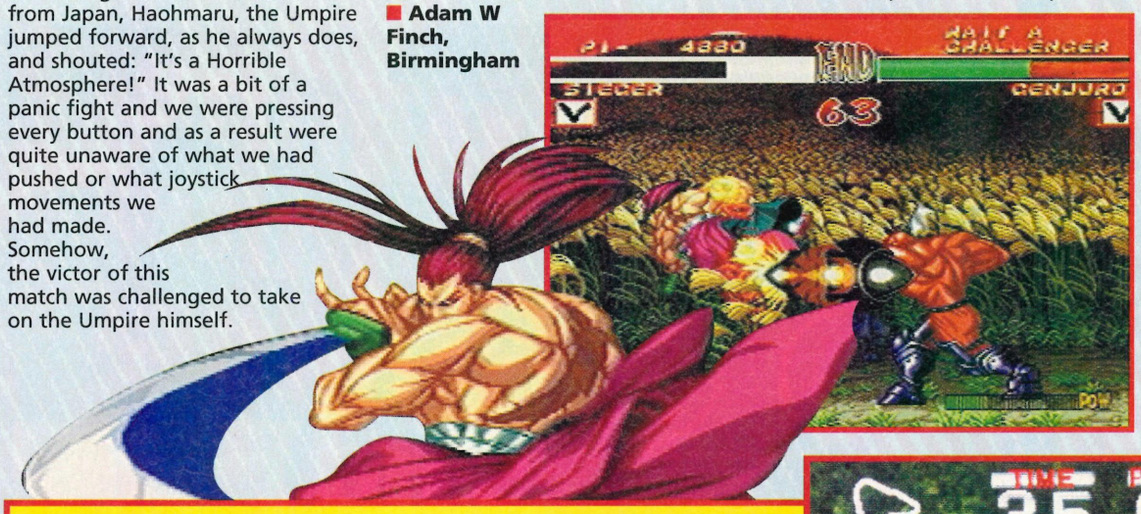
anyone to review it, which is usually a sure sign that a game is rubbish. I've talked to people who have played the finished version and they reckon that it is a complete dog. So, you'd better beware.

EVIL UMPIRE

Dear Game Brain,
I was playing *Samurai Shodown II* in the arcade with my friend and part-time ninja, Lom. As the deadly Galford (Lom) locked in mortal combat against that whirlwind from Japan, Haohmaru, the Umpire jumped forward, as he always does, and shouted: "It's a Horrible Atmosphere!" It was a bit of a panic fight and we were pressing every button and as a result were quite unaware of what we had pushed or what joystick movements we had made. Somehow, the victor of this match was challenged to take on the Umpire himself.

Word of Warning: This guy is tough!!! With a capital T! He had extending flags, ultra speed and could fire clouds of energy that were able to pass through Galford's Plasma Blade, and the most deadly of all, a move my which friend has christened a 'No Shadow Kick' as it is so fast. Imagine Liu Kang's bicycle kick but side on and kicking both your face and side at the same time. We don't know what the Umpire's special move is as we couldn't stay alive long enough. Can you please tell us how we can challenge him to fight again and are there any hidden characters?

■ **Adam W Finch, Birmingham**



■ *So you met up with the Umpire eh? He's a bit tasty isn't he, he almost beat me once! The terrible truth about this awesome warrior is that you cannot force him to fight. He will simply choose to have a go at you whenever he feels like. As for the game's hidden characters, I called the game's makers, and, after breaching the initial language barrier, they assured me that there are none. But, for the home system and CD version you can play as the Umpire, here's what you do:*

Choose competitive play, command Up, Down, Left, Up, Down, Right, A in the choose character screen. As for his moves, check them out in next month's Maximum Firepower.

It's a wicked game anyway isn't it? Make sure that you don't miss the next issue.

PLAY SAFE?

Dear Game Brain,
At the moment I own an Amiga 500, Mega Drive, Mega-CD and a Game Boy. I'm selling my Amiga because my Dad will be getting a PC, but I'm stuck about what to get with the money. Please could you answer these questions for me:
1) Which of these machines do you think I should get: 3D0 or PlayStation?
2) Which is better?

JUST ENTERTAINMENT

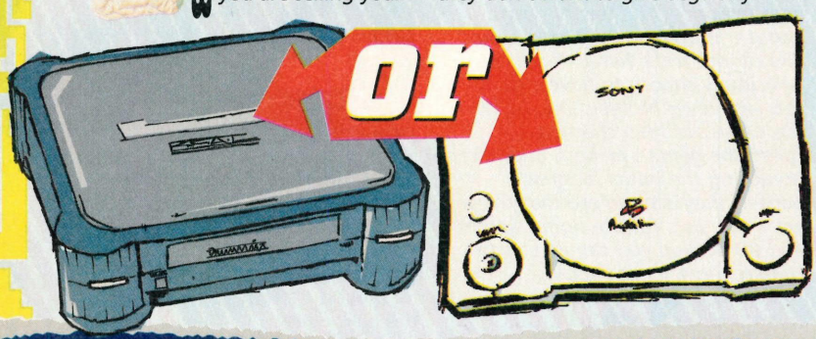
Dear Game Brain,
I am hoping to get a CD-i, and after reading your magazine I found two games I would really love to play. So I was wondering:
1) Is *Cyberia* going to be available for the CD-i?
2) If so, when will it be available?
3) Is *Ridge Racer* going to be available for the CD-i?
4) If so, when will it be available?
Thanks for your help.

■ **John Humphrey, Tyne and Wear**

■ *Alright John, I think you are about to be very disappointed. There are no plans for either game to be released on the CD-i, and it must be said, if you want a games machine then perhaps the CD-i is really the wrong choice. It is far better suited to being a home entertainment unit, hang on to your cash and wait either for the PlayStation for Ridge Racer or the Saturn for Daytona Racing. The choice is yours.*

3) When will the Sony PlayStation be released and how much will it cost when it is out?
4) What big name releases are planned for the PlayStation?
5) The PlayStation basically knocks the socks off any other machine in terms of technical specifications but will its games be just as good in terms of graphics, sound, playability and lastability?
6) And finally, will the PlayStation be the machine of the future or are there any other revolutionary consoles coming out which are worth waiting and having a look at.
Thanks for your time, bye.
Basil Al-Rawi, Co Kildare

GB *Okay Basil, I'm a bit sad to hear that you are selling your Amiga, as mine is an old pal that I could never imagine being without. But, if you've got all that lovely lolly burning a hole in your pocket, this is what I think you should do with it:*
1) Firstly, I would not rush out and buy either a PlayStation or a 3D0 just yet. I reckon the PlayStation is the most exciting machine and definitely the one I would choose, but you should wait until it is released officially so that you don't have to pay so much, there is a wealth of software available for it and you don't have compatibility problems with UK releases.
2) I think that I have just answered that for you.
3) No one knows the exact release date and price for the PlayStation, Sony reckon it will only cost around £250 but I wouldn't bet on it. Everyone is being very secretive as they don't want to give Sega any advantage when they launch the Saturn. It will probably appear just after the summer.
4) Once again, it is all speculation at this moment in time. But key games in development for the UK market include Ridge Racer Grand Prix, Tohshinden, Twin Goddesses, Spot Goes To Hollywood and Primal Rage amongst others. Not a bad line-up and there are plenty more where they came from.
5) Sorry, I left my crystal ball at home today. You are asking questions that can only be answered in time. You should never buy a machine without seeing its software first. The best way to answer this question is to go to your local importer and ask to see some of the present import software running, then make up your own mind about it.
6) No console is ever the machine of the future, it is only the machine of the moment. There will always be something tastier in development. As for other super consoles, don't write the Saturn off just yet. With Panza Dragoon, Virtua Fighter and Daytona Racing already chomping at the bit, and plenty of other games like Primal Rage and Spot Goes To Hollywood in development, plus the might of Sega's arcade division behind it, this is a machine worth taking very seriously indeed. Of course, once you have bought one of these two machines, you will wish about six months later that you had waited for Nintendo's Ultra 64. There are no guarantees when it comes to new formats.



Is there anyone in the country who knows more about games than me? I doubt it. Mind you, I wouldn't mind slipping into that Games Mistress for a glimpse of her tips and pokes...but that's another story.

STAR WARS

Winners! Winners! Winners!

After a spectacular response to this rather forceful compo we're happy to pick out the winners of those JVC goodies. The correct answers are as follows:
1: The hairy creature who is the co-pilot of the Millennium Falcon is, of course, Chewbacca the Wookie (B).
2: Han Solo was Carbon Frozen for shipment to Jabba the Hutt (C).
3: The name of Jabba the Hutt's small pet is NOT Bib Fortuna (he's a human-sized Twi'iek, Jabba's personal aide) it's Salatious Crumb (B).
The winners are as follows:

1st PRIZE WINNER:

■ A SNES, a copy of *Super Return of the Jedi*, three Star Wars books and the trilogy on widescreen videos:

DAVID NEW
HOLBORN
LONDON

2nd PRIZE WINNER:

■ A set of three Star Wars books and the trilogy on widescreen videos:

KRISTIAN HOWES
KISLINGBURY
NORTHAMPTON

5 RUNNERS-UP

■ Goodie bags go out to:

GARETH KESTERTON
KINGS HEATH
BIRMINGHAM

MICHAEL WATERS
SHERINGHAM
NORFOLK

RAY HAMMOND
CHELTENHAM
GLOS

JOE BROWNING
NEW MILTON
HANTS

IAN FINNIMORE
ACOCKS GREEN
BIRMINGHAM

026 026 026

getting to know you, getting to know all about you, yoooo!

Okay, it's survey time once again. Because we really do care, yes we do, we feel it is of the utmost importance that we regularly ensure that we are producing the ideal games magazine for your gaming needs. So we implore you to fill in and tear out this unobtrusive, simple, yet quite sexy little survey. It'll only take a few minutes of your time and will ensure that the UK's top games magazine continues to grow in the right direction.

If you don't fill it out, we will hand the problem over to 'Nasty' Pete and you will probably find that your copy of Games World: The Magazine will self-destruct or you will gets loads of bad luck and your favourite pet will get furballs or something. You have been warned...

Send in your completed surveys to:
Don't Let Nasty Put a Curse on Me
Games World: The Magazine
Durham House
124 Old Christchurch Road
Bournemouth
BH1 1NF

Oh, and make sure that you fill in the form at the end of the survey, or you won't be eligible for our prize goodie draw, will you. See, it's not all bad news is it?

Cut Here! (but don't use Mum's breadknife!)

SECTION A

1. Do you know where you live?

Well, we don't. Is it:

- ☐ London
- ☐ SE England
- ☐ NE England
- ☐ NW England
- ☐ Midlands
- ☐ Borders
- ☐ Scotland
- ☐ Wales
- ☐ N Ireland
- ☐ Eire
- ☐ Europe
- ☐ Rest of World

2. We want your sex! Ohhh...

But are you...

- ☐ Male
- ☐ Female

3. Oi, you, act your age!

What is it again?

- ☐ Under 10
- ☐ 10-13
- ☐ 14-16
- ☐ 17-19
- ☐ 20-29
- ☐ 30-39
- ☐ 40+

4. All that Gary glitters...

How much dosh do you get every month:

- ☐ Under £10
- ☐ £10-£50
- ☐ £50-£100
- ☐ £100-£500
- ☐ £500-£1000
- ☐ £1000+

Getting to know you, getting to know all about yoooooo!

5. Connected?
Do you have Satellite TV?
- ☐ Yes
- ☐ No

6. Calling all couch potatoes...
Which of these programs do you watch regularly?
- ☐ Games World
- ☐ Games Master
- ☐ Bad Influence
- ☐ Brookside/ EastEnders/ Coronation Street
- ☐ MTV
- ☐ Top of the Pops
- ☐ The Big Breakfast
- ☐ Star Trek
- ☐ Children's BBC
- ☐ Children's ITV

7. Ear, ear!
What do you like to listen to?
- ☐ Radio 1
- ☐ Virgin Radio
- ☐ Capital Radio
- ☐ Kiss FM
- ☐ Local Stations

8. Wot ya got?
Please tick which machines you play on at home:
- ☐ Mega Drive
- ☐ SNES
- ☐ Amiga
- ☐ PC
- ☐ PC CD-ROM
- ☐ Jaguar
- ☐ 3D0
- ☐ CD-i
- ☐ Game Gear
- ☐ Game Boy
- ☐ Mega-CD
- ☐ Mega Drive 32X

9. Splash yer cash about!
Which machine are you planning to buy next. Enquiring minds want to know, oh yes:

.....

.....

10. Coin-op conundrum.
How often do you play at the arcades?
- ☐ Every Week
- ☐ Once a month
- ☐ Never

11. Please can I, please, please, please...
How do you get your new games?
- ☐ Parents buy them
- ☐ With my Savings
- ☐ From my Earnings
- ☐ As Gifts
- ☐ Swap them

12. Cart countdown
How many videogames do you buy a year?
- ☐ None
- ☐ 1-2
- ☐ 3-5
- ☐ 5-10
- ☐ 10+

13. We have the power!
What most influences your decision to buy games?
Rate the effects the following have on this decision:
(0 - 5, 5 being high)

- ☐ A good review
- ☐ A big preview
- ☐ Magazine advertising
- ☐ Attractive game box cover
- ☐ Word of mouth
- ☐ Rented it first
- ☐ Shop playtest
- ☐ You trust the company
- ☐ Price
- ☐ Other .....

14. Thank you, thank you...
Which companies do you think produce the best games?

.....

.....

15. Aaargh!
Which companies do you think produce the worst games?

.....

.....

.....

.....

SECTION B
(B for Bread Head!)

16. Where do you buy all your hardware from?
- ☐ High Street
- ☐ Independent Retailer
- ☐ Mail Order

16b. Name of favoured store/company

.....

.....

.....

17. So, where do you buy your software from?
- ☐ High Street
- ☐ Independent Retailer
- ☐ Mail Order

17b. Name of favoured store/company

.....

.....

.....

.....

18. Name the main two stores where you would purchase the following luxury items from:
- ☐ Music
- ☐ Videos
- ☐ Clothes

19. Tell us if you have a...
- ☐ Building Society Account?
- ☐ Bank Account?
- ☐ Credit Card?
- ☐ Pension?
- ☐ Mortgage?
- ☐ Loan?

20. What are your prime forms of transport?
- ☐ Parent's car
- ☐ Friend / Partner's car
- ☐ Own car / Motorbike
- ☐ Bus
- ☐ Train
- ☐ Coach
- ☐ Other .....

THANK YOU

I WANT TO BE IN ADE'S DRAWS

Please make sure I'm entered in Ade Price's big draw. I am:

Name.....

Address .....

.....

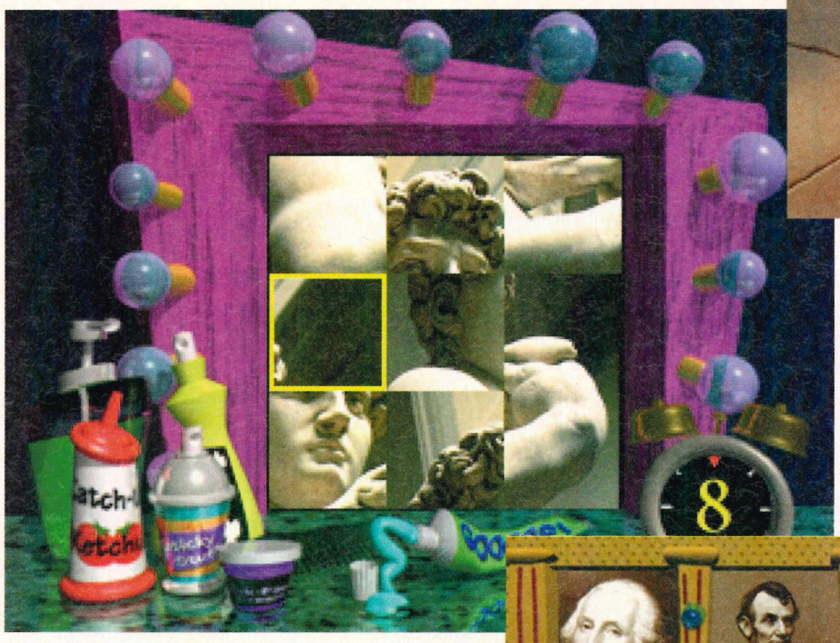
.....

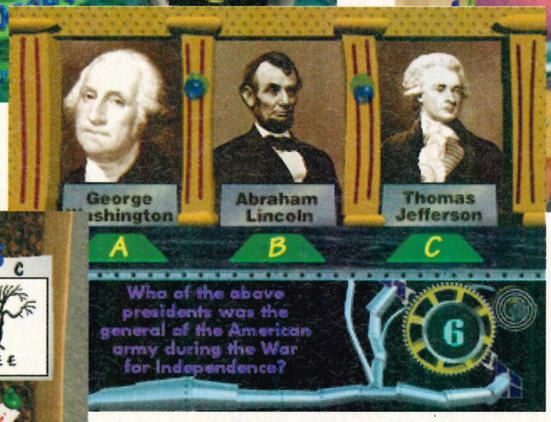
.....

Postcode .....

Tel.....

Club 3DO:
Station Invasion...





TV will never be the same again.

Introducing the first truly interactive kids' TV show that enriches and entertains. You've never seen anything like this. An educational title that's actually fun.

Kids have taken over a local TV station and you have been hired as the producer. You will come face to face with the television stars - real life video characters - an unusual bunch who need your help.

But beware, the better you get, the harder the game becomes. Even when you have a smash hit on your hands, you may find your friends have been hired to see if they can do a better job.

The content is designed by teachers to enhance the understanding of the arts and sciences, and the game even adjusts to match your ability.

Station Invasion develops thinking and memory, as well as problem solving capabilities.

Station Invasion - Kids' TV will never be the same again.

The 3DO system and 3DO software are available from Game Limited, selected HMV stores, Virgin Megastores and all good independent dealers. Call: 0800 444220 for your local dealer.

3DO and the 3DO logos and Station Invasion are trademarks of The 3DO Company. © 1994 The 3DO Company. All rights reserved.

FUTURE SCREENS

MASTER AXE

MILLENNIUM

The SNES and Mega Drive have the beat'em-up market sewn-up. If you want to play one then you usually have to get yourself a console. Well, Millennium are trying their best to put that right with their latest Amiga release. *Master Axe* is based on a true story starring one of the most respected living experts in freestyle Kung-Fu, MysterX.

All his moves have been captured using video digitising graphic techniques along with those of many other characters. You can choose to play the part of Master Axe, Gangsta, Reaper or Il Capo and they've got some impressive fighting skills between them.

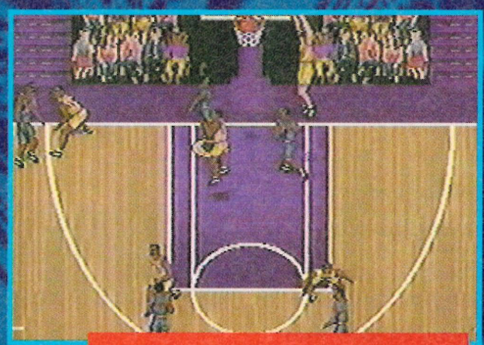
Kickboxing, grappling, weaponry or freestyle fighting can be used against your foes with the basic idea to simply kick some butt. Once the Amiga and CD32 version of the game have been completed there should be *Master Axe* games for the future machines – allegedly.

information...

MILLENNIUM
AMIGA/CD32/3DO/SAT/32X/PLAYSTATION
FEBRUARY

NBA ACTION '95

SEGA



Dribbling along in the wake of the brilliant *NBA Jam Tournament Edition* comes a new basketball action game from Sega themselves. *NBA Action '95* has just arrived from the States and uses an aerial viewpoint of the court with the court moving vertically instead of the traditional sideways basketball game.

The graphics and colours in the version we took a sneaky peek at weren't finished, but even at this early stage the animation was looking pretty slick with super dunks and jumps and a guy who swings on the basket! Of course, the courts all have different colours depending on which teams you choose to play and all the information about players, scores and points is overlaid on the action.

As *NBA Action '95* takes a different approach from run-of-the-mill basketball sims it will be interesting to see just how playable the finished game product will be.

information...

SEGA
MEGA DRIVE
MAY

SPACE PIRATES

AMERICAN LASER GAMES

information...

AMERICAN LASER GAMES
PC CD-ROM/3DO
SUMMER

Each Full Motion Video game that comes out moves closer and closer to a high quality movie. Having said that, American Laser Games have had a few flops in the past. *Mad Dog McCree* wasn't brilliant and we've still got to make a judgement on *Crime Patrol* this issue. Their latest adventure is *Space Pirates*, packed with special effects and exciting sequences.

The planet-hopping pirates led by the evil Captain Talon have captured a group of innocent space colonists. Armed with either a joypad or the American Laser Games light gun, hoards of murderous pirates must be popped off and energy crystals picked up. You need the crystals to power the star splitter cannon, the only weapon that has what it takes to destroy Talon and his minions.

As well as the pirate targets, there are also bonuses dotted around each location to hit for a high score. The great improvement with this game is that it's non-linear. You don't simply go through the same sequences over and over again, there are multiple outcomes. The first version to appear will be PC CD-ROM but the 3DO game shouldn't be far behind.

MOTHER BASE

SEGA

Anyone remember *Galaxians*, the age old shoot'em-up from the arcades? Well, this 32X offering is a souped-up variant along those lines. The first thing you'll notice about the game is that it's played at a diagonal angle. Everything scrolls from the top right to the bottom left of the screen with the three dimensional beasties toddling along. The player controls a tiny ship which can weave in and out of the huge carcasses, picking off the odd enemy and battling onward to reach the end of each stage to take out some huge alien guardian.

Polygon graphic techniques have been used again to give *Mother Base* its stylish looks with plain colours instead of texture-mapping. The screen shots you see here are very early though, there's lots of work to be done on the look of the game yet. With a release around May you could be playing this on your 32X before you know it!

information...

SEGA
MEGA DRIVE 32X
MAY

EXTRACTORS

MILLENNIUM

If there's one thing you can count on from Millennium, it's original games with gripping storylines. One of their new projects is *Extractors*, which is set to appear on the Amiga and CD32 first and then be developed for other formats.

It follows the story of the Flinarj, a peaceful race who were invaded by the Quarrian Empire so they took giant chunks of their land and hung them up in the skies to escape the terrors. They made their money by mining for jewels on the base planet and with the invention of a new mining machine they could mine further and make more money.

The task for the player in each of the 25 levels, each with 70 screens, is to deactivate shield generators, pick up fuel deposits and find jewels to fund the replacement of your dead crew members. This is all played over four terrain types with timed bonus levels and lots of smart looking visuals and digital sound in the CD versions of the game.

Extractors certainly looks like a very interesting game with some stunning rendered graphics.

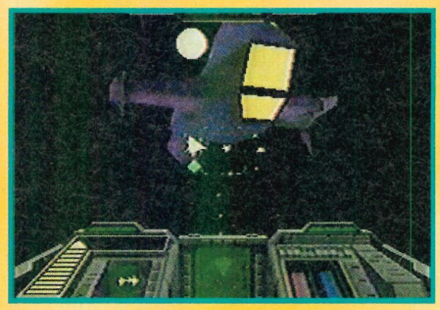
information...

MILLENNIUM
AMIGA/CD32/SNES/MD/PC CD-ROM
MARCH

STELLAR ASSAULT

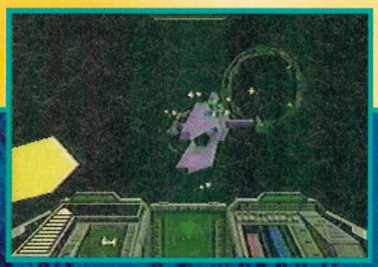
SEGA

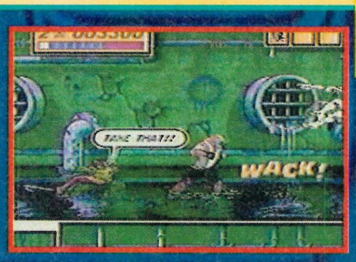
In the wake of space shoot'em-ups like *Star Blade* α on the 32bit 3D0 and PlayStation comes a similar trip into the dark depths of the universe from Sega on their wonder add-on.

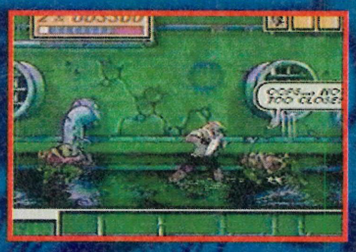


Stellar Assault puts the player in control of a fighter ship, battling away against all kinds of enemies. Everything is created in coloured polygons in a similar vein to *Star Wars Arcade*, but this time you can actually control the direction and thrust of the ship as well as the non-stop firing.

Huge mother ships rumble past and tiny TIE fighter-style ships do all the attacking as you struggle to keep up the score and keep down the population of space brats. With a little more work, this Mega Drive 32X game looks like it's going to be well worth checking out.







information...

SEGA
MEGA DRIVE 32X
MAY

THE SCROLL

MILLENNIUM

Sit up and pay attention all adventure fans because Millennium have invented something special that will interest you. Their new SIGNOS graphic novel engine has been used to create *The Scroll*, giving a unique game experience.

This new game engine is a multi-plot interactive way of creating an adventure that allows you to play from three different perspectives and select three characters – your choice affecting the final outcome.

In Twenties Egypt, a set of 2000 year old magical scrolls have appeared for sale on the black market. The story begins with a murder and could end with the end of the world – unless you do something about it!

Sampled speech has been incorporated to add a little realism (and make good use of the CD) and an intelligent mouse-driven control method gives easy access to the mechanics of the game through moving icons. With over seventy locations, all historically and factually correct, this is a game that historians will approve of and adventurers will simply love! Millennium have also marked this game out for conversion to 3D0, 32X, Saturn and PlayStation!

information...

MILLENNIUM
PC CD-ROM
FEBRUARY

information...

SEGA
MEGA DRIVE
JUNE

COMIX ZONE

SEGA

If you're bringing out a beat'em-up these days then you've really got to make it different for it succeed. Sega have certainly got something new up their sleeves with *Comix Zone* for the Mega Drive.

The game follows a typical comic book theme with characters and action sequences looking similar to the Marvel or DC Comics style. Speech bubbles pop up onto the screen as you play and the real catch is that a hand redraws characters when they've been beaten to a pulp!

Each hero in the game is large and well-drawn and the music and sound effects are suitably cartoony. This is looking like a really hot Mega Drive game and we just can't wait to get a more finished version in for a full preview. Kapow!

DIRT RACER FX

ELITE

Pulsating polygons! Elite have got another corker of a Super-FX game for the SNES. *Power Slide* hasn't even been released yet and they're back on the race track with *Dirt Racer FX*. This time, the game boasts a choice of league or cup competitions in England, Australia or Alaska, each with five different tracks.

These tracks can be played with either a 4x4 monster truck, dune buggy or off-roader, each with its own unique handling. The Super-FX chip has been put to good use with the landscapes scrolling by convincingly and trees and backgrounds made from normal graphics.

Play as a two-player game and you get a horizontal split-screen mode with a cut down view of the landscape and all the statistics moved to the side. Players can choose different cars and race then head to head to see who comes out on top.

Due for release in May, this game is already looking smart. A full preview will be coming your way next issue.

information...

ELITE
SNES
MAY

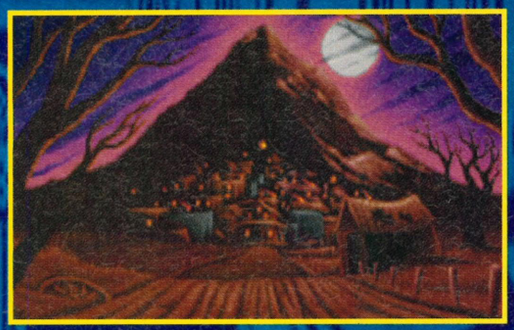
FUTURE SCREENS

SILVERLOAD

MILLENNIUM

information...
MILLENNIUM
PC CD-ROM
MARCH

Another new adventure ready to hit the shelves in March is *Silverload*. Set in the early Eighteenth century, it's the story of an American town built on foundations of blood. The settlers who created it raped and murdered the Indians who had made their homes on the land. They showed no mercy at all and were then delighted to discover that a seam of silver ran underneath the town. The Indians put a curse on the nasty people that turned them into werewolves if they went anywhere near the silver.



The player takes on the role of a drifter who has wandered into this town by accident. Terrified settlers on the outskirts tell of wolves that have taken their children and they would like you to go into the town and see what exactly is going on. Being cold, hungry and exhausted and with the offer of a horse and saddle for your troubles you decide to do what they want.

This is another game that uses Millennium's SIGNOS engine and combines traditional adventure/RPG gameplay with excellent visuals in a comic book style. The game has an adult horror theme so it isn't suitable for everyone – it's looking like a real chiller.

FLYING ACES

ROCKET SCIENCE

Using the storage capacities of the CD-ROM, Rocket Science have created an action adventure game that captures the thrills and spills of dog-fighting in World War I. Set in Belleville, France 1917 the player is American pilot Lieutenant Billy Campbell who must fly a Sopwith Camel complete with two humps and a tendency to spit!

With a squadron of international Flying Aces to back you up, the skies must be cleared of the evil Prussian planes with 50 enemy encounters over six treacherous missions between you and victory. The Rocket Science guys have developed the game to run on PC CD-ROM but we are assured that the conversion to Sega Mega-CD and 32X-CD doesn't affect the gameplay greatly. Co-developed with the creators of *Tomcat Alley* and packed full of Full Motion Video this is one hot cookie!

information...
ROCKET SCIENCE
PC CD-ROM/MEGA-CD/32X-CD
APRIL

WAYNE GRETZKY'S NHLPA ALL-STARS

TIME WARNER INTERACTIVE

We've all played hockey simulations but Time Warner Interactive promise that you've never seen one quite like *Wayne Gretzky's NHLPA All-Stars*. The game will kick off on the Mega Drive in the Summer but then move onto the other formats later in the year.

Wayne is the all-time NHL scoring leader and four time Stanley Cup winner, so he knows a little about the sport and he's lent his knowledge to the programmers for inclusion in this game. There are 26 North American teams in all with six International All-Star teams and the names, profiles and statistics of over 600 professional hockey players. A full 84 game season can be played, or a cut down arcade version for instant game freaks which uses street rules with plenty of pushing, shoving and punching.

Wayne actually appears in the game himself, having donned a special sensor-filled suit and going through his motions which were then picked up by computer and incorporated into the game. The sprites of each player are 20% larger than the average hockey simulation too to give a more intense view of the sport.

With all these impressive features this is going to be a game to watch out for, especially on the new Jaguar CD format.

information...
TIME WARNER INTERACTIVE
MEGA DRIVE/SNES/JAGUAR CD/PC CD-ROM/ARCADE
SUMMER/AUTUMN

FAST ATTACK

TIME WARNER INTERACTIVE

If accurate military war simulations are your cup of tea then this new submarine game from Time Warner Interactive will interest you. *Fast Attack* has more than 70 naval missions to play out with tactical combat and military weapons all at your fingertips.

The subs must be manoeuvred through surface battles with warships in the Persian Gulf and underwater confrontations will ballistic missiles. All this is displayed with 3D rendered intro graphics that play with CD quality music and sound effects and the in-game SVGA graphics are big and bold with some beautifully drawn submarines to show off.

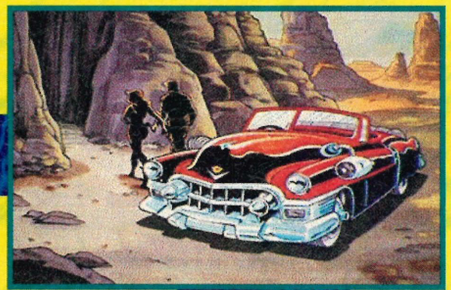
Fast Attack may not be your average shoot'em-up but there's always a market out there for games that need a little more thought.

information...
TIME WARNER INTERACTIVE
PC CD-ROM
MAY

CADILLACS AND DINOSAURS

ROCKET SCIENCE

There have been some strange concepts for games in the past but none stranger than this little offering from Rocket Science in the States. It's cleverly named *Cadillacs and Dinosaurs* because (believe it or not) it has lots of big stomping, hungry dinosaurs in it and some shiny red Cadillacs!



It's the Xenosoic age, a world 600 years in the future where man and dinosaurs have been thrust together to battle it out for supremacy. You've got a '53 Cadillac and there are nine post-apocalyptic levels of danger to beat.

Anyone who has read the graphic novels of Mark Schultz will see the

CONQUEROR

TIME WARNER INTERACTIVE

If you could use a time machine, what year would you want to travel to? Into the future to see how your kids turn out or the past to walk around with the dinosaurs? Well, I bet you wouldn't think of travelling back to the year 1086 where vicious battles were raging in medieval England. If you would, then don't bother as *Conqueror* from Time Warner Interactive can do all that tiring travelling for you!

This is a bit of a mixture of game styles with action/adventure, strategy, role playing and tactical combat all playing a part. The idea is to win yourself land, titles and power by any means possible. It could be won through politics, battles or simply by marrying a wealthy daughter of a land owner!

The knights and places in the game have been illustrated and animated well and everything is said to be historically accurate – but how are we to know?

information...

TIME WARNER INTERACTIVE
PC CD-ROM
MAY

ROCKET BOY

ROCKET SCIENCE

Rocket Boy is an ordinary kid in an extraordinary situation. He has been blasted into space along with his dog in a home-made rocket. His temperamental toy crash-lands on a mysterious-looking planet where all the magnetic forces and gravitational pull have been mixed up causing total chaos!

To top it all off the temperature keeps rising and falling and the planet is badly polluted. This place is the domain of dark creatures and strange life forms and this little chap is going to have to keep his wits about him if he's to survive!

Ten weird and wacky 3D worlds have been created for Rocket Boy to explore. They contain all kinds of surprises and the idea is to restore the balance of the civilisation and destroy all the galactic conquerors and their doomsday weapon, the terrifying World Waffler.

With beautifully rendered intro sequences and impressive 3D in-game graphics this is another good-looking game from Rocket Science!

information...

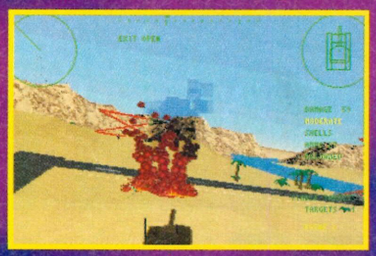
ROCKET SCIENCE
PC CD-ROM/MEGA-CD/32X-CD
MARCH

TANK COMMANDER

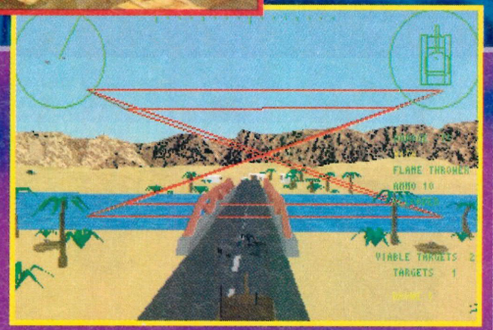
DOMARK

The guys and gals at Domark have been busy developing for PC CD-ROM and the fruits of their loins are now here for all to see. *Tank Commander* uses 3D polygon graphics with multiple views to create a highly realistic tank battle simulation.

Packed with lethal weaponry and heavily armoured, the modern tank is the backbone of the armed forces. As the Tank Commander you have control of a unit of four Challenger II tanks in some stressful scenarios. Fire fights, artillery bombardments and aerial barrages will have to be negotiated and survived for Britain to prevail.



Up to 16 players can be networked to play *Tank Commander* with texture-mapped landscapes, satellite views and highly accurate tank modelling. 40 missions have been created across desert, village, ice, city and grassland landscapes with all kinds of special effects incorporated including infra-red thermal imaging. If you like tanks, then you'll love this!



information...

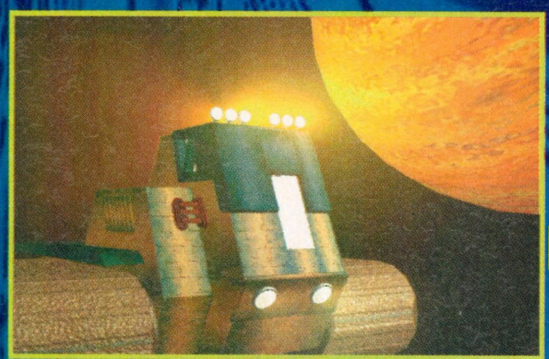
DOMARK
PC CD-ROM
MARCH

information...

ROCKET SCIENCE
PC CD-ROM/MEGA-CD/32X-CD
MARCH

THE ORION CONSPIRACY

DOMARK



There are all kinds of adventure games in the pipeline for the next couple of months, this one is from software veterans Domark. *The Orion Conspiracy* is set on Cerberis, a small research station situated near to a black hole in deep space. The player takes on the role of Devlin Marshall, who finds himself at the station to attend the memorial service of his son, Danny.

Something isn't quite right at the station though and after the service Devlin finds a note pushed under the door to his quarters. It reads, 'Danny's death was no accident... it was murder'.

Designed by London based programming team Divide By Zero, this game features full speech throughout, rendered movie sequences to set the scene and hand-painting backdrops in glorious SVGA. Adventure game fans will delight at the storylines in this, and the other adventures around in the next couple of months. But which one will come out on top? Ah, now that would be telling.

information...

DOMARK
PC CD-ROM
APRIL

similarities in the graphics of *Cadillacs and Dinosaurs* and the books' artwork. The developers have tried to bring the look and feel of the novels to life with this game, and it seems to have worked pretty well too!

MAXIMUM firepower

maximum firepower

Attention! Chins up, chests out and don't eyeball us sonny! From now on, we aren't going to tolerate any flab in this section. Those that don't make the grade will be thrown out faster than a grenade with a loose pin. So, think you can hack it, eh, matey? Then send your 'orrible attempts to: Sgt Maximum Firepower, Games World: The Magazine Military Academy, Paragon Regiment, Durham House, 124 Old Christchurch Road, Bournemouth Drop-Zone, Dorset, England, BH1 1NF. And don't worry, there are always casualties...

STREET RACER

SNES

Secret Tracks

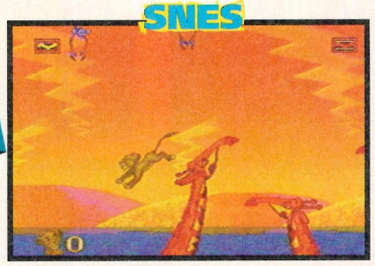
There are four secret tracks that you can access. You will have to win the bronze and silver tracks on the medium level and then win the gold cup race on hard level. The new tracks will be bolted on to the end of the gold cup race. Thanks go out to **Stephen Dunne** from **Dublin** for this handy little cheat.

THE LION KING

Stage Select and Invincibility

Go to the options screen and press: B, A, R, R, Y. You will now be faced with an options screen that will allow you to choose what level you go to and if you also want to be invincible.

SNES



THE JUNGLE BOOK

SNES

Hidden Options Screen

Fancy a whole load of cheats? Then try this cheat for a new cheat screen. At the start of the game when the Virgin logo appears, press: Up, Up, Up, B, B, Y, Y, Select, Up, Down, Left, Right, B, Up, Y. Hooray!

EARTHWORM JIM

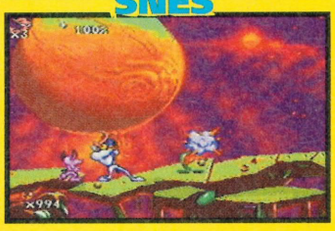
Scan Mode and Stupid Message from Dave Perry

To get a mode where you can scan the level, pause the game and press: A, X, A, X, A, A, A, A. Look around.

There's also a level select available, just press A, B, X, A, A+X, B+X, B+X, A+X at any time and you'll skip.

If you'd like a special message then pause the game and press Y, A, B, B, A, Y, A, B. Have fun!

SNES



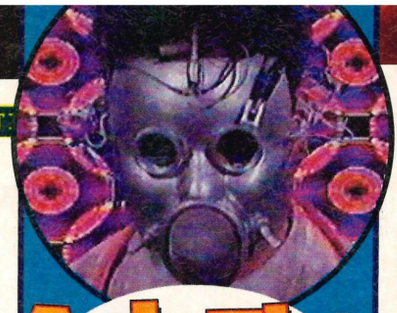
MIGHTY MORPHIN' POWER RANGERS

SNES

Level Codes

Those Mighty Morphin' Power Rangers could use a few cheats to help them along in their struggle for justice. So, here they are.

Level 2: 3847
Level 3: 5113
Level 4: 3904
Level 5: 1970
Level 6: 8624
Level 7: 2596
Boss 1: 0411
Boss 2: 1007
Boss 3: 1212



Ask The Videator

PETE SAMPRAS TENNIS GAME GEAR

■ **Level Codes**

Thanks to **Lee Bane** from **Sheperds Bush** in **London** for these fine codes that should help a lot of you out.

Level 1: LANGUAGE	**Level 10: GRAPHICS**
Level 2: LOCATION	**Level 11: BACKHAND**
Level 3: INCREASE	**Level 12: KEYBOARD**
Level 4: TOUCHING	**Level 13: HARDWAR**
Level 5: UTILISED	**Level 14: QUANTITY**
Level 6: EXPANDED	**Level 15: FUNCTION**
Level 7: STANDARD	**Level 16: TRANSMIT**
Level 8: RESOLUTE	**Level 17: NEGATIVE**
Level 9: REGISTER	**Level 18: VITAMINS**

ZOOL AMIGA

■ **Level Skip**

Andrew Donnelly from **Merseyside** has sent in this *Zool* cheat, hey, thanks Andrew. He's also sent in the *Banshee* cheat as well... what a lad. On the title screen type in Goldfish, and then press the F1-F6 keys to skip levels.

BANSHEE AMIGA

■ **Infinite Lives**

Type FLEV17 on the title screen and then press Return for infinite lives – or, type in I AM EXQUISITELY EVIL, and again press Return. This will mess up the names on the high-score table for a brief comedy moment.

DONKEY KONG COUNTRY SNES

Level	Level Name	No of secrets
Kongo Jungle		
1:	Jungle Hi-Jinx	2
2:	Ropey Rampage	2
3:	Reptile Rumble	3
4:	Coral Capers	0
5:	Barrel Cannon Canyon	2
Monkey Mines		
6:	Winkey's Walkway	0
7:	Mine Cart Carnage	0
8:	Bouncy Bonanza	2
9:	Stop & Go	2
10	Milstone Mayhem	3
Vine Valley		
11:	Vulture Culture	3
12:	Tree Top Town	2
13:	Forest Frenzy	2
14:	Temple Tempest	2
15:	Orang Utan Gang	5
16:	Clam City	0
Gorilla Glacier		
17:	Snow Barrel Blast	3
18:	Slipslide Ride	3
19:	Ice Age Alley	2
20:	Croctapus Chase	0
21:	Torch Light Trouble	2
22	Rope Bridge Rumble	2
Kremkroc Industry Inc		
23:	Oil Drum Alley	4
24:	Trik Trak Trek	3
25:	Elevator Antics	3
26:	Poison Pond	0
27:	Mine Cart Madness	3
28:	Blackout Basement	2
Chimp Caverns		
29:	Tanked Up Trouble	1
30:	Manic Mincers	2
31	Misty Mine	2
32	Loopy Lights	2
33:	Platform Perils	2

End of Level Boss: Gnawty Beaver.
Jump on his head five times.

End of Level Boss: Necky's Nuts.
Jump on his head five times.

End of Level Boss: Queen B.
Throw five barrels at her when she is yellow.

End of Level Boss: Even Gnawtier.
Jump on his head five times.

End of Level Boss: Dumb Drum.
Kill five waves of monsters by jumping on their heads.

End of Level Boss: Necky's Revenge.
Jump on his head five times.

■ **Hidden Secret Levels and Cheats**

You may have had this game for a while now but you'll be wanting to know where all of the secret rooms are. Well, read on and find out as we show you just where all those secret rooms are.
A few things to remember though:
There are no secret levels on the underwater sections.
Only when an '!' is shown after the level name is that level fully complete.

There are 33 levels.
66 secret levels.
7 bosses and 124 sections in all.

Ship Boss: King K Rool

Wait until he throws his crown and then jump on his head a total of seven times. You will then get a load of false credits and he will attack you again. Wait until he throws his crown and jump on his head a further three times.

The End... or is it?

Well no, not really, we've also got some brilliant cheats to help you on your way.

If you want to practice all of the animal bonus screens, then follow this: On the beginning screen when Cranky Kong is winding his gramophone, press: Down, Y, Down, Down, Y. You can now practice to your heart's content.

If you'd like 50 lives to start the game with, then go to the save screen and highlight the Erase option and press: B, A, R, R, A, L, thus spelling 'Barral' and you'll be able to start with 50 lives. Thanks to **Brendan Burns** (again) from **Ballyshannon** in **Ireland** for those little cheats there. But not only has he sent us these cheats, he's also sent us a great Level Skip. To go straight to Orang Utan Gang, complete Jungle Hi-Jinks with only one character (either Diddy or Donkey, not both) a road in front of you will appear on the map screen. Don't go along it, instead, double back and once you hit the bend in the road press B and you'll teleport. Make sure though that you keep the L and R buttons held down for this to work.

SUPER PUNCH OUT!! SNES

■ Ladees and gentlemen. Welcome to this stage of the title fight with our very own static stuntman, Electric Eddie...

1: Use the Left hand punch more than the right as the right is a bit slower and used more for finishing off a combo. The right hand is stronger.

2: The move that is essential to master is the Dizzy-hit/Super Punch Combo. It consists of your KO meter being at full. When your opponent has thrown a punch, counter it by dodging out of the way and hitting with the opposite hand. If you time this correctly it will leave your opponent standing dizzy and defenceless, allowing you to hit him with a Super Punch. As long as you don't get hit you can do this again and again. Just make sure you know their attack patterns and you'll win through.

3: Listen to the cornerman during the game as they're actually giving you advice on what the fighter's about to do. Most of the time a special punch is on its way, so watch out.

Here's a brief guide to the first two fighters you'll meet:

Gabby Jay:

The easiest fighter of them all, Gabby Jay only has one combination and is easily defeated. Just wait for him to say C'mon, and then avoid his one feeble punch. After that, punch him out.

Bear Hugger:

Don't be intimidated by the size of this guy, he's harmless really. Avoid punching him in the stomach and, instead, aim for his face. He'll then proceed to try and squash you, just duck this and slam three left hand punches into his face. Keep doing this until you build up enough power and then unleash a Super Uppercut to knock him out.

■ 035 035 035 035 035 035 035 035 ...

PLAYING TIPS

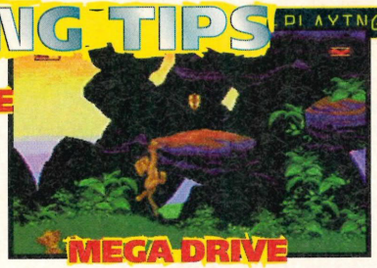
MEGA BOMBERMAN

MEGA DRIVE

Level Codes

Stuck on this excellent game? Then put in a few of these codes to see the later levels.

Level 1.1:	**Start**
Level 1.2:	**6800**
Level 1.3:	**5120**
Level 1.4:	**7420**
Level 2.1:	**1961**
Level 2.2:	**2731**
Level 2.3:	**5571**
Level 2.4:	**1051**
Level 2.5:	**9799**
Level 3.1:	**4502**
Level 3.2:	**8112**
Level 3.3:	**7422**
Level 3.4:	**1052**
Level 3.5:	**3352**
Level 4.1:	**9643**
Level 4.2:	**0513**
Level 4.3:	**9723**
Level 4.4:	**3353**
Level 4.5:	**5653**
Level 5.1:	**6264**
Level 5.2:	**6344**
Level 5.3:	**9184**
Level 5.4:	**5654**
Level 5.5:	**7954**
FINAL AREA:	
0515	



MEGA DRIVE

THE LION KING

Level Select

Here's a lovely level select that will allow you to bomb past the boring bits and carry on with the action. Simply pause the game when you're stuck and press: Right, A, A, B, and Start. You will now have skipped a level. However, if that certain cheat doesn't work for you then try this alternative one: Go to the options screen and press Up, Down, Right. Left, A, B, C, and Start.

TAZ IN ESCAPE FROM MARS

Cheat Screen MEGA DRIVE

Fancy a nippy cheat screen for when your energy is getting a bit low? Then try this. At the start of the game when the Sega logo comes onto the screen, press A, and B together on the first joypad and on joypad two, press B, and C together. Let go of all the buttons and you will hear a confirmation noise that tells you the cheat has worked. You can now start the game and any time you feel like cheating, press Start to pause the game and then press A. You can now choose your level and select your energy level.

SUPER STREET FIGHTER II

See the Endings

Did you know that you can see the full endings even if you only play on the one star setting? Go to the options screen and set the difficulty stars to one, and the super mode to Expert. Now start the game as normal, defeat all 16 opponents and you'll see the ending.

MEGA DRIVE

DOOM 32X

MEGA DRIVE 32X

Invincibility and Happy Ammo

Two brownie points and a possible promotion for young **Stuart Cameron** from **Glasgow** for these tip toppety tips for *Doom* 32X. Invincibility and Happy Ammo are just waiting for you.

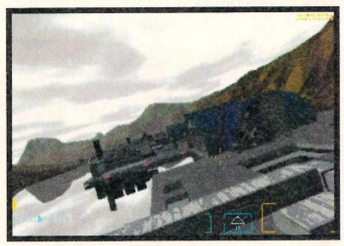
To become invincible you'll need a six button joypad. Pause the game and press X, X, the Mode button and Up, all at the same time. You will now be well-hard.

If you want loads of ammo, then Pause the game and press A, C, the Mode button and Up, all at the same time, and you'll be free to ventilate the bad-guys. Hooray for democracy.

CYBERIA

CD-ROM

Hints



Here are a few handy hints for all you heroes who are stuck on *Cyberia*:

1: At the start when you meet Gia, don't wait around too long before disarming when she tells you to do so, otherwise you'll end up dead.

2: If you complete the gunnery chair, Gia will offer you a kiss. It's best to decline the nice lady as jealous people like Santos will order you to be killed. If you do not kiss her, you shouldn't have too much trouble on the rest of the rig.

3: There are three types of bomb puzzle, depending on what difficulty level the game is on.

Easy level: First, do an MRI test on the bomb by pressing F2, there are seven switches in one row of which only one switch is active – a vibration sensor and an on/off switch. First toggle the vibration sensor switch and only then toggle the other active switch. Don't touch the on/off switch.

Medium Level: First, do an MRI test on the bomb by pressing F2, there are seven switches in one row, a vibration sensor and an on/off switch. First toggle the vibration sensor switch, then toggle the fourth switch from the left and then the second switch from the left.

Hard Level: First, do an MRI test on the bomb by pressing F2, there are seven switches in one row, a vibration sensor and an on/off switch. First toggle the vibration sensor switch, then toggle the fourth switch from the left and then the second switch from the left. Now toggle the first switch on the right (not the on/of switch) then toggle the second and then the third switch from the right.

NOVASTORM

CD-ROM

Cheat Mode

Thanks to the programmers' late night fits of programming, they've decided to leave a funny little cheat where you have to get through an underground sewer. If you get through, you'll end up playing the rest of the game battling against Killer Tomatoes. Just type TOMATOES at the beginning of level one for this weird trick.

RETRIBUTION

CD-ROM

Hints

All you budding space cadets might possibly need a few guidelines to help you get started. Here's a helping hand for the first few missions:

Mission 1

There are Krellan fighters and missile silos to be destroyed. The fighters are all light and your ship is equipped with enough homing/guided missiles to destroy them with ease. Alternatively, you can use your laser guns to gain some valuable dog-fighting experience against some weak opposition. Only rockets can destroy the ground targets, so don't go blazing in with your lasers. Fly low as you approach them and keep your speed to a minimum in order to make your targeting easier. Try to destroy each silo with a single run and don't waste more rockets than is absolutely necessary. Don't blow up any of the other buildings. Take special care of the missile silo farthest to the south, as this is the only one that fires smart missiles. Launch chaff pods as you approach and fly parallel to it for a few seconds, then turn sharply and destroy it.

Mission 2

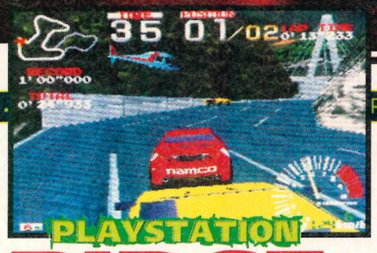
You have to destroy the bio-weapon development plant. The only problem is the enemy fighters that appear in waves, they are mostly medium fighters so they aren't too tough but they do carry missiles, so stay alert and be ready to launch chaff pods when you see a missile warning. The best way to shoot these guys down is to co-ordinate your missiles with your laser fire. Approach the enemy fighter while your targeting system locks-on and then fire the missiles at close range before it can get away to recharge its shields. Finish it off with your laser guns.

Hopefully, these strategies will help you get further into the game.

THEME PARK PC

All Rides and Extra Money

If you're not having much luck at being a *Theme Park* tycoon, then you can always cheat. Enter your name as HORZA, then once you're in the game you can cheat at will. Press CTRL Z, ALT Z, and then SHIFT Z, and you'll get all of the rides – and if you want loads of cash then press CTRL C at any time.



RIDGE RACER

Extra Cars

When you boot the game up and have to play the little game of *Galaxians*, if you clear the screen and get a perfect, you'll be able to choose loads more cars to race with instead of the normal four cars.

DIAL-A-TIP

HINTS N' TIPS N' CHEATS N' POKES

ALL FORMATS CHEATLINES JUST SAY "YES" FOR YOUR SYSTEM

0891 101 234

IF YOU MISSED LAST WEEKS MESSAGE CALL 0891 101 235

NEW! The Sega Megaline - Mega Drive Mega CD..0891 445 787
NEW! Gamegear/Gameboy Portable Cheat Line ...0891 445 771
NEW! The Sega Spot - Cheats, News, Hot Tips.....0891 445 933
NEW! The Console Cheatline (If it eats Carts it lives here!) 0891 445 991
NEW! The Super Nintendo Games Line 0891 445 913
NEW! The Amiga Gameline - Featuring CD32 .....0891 445 786

Are you stuck in a game? Who ya gonna call? PROBLEM BUSTERS Question N' Answer Service 0891 445 977

SONIC & KNUCKLES.....0891 445 947
DONKEY KONG COUNTRY.....0891 445 928
EARTHWORM JIM.....0891 445 985
LION KING.....0891 445 951
SONIC 1,2 & 3.....0891 445 941
MORTAL KOMBAT 1 & 2.....0891 445 987
STREETFIGHTER 2: (World Warrior, Turbo,SCE) 0891 445 940
CHAOS ENGINE.....0891 445 936
JUNGLE/DESERT/URBAN STRIKE.....0891 445 953

GUIDING LIGHT COMPUTER SERVICES LTD,P.O. BOX 17, ASHTON UNDER LYNE, OL7 0WW
If you are under 18 please ask permission to call. Maximum call charge at peak rate £3.68. Calls cost 39p per min cheap rate, 49p per min at all other times.

GM MASTER CLASS

THE KING OF FIGHTERS '94 ARCADES

Special Moves

For a special friend, **Yusuf Miah** from **Oldham**, I'm going to reveal a few special moves for this game. You lot can also read and use them as well, but remember, they're really for Yusuf...

Pressing the A, B, and C buttons will increase your power, all of your moves will become more powerful and you'll be able to perform the really lethal attacks.
You can also get your chums to jump onto the screen and help you out when you're in trouble. There are certain criteria that need to be met before you can press all three buttons and summon your friends.

1: Your character must be giddy.
2: You must have less than half your energy bar remaining.
3: You must also have less power than your opponent.
4: Both your partners must be on the screen.
5: Both partners must have been beaten.
Once all these requirements are met, you can summon them and they will quickly attack. This isn't a sure-fire method for success as this move can be blocked. A last chance attack.

Most of the moves for every player can be accessed by the same moves as that for Ryu and Ken in *Street Fighter II*. A fireball movement or a Hurricane kick move while pressing the A, or C buttons, will produce some sort of special move.

DAYTONA USA ARCADES

Various Cheats

Thanks to **Adam Wise** from **Swindon** for these fun-inducing tips that are sure to brighten-up any arcade outing:

Time attack mode – when you're asked to select automatic or manual gears, hold the Start button and then choose the gear. You will now be able to race against the clock on an empty track. If two people do this cheat at exactly the same time, you can both race on an empty track.
Stop the slot machine – While you're racing around the beginner's course, you can stop the slot machine and try and get extra credits. On the approach to Sonic Mountain press the Start button to stop a reel, press it again to stop the next one. After all three have stopped, press it again to start them off.
Fast start – There is a way of starting the advanced and expert tracks without skidding. Press the accelerator and hold it between the orange and red zones until the race starts and you get to about thirty MPH, after that just floor the pedal and you'll get a really good start.

CRUIS 'N' USA ARCADES

More Vehicles

To get a wider selection of cars in this new driving game, press and hold the view two button when you're inserting your money and when it comes to choosing your car you'll have a police car, school bus, taxi cab and motorbike at your disposal.

HELPLINES

Okay people, your telephone privileges don't start until you ask mommy and daddy for permission. You'll get extra laps if you don't. Stay frosty.

Acclaim	(071) 344 5000
Codemasters	(0926) 814 132
Gametek	(0753) 553 445
Gremlin	(0742) 753 423
Interplay	(0235) 821 666
Jaguar	(0839) 994 460
Nintendo	(0703) 652 222
Ocean	(061) 839 0999
Psygnosis	(051) 709 5755
Sega	(071) 373 3000
Team 17	(0924) 385903
Virgin	(081) 960 2255

037 037 037 037 037 037 037 ...

STREET F

Against the backdrop of bloody civil war mysterious forces are at work. From all over the world a group of people sharing a common past are converging on the small country of Shadaloo with revenge in their hearts, none more so than Colonel Guile. But who knows what evil awaits him...

Picture the scene: Shadaloo City, Shadaloo (obviously). After sipping tea in the shade, 12 Allied Nations soldiers are brutally murdered, yet more casualties of the country's seven month long civil war.

In the confusion, 63 relief workers have been taken hostage by the evil warlord, General M Bison. Three UN officers have been reported missing, probably gone AWOL (another great Van Damme film). After the fighting has subsided, Bison issues a grim message: All of the relief workers, hidden away for the time being in neat cardboard boxes in a dockside warehouse (oh what a give away) will be killed in 72 hours unless $20 Billion is stumped up. Colonel William F Guile has taken command of the Allied forces and is ordered to arrange a rescue mission. But who does he take with him and what exactly is he up against? We tapped into the Allied forces data banks to find out...

■ Right: Guile comes in with a flying kick, mouth open and feet flat. Top hero.

■ Cammy – played by Kylie Minogue – dishes out a bit of pain to one of Bison's guards. It will be a very strong man indeed who shall tame the heart of Cammy.

■ Far Left: The fearsome Vega, complete with mask and claw.

SPECIAL FEATURE

STREET FIGHTER

COLONEL WILLIAM GUILE

Played By: Jean Claude Van Damme

■ **Hold on, it's Timecop isn't it?**
Not really, Jean Claude is Guile and he makes a pretty good job of it too.

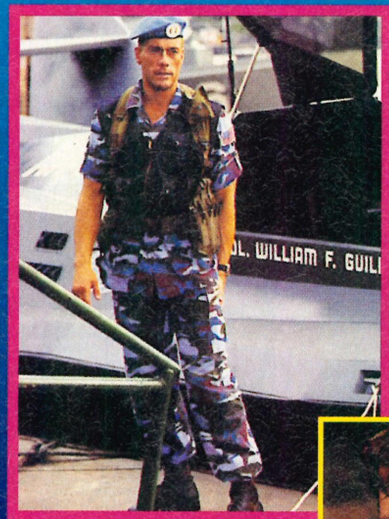
■ **Sort of like breaking necks and stuff?**
Yeah. He also gets to fight Bison and, as we all know, Guile is THE best character.

■ **No, Chun Li is:**
More on her later. But Guile does seem the logical choice to fight Bison, what with Charlie dying in the game and all that.

■ **Jean Claude's suitability for being Guile:**
The perfect choice, even better than having Val Kilmer or someone like that. 10+/10

■ **Games World Choice for Guile:**
William Shatner – if Timecop could travel back to get him from 1966.

■ Played by Hollywood/Brussels hard-man Jean Claude Van Damme. With regulation short spiky haircut and a smart American tattoo on his arm, Guile must rescue the 63 hostages from Bison before the time limit runs out and Bison kills them all. We're sure he'll manage it, anyway they never let the bad guys win, do they?



■ Above: Ryu and Ken get in a bit of grief coming across Honda and Balrog. Yeah, well, if this was the game Balrog and fat boy would both be dead 'cause Ken is the best and so is Ryu. ■ Left: Guile stands about in a menacing sort of pose.

CHUN LI ZANG

Played By: Ming-Na Wen

■ **What's all this Zang business?**
Well, we think it means excellent, and for top girl Chunners Zang is probably the operative word.

■ **But is she really as tough as the others? After all, she's a girl:**
SSHHH! Keep it down! She can kill a man with her legs alone, and if she ever kicked you, you'd be dead. Also, Ryu's got a secret thing for her.

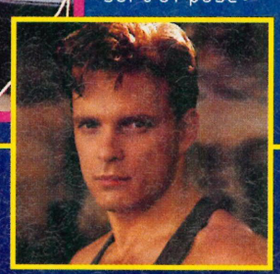
■ **Right, that has been noted, but what about her own desires?**
She only wants to kill Bison, after that she'll probably take up knitting.

■ **Chun Li, what a woman:**
Yes sireee.

■ **Ming-Na Wen's suitability for the role of Chunners:**
Of course, Ming is quite cute and the role called for someone of her calibre. But, where was Tia when the camera's started rolling? 8/10

■ **Games World's choice for Chun Li:**
Tia Carrere (obviously).

■ Grrr. The schoolboy's favourite, Chunners, has a deadly mission up her rather provocative sleeve. Travelling the world as a TV reporter for Global News Television, Chun Li has also learned over 1000 ways to kill a man. Some of them much nicer than others.



KEN MASTERS

Played By: Damian Chapa

■ **Isn't this guy a bit of a nutter?**
He is if he gets into one of his berserker rages, and did you know he does Karate?

■ **So, he could be a bit dangerous?**
Yeah could be, especially if you take the mick out of his hairstyle.

■ **Tell me more:**
After training with his top chum Ryu under the guidance of Sheng Long, he just went the American way and decided that fast cars and girls were more fun than doing press-ups and having water melons thrown on his stomach.

■ **Ah, but that's not the way of the Samurai, is it?**
No, it certainly is not, but as he isn't one that's irrelevant, Captain.

■ **Mr Chapa's suitability for the role of Ken Masters:**
Well, Ken actually fancies Jan Howard... sorry, that's Howard's Way isn't it? Anyway, who is Damian Chapa? Should have been Dolph Lundgren.

■ **Games World's top bloke choice for Ken:**
Ken Barlow or Ken (Barbie's bit on the side).

■ Kenny is always looking for the easy life. Instead of training hard, eating tofu and training some more, Ken's always messing about, joking, and generally being a loose cannon. Damian Chapa plays the young Ken after starring in films like A Killing in Beverly Hills, and Under Siege.

STREET FIGHTER

■ Chun Li, in her favourite red garb, stands just in front of Cammy, while some bloke is showing off that he has still got all of his fingers intact after his initiation into the yakuza. The girls look suitably impressed with his tall story.

GENERAL M BISON

Played By: Raul Julia RIP

■ **A natural born killer is he?**
Certainly is. This one has got Mad Dictator written all over him. You don't want to even consider getting on his nerves, or even first name terms. Respect.

■ **So then, you could say that he's a bit of a loony?**
You could, but then you'd probably end up rather dead.

■ **Favourite books?**
How to Make Enemies and Kill People.

■ **Raul's suitability for being Bison:**
Not as fearful as he could have been, maybe if he'd shone a torch underneath his chin, he could have been really scary. 7/10

■ **Games World's choice for Bison:**
Christopher Walken, because he's nasty.

■ The late Raul Julia is the fearsome megalomaniac General M Bison. The renegade warlord has kidnapped 63 relief workers and is asking for $20 Billion in 72 hours, or else they all die (cue wicked maniacal cackle).

RYU HOSHI

Played By: Byron Mann

■ **Is this the Ryu who sulks before beating your face to a pulp?**
Correct. Ryu is Ken's old sparring partner and is the cool-headed one.

■ **So why the difference?**
We're not sure, maybe the Oedipus complex theory can tell us, but it's more likely that the Japanese tradition for work and dedication has something to do with it.

■ **Isn't he the hardest geezer ever out of all the World Warriors?**
He defeated Sagat in the first game, that's why he's got that scar across his chest. But it seems that Guile is in fact the toughest (but don't mention any of this or there'll be a fight).

■ **Byron Mann's suitability for the highly prestigious role of Ryu:**
Not really suited that well, he doesn't look anything like him, and that bloke who played Monkey – Massaki Sakkai – would make a much better Ryu. 4/10

■ **Games World's fave to play Ryu:**
Jackie Chan (when he's being serious).

■ Byron Mann takes on the role of Ryu and, unlike his hard training videogame counterpart, this Ryu is a bit of a hustler who is trying to leave Shadaloo with loads of cash and all of his teeth. He's really a nice guy, but his best mate Ken is always landing them in trouble. Looking down on Ken as an adopted brother, Ryu takes it upon himself to look after him.

T HAWK

Played By: Gregg Rainwater

■ **Tell me about this guy, then:**
A huge Indian warrior in the game, but there don't seem to be any huge Indian warriors in Hollywood.

■ **So who'd they use instead then?**
Some small guy who looks sort of like an Indian but lacks the presence of T Hawk from the game.

■ **Does it show?**
Of course it does. In the game he was massive, but now he's not so big.

■ **So they've watered him down a bit then?**
More of a rain-dance than anything else. That's really sad man.

■ **Is Gregg suitable for the role?**
Alas not. T Hawk should be as big as Zangief and really formidable as he stumbles around saying "How!" a lot. A part wasted. 2/10

■ **Games World's chief Chief:**
Lou Diamond Philips – on steroids.

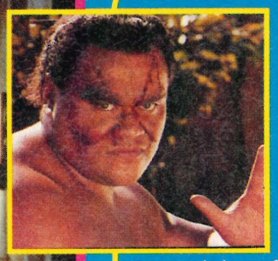
■ Gregg Rainwater has the task of playing the mighty T Hawk, Guile's trusted aide and head of internal security. Bit of a change of career from the warrior with the strength of ten Indian braves, heh?

SPECIAL FEATURE

■ Above: Blanka at the controls of a VR simulator. In the film the top green lad is transformed by the evil bio-chemistry perpetrated by a certain M Bison.

■ It's not all street fighting you know, there's time for a holiday at Butlins too.

EDMOND HONDA



Played By: Peter Navy Tuiasosopo

■ **Can a fat man really do that hundred hand slap?**
Depends how fat really.

■ **I mean really fat. Lard dripping from every joint:**
Apparently yes, if he's made up of lots of pixels but probably not when he's a really fat actor.

■ **So, it's a good idea not to steal any of his food then?**
You mean you actually think you'll get away with it?

■ **Well, if he's so fat, you could probably outrun him:**
Ah, but then his sumo torpedo will probably get you.

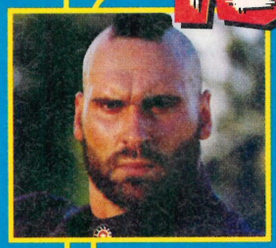
■ **He might miss:**
Not 15 times he won't.

■ **Can that chappy in the picture be expected to run around lots?**
Maybe he's not counting on running, but waiting for you to come to him. For being fat, and having red on his face, we reckon 7/10.

■ **Fat bloke destined to play Edmond Honda:**
Bernard Manning.

■ With a grudge as huge as his stomach, Eddy is on a mission. As a Japanese sumo wrestler, he would have reached the pinnacle of his career and become a Yokozuna if it wasn't for Bison putting him out of action. But with Chun Li and Balrog to help him out he can easily put matters straight. So long as you feed him well first.

ZANGIEF



Played By: Andrew Bryniarski

■ **Is he Russian or is he from a break-away republic?**
Let's not get into the politics, let's just say that he is an untamed bear waiting to be unleashed.

■ **Wow, he's that dangerous?**
In the game he is, but again, the film decides that he's a cute and cuddly comskie just yearning to be loved. But don't tell anybody.

■ **How many roubles did he get paid to defect?**
He's just an actor, he's not really Russian, honest.

■ **Why is he a wrestler?**
His all-time hero is in fact another fictional character, Mike Haggar from *Final Fight*. And don't ask us how these two know each other as they're two unconnected games. Time for Scully and Molder, probably.

■ **Can Andy Bryniarski be convincing as Zangief?**
He's big enough and has the same sort of wacky haircut. Yeah, he should do okay we suppose 8/10.

■ **Games World's choice for Zangief:**
Mr T – after some Michael Jackson make-up.

■ Zangief is Bison's bodyguard. This massive six foot Russian warrior is good-natured but confused. Andrew Bryniarski is the poor chap with the very short hair.

DEE JAY

Played By: Miguel A Nunez Jr

■ **Who is this Dee Jay character?**
Dee Jay comes from Jamaica and has a really good musical background... in the game.

■ **Right, so what has Hollywood done to him this time?**
Made him shed a few stone and turned him into a hotshot computer whizz.

■ **So he's rubbish then?**
No way! He's actually cool because he's played by Miguel Nunez who has been in loads of cool things and is in fact stable at around 4 degrees C.

■ **Cool indeed.**
Yes, and going from DJ to computer whizz isn't a bad career move at all, maybe he should help out our Gregg.

■ **Can Miguel "cut it"?**
Yes he can, man. 9/10 for Mig.

■ **Man most likely to succeed as Dee Jay is...**
Barry White, with his musical tones, or MC Hammer.

■ Top geezer Miguel A Nunez Jr, who's been in Tour of Duty (respect) and the Fresh Prince of Bel Air (respect again) is Dee Jay. Dee Jay doesn't carry many musical notes in the film, but he's a computer genius who will do whatever needs to be done in order to complete his mission. He fights alongside Bison.

CAMMY

Played By: Kylie Minogue

■ **Is this the girl to set men's pulses racing?**
In a tight lycra suit she certainly is.

■ **But is she just here for her looks or does she serve a useful purpose?**
Don't mock Cammy. She is in fact a top-notch British intelligence officer.

■ **But isn't Kylie Minogue Australian?**
Do you have to keep mentioning these small discrepancies.

■ **I know it's only a small point, but...**
Look, Kylie is cute, and she'll make a perfect Cammy. So make sure you're prepared for her running around in tight, figure-hugging pants.

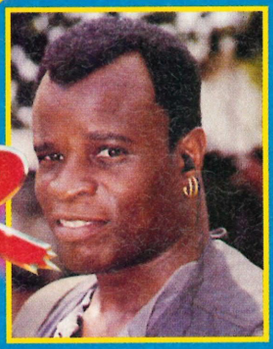
■ **Is Kylie suitable to play Cammy?**
Yes, why not? Alright, she was rubbish in The Delinquents, but you can forgive her for that. 9/10

■ **Games World's vote for Cammy look-a-like is:**
Pamela Anderson – to see how strong lycra really is.

■ Played by the delectable Ms Minogue, Cammy is Guile's Intelligence Officer. Kylie's Australian, but she plays a British agent. Strange, but true. Cammy, however, is a really good martial artist and a master (mistress?) of surveillance. Cammy looks good in a tight lycra bodysuit but this has nothing to do with her getting the role. Honest.

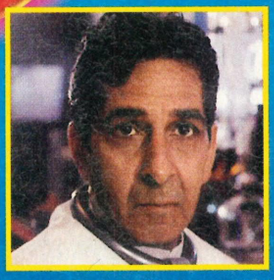
■ 041 041 041 041 041 041 041 041 041 ...

STREET FIGHTER



BALROG
Played By: Grand L Bush

■ **Hang on! This guy looks like Mike Tyson:** Yes he does. Probably an intentional thing on behalf of the Japanese.



DHALSIM
Played By: Roshan Seth

■ **What exactly is a Dhalsim?**
Not a what, more of a who. Dhalsim is Indian and in the game he's a yoga expert, but somehow this all gets turned in bio-physics.

■ **Strange?**
Indeed, but that's Hollywood for you.

■ **Was he any good in the game?**
Not bad actually, he could breathe fire, stretch his limbs an awfully long way and even teleport out of harm's way in tricky situations. Apart from that he was a wimp.

■ **Are you saying scientists are wimps?**
No, just Dhalsim.

■ **Is Roshan capable of acting as Dhalsim?**
With a good pedigree in films, Roshan should make a good Dhalsim, he's maybe a bit on the plump side (compared to the yoga master's thin frame) 6/10.

■ **Actor fancied for the role by Games World:**
Linford Christie.

■ Indian actor Roshan Seth takes up the challenge of playing Dhalsim. The skinny yoga master is in fact a bio-physicist held captive by Bison and is expected to perform genetic experiments to create the ultimate fighting warrior. Just look at how Billy (sorry) Carlos Blanka turned out.

CARLOS BLANKA
Played By: Robert Mammone

■ **He's that green bloke isn't he?**
In the game he is, but for storyline and continuity purposes, he starts out as a normal human being.

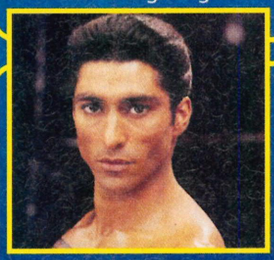
■ **So no growling and biting from the word go?**
No, it's not until Dhalsim gets him and starts experimenting that the green one finally appears.

■ **Then there's growling and biting?**
Yes, if you like. And when all this is done, he becomes the ultimate fighting machine.

■ **Robert Mammone – is he the man for the job?**
It's his first ever film, so we should go easy on him. A safe 8 out of 10.

■ **Games World's choice for a new generation:**
Dr David Banner aka The Hulk.

■ Blanka, the man who spawned a thousand barks, is not in fact an orphaned boy left in the Brazilian jungle by his underage mother, oh no. Instead Carlos (and not Billy as he was affectionately known) is Guile's best mate. After being captured by the big B, he is in turn experimented on by Dhalsim in order to make the perfect soldier. But, if Carlos is Billy Guile's best mate, whatever happened to Charlie? New boy Robert Mammone is the man-beast.



VEGA
Played By: Jay Tavare

■ **Surely looking like that this man is the fastest and hardest fighter around?**
He is, but his bark is worse that his bite. He's got a stupid little laugh in the game that winds you up no end when you loose.

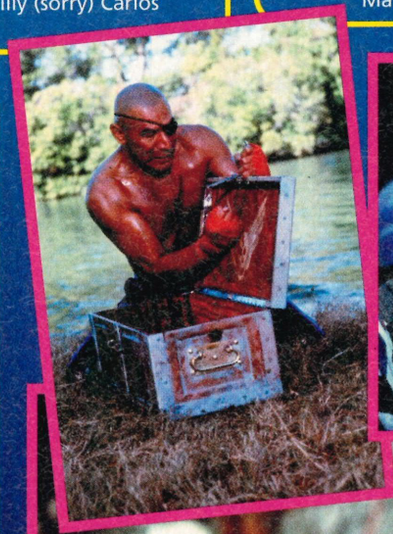
■ **But he does pack a punch, right?**
With metal claws strapped to his fists, he packs more than a punch and if you get hit by one of these, you're history.

■ **Isn't that cheating?**
Yes and no. In the Queensbury rules it's frowned upon, but in street fighting, anything goes.

■ **Is Jay Tavare a good call?**
With his physique, he certainly is. He's got that Latin look about him. Anyway, he wears a mask most of the time: 9/10.

■ **Games World's choice:**
Prince Naseem Hamed – he hasn't got a funny laugh at all.

■ Vega, played by Jay Tavare, is the tattooed matador who is the bad guy always ready for a fight. He's very agile, flamboyant, and is always making the crowd rise to their feet. Armed with a pair of vicious steel talons and a face-mask to match, Vega has to be seen to be believed.



■ Far Right: Sagat looks in his treasue chest to make sure nobody has stolen his wine gums.
■ Right: Jean-Claude looks at the wisecracking extra who has just remarked "Eh? Guile, go home and be a family man."
■ Below: Bison looks well peeved. We think Raul said it best when he said "Pass the Rennie, I've got a bit of heartburn."

SPECIAL FEATURE

So, why didn't they call Balrog M Bison?
They did. When the Japanese version was released, it all seemed right, but when the American version was released everyone went "Hang on!" just like you did.

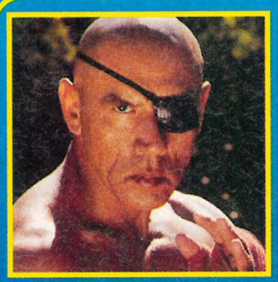
Really?
Yep, but once that had all been sorted everyone settled down and the film turned out all right.

Was Bushy the right choice?
To tell you the truth, being a bad guy doesn't suit him. If only the top film peeps had waited until Tyson was released, it would have been totally brilliant. 6/10

Top fighter we would like to see play Balrog:
Mike Tyson – when he gets out.

Originally a bad guy, Balrog travels around with Chun Li, and Eddy Honda as part of the GNT newscrew. Balrog is a formidable foe and uses his fists more than he uses his feet, but with the help of Chun Li and her fantastic kicks, all that is made up for. Grand L Bush pulls on the gloves for this role.

HIDDEN CHARCTERS



VIKTOR SAGAT
Played By: Wes Studi

Isn't that Sagat meant to be mean and nasty?
He's the nastiest of them all and, apart from Bison, he's the toughest.

Didn't Ryu beat him once?
Ah, he did, but that was in the first game and so it doesn't really count.

Yes it does! One nil to Ryu:
Alright then, but Sagat is really very hard indeed and it probably won't happen ever again.

Okay. One last question, what's his middle name?
Don't try to be funny.

Is Wes the man for the job of Sagat?
After that really nasty scene in Last of the Mohicans where he scalps someone with an axe, we'd say he was. Spot on Mr Director. 10/10

Baldy preferred for the role:
Richard O'Brian – as long as he doesn't dance.

Wes Studi, the evil Indian in Last of the Mohicans, plays a similarly sinister character in the SF movie. Sagat is Bison's principle arms supplier and as a gladiator by day, and Gang leader at night, he's a pretty rough customer. Controller of the Shadaloo Tong and the most feared crime boss in the whole of Southeast Asia, he can do whatever he likes.

CAPTAIN SAWADA
Played By: Kenya Sawada

Who is he?
Your guess is as good as ours, but he's Guile's aide.

Kenya Sawada, is he the man for the job?
He must be, he's even got the same name.

Man most wanted for the role, just so that we can get him in the film:
Wesley Snipes.

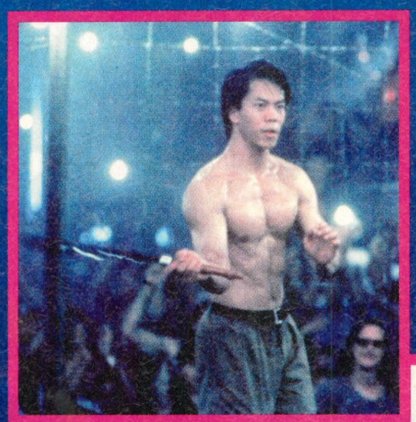
Ooh, a newie! Kenya Sawada plays Guile's aide, and we suppose other new best friend, Captain Sawada. Not in any of the other games, not even when you press Up, Down, Left, Right, X, X, B, Sawada is a new fighter created especially for the film by Steven De Souza (Writer and Director).

FEI LONG

Fei Long? Mr Long, here boy!
It's no good, he's not in it.

Character most suited to play Fei Long:
Salmon Rushdie – we don't know where he is either.

Long time no see (sorry).



Left: Ryu takes his shirt off and gets ready for a bit of heavy nunchuck action.
Left: Cammy who looks dead impressed, obviously.

THE NEW ARCADE GAME: STREET FIGHTER 3?

Unlike the first *Street Fighter* games which used traditional graphics, **Street Fighter The Movie: Arcade**, uses digitised graphics as first seen in *Mortal Kombat*.

After filming the movie, all of the characters that you've come to love and enjoy were individually filmed to get all of their specific moves. Jean Claude Van Damme was made to do all of his moves, just like the rest of the characters.

What we can tell you is that there are 2-3 hidden fighters and they all have their own moves. Maybe Sheng Long, Akuma and Blanka's pop up for a scrap. You'll have to wait and see. Also, in the arcade version, all the fighters are going to get their own death moves. Not to be outdone by *MK II*, Street Fighter The Movie: Arcade will have just as many moves, and is reported to have even more combos. The fighting action will also be interspersed with movie footage to add that extra bit of atmosphere.

Due for release at the ACME show in Reno, Nevada at the end of March, you'll then be able to see (if you're lucky enough to get there) just how *MK II* beating this machine really is. If you can't afford the fare then watch this space for a full preview coming soon.

Street Fighter: The Movie is destined for release on Friday May 19th. Check local press for more details.

Would you

Have you played Virtua Fighter 1 and 2 to death and raced on Daytona USA until you can't race no more? Well, save all your precious pound coins because there are lots of amazing new arcade machines just around the corner! We skipped along to the ATEI arcade show at Earls Court and went wild on the free play machines!

■ Below: If you're a real wimp, you can always drive on the easy-peasy desert course.

■ Above: You made it across the finishing line with your race car (and hopefully the contents of your stomach) more or less intact.

Sega Rally

What do you get if you cross the graphics of Daytona USA with the tracks of Ridge Racer and throw in a bucket load of mud just for good measure? Something like this hot new racing game from Sega, that's what!

credit it?

VITAL STATISTICS

NAME : SEGA RALLY
PUBLISHER : SEGA
SYSTEM : ARCADE
PRICE : £1/CREDIT
PLAYERS : 1 PLAYER
AVAILABLE : FEBRUARY

■ Left: Keep an eye out for the road signs on the mountain section as you'll need to brake early to get round those sharp corners. A track for real experts only.

■ Below: Eat dirt! Don't even think of driving on the muddy forest level if you've just given your car a wash.
■ Below/Right: Don't give us any of that 'accident on the M25' nonsense – you're out!

■ Above: The wing mirror at the top of the screen is essential for closing the door on anyone trying to overtake. The road behind you looks clear but you never know when the next driver is going to sneak up on you. Sneaky Johnny other driver, don't trust him.

SAUCY SELECTIONS!

Options. These aren't just the tasty chocolate drinks that you can get in orange, banana and sausage flavours but they are also found in all kinds of arcade games. *Sega Rally* has two main options screens to behold, the ever so useful car and track selections that just happen to be pictured below :

ga

You won't believe the playability in Sega's latest arcade offering. Everyone went doo-lally over the brilliant *Daytona USA* produced by Sega's hot development team AM2, and this is their new project. The ATEI arcade show at Earls Court at the end of January was where Sega were showing off a pre-production version and it caused quite a stir.

Pop a pound coin in the slot and the first task is to select your car. There are two mean machines on offer with jazzy company slogans emblazoned on the sides and two gear choices; manual or automatic. Three courses are then offered up; desert, forest and mountain. The barren desert is the easy option with lots of sand to make the tyres slip and slide around. The forest is the medium setting and has muddy tracks. That leaves the mountain stage for experts with a windy course through tiny villages with lots of spectators to avoid.

The graphics techniques from *Daytona* have been enhanced and used to good effect. Instead of the rather simplistic tracks of AM2's first racing game, courses now twist and turn, changing in terrain and surroundings from one second to the next. The car can be smashed into the barriers and trees without causing any damage but this does slow you down. When the main aim is just to get to each checkpoint before the timer runs out slowing down is a no-no!

In true rallying tradition spectators litter the sidelines of every track. They cheer you on as you fly by and stand firm if you accidentally run into them, which is a bit disappointing. Overlaid onto the fast-paced visuals is a rev counter and speedometer with the fastest times for that particular course to give you something to aim at.

Sega have produced some great cabinets for their games in the past with hydraulic cars to sit in for *Virtua Racing* and *Daytona*, so what have they come up with for *Sega Rally*? The early version was in a rally car style cabinet with adjustable seat, gear stick and all the pedals you would expect. No information has been released on other cabinets and versions of the game but we're sure that there will be quite a selection around the arcades this summer.

If you enjoyed the thrills and spills of *Daytona USA* then you're simply going to spin for this! Get your driving gloves on and make sure that you've got a pocket full of pound coins at the ready – you're gonna need them!

Would you credit it?

X-MEN: CHILDREN OF THE ATOM

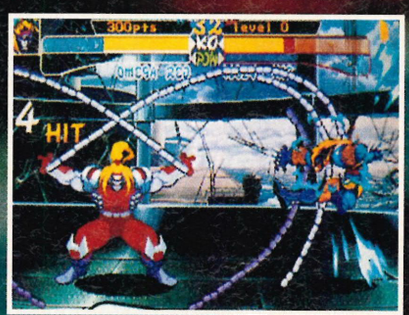
Capcom

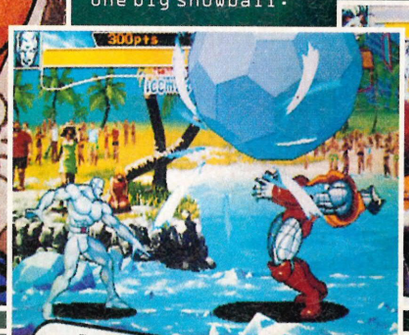
From the team that brought us the legendary *Street Fighter* series comes a new beat'em-up creation, this time starring the heroes from Marvel Comics – the X-Men. It packs a massive 300 megabits which is five times more than any of the *Street Fighter* games.

Ten characters have made it onto the pixel screen from the comic book original including faves like Wolverine, Psylocke, Iceman and Magneto. Players can select any of these to get them to the end of the game and they all have their own unique special moves and abilities giving an infinite number of ways to fight off the enemy. Attacking your opponent with the usual punches and kicks builds up an X-Power gauge shown at the side of the screen. When this is full, the player can let rip with the special moves of the current character. With flying, healing, invisibility and bunsin moves to master there's going to be plenty to keep both beat'em-up and X-Men fans busy.

This Capcom creation has a new automatic mode that gives beginners an easier time of it, allowing them the chance to suss the controls out and see more characters. This works by automatically fending off attacks from enemies until the player makes his first kill. Then the game reverts back to its normal mode to continue the fight action.

X-Men: Children of the Atom attracted quite a crowd at the arcade show with people frantically bashing away at the buttons to see what moves they could pull off. It plays like a dream, let's hope Capcom will convert the game for home systems in the future.





■ Left: An X-Man, we don't think. Don't mess with top babe Psylocke or she'll cut you down to size. Ouch.
■ Below: The Iceman cometh and he's got one big snowball.

X-Men™ & © 1995 Marvel Entertainment.

ATTACK OF THE ZOLGEAR

Namco

The boffins at Namco have been busy inventing new arcade experiences over the past few years, many of which have gone unnoticed by the mainstream game fiends. One of their babies is the *Galaxian 3 Theater 6*. This is an enclosed arcade theatre with seats for up to six players

WORLD CUP VOLLEY BALL '95

Data East

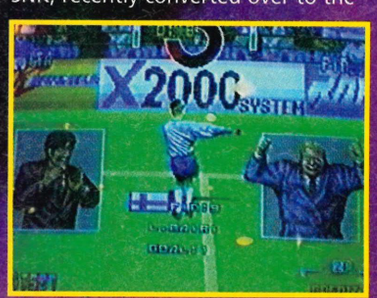
We all know about the high profile arcade games that everyone raves about, but there are lots of games that come and go without even a mention. One that was very enjoyable to play at the show was from well-known Japanese company Data East – *World Cup Volleyball '95*.

Teams from all over the world have been stuffed into the game including volleyball experts

TAITO POWER GOAL

Taito

One of the most impressive soccer games in the arcade up to now has been *Super Sidekicks 2* from SNK, recently converted over to the



SPECIAL FEATURE

inside and a large screen with gun turrets to move and shoot with. A brand new game that they've just developed for this system is *Attack of the Zolgear*.

Everything is displayed with smooth 3D textured graphics and as you can see from these screenshots the screen is much wider than you'd expect. It stretches the full length and height of the theatre for full game immersion. Players can choose from multiple paths in the game, blasting away the alien scum as they go. A different course can be taken each time you play to avoid the boredom factor and there are lots of challenges which really come to life when six of you are attacking the same beastie!

Namco's *Galaxian 3 Theater 6* is an amazing blast'em-up experience that we thoroughly recommend you try – well, at least once.

■ Enter at you peril, mortals. The comfy chairs of doom await you.

America, Mexico, Brazil and China. Two buttons control all the action with dives, jumps and volleys all easily accessible. Graphically, the game is a little basic with a plain yellow court but the players are nicely animated.

It may not be a sport that you thought you'd be playing in the arcades normally but give it a try if you come across this machine at your local coin-op emporium.

■ The agony and the ecstasy that is international volleyball. Just amazing.

Neo Geo CD console. Well, all that is about to change with the release of *Taito Power Goal*, from Taito surprisingly enough!

It looks very similar to the SNK game with a sideways view of the pitch in the normal play mode and close-ups behind the players when it comes to taking shots at goal and penalties. The pitch scrolls around in a semi-3D way and players can perform all kinds of soccer related moves on top of the standard kicks, thrown-ins and corners.

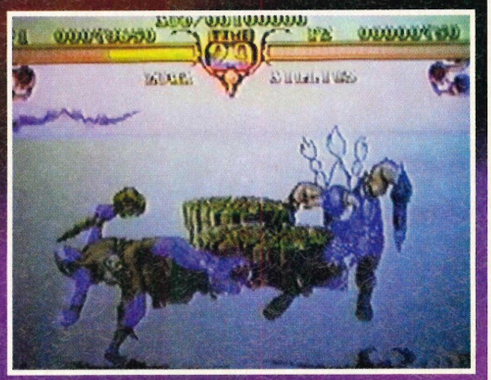
Up to four players can take part in a game, two on each team (if the machine you play on is capable of taking four inputs). A variety of attacking and defensive formations can be selected and there's also a special zoom-up feature on the exciting confrontations that crop up from time to time.

Hardcore soccer fiends will love the game except for one inclusion. There's a referee who will call fouls at the slightest evidence of rough play. What a spoilsport.

GOLDEN AXE 3: THE DUEL

Sega

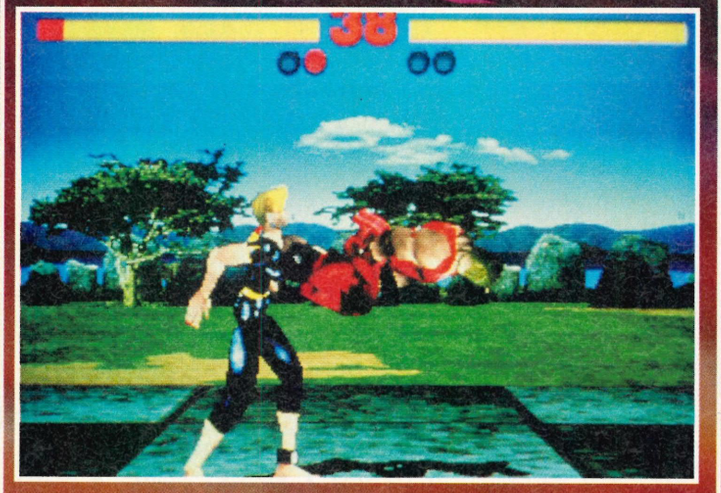
Lurking away at the corner of the Sega stand at the ATEI arcade show was one of their Mega-Lo cabinets with a prototype version of a new beat'em-up. No hype, no pushy PR people, just the game with no-one playing it (the *Sega Rally* machine was standing alongside). But this looks like it's going to be one to watch out for.



Again it follows in the *Samurai Shodown* vein of beat'em-ups but, hey – if it ain't broke don't fix it! All kinds of strange and elaborate beasties can be chosen to fight along with some more human specimens with names like Zoma and Gillius. There are the usual power bars and timer along the top of the play area and before a fight large animated pictures of the two contenders flash up on the screen.

Sega soon converted the other *Golden Axe* games to play on their home systems, so let's hope the same happens with this one.

Would you credit it?



Kick back and enjoy a nice, relaxing scrap with *Tekken*.

TEKKEN

Namco

Okay, so you've seen a few fighting games in the arcade over the last few months so why should *Tekken* be any different? Well, this game has characters that wouldn't look out of place in any of the *Samurai Shodown/Street Fighter* games and a gameplay system reminiscent of the *Virtua Fighter* series. It actually reminded us of a recent game on the PlayStation called *Tohshinden* – strange, as this machine has hardware developed by Sony in it too.

Eight characters are lined-up to play in this tournament with the standard splattering of special and hidden moves for players to get to grips with. Of course, there are all the usual options available with a one or two-player game, multiple viewpoints and difficulty settings.

There may be nothing new on offer in *Tekken* but it makes a pleasant change from those endless games of *Virtua Fighter*. Watch out for this one starting a fight in an arcade near you.

BUBBLE SYMPHONY

Taito

The little dragons Bub and Bob took arcades all over the country by storm a few years ago with their bubble-bursting game, *Bubble Bobble*. It involved bouncing around levels, blowing bubbles to capture nasties inside and then bursting them to kill the little critters off.

Now the game is back with a vengeance in an all new version called *Bubble Symphony*. The gameplay remains pretty much the same with lots of bubbles, lots of nasties and hundreds of tiny icons to pick up for extra power and points. The main improvements are in the graphics and sound.

Each character now has large and

BLAZING TORNADO

Human

It's not only the WWF and WCW wrestlers that get to have a smashing time in the ring. Human Amusement have got a wrestling game that will take on any of those painted wimps and suplex their tender bits – *Blazing Tornado: The Neo-Heroic Wrestlers*.

Eight contenders are booted up and ready to rumble in a one to four-player game. All the spine splintering moves you've seen the geezers do on TV are here to perform with a total of 150 different techniques to find and use to your advantage. Jump outside the ring and there are even makeshift weapons like sticks and pieces of metal pipe that will leave a dent in any wrestler's head.

Each character is nicely drawn and animated with the added attraction of zooms on the more interesting grapples for a close-up look at the action. This game may not have the name, but it's certainly got all the razzmatazz you'd expect from a no-holds-barred wrestling tournament.

Below: That must bring tears to his eyes. *Tornado*'s wrestlers have some very nasty moves to perform.

OPERATION WOLF 3

Taito

Arcade funsters who have been hanging around the seaside and fairground arcades since the late Eighties will instantly recognise the name *Operation Wolf*. It was one of the first stand-up arcade games to incorporate a cabinet mounting machine gun for gunning down all those criminals (and a few civilians for good measure).

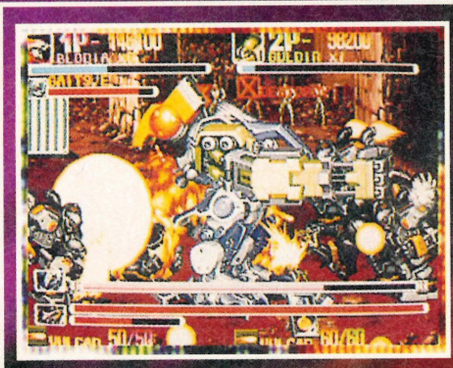
Taito have been busy since then and now they've got the latest instalment to their gun game series, *Operation Wolf 3*. The gameplay hasn't changed one iota, the only differences as far as we could make out were new level layouts and more photo-realistic graphics of the terrorists. The gun fires both bullets and grenades with a rapid fire option if the trigger is held down for those pesky mad bombers.

This game may be nothing new, but you really can't beat a good blast every now and then.

Right: It's that old fave, *Operation Wolf*, tarted up and put in a new-ish cabinet.

SPECIAL FEATURE

beautifully drawn sprites with colourful backgrounds zapping out of the machine. This brought back fond memories for us – it's just a shame that the price has risen a little from the original 10p a credit. Sigh.



■ Left: Often we moan about big robots fighting each other, but here the robots are really BIG. The spot FX in this new arcade release are incredible. You could almost be there being burnt alive. How wonderful.

ARMORED WARRIORS

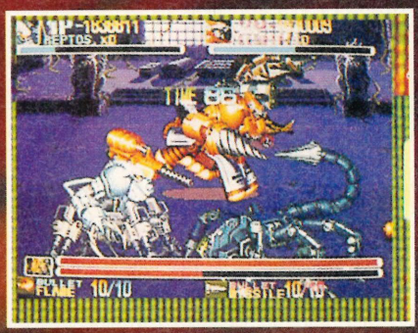
■ Capcom

The thought of another shoot/beat'em-up packed with robots and tons of weapons will probably make most games enthusiasts cringe. But wait! Capcom have got something with a little more zing in the pipeline for their CPSII arcade system.

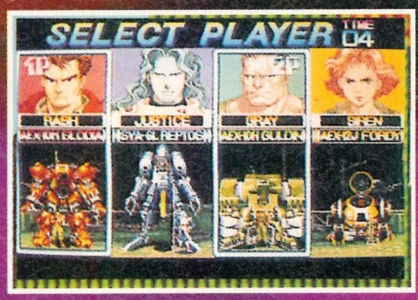
As you smash and bash your way through the game you can actually pick up any pieces that might fall off your enemies, or any weapons they drop and bolt them onto your robot to make something hideously unstoppable! This makes a fantastic game that has almost no restrictions. Some of the contraptions you can come up with aren't the best looking fighting machines you'll ever see, but they'll certainly be effective!

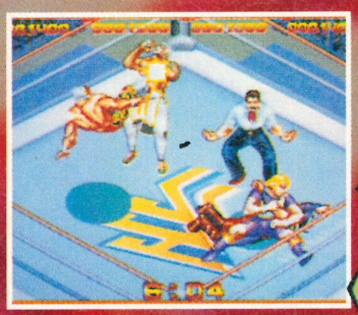
There's a suitably futuristic and catchy storyline that goes along with this madcap action, and lots of brightly coloured, cool graphics that look great on the larger screened arcade cabinets. Four (almost) human characters can be selected to sit inside your mean tin machine and each of these has a colourful background and lifestyle that can be learnt about by watching the scrolling messages on-screen.

Armored Warriors is one of the most innovative and fun arcade games that we've played for quite some time. No dodgy polygon fighters or unsteerable racing games here, just lots of bolt-on non-stop action that should make *Rise of the Robots* look like Noddy Goes Skiing.



■ Above: Two scorpion-like robots battle it out. You get to bolt on any parts that you can knock off your opponents's droid.





Noticeboard

SONY PLAYSTATION £520

SATURN £550

VIDEO GAMES BOX
28 Station Road
New Milton Hants
BH25 6JX
Tel 0425 616705

Solar Games System

STALL 20 THE PEOPLES MARKET WREXHAM CLWYD
TELEPHONE (0691) 773864

free lists of stock on request (PHONE NOW)

CONSOLES
Saturn - TBA
Playstation - TBA

SPECIAL OFFER
Neo Geo CD - with Fatal Fury and Samurai Shodown 2
RRP £460
SGS £410

GAMES EXCHANGES

NBA Jam	(MD)
Rock and Roll Racing	(MD)
Micro Machines 2	(MD)
Virtual Racing	(MD)
SSF II (SNES US)	(MD)
Aliens 3 (SNES UK)	(MD)

Remember most games exchanges of the same age are only £5

Tel HOTLINE (0691) 773 864

ADRENALIN
SOFTWARE

!!!COME ALIVE IN 1995-ADRENALIZE!!!

All you ever needed is right here!
Sega, Nintendo, P.C., Amiga, Jaguar, CD32, CD-ROM, 3DO, CDi, Macintosh software!
Sega, Amiga, CD32, 3DO, Jaguar and CDi hardware, plus loads of accessories!
All products new and reasonably priced!
ALL ENQUIRIES WELCOME!
For a FREE price list, yes FREE (no SAE required) - call us on Leeds (0113) 2383188 or write to:-ADRENALIN SOFTWARE, P.O. BOX 21, MORLEY, LEEDS, LS27 0XE.

Don't forget to tell us which machine(s) you have. Sorry no part exchanges. Cheques and postal orders only. Allow seven days clearance for cheques. All items sent recorded delivery.

Open Weekdays 2pm till 8pm
Answer phone is on all other times.

PUMP UP YOUR GAMEPLAY WITH ADRENALIN

Jive Consoles

We carry a large selection of new and secondhand software for:- Super Nintendo, CDi, 3DO, Megadrive, Jaguar, IBM PC.

We buy and sell your old titles, call for more details.

Visit our shop at:
7 Fennel Street, Loughborough

(01509) 217260

WE STOCK
3DO
JAGUAR
32X
MEGADRIVE
SUPER NES
NEO GEO CD
ALSO AVAILABLE
SATURN
SONY PSX

NEW, USED & IMPORTED GAMES AVAILABLE

GAME CRAZY

38, Upper Lichfield Street
Willenhall
West Midlands
Tel: (01902) 604090

MAJOR STOCKISTS OF BOTH NEW & USED 3DO GAMES

Open: 10:00AM to 5:20PM
Tuesday to Saturday
Mail order service also available
Please add £1.50 P&P to all games.

E I D Consoles

In stock **VERY SOON!**
Sony Playstation
Sega Saturn
SNES, SEGA, PC, AMIGA
For your FREE information Pack on the above (state machine) Contact us Today!

LOOK! No further for the latest imported Add-ons from the Far East! CALL US NOW! for unbelievable prices.

FOR FAST FRIENDLY SERVICE
TEL: 081-386-1454
FAX: 081-950-6868
E.I.D. P.O. Box 23, Bushey, Watford, WD2 3YL

---

uNICOMs
A BRANCH OF R J STAINSBY & SON

IMPORTED CONSOLE SPECIALISTS
3DO - SATURN - PLAYSTATION
NEO GEO CD - JAGUAR -
PC SPECIALISTS - SNES - ARCADE PCBs
ALL SYSTEMS & GAMES SUPPLIED WITH NEXT DAY DELIVERY
VERY COMPETITIVE PRICES

TEL 01485 533444
FAX 01485 533199

VISA Access

Noticeboard

EXCITEMENT DIRECT
P.O. BOX 26, CARTERTON, OXON OX18 4UL

We have loads of the latest and greatest video games on offer at prices so cheap you'll think you're dreaming.

So what are you waiting for? Pick up the phone and order your free catalogue now. Please state that you saw this advert in

GAMESWORLD

3DO JAGUAR CDI
PC PC CD ROM MASTER SYSTEM
32X MEGADRIVE MEGA CD
SNES GAME GEAR GAMEBOY

01242 516116

PLAYSTATION GAMES & CONSOLES

PLAYSTATION WITH RIDGERACER, 110 VOLT A/C ADAPTOR + SCART CONVERSION	£595
Games will include, RIDGERACER, MOTOR TOON RACING, ETC. GAME PRICES	£55
PC CD-ROMS ALL THE BEST ONES AVAILABLE @	£30

All prices include VAT plus carriage on top
EXTENSIVE LIST AVAILABLE

PLEASE CALL
0753 576546
0956 363104

GALAXY GAMES
SEGA - SNES - 3DO - JAGUAR
LOWEST PRICES ON NEW/SECONDHAND GAMES & CONSOLES
OPEN 7-DAYS 12-8PM
0181-597 0565
SHOP AT: 689 HIGH ROAD ILFORD ESSEX IG3 8RQ

VIDEO GAME CENTRE

We have a huge range of new & used consoles, games & accessories including new & rare imports from Japan and USA.

Megadrive, Mega CD, Sega Saturn, Sony Playstation, Super Famicom, Nes, Gameboy, Jaguar, Lynx, 3DO, PC Engine, Turbografx, Neo Geo

888 Wimborne Road, Bournemouth BH9 2DR
Tel/Fax: 0202 527314

MAVERICK
MAIL ORDER INTO THE 21ST CENTURY

MANGA VIDEO

THE CULT SENSATION OF THE DECADE!

ORDER YOUR FREE CATALOGUE TODAY

MAVERICK MAIL ORDER LIMITED
PO BOX 7, ROSS ON WYE, HEREFORDSHIRE. HR9 7YX
TEL: 0989 767655 FAX: 0989 768563

Colin Dimond Consoles

The man who put the "concept" into consoles. Suppliers of imported consoles and games.

16, The Iron Market, Newcastle, Staffs ST5 1RF

- SEGA SATURN + VIRTUA FIGHTING, V GOAL, GOTHA
- SONY PLAYSTATION + RIDGE RACER, CYBER SLED, RAIDEN
- PANASONIC 3DO + RETURN FIRE, THEME PARK
- NEO GEO CD + SAMURAI SHODOWN 2, KING OF FIGHTERS,
- ATARI JAGUAR + IRON SOLDIER, KASUMI II NINJA, CANNON FODDER
- PC ENGINE OVER 250 HUCURDS + CDs S.A.E. FOR FULL LIST.
- SUPER NINTENDO + MEGA DRIVE GAMES
- NEW TITLES WEEKLY FOR PLAYSTATION + SATURN

PLEASE CALL
TEL 0782 717783
16, The Iron Market, Newcastle, Staffs ST5 1RF

Tohshin

Impressed by Virtua Fighter on the Saturn were you? Well, you ain't seen nothing yet mate! The PlayStation has got itself a game to blow the Sega effort completely off the planet. Welcome to the next generation of console beat'em-ups!

Swords, clubs, daggers... The fighters in *Tohshinden* aren't fussy what they use to kill each other off with as long as it hurts.

052
052
052
052
052
052
052
052
...

den

Imagine a chance encounter between *Virtua Fighter 2* and *Samurai Shodown*. The two games combine in a freak accident to produce a new fighting game cub which is then nurtured and developed by Japanese company Takara. The result? *Tohshinden*, a combat game that will take your imagination to the limit and make the PlayStation a true must-have console.

Eight characters come together in this techno-frenzy, armed with a silly name and a whole wardrobe of special moves and weapons to impress their friends. These budding slash 'n' bash freaks can be selected in a one-player game, where you choose your fighter and battle your way through the contenders to the ultimate fight, a two-player one-on-one battle or a simple bout with just one-player versus the CPU. ▶

Above: The fight continues with a large stone head staring down at our two exhausted competitors. Now we know where Pink Floyd are going to film their next video.

Above: With a tight grip around the waist Eiji can perform some wicked special moves. Nice blue bloomers he's got on too!

Above: Look at the size of that club! This guy can really do some damage when he gets a good swing in. He probably thinks that he's Captain Caveman or something!

Below: Win a battle and your character will cheer you on!

GAMES WATCH

MEET THE GANG

Here they are in all their glory busy showing off some fancy moves. These guys and gals are reminiscent of characters from the *Samurai Shodown* games with hairstyles almost as sharp as their weaponry:

DUKE B RAMBERT

■ A dashing young buck whose hair mysteriously changes colour half-way through the game! He's got a giant sword and he's not afraid to use it.

EIJI SHINJO

■ Again, this guy has a nifty sword at his disposal and can pull off some pretty impressive mega punches. Smart.

ELLIS

■ She's young and pretty but for some reason she's had a green rinse! With a skimpy dress on she always seems to be flashing her knickers.

Tohshinden

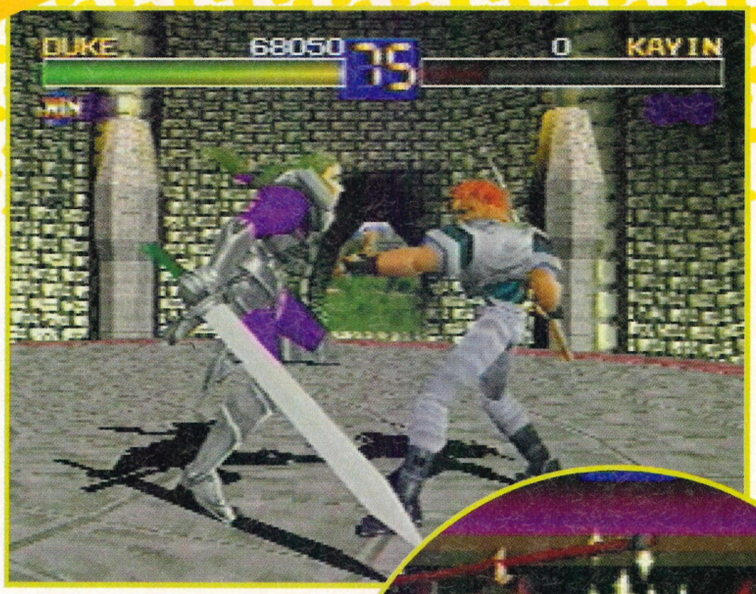
My what a big sword you have Mr Duke! It's all very well to mock him, but with a weapon that big you really don't want to be on the receiving end! As the two men fight the viewpoint spins around showing off the 3D texture-mapped backgrounds possible on the PlayStation.

Visually, *Tohshinden* makes *Virtua Fighter* on the Saturn look like its ugly sister. The characters and backgrounds started life as simple polygons but have been texture-mapped to give an incredible finish. Takara give the player a choice of viewpoints too. There's the usual side-on view but a quick trip to the options screen gives sky, overhead and long angles on the fight as it happens.

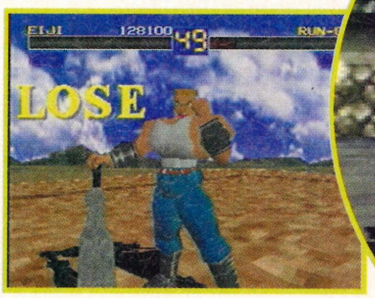
To enhance the gameplay there's a choice of difficulty level, definable bout times, set points and strength adjusters. There's also an auto defence option for beginners. All ten joypad buttons are used to give each character the normal strengths of punch and kick, then super moves can be assigned to one of the flippers or achieved with a swift combination. Fireballs, energy blasts and wild kicks look really impressive and hot fighters are rewarded at the end of the game with a set of secret moves to learn and master.

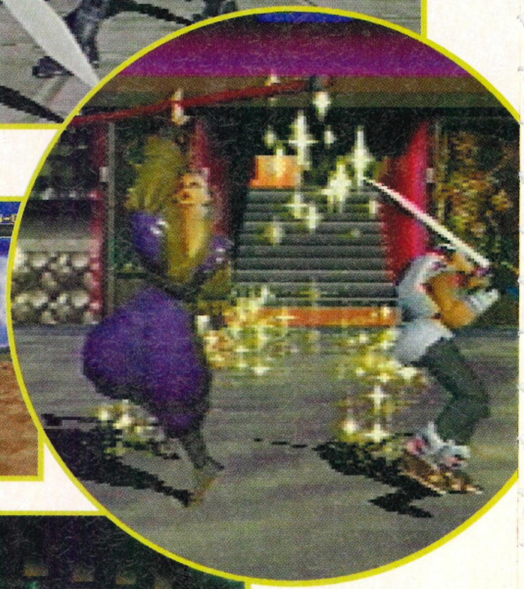
You can't fail to be impressed when you play this game. It oozes quality from every pore and uses some of the special chips inside the PlayStation to produce incredible effects. One combat zone has mirrors on either side. When the viewpoint is lined-up properly, you can see the two fighters repeated infinitely! The addition of weapons makes for some interesting battles. It's easy to avoid a punch or a kick, but a sweeping blow from a sword or a giant club could literally be a pain in the neck!

With *Ridge Racer Grand Prix* for racing fans, *Parodius Deluxe* for shoot'em-up addicts and this for all beat'em-up nuts, Sony have only got to find a good platform game to complete the quartet – and that sounds like sweet music to gamesplayers everywhere.



Below: That huge club was just too much for you.





AWESOME ANGLES

Who wants to play a game from one boring side-on viewpoint? With Takara's *Tohshinden* you can play from almost any angle imaginable – whether you can see the fighters or not! These views can be swapped at any time to suit your playing style:

1. NORMAL VIEW

The bog standard side-on viewpoint that all beat'em-ups use. The camera pans around as you fight to add a little variety. This is the best mode for playing the game in.

2. OVERHEAD VIEW

If you fancy a change but still want a close-up look at the action then this overhead view is for you. You can see all the swift sword movements in much more detail.

3. LONG VIEW

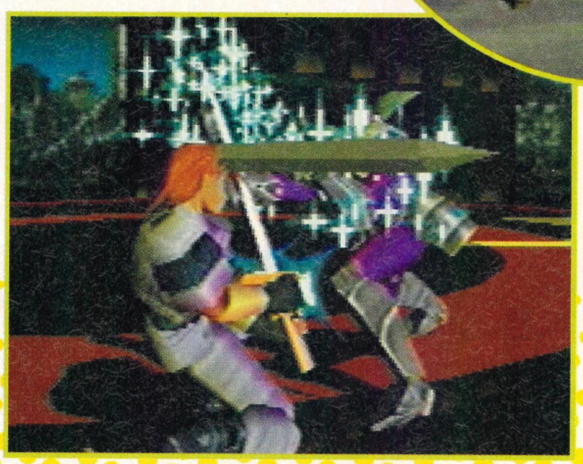
Again, a sideways view, but this time from a distance. You get to see much more of the scenery like this, but it's not very good if you want to make out all the nifty little moves.

4. SKY VIEW

Similar to the long view but from above. This view is almost useless for serious playing but shows off the PlayStation's lovely graphics. Use this one to impress your friends!

Below: The close-in overhead viewpoint gives a unique angle on the action. It takes a little time to get used to though.

Below: This special arena has a mirror at either side of it. When the camera angle lines up you can see the fighters repeated infinitely.



Left: As special moves are performed sparks fly out of the swords. This gives an excellent special effect that looks great and scares your enemy to death!

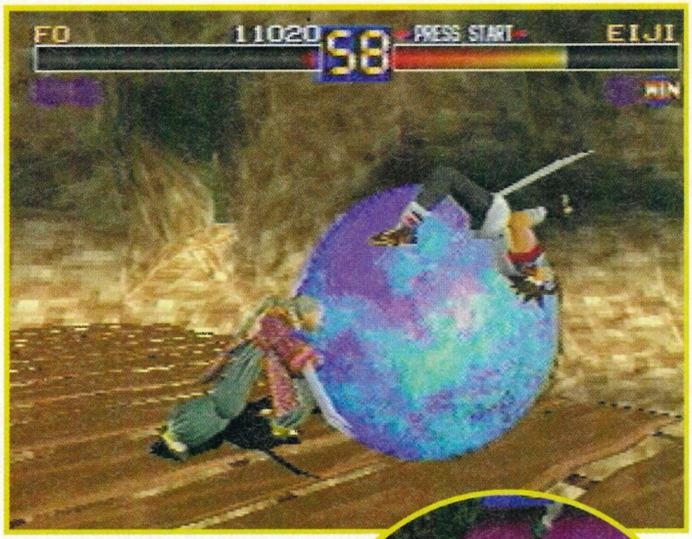
GAMES WATCH

VITAL STATISTICS

NAME: TOHSHINDEN
PUBLISHER: TAKARA
SYSTEM: PLAYSTATION
PRICE: £89.99
SIZE: 1 CD
AVAILABLE: JANUARY (IMPORT)

As in the Saturn version of *Virtua Fighter*, the view zooms out as the fighters move further away from each other.

Below: This fireball move looks particularly awesome, nothing like your plain, old *Street Fighter* hadokens.



Above: This is a mega special move! The blue bolt of power just bowls any contender over and leaves them writhing about on the floor helplessly.

Right: Armed with a large pointy stick, our blue bloomered friend can make a right meal of his enemies. Who's laughing now, eh? Pass the chilli sauce somebody.

FO FAI

■ What an old codger – he shouldn't be in a beat'em-up. He should be in a collect-your-pension'em-up game! He's got a wicked blade though.

KAYIN AMOH

■ His fiery character shines through in his red hair and the fireballs that he blasts at anything that moves. He's got a sword too!

MONDO

■ He looks thin, weak and a bit weedy, but with a giant sword and some special sparkly moves he can really do you some damage.

RUN GO IRON

■ This butch guy is a real favourite with us. He carries a giant club which can knock any fighter for six – right over the boundary.

SOFIA

■ She's a babe! Quick on her feet and with a giant sword she can whiz around her opponents, working them up into a lather.

MOTORTOON GRAND PRIX

Right: Which way should you go? Both directions have all kinds of weird obstacles to whiz around.

So, is the one track in Ridge Racer boring you, eh? Do you want something with a bit more pazazz to take the PlayStation to greater heights? Well, there's a wild racing game revving up its engines in the wings – and it's got penguins in it!

Left: As the levels get more complex the game slows down a little, but still looks great!

Not that penguins are an essential element to a racing game but these are special polygon penguins! *Motor Toon Grand Prix* uses the same slick graphic techniques as Namco's *Ridge Racer* but leans more towards the fun side of racing with courses flowing through the Plastic Lake, Toon Island and Gulliver's House.

Thirteen tracks have been created from a mountain of coloured polygons and, with the help of special graphic chips inside Sony's new wonder machine, they whiz past your car at an amazing rate. In a one-player Grand Prix game the idea is to collect coloured diamonds, get through the checkpoints and speed to the finishing line before your competitor (no, really?) or you can always choose to race against the clock in Time Attack mode. The better way to play is to drag a mate along for the ride and race against him in a horizontally divided, split-screen game.

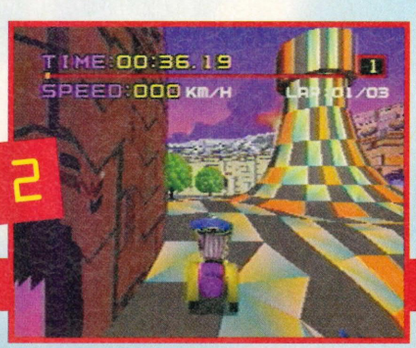
You can take your favourite fluffy steering wheel cover and stick it on one of five cars, each with its own crazy character sitting in the driving seat (so it's their neck that gets whiplash in a pile-up). The buttons on the top of the joypad will change between the five viewpoints while you're racing and there's a replay mode to select when you've done the business, if you're that way inclined...

The only problem with *Motor Toon Grand Prix* is that you'll be so busy gasping in awe over the scenery that you'll never be able to keep your eyes on the road. Tracks take you on a roller-coaster ride past giant fish tanks full of angel fish, over a pool table and alongside a huge version of the PlayStation. It's not always clear which way to go when conventional roads go out of the window, but the army of playing card kings and smiley trees with arms will soon point you in the right direction.

As you fly around the corners the cars are distorted by the on-board processors in the PlayStation to give a feeling of velocity and G-force. This gives an original and interesting effect that has never been seen on console before.

There hasn't really been a racing game on the new breed of consoles to hold your attention for more than five minutes. On the Saturn, *Gale Racer* could be completed in no time and the game that kicked off the PlayStation, *Ridge Racer*, only had one track. This offering from Sony is set to put the record straight. Oh, and the penguins are smart too!

It's handy to have a choice of views but the screen tends to get a little glitchy if you zoom too far out.



GAMES WATCH

VITAL STATISTICS

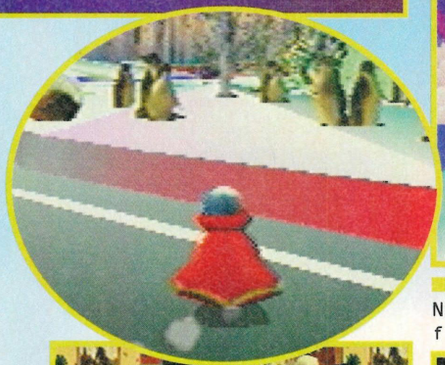
NAME : MOTOR TOON GRAND PRIX
PUBLISHER : SONY
SYSTEM : PLAYSTATION
PRICE : £89.99
SIZE : 1 CD
AVAILABLE : JANUARY (IMPORT)

CAPTAIN ROCK

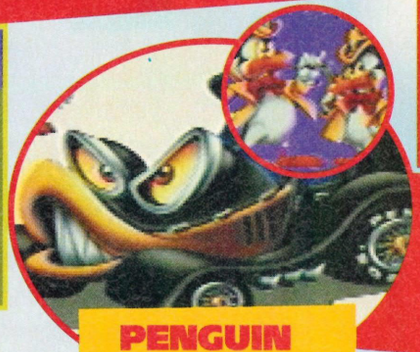
■ He's the hunk of the game and his distinctive red car with a cheesy grin appears on the intro. He's the fastest of the lot so it's best to select him, not race against him.

BOLBOX

■ You can't have a Japanese game without a robot in it somewhere and Bolbox is the token robot for *Motor Toon Grand Prix*. He's a silver geezer driving a futuristic looking car.

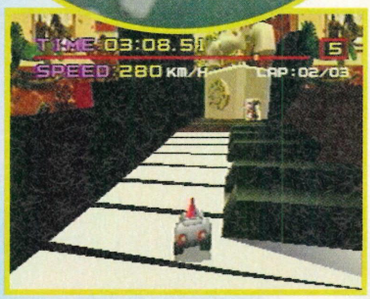


■ Is it a bird? Is it a plane? No, it's a *Motor Toon* driver flying in to start the race.



PENGUIN BROTHERS

■ Another devilish duo but this time a set of smart penguins in coats and hats (what is it with this game and penguins?). They drive a sleek, black Batmobile style racing machine.

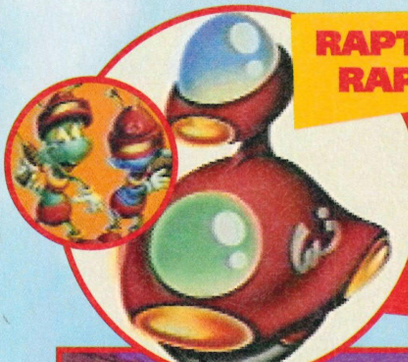


PRINCESS JEAN

■ A beautiful babe with a nice head of purple hair! She can really get her mean machine moving around the courses and doesn't seem to know the meaning of the word brake!

NAME THAT TOON!

What a dodgy looking bunch of videogame characters. These are the highly skilled drivers and their cars available in this potty game. Each car has different handling abilities and strange faces made from Mr Potato head spare parts!



RAPTOR & RAPTOR

■ This dino/alien like duo carry a set of smart ray guns but, unfortunately, you don't get to let them off during the game. Their car is a strange space ship capsule that's quite nippy, but rubbish on corners.

SCENIC VIEWS

The joy of the new breed of driving games is that they are all created using polygon graphic techniques, whether they are textured-mapped or not. This means that you can have a variety of viewpoints to switch between at any time in the game. *Motor Toon Grand Prix* has five to show off:

1. This close-up view behind your chosen vehicle shows off the nice cars but means you can't see much of the track in front of you.

2. A press of the joypad and the view zooms back a little to give you an advanced warning of the twists and turns waiting up ahead.

3. This is as far out as you can go. You get a bird's eye view of the track but the viewpoint can easily go behind a hill like this!

4. You can choose to forget about the car altogether and play from a 'first-person' perspective view.

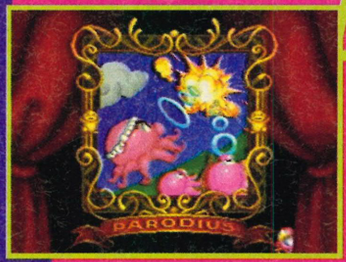
5. Alternatively, the action can be viewed from the front of your vehicle. Not very good for seeing round the corners but you can check out who's behind you.

■ 057 057 057 057 057 057 057 057 ...

PARODIUS DELUXE

When you stick a penguin, an octopus or one of the characters from Pop 'n' Twinbee into a shoot'em-up, you're in for one very strange game where the only certainty is the continuing onslaught of blue penguins. Dip into an ocean of fun with Parodius Deluxe Pack on the PlayStation.

Above: It's manic scenes like this that have made *Parodius* games very stupid, but extremely lovable.



Above: This is the option screen for you to choose your character. Presently on display is the octopus.

Above: A huge eagle with an American hat on is causing our blue penguin all kinds of problems.

Below: The Mermaid and the Cat are just two of the game's weird bosses.

VITAL STATISTICS

NAME	PARODIUS DELUXE PACK
PUBLISHER	KONAMI
SYSTEM	PLAYSTATION
PRICE	£85.00
SIZE	1 CD
AVAILABLE	FEBRUARY (IMPORT)

Parodius was an extremely popular shoot'em-up when it was released on the SNES not too long ago. Part of its charm was that not all of the characters were made out of hard, cold metal. Some of them were soft, warm vulnerable animals you were just dying to blow to bits. Now the Sony PlayStation gets its own version from those twisted folks at Konami.

To start with, you don't just get one game to play, you get two different ones. The first is very similar to the SNES version with all the original madness oozing from the screen. In the 'deluxe' game expect more levels, although the penguins are still here as are the octopus, the *Parodius* ship (which is your standard metal ship) and that lovable old stickman. It even has instantly recognisable tunes like The Can-Can that you'll be whistling all the way to the kitchen.

The real point to all of this is that it's a total rip-off of traditional shoot'em-ups like *Nemesis* and *Salamander*. At the end of each level, instead of huge alien beasts emerging from lava pits and spewing forth alien death, a cute little cat will come onto the screen, accompanied by some even cuter music, and spit a furball at you. There are eight different characters to choose from including the octopus, a fish with big lips, an angel pig and Pop 'n' Twinbee. Each has a different weapons set-up. Missiles and lasers are on offer along with shields and bombs. You can arrange these anyway you like to add a blast of variety to the constant slaughter. One thing all the characters possess is a special weapon. At the push of a button, a huge Japanese word will sprout from their mouths. It's at this point that you have to move around the screen and try to batter as many bad guys as possible.

The PlayStation looks like having every type of game imaginable but how many more cutsey shoot'em-ups are there likely to be? It's just a question of taste really, whether you prefer shooting evil aliens or cute little penguins that sing at you. As long as they all die horribly, we're happy.

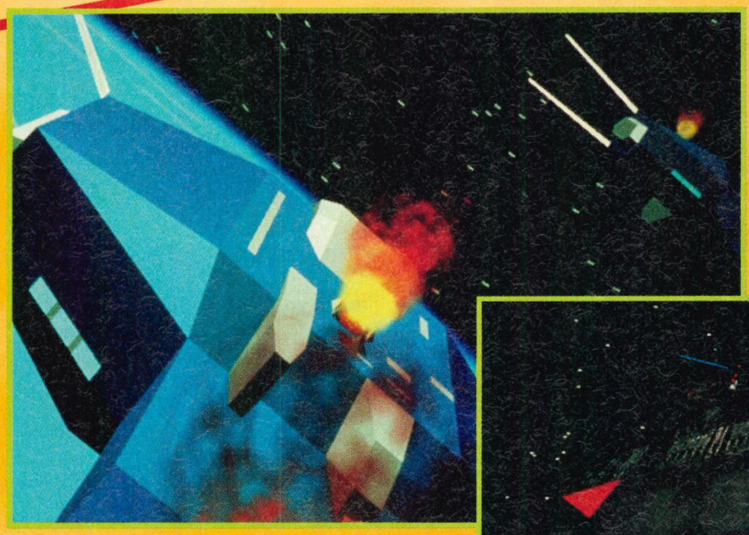
For more information contact The Video Game Centre on (01202) 527314.

STARBLADE α

On a planet far, far, away, there is a battle which has to be won by the good guys. If not, they'll all be obliterated. As per usual, it's up to just one trusty pilot to save the planet... Whadda ya mean you didn't volunteer?!

Above and Below: These are two identical shots, except that one has been texture-mapped and the other is just plain old polygons.

Below: Swooping in over huge destroyers is a good idea when your shields are plentiful, foolish when they're about to fizzle out.



Above: Another close-in shot where you're flying across an enemy ship. All these shots may look good, but this still isn't the finished game. Expect an even slicker space opera.

Left: Our revels now are ended Kirk, to texture-map or not to texture-map...

Right: Use the force Luke. Whoops, wrong game. Luckily for us, the PlayStation has chips whose only purpose in life is to generate polygons. This means the polygon version should be very fast indeed.

GAMES WATCH

Get ready for the journey of a lifetime, a space battle extravaganza with the odds stacked heavily against you. You are the lead gunner of the Geosword space attack fighter, part of the elite FSF (Federation Star Fleet Squadron). The main story behind *Starblade α* is a tragic one. Planet Red Eye is a haven for the enemy forces of the Red Eye and at this very moment its huge wave cannon is focused on the Federation Mother Planet and is ready to unleash all manner of particle-busting nastiness upon your home. So, pitting your Geosword fighter against a horde of alien mercenaries, you set off to destroy Planet Red Eye.

With a style similar to that classic film, The Last Starfighter, which was in turn based on that classic film The Magnificent Seven which was in turn... Basically, your mission is to blow legions of alien space ships out of the sky. The game was originally a huge arcade cabinet, released in September 1991, where you sat and listened to large speakers with a big screen beaming Laserdisc-fed images into your eyes. The view from your Geosword fighter is strictly first person and whatever hits your front shield will do you some damage (no sneaky side shots here folks).

After a big introduction, you start off on your crusade for justice – and that's when the real fun begins. Chasing the Iceburg battleship steered by Red Eye's veteran Flagship commander, you must shoot the on-coming missiles and enemy craft to reach the later levels.

The main feature of *Starblade α*, is that there's the original arcade mode for die-hard fans as well as a brand spanking new mode where all the ships have been texture-mapped and made to look a bit more modern. *Starblade α* is obviously the next step up from games like *Star Wars Arcade* on the Mega Drive 32X. Hopefully, when this is officially released, it will retain all the gameplay and excitement of the arcade game. The only question is, do you have a TV big enough to accommodate the graphics and sound?

VITAL STATISTICS

NAME	STARBLADE α
PUBLISHER	NAMCO
SYSTEM	PLAYSTATION
PRICE	£TBA
SIZE	1 CD
AVAILABLE	TBA

059 059 059 059 059 059 059 059 ...

GAMES WATCH

The age old shoot'em-up from the arcade has somehow made its way onto Sony's flash new console. With two versions of the game on one CD we took a peek at the Playstation's best bargain.

Both games are visually identical to their arcade originals with great special weapons effects and brilliant colour.

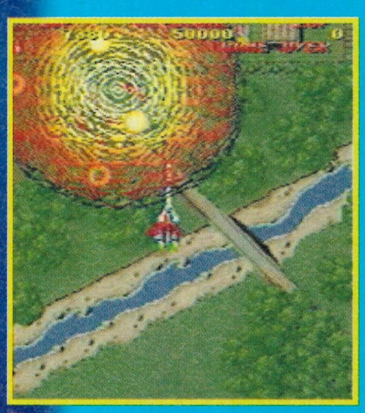
RAIDEN II

VITAL STATISTICS

NAME	RAIDEN II
PUBLISHER	SEIBU KAIHATSU
SYSTEM	PLAYSTATION
PRICE	£89.99
SIZE	1 CD
AVAILABLE	FEBRUARY (IMPORT)

For more info contact The Video Game Centre on (01202) 527314.

Ker-pow! Some of the enemies really go out with a bang!



Shooting down a baddy will leave icons to gobble up.

Backgrounds vary from green fields to mega industrial!

Go into an arcade back in the Eighties and somewhere in the corner you'd have found a *Raiden* machine flashing and buzzing away. The game caused quite a storm with its addictive shoot'em-up gameplay and challenging end of level guardian.

Now the PlayStation has a CD that includes both the original *Raiden* and *Raiden II* with multiple screen modes to play in and as many credits as your fingers can rack up! You couldn't find a game with more basic gameplay. All you have to do is battle through the onslaught of tanks, choppers, strange space ships and missiles. Survive this far and a huge boss monster will come out of hiding and attack you with everything he's got, kill this one and another will have a pop at you!

Of course the difficulty level can be set to give you more of a chance, altering the number of enemies on the screen and the number of bullets they have to throw at you. The game is a simple matter of avoiding the slow bullets in easy mode but bump up the difficulty and you'll have one hell of a frantic challenge on your hands.

As far as sound and graphics are concerned you won't see any difference between this game and the arcade originals. But then it would be a sad world if you could, with the game running on Sony's latest piece of wonder machinery. With two games on the one CD, could this be the sort of bargain the PlayStation has been waiting for?

BEFORE THE STORM...

As you'd expect, the programmers haven't just converted the two arcade machines onto the PlayStation with no enhancements at all. They've included an intro sequence that sets the scene and has some interesting texture-mapped graphics of the space ship blowing up a lumbering piece of machinery.

ULTRA SOFTWARE

WE'VE GOT THE CATALOGUES FOR ALL MACHINES - CALL / FAX FOR YOURS

(01295) 730060

PLEASE QUOTE - "GAMES WORLD"

MEGA-32X
Sega Mega 32X Add-on £149.95
Cosmic Carnage 49.95
Doom 49.95
Golf Mag: 36 Greatest 49.95
Metal Head ..... TBA
Mortal Kombat 2 ..... TBA
Motocross Championship 36.95
Star Wars Arcade 49.95
Super Afterburner 36.95
Super Space Harrier 36.95
Virtua Racing Deluxe 49.95

MEGA DRIVE
MD2 + Lion King 108.95
Bonkers 26.95
FIFA '95 ..... 36.95
Lion King 36.95
Jimmy White's Snooker 25.95
Micro Machines 22.95
Sonic & Knuckles 39.95

MEGA - CD
Mega CD 2 Fighter Pack 199.95
Ecco the Dolphin 35.95
FIFA International Soccer 30.96
Rebel Assault 39.95
Sonic CD 33.95

GAME GEAR
Game Gear + 4 Games 89.95
Lion King 25.95
Ristar 25.95
Star Gate 25.95
Star Trek: Generation 29.95

SUPER NES
SNES + Mario + FIFA 99.95
Crazy Chase 35.95
Donkey Kong Country 49.95
Intl Superstar Soccer 39.95
Lion King 39.95
Mighty Max ..... TBA
Street Racer 34.95
Starwing 24.95
True Lies ..... TBA

GAME BOY
Game Boy + Tetris 47.95
Donkey Kong '94 ..... 24.95
Kirby's Dreamland 22.95
NBA Jam ..... TBA
Tetris 2 ..... 24.95
Super Mario Land 3 ..... 24.95
Space Invaders 21.95
Wario Blast 21.95

JAGUAR
Jaguar + Cybermorph 189.95
Bubsy 33.95
Burn Out ..... TBA
Doom 49.95
Fight for Life ..... TBA
Iron Soldier 46.95
Kasumi Ninja 49.95
Zool 2 ..... 33.95

JAGUAR CD
DUE END OF MARCH 1995
Jaguar CD 144.95
Games ..... See Catalogue

PC CD-ROM
CD Drives ..... See Catalogue
All New Lemmings 29.95
Earth Siege ..... TBA
Lion King (floppy) 23.95
Retribution 29.95
Sim City 2000 ..... 37.95

PANASONIC 3DO
Panasonic 3DO + Game 384.95
Demolition Man 32.95
Mad Dog 2: Lost Gold 32.95
Samurai Shodown 39.95
S. St. Fighter 2 Turbo X 32.95
Virtuoso 32.95

PHILLIPS CDi
CDi 450 + DV Cart 419.95
Burn Cycle 42.95
Mad Dog McCree + Gun 57.95

NEO GEO CD
Neo Geo CD Console 384.95
Aero Fighters 2 ..... 39.95
Art of Fighting 2 ..... 39.95
Fatal Fury 28.95
Fatal Fury Special 39.95
Samurai Shodown 39.95

IMPORT NEWS
See our latest catalogue for prices and release dates on Playstation/ Saturn hardware & software

GREAT PRICES & FREE POSTAGE

Prices include U.K. postage. Cheques/Postal Orders payable to: Ultra Software, Dept GW0495, Fulling Mill, Broughton, Banbury, Oxon. OX15 6AP. E&OE.

TECHNOLOGY PLUS

PLAYSTATION SPECIALISTS

Sony Playstation	£495
Transformer	£20
Ridge Racer	£70
Toshinden	£70
Extra Joypad	£35
Memory Card	£30

Package prices:
Playstation, Transformer, Ridge Racer or Toshinden - £550
Playstation, Transformer, Ridge Racer or Toshinden, Extra Joypad and Memory Card - £675

Technology Plus: Unit 233 Technopark, Ashley Road, London N17 9LN
Tel: 081 539 5301 - Fax: 081 556 8116 - Mobile: 0956 283970
Credit Cards Welcome

SKILL

PlayStation
Saturn

0956 423 482

9am-8pm 7 days a week / Next day delivery available

SKILL ACADEMY
PO Box 5913, Ealing, London W13 9ZX

GAMES U.S.A.

SEGA • NINTENDO • JAGUAR • 3DO • CD-i

TELEPHONE: 0708 473 113

HARDWARE		MEGA DRIVE		3DO	
ATARI JAGUAR + 6 GAMES	£249.99	EARTHWORM JIM	£39.99	DEMOLITION MAN	£39.99
3DO CONSOLE + SSF II	£439.99	FIFA '95	£32.99	FIFA SOCCER	£44.99
3DO CONSOLE + THEME PARK	£435.99	LEMMINGS II	£35.99	OFF WORLD INTERCEPTOR	£29.99
3DO CONSOLE + VR STALKER	£429.99	MORTAL KOMBAT II	£39.99	RETURN FIRE	T.B.A.
GAMEBOY (S/H) + MK II	£44.99	SHINING FORCE II	£35.99	SUPER STREETFIGHTER II	£55.99
GAME GEAR (S/H) + MK II	£59.99	RUGBY '95	£35.99	THEME PARK	£44.99
DOOM 32X	£45.99	MEGA 32X	£145.99	STAR WARS 32X	£45.99

SEGA SATURN + POWER SUPPLY + VIRTUA FIGHTERS £675.99

CALL FOR SOFTWARE PRICES & RELEASE DATES
U.S. & U.K. VERSIONS AVAILABLE

GAMES U.S.A., 143 HIGH STREET, HORNCHURCH, ESSEX RM11 3YD

PLAYSTION • SEGA SATURN
NEC PC FX • NEO GEO

Japan Direct

DEALERS! Just buy direct! All you have to do is send your enquiry NOW to:

FAX:

81-3-3668-5854

GAME CONSOLE EXPORTER
MAYGREEN CO. LTD.
6F Nihonbashi-Chuo Bldg.,
4-12-11 Nihonbashi-Honcho, Chuo-Ku, Tokyo, Japan

When only the best will do

- AMIGA
- ATARI
- NINTENDO
- SONY PSX
- 3DO
- SEGA
- SATURN
- CD 32

SOFTWARE EXCHANGE A SPECIALITY

9 Wilton Parade, High Street, Feltham, Middx. TW13 4BU
☎ 0181 893 2100 / 844 2575 FAX 0181 844 1944

VGO

Eat our goal! Gary Lineker went and played for Grampus 8 and had a jolly splendid time, since then, nearly everyone knows about the J-League and the fanaticism of the Japanese fans. And now yet another game about this league pops-up and shows us just how football is supposed to be played.

MAKE YOUR CHOICE

There are a few options that will lead you into a whole new world of footy. Here they are.

1. CUP

■ This allows you to take part in a tournament and allows you to walk off with the trophy at the end... should you win.

2. S-LEAGUE

■ Play your way up through the ranks and try to become the best team in the J-League.

3. SUPERSTAR

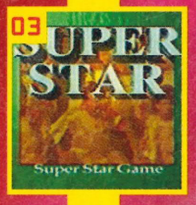
■ There are a few teams here that are made up of the best players from the whole of Japan. It's a five-a-side team.

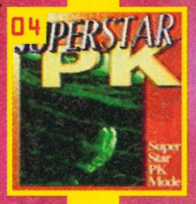
4. PENALTY KICKS

■ Practice your penalties all day long, choose your team and then stick the ball in the back of the net.

5. PROFILE

■ Choose any team you like and have a look at their players statistics. Handy for selecting which is the most talented team.





■ Above: Going for the ball with your elbow? A fair challenge we don't think. Graphic footy brutality on the Saturn.

■ Above: Coming up to the last defender, it's time you took a shot at goal. Better make this chance count.

■ Below: We always thought Gary's home town was Leicester. You learn something new every day, don't you.

062 062 062

GAMES WATCH

VICTORY GOAL

HERE ARE THE VIEWS

There are absolutely loads of views in *Victory Goal*, you can go in close, or move right out, and maybe even view the game slightly side on. Marvellous. Here are a few of them.

1: This is quite close in. You can only see part of the pitch.

2: This is further away and you can see more of the pitch.

3: Up really close, it makes you feel like you're right in the thick of the action.

4: This view has added a slight right-hand twist to the camera to give that goal mouth feel.

5: This is another close-up view that follows alongside.

6: Another far away view pointing towards the centre circle just after kick-off.

Below: The map can help you find the other players on your team when trying to set up a passing move. It can get in the way at crucial moments though.

Right: Defence! That right back is running in the wrong direction. Somebody tackle their star striker!

7: Lower down but still a long-distance view of the pitch.

8: In a galaxy far, far away, doh! This is as small as the players get. Titchy!

Left: Now this is what Saturday afternoons are made of. The keeper recovers in time to get his fingertips to it and just tip the ball over the bar.

VITAL STATISTICS

NAME : VICTORY GOAL
PUBLISHER : SEGA
SYSTEM : SATURN
PRICE : £TBA
SIZE : 1 CD
AVAILABLE : FEBRUARY (IMPORT)

Let's face it, football is an obsession and, whether you love it or hate it, there's always going to be a game about it. *Victory Goal* is one more to add to the list, but this is the Saturn's *first* footy game.

The game itself has all the different options that we've come to expect from footy titles nowadays. There's a league option where you can pick a team and play through all the other J-League teams, trying to be number one at the end of the season. Then there's the Cup option, pick another team (maybe the one with the little killer whale or the one with the eagle) and play through a tournament to become the eventual winner and take the cup for yourself. However, if you just fancy a quick game either on your own or with a friend, then the Exhibition game is what you're after. But, there's more than just football games to be had, if you're particularly bad at penalty kicks, you can practice, again either with a friend or against the console. The first to score the most penalties after taking five kicks is the winner, if it's a draw then the first to go ahead in a sudden death situation is the winner.

After the choice has been made, it's off to the pitch for the battle to commence. While playing, you can change the view to suit your own playing style. You can shift the camera to a high level, letting you view most of the pitch, making the players look like ants – or, you can have the camera in amongst the action where the players look like giants.

With the option to view all the teams and drool over their statistics, even Lineker's, this will not only appeal to all arcade fans but the statisticians among you as well. Just make sure certain you'll be able to take in such a huge dose of football all at once.

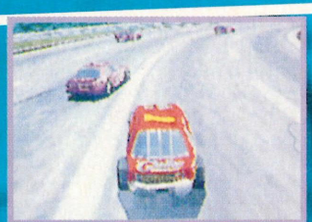
DAYTONA

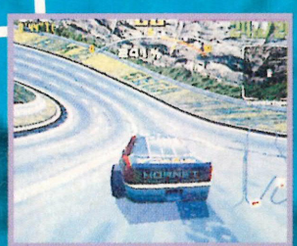
The most realistic driving game yet made is about to ram raid its way into your lives via the Saturn. Daytona USA is sure to cause the hearts of every boy racer in the country to pound with excitement. Settle down lads as Games World skips into the showroom and takes this little mover out for a spin...

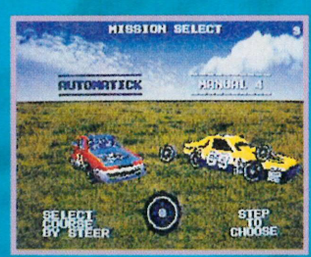
■ Right: This car is in first place and is using one of the exterior views to help while going around the course. It's very handy for sharp corners.

■ Below: On the very first track everyone is approaching the only slow corner at high speed. Don't spin out!

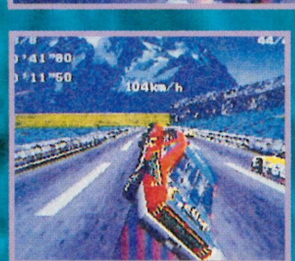
■ Quel Signifie? You'll have to wait to find out what this strange question mark means.



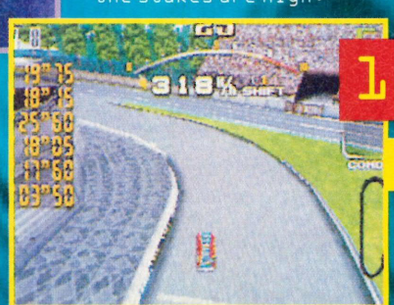




■ Left: Panel-scraping stuff as the red and yellow cars tussle for the lead. *Daytona* is feircely competitive and the stakes are high.



■ Left: This baby is going over. Four-point straps are a must. We believe they are a major contribution to road safety.



A USA

GAMES WATCH

VITAL STATISTICS

NAME : DAYTONA USA
PUBLISHER : SEGA
SYSTEM : SATURN
PRICE : £TBA
SIZE : 1 CD
AVAILABLE : APRIL

After an impressive run in the arcades, *Daytona USA* is all set to emerge as the flagship driving game on the Saturn. In much the same way as *Ridge Racer* on the PlayStation, *Daytona* should set the standard that all future Saturn racing games must live up to.

Daytona is all about racing around one of three tracks as fast as possible without crashing, much like the real life NASCAR races that it's based on. Sounds easy? Well, it is after you've clocked up 300 laps or so and learnt every twist and turn. Even then, you don't know if the other cars are going to turn psycho and smash you off the road, but it's safe to assume that they will.

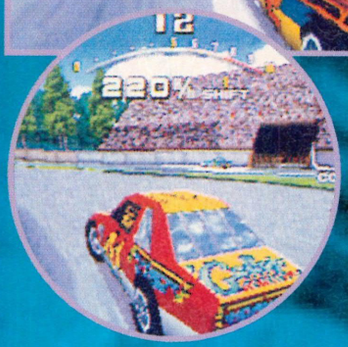
What sets this apart from all the other racers is its sheer speed, the four views you can choose to race with, and its pure playability. That's what the arcade has going for it and the only features that are likely to be excluded are the link-up facility (where you can race against more than one human opponent) and the feedback steering wheel that wrenches away from you on every turn.

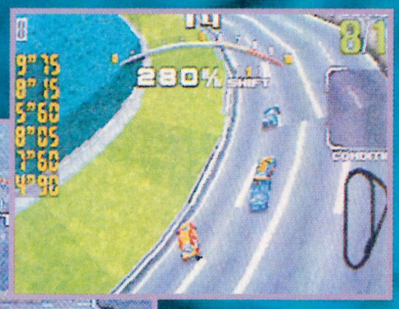
Playing the game is a simple matter, push down on the accelerator and watch the track get gobbled up by your powerful 325kph machine. Wimps, and or beginners, can opt for the ridiculously easy automatic gears – just push and play, no thought involved. Men, or those seeking a tougher challenge, can choose the manual setting, where each gear has to be selected by you for optimum performance.

Although there are only three tracks, there are plenty of opportunities for sneaky overtaking and, on the arcade, there are even little cheats built into the game. Whether these get into the official Saturn version remains to be seen but it's all of these little features that will determine whether *Daytona USA* becomes a classic game, or is left choking on *Ridge Racer*'s exhaust.

■ Below: An in-car view makes the game seem more real and gives a good, clear view. The downside is that you can't see behind you.

■ Above/Right: Car number 41 is blocking the road and any second now the blue car is going to pile into him causing the biggest crash ever. Maximum pile up action.



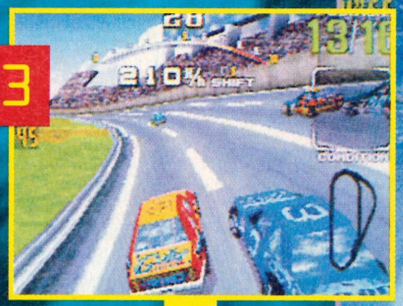


■ Right: Swerving onto the grass is not a good idea if you want to keep your tyres in good shape.

■ Right/Below: You'll have to pump up the revs if you want to catch up.

■ Above: The heli-cam gives you a good overview of the whole race.

3



WHAT A VIEW!

Essentially, there are four views. Each can make the game more interesting and fun. Here's what they all do.

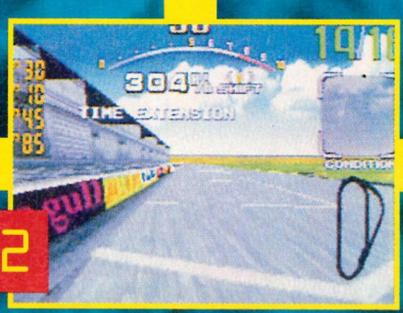
1: This is great for seeing far ahead and who's hot on your tail.

2: In-car action as you ride on the bumper as it were and are witness to all the crashes first hand.

3: Above and behind the car is another good view to use to see the road.

4: Slightly behind is handy for close-in battles.

2



4

MORTAL K

Shao Khan and his unruly mob have returned for more fighting madness, this time on the 32X. Grab your joypad or, better still, a big stick and step into the arena of death and face your opponents. Watch as Games World: The Magazine pushes to the front to gawp at the ultimate scrap.

It all started out when that ape in the film 2001: A Space Odyssey, picked up a club and swung it into the head of his mate. Well, violence has progressed since then in leaps, bounds, flying kicks and fire-balls! But if you want to enjoy the best blood-letting on any Sega system, take a look at the Mega Drive 32X.

Packed with carnage and brutality, twelve lucky contestants get the chance to battle for control of the Outworld in this souped-up version of *Mortal Kombat II*. Liu Kang's back, along with Shang Tsung and Johnny Cage and a host of new fighters – including the elusive Reptile who was a hidden character in the first game. All of these guys have their own special moves and combo's that are effective against certain characters but not so good against others. All of them remain true to the arcade and console versions that have already wowed fight fans everywhere.

There are a few minor changes that could sway your judgement into buying this if you already have the Mega Drive *MKII*. More detail has been added to the graphics raising them to arcade standard. The sound has also been beefed-up with loads of new samples that couldn't be fitted in before – so there are even more nasty squelching sounds and thuds when you hit your opponent.

Mega Drive owners were disappointed to find that their version of *MKII* ran slower than the SNES game. Thanks to the power of the 32X though, it's been made a lot faster, this in turn should make it more enjoyable to play. One important feature that has been added is the ability to put together more combinations. Now you're able to string together a ferocious string of punches, kicks and special moves, rather than just pummelling the attack buttons repeatedly and hoping. Next thing you know, Goro will be doing Dragon Punches all over the place. Now that would be really scary.

■ Right: Faster, stronger, harder and even uglier, that's Baraka on the 32X.

1. After a lengthy battle, Rayden has the leccy knocked out of him by top dresser Kung Lao and is swiftly deposited in the skin-removing acid of the pit.

2. In the middle of the forest, Cage throws one of his unique powerballs towards Jax... who just so happens to duck the impending smack in the face.

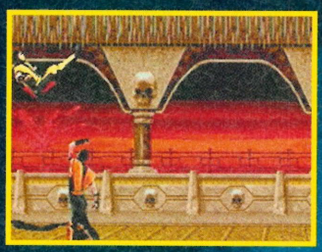
KOMBAT

VITAL STATISTICS

NAME : MORTAL KOMBAT II
PUBLISHER : ACCLAIM
SYSTEM : MEGA DRIVE 32X
PRICE : £TBA
SIZE : 32 Mbit
AVAILABLE : MARCH

■ Left: The hefty Jax throws one of his air shots at Johnny Cage. Cage ducks and avoids a costly visit to the dentist.

■ Above: Liu Kang drops in on an unsuspecting Rayden.
■ Below: Scorpion throws... Scorpion! How do they do that?



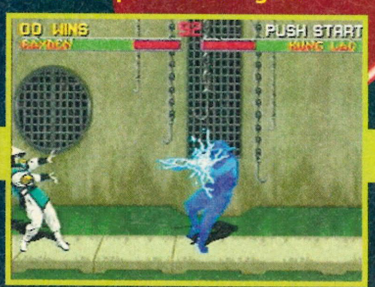
■ Left: The two Scorpions argue about who's got the best suit in this polished-up version.

■ Left: Better graphics can only mean one thing - gore so realistic you'll think you're watching Casualty!
■ Right: Kung Lao picks the wrong hand.

3. Liu Kang morphs into a huge green dragon and gobbles up Kitana, leaving just her legs to fend for themselves. Luckily, she has now made a full recovery.

4. As Liu Kang attempts to kick his soul mate Kung Lao off the bridge, Lao takes his hat off in appreciation and throws it at him. Now Liu is a man of many parts.

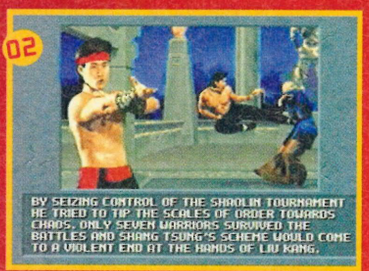
5. Here we see the shocking result of a tussle between Rayden (god) and Kung Lao (just a humble servant). No contest, as Rayden electrifies poor old Kungers.



GAMES WATCH

GORY STORY

At the start of the game there's an intro telling the story of the second part of the *Mortal Kombat* saga and just how the Outworld was won and lost. How will the third instalment top this horrific tale? We'll keep you posted.



BLEEDIN' HEARTS CLUB

Just to ensure that *Mortal Kombat II* on the 32X is just as blood-thirsty as every other version, we've decided to put together a gallery of gore for you to examine at your leisure. Just don't say you weren't warned...

■ Below: Power-ups help you turn into monstrous characters.

■ Left: The sparkle between Mighty and Knuckles is a tether that pulls the trailing character along.

CHAOTIX

No, you're not part of some group hallucination, Dr Robotnik is back in a new adventure starring Knuckles the echidna. Along with an as yet undecided gang of mates (that could include Charmy Bee, Mighty the armadillo and Vektor the crocodile), Knuckles returns to climb walls, attack evil robots and prove that he's just as spiky as Sega's superstar. What you see here is only an early version but you can bet that we'll give you a full preview next month.

At first, *Chaotix* looks like a standard co-operative platformer with two characters on screen controlled by two players or with one of them CPU controlled. However, the final version should also have a smart split-screen option allowing up to four players to compete, doubling the fun with two teams of two characters taking part. Whoever decides to join in, you get to pick a team of two from the line-up of heroes.

The second major difference between this and the other *Sonic* games (apart from the fact that Sonic is nowhere to be seen) is that, on the first level, Metal Sonic appears and binds your two characters together with a special 'tether'. Like a piece of elastic, this stores up energy allowing you to swing your partner around the screen and pull them up to reach otherwise inaccessible levels. As you can imagine, this makes for a radically different style of gameplay. The bonus levels make quite a change too as you fall down

GAMES WATCH

■ Left: As if Vektorthe crocodile isn't fierce enough already, a single power-up turns him into a larger, more ferocious version of himself.

Imagine setting up your own theme park and designing all the rides yourself. Just think of how your roller coaster could brainwash the punters and turn them into robots obedient to your will. What fun! But wouldn't you know it, with that pain Sonic out of the way your ex-employee, Knuckles the echidna, has arrived to liberate the populace. A mad Doctor's work is never done...

CHAOTIX

vertical shafts collecting power-ups and race through spinning tunnels trying to avoid nasty chasms.

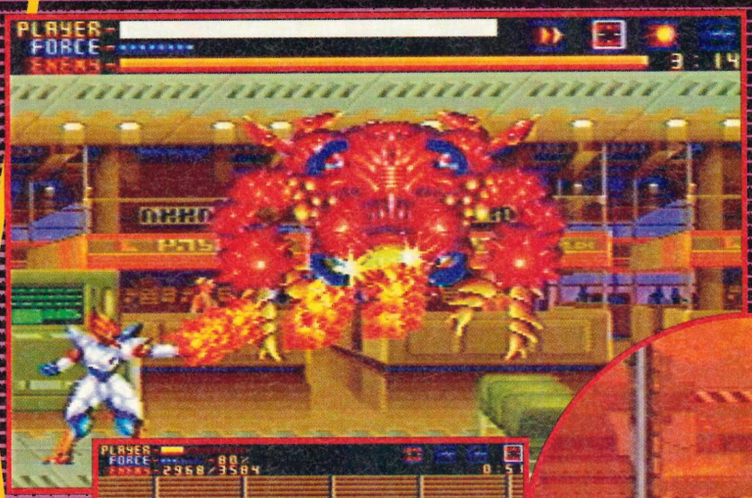
It might sound like the *Sonic* programmers have finally cracked under the strain but with five levels, three bonus stages and a number of hidden characters to discover there's certainly method in Sega's madness. Knuckles's greatest adventure only looks chaotic.

VITAL STATISTICS

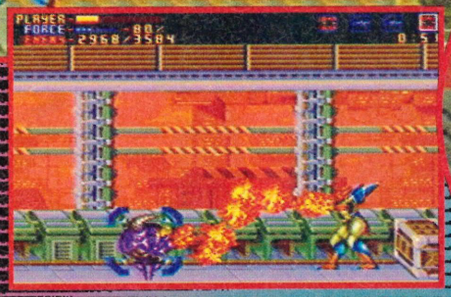
NAME	CHAOTIX
SYSTEM	MEGA DRIVE 32X
PUBLISHER	SEGA
PRICE	£TBA
SIZE	24 Mbit
AVAILABLE	JUNE

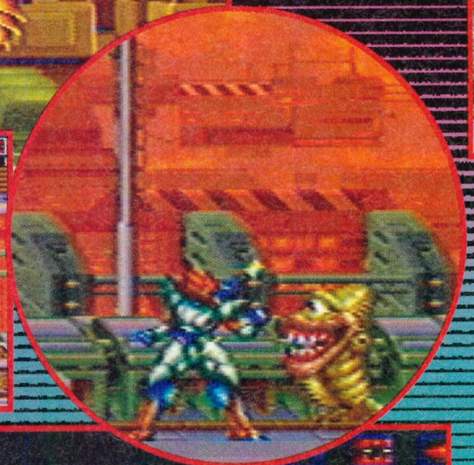
ALIEN SO

Be vewwwy, vewwwy quiet... we're hunting aliens! Not content with wreaking havoc in their own dimension, a band of ruthless alien mercenaries have upped sticks and popped across to jolly old Blighty for a spot of slaughtering. It's your job to blow them back where they came from with some very special guns.



■ Left: Bosses like these can be destroyed quite easily with the Homing Force as it locates their weak spots. Any other method will no doubt result in your untimely death.





ACT OF DESTRUCTION

For that feel good factor, there's nothing like taking a heavy axe (or a laser gun) to an alien's head and stoving it in. Here are the weapons that you can use:

1. BUSTER FORCE

■ This is the first weapon that you can choose and it's a seasoned all-rounder. Big and chunky, this takes no messing. Respect is due.

2. FLAME FORCE

■ Thank goodness the good old trusty flamer is here. On the end of a punch it offers close-up protection. Scores a lot of damage. We like it.

3. HOMING FORCE

■ Even better than the Flame Force this is more of your long range flamethrower and it's terribly good at taking out the boss characters.

4. LANCER FORCE

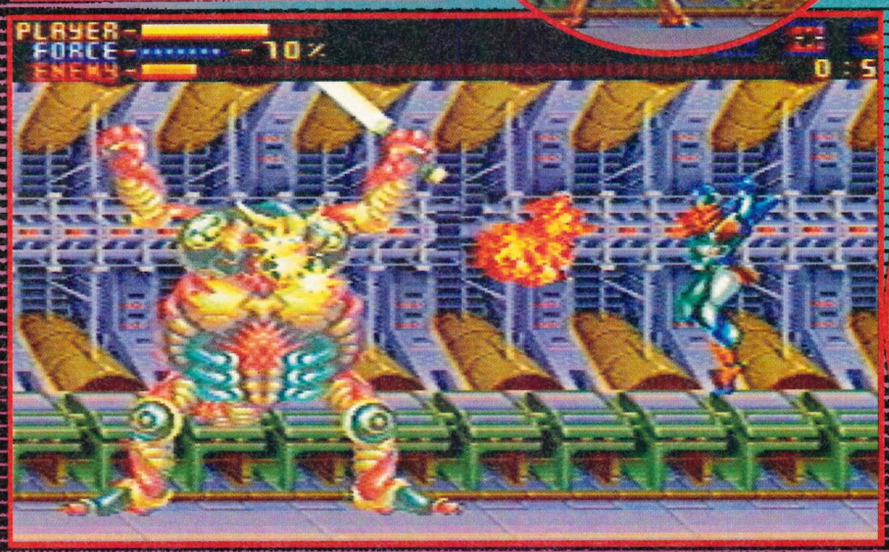
■ Fire this beauty and a huge orange bolt streaks across the screen, cutting in half all who stand in the way. Takes a while to charge though.

5. RANGER FORCE

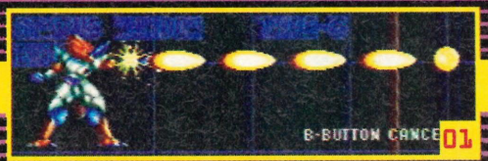
■ The typical three-way laser that hits the enemy above and below you. Another good all-round weapon.

6. SWORD FORCE

■ Similar to the Lancer weapon – the Sword Force shoots out faster but isn't as powerful.



■ Above: Even David Attenborough would have trouble petting this creepy crawly. It's showdown time with the boss. You can't say sorry and leg it now.

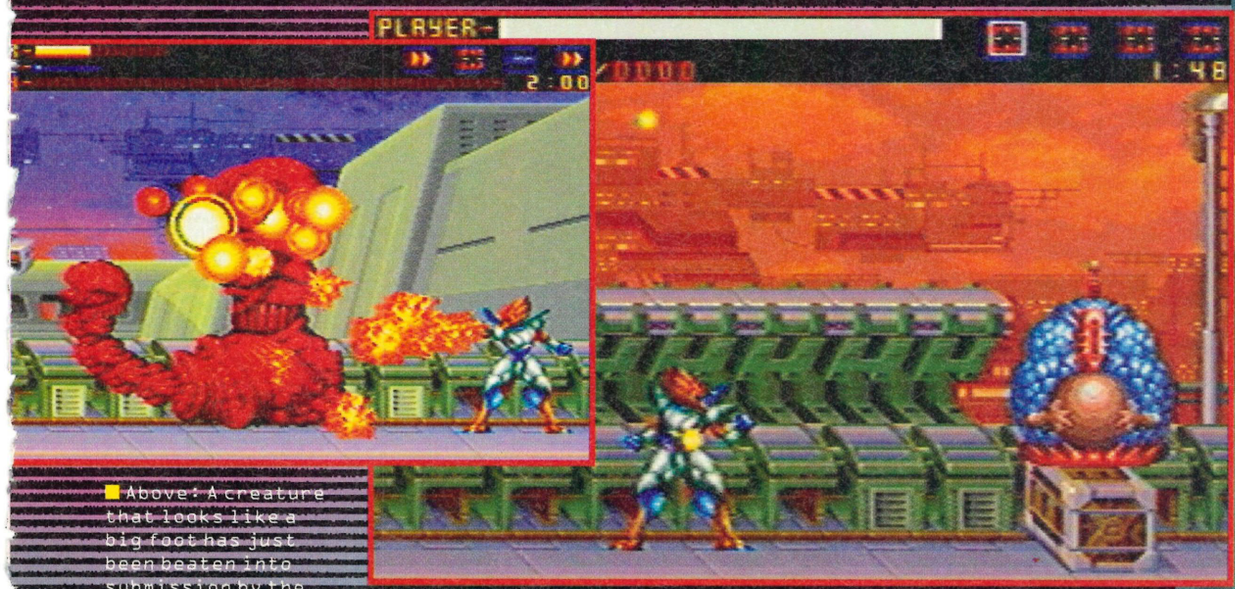


OLDIER

GAMES WATCH

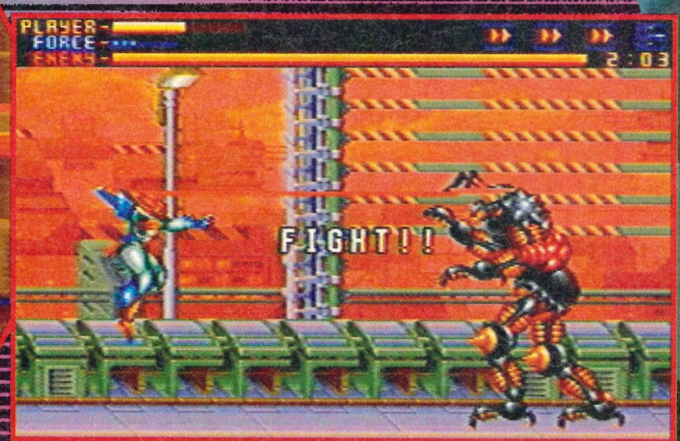
VITAL STATISTICS

NAME : ALIEN SOLDIER
PUBLISHER : SEGA
SYSTEM : MEGA DRIVE
PRICE : £44.99
SIZE : 16 Mbit
AVAILABLE : APRIL



■ Above: A creature that looks like a big foot has just been beaten into submission by the biggest barbecue it's ever seen.
■ Below: The crab gets it again.

■ Above: A huge blob type thing stands in your way... KILL IT.
■ Left: And now a short culinary interlude: How to cook frog's legs without first removing them from the frog.

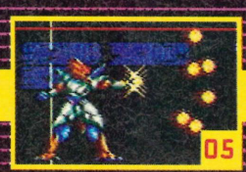


Aliens. Love 'em, or loathe 'em, you certainly can't ignore them when they invade neighbouring planets leaving death and destruction in their wake. And you can't ignore *Alien Soldier* either as it comes to you from Treasure, the people who brought you top titles like *Gunstar Heroes* and *Dynamite Headdy*.

At the start you get to choose four weapons of mass destruction. You can have four of the same or all different ones with lasers, flame-throwers and three-way guns just a few of the many types available. If you've made a mistake at the start, don't worry, as you can change weapons during the game by picking up special canisters. You will often need to find these too as, in a particularly heavy firefight, your current gun may break .

The action is viewed side-on and you run from right to left. All aliens that get in your way (or indeed sneak up on you) are fair game for a bit of enforced ventilation – blast a hole anywhere. At the end of each level, which carries on immediately on from the last one, you come up against a boss that does its best to eat you. Standing about admiring the way it screams at you is not advised, pumping it full of molten lead is. After the beast is slain you get the usual type of screen that tells you how many aliens you killed and how long it took, then it's onwards for more overkill.

The guns are big, the music is pumping and the whole game flows without much of a stop between levels – it's got a body count that even Quentin Tarrantino would have trouble upping. There's a table that charts all your times so you can strive for even quicker kills. Nuking aliens from orbit may be the only way to be sure, but killing them with big guns is much more fun.



Mr Nutz is just about as bushy-tailed as they come. With this appendage he can whip foes in half and also snuggle up warm when the winter frost sets in. In his second adventure, Nutz has to save the planet Peanut from the tyranny of a horde of discontented, interplanetary chickens. Try saying that little lot with your mouth full.

It all starts off when these 'fowl' fiends 'hatch' a plot that will guarantee global domination if nobody steps in and thwarts them. But never fear Nutz is here to do some major league thwarting. You have to stop the evil chickens by warding off attacks on the planet's five major bases, spread over four continents. Complete this task and you'll have saved the world.

There are four different types of world, ranging from Nature world, to Underground, Water and, of course, Inca world – with swimming pools and human sacrifice for no additional charge. At the end of each, there's even a nasty boss to be exterminated.

The game is split into two distinct parts. Where Nutz's first outing was just a matter of running over platforms and bad-guy's heads, this game becomes more of a *Rolo to the Rescue* adventure. Half of the time you're walking around a map, bumping into people who tell you where to go and what to do and the rest of the time, you're back in familiar platform territory.

As with most platform games, there are secret rooms full of goodies and extra lives just waiting to be plucked from their resting places. But it isn't just the bonuses that make this a new game, Nutz's abilities are also brought up to scratch. After collecting power-ups, Nutz can Fly using special feathers, he can swim underwater using diving goggles and he can also run around punching things when he has collected a fist icon.

With his woodland charm and bushy tail it's a strong possibility that the success of Mr Nutz's first game could be repeated with this adventure. The running and jumping, the searching and talking (and the nut eating antics) all go to make a new challenge that should be as tempting as a chocolate chip Tracker bar.

072 072 072

..NUTZ 2...GAMES WATCH PREVIEW..

GAMES WATCH

MR NUTZ 2

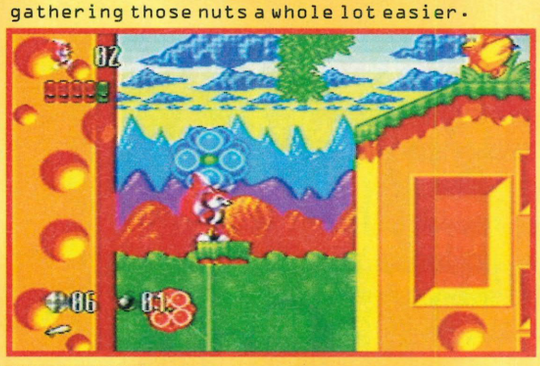
With a twist of fate that could only happen in the movies, chickens from space have invaded planet Peanut and are intent on world domination. Who then, do we turn to in our hour of need? Dolphins? No, squirrels to be precise. Mr Nutz is back, and this time he's on a mission. Games World provided a helping hand and a bag of pistachios, to combat this new menace.

■ Above: Tucked into a neat little ball, Mr Nutz turns into a sonic clone and goes hurtling down the hill scattering enemies in his wake.

■ Above: More chickens, just stamp on their heads and they'll die, eventually.

■ Below: A map of the four continents. After a a while, the whole place will be covered with chicken installations, then it's game over.

■ Below: Using these lifts is a sneaky but quick way of getting around. It makes gathering those nuts a whole lot easier.



VITAL STATISTICS

NAME	MR NUTZ 2
PUBLISHER	OCEAN
SYSTEM	MEGA DRIVE
PRICE	£TBA
SIZE	8 Mbit
AVAILABLE	MAY

GAMES WATCH

X-MEN 2 clone wars

Magneto, a mutant with a magnetic personality who wants to rule the world. Normally, he's the X-Men's greatest enemy, but now a terrifying secret has been revealed and even Magneto sees that all mutants must co-operate if they are to survive...

POWER X-TREME!

These are the six X-Men that you can choose to play in the game, each with their unique range of mutant powers:

1. WOLVERINE

With huge sideburns, he's more likely to trip you up with his hair, but it's his Adamantium claws that will probably chop you into pieces. Obviously dangerous when shaving.

2. CYCLOPS

Looking slick in his blue lycra pants, Cyclops can focus a powerful beam of energy through his visor and destroy anything he looks at. Needless to say, nobody ever stares him out.

3. GAMBIT

A card throwing kind of guy Cajun who used to belong to the Guild of Thieves, and is now a part of the X-Men. His cards are explosive, so don't even think of cheating at Poker or he'll get you.

4. NIGHTCRAWLER

A strange character who looks more like a big cat than a man, but then that's mutants for you. This guy can teleport around so better watch your back.

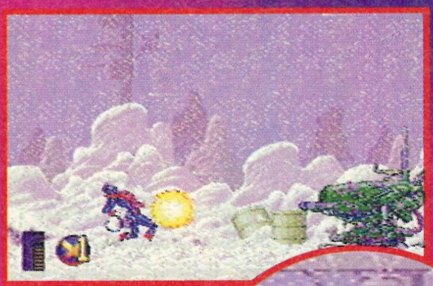
5. PSYLOCKE

Her beauty hides her deceptive nature as she can read your thoughts. So stop what you're thinking right now and read the next bit.

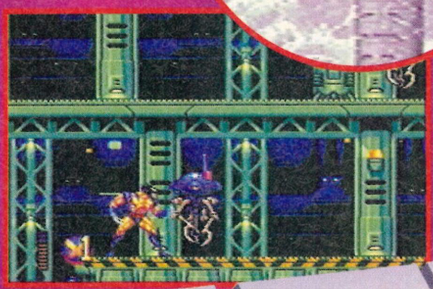
6. BEAST

Whoa. Check this radical dude out. Apparently, a spell behind bars turned him into a book worm. Obviously, he didn't get any beauty sleep.

Below: Nightcrawler gets in the thick of things as he runs right into a blizzard and a vicious robot.



Right: Psylocke performs a miraculous jump through the air and fires off a bolt of energy at her would-be attackers.



Above: Cyclops gives a clone soldier the evil eye.
Left: Wolverine comes face to face with a snatcher droid waiting to pick him up.

VITAL STATISTICS

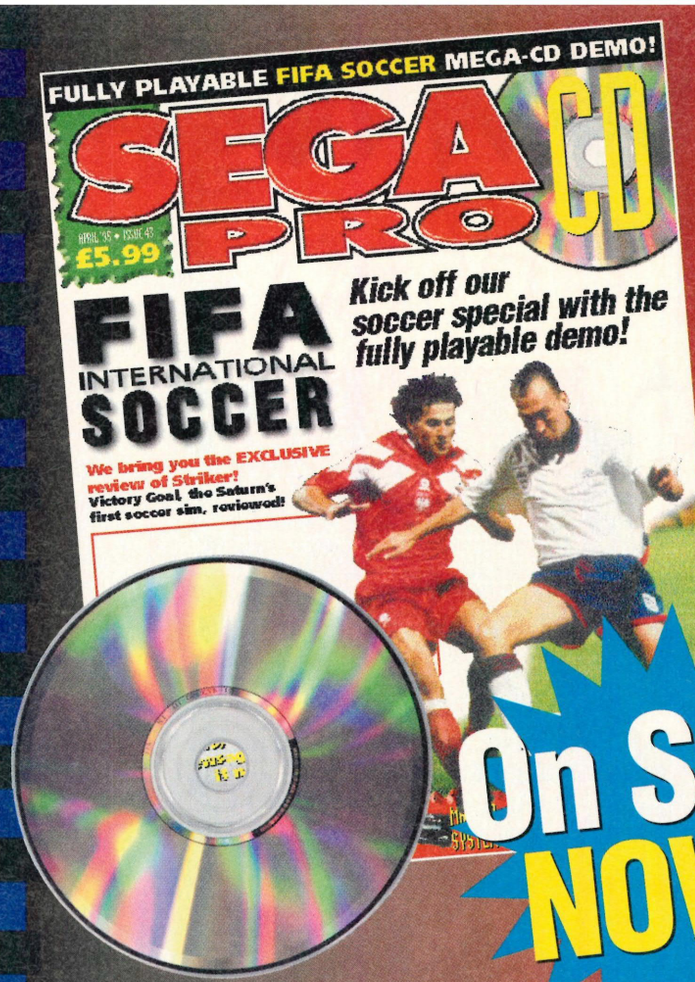
NAME	X MEN 2: CLONE WARS
PUBLISHER	SEGA
SYSTEM	MEGA DRIVE
PRICE	£44.99
SIZE	16 Mbit
AVAILABLE	MARCH

Recent studies suggest that all the X-Men, and mutants in general, are born with an X-Factor that gives them their superhuman powers. Now, somebody has found a way of cloning this strand of DNA and making more X-Men, all for their own evil purposes. They intend to force the clone X-Men to fight the originals to the death so that only one remains alive. It's up to the X-Men and their arch-enemy Magneto to put a stop to this barbaric sport.

Don't worry though, Magneto's change of heart is only temporary, as soon as the clone wars are over he'll revert to his evil self. Meanwhile, with the help of Trevor Fitzroy's mutant power (which is the ability to travel back in time), all the X-Men must nip back into the past to stop the X-Squared cloning technology from ever being invented. With six of the X-Men to choose from, you have to cross different levels and search out the X-Men's own DNA samples and then destroy them so that they can't be used for cloning. Finally, the X-Squared equipment must be found and destroyed before any of the mutants can rest easy.

The success of *X-Men 2* will depend on the fans who love the comics and who have played the first game and are gagging for more. With loads of different enemy characters like Juggernaut, Sabretooth, and Apocalypse, *X-Men 2* looks like turning into a quite fascinating combat game. If only we had the mutant power to see into the future, we could tell you to buy it right now.

A CHOICE OF TWO GREAT MAGS!



The theme is football this issue and SegaPro CD rises to the occasion with a fully playable, Mega-CD demo of **FIFA International Soccer**! This demo has got the lot, with the superb FMV introduction, including official World Cup footage, and some scorching, playable action between Italy and Brazil. So, if you're a Mega-CD owning soccer fan and you want to notch one in the onion bag, there's only one place to go. SegaPro CD - you know it makes sense!

On Sale NOW!

We're up for the cup this issue as we kick off a massive soccer special with an EXCLUSIVE review of **Striker** from Sega. We also have the first review of **Victory Goal**, the first footie game for the Saturn, plus a comprehensive and outspoken debate on the abilities of the soccer sim greats from the past, present and future! Add an EXCLUSIVE **Asterix** review, a special arcade feature and a host of first previews for the perfect read.

SPECIAL RESERVE COUPON

If you're having difficulty obtaining a copy of SegaPro or SegaProCD, or you wish to place a regular order for it, hand this form into your local newsagent.

Please reserve me a copy of:

- ☐ **SegaPro (ISSN 0964-2641) at £2.50**
- ☐ **SegaProCD (ISSN 1354-859X) at £5.99**

SegaPro and SegaProCD are available the second Thursday of every month.

SegaPro And SegaProCD are distributed by Seymour Ltd (081-679-1899) and are published by Paragon Publishing Ltd (0202 299900). Both are fully SOR.

Please reserve me a regular copy:

Name .....

Address.....

.....

.....

Postcode .....**Phone**.....

BEAVIS AND BUTT-HEAD

GAMES WATCH

VITAL STATISTICS

NAME	BEAVIS AND BUTT-HEAD
PUBLISHER	VIACOM
SYSTEM	MEGA DRIVE
PRICE	£TBA
SIZE	16 Mbit
AVAILABLE	MARCH

If you're like, a fan of MTV and tune in all the time and stuff then you'll know all about those disgusting dudes, Beavis and Butt-Head. The thing is, they've escaped from the TV or something and are now taking over your Mega Drive. Hey, pull my finger Beavis...

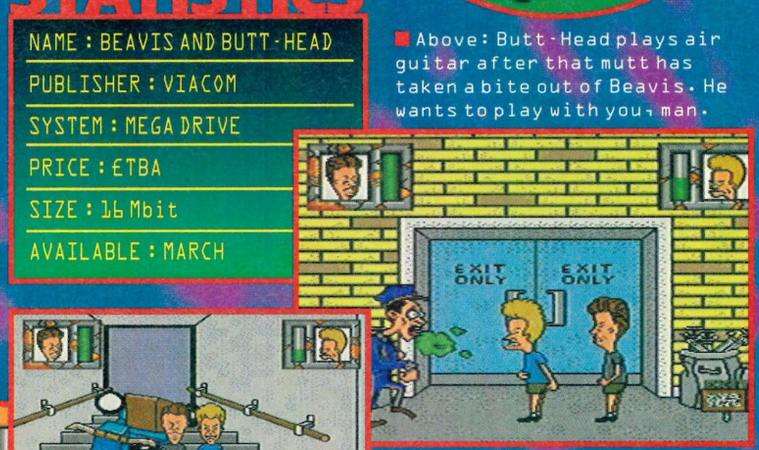
You'd better hide all your hair gel and hold your nose because the two most hideous adolescents from MTV have got themselves into a bit of a pickle. Beavis is the blonde one with a bad attitude and Butt-Head is his putrid pal with braces on his teeth and an aromatic case of flatulence.

The terrible twosome had been saving up their burger tokens for months so that they could swap them for tickets to see their favourite band, Gwar. That's a lot of mouse burgers! The problem is that their neighbour, Anderson's stupid poodle, thought they were dog food and chomped them, only to puke them back up into the path of a lawnmower! Now the ticket pieces have been scattered all over the place and must be found or it's no concert and somebody will have to pay. Probably Beavis.

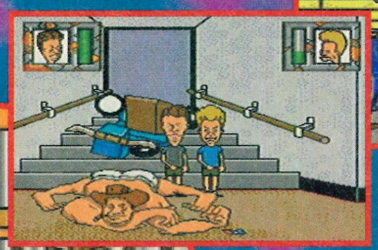
Such impressionable young tykes as Beavis and Butt-Head can't go around brandishing lethal weapons so they have been armed with a belch and fart to fend off would-be attackers. Sucker-firing Uzis and drinking straw blow pipes are also there for the finding. They'll need these weapons too as the inhabitants of their small American home town seem to have lost their minds and will smash and bash the dudes at the drop of a hat.

Seven levels can be switched between using a TV remote control with visits to Burger World, the local hospital and the Turbo Mall 2000 throwing up puzzles to confuse the duo. This feast of corny conundrums can be enjoyed as a one or two-player experience. If a one-player game is preferred either of the characters can be played and they can be swapped at any time, using the pockets on both guys. Completing the adventure is a matter of finding the right objects and then using them in certain places to solve the different puzzles. Most of the game is played in this adventurous mode but there are then arcade sequences like a mad chase through the hospital on a moped with a fat bloke in hot pursuit!

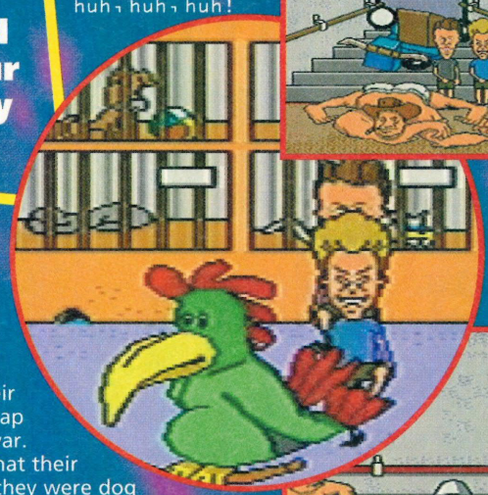
All the animation has been taken from the original frames created by Mike Judge and used in the TV programme, with Beavis and Butt-Head showing off in their usual suburban misfit mode and the American heavy rock band Gwar really making an appearance in the game! If this MTV duo are your role models...you're in real trouble, dude. Huh, huh, huh!



Above: Butt-Head plays air guitar after that mutt has taken a bite out of Beavis. He wants to play with you, man.

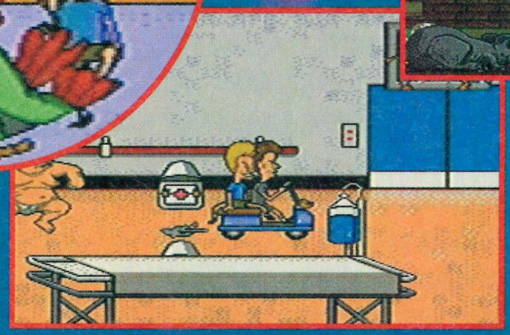


Right: Look, that dude's got no pants on, huh, huh, huh!

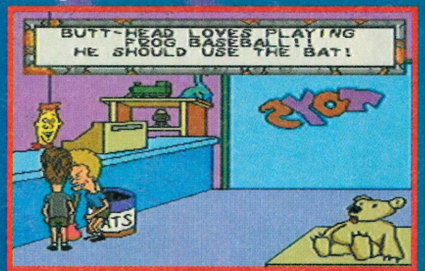


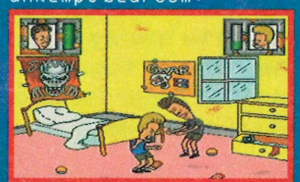
Left: Hey, can you see his beak from here Beavis? Fartknocker!

Above: Beavis uses his amazing mucus powers to deal with the busy-body mailman. Don't mess with us, dude.

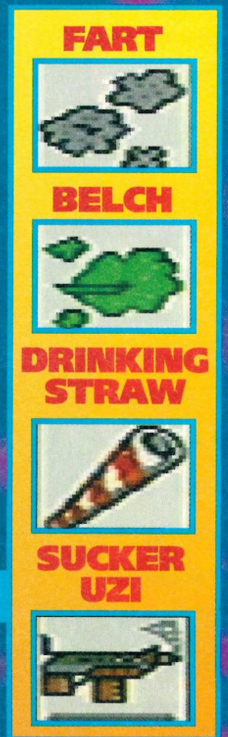


Above: Remind you of anyone? turn to page seven to find out.





Below: Nah nah nah! The revolting teenagers get down in Beavis's unkempt bedroom.



THESE WEAPONS SUCK!

If you wanna do some damage to the locals then there are plenty of weapons to find and a couple that Beavis and Butt-Head have built-in! Try these for size dude!

THE GUYVER STRIKES BACK!

Yep fight fans, top scrapping merchant The Guyver, is soon to be in a video player near you. You see, those top people at Manga have given us loads of Guyver stuff to give away. Now, instead of hoarding it all for ourselves, or giving it to Nick to flog down the market, we're giving it all to little old you. Yes, five lucky funsters are going to have their own collection of Guyver videos – 12 in all – and worth a whole load of dosh.

There are five first prizes of complete sets of the series for the first correct entries plucked from the wastepaper basket.

But, if you're not as lucky, but happen to get picked then there will be ten (count 'em) ten goodie bags filled with all sorts of Manga nonsense like T-shirts, posters and other stuff. More fun than the lottery, isn't it and it's free.

All you have to do is answer these few simple questions. Honestly, they are really simple and if you get these wrong you deserve a smack on the back of your hand with Mr Slappy (Pete's ruler). There are also answers that need some thought. Make us laugh and you'll win:

1 Which Manchester United player calls himself the "Guv'nor".

A: Eric "C'mon then, I'll have you all" Cantona
B: Paul "Honest, I didn't lay a finger on him!" Ince
C: Ryan "I dumped her. I did, honest!" Giggs

2 Guyana. Where is it located?

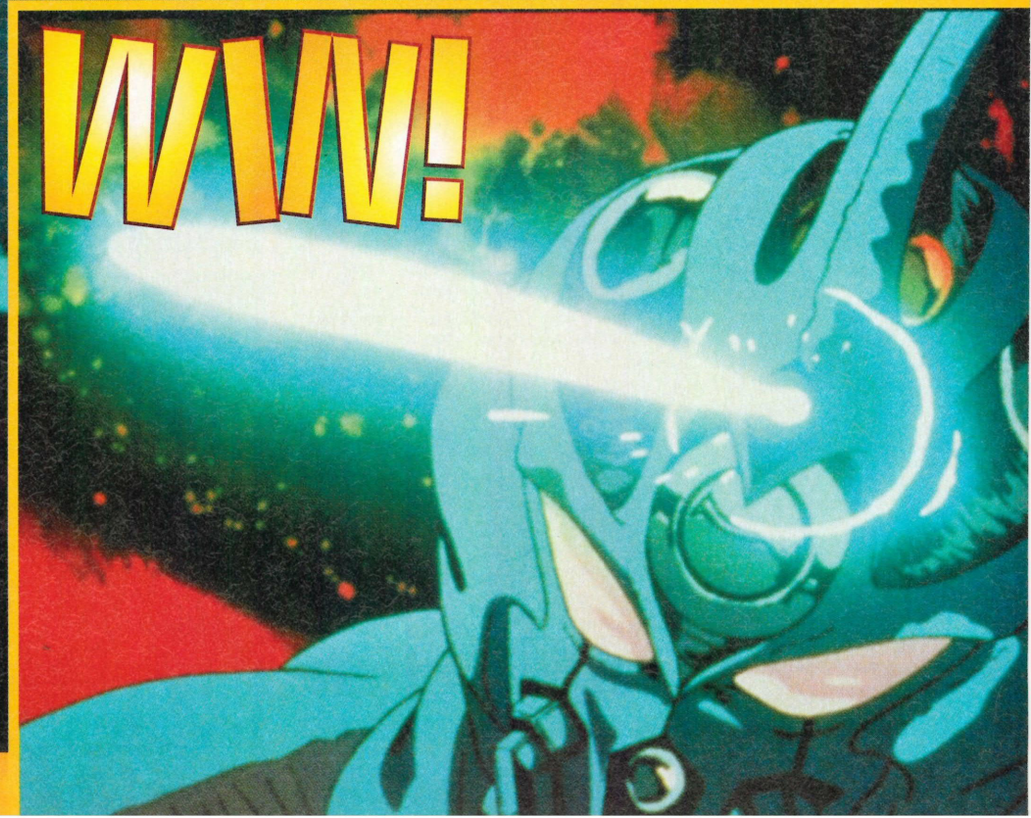
A: The Atlantic.
B: The Pacific
C: West Scotland in Mrs McNaples's bread bin.

And the Tie-Breaker:

If the Guyver was an animal, which animal would he be and why? Possibly a mountain lion? Or perhaps a bald coot? You decide. And make it more than 20 words. Oh, and be funny, the more stupid the better. Go on, do it.

WW!

Okay pop tarts, once you've rammed all of your answers and the tie-breaker onto a postcard or other suitable mailing device, throw them into a letterbox addressed to: Guyver We Love You! Games World: The Magazine, Durham House, 124 Old Christchurch Road, Bournemouth, BH1 1NF.



Light Crusader

VITAL STATISTICS

NAME : LIGHT CRUSADER
PUBLISHER : SEGA
SYSTEM : MEGA DRIVE
PRICE : £49.99
SIZE : 24 Mbit
AVAILABLE : SEPTEMBER

Crusaders are usually bearded men buried alive under half a ton of armour, who wander around the holy land looking for a Monty Python sketch to star in. Light Crusader on the other hand is an arcade RPG that has you wandering around a spooky castle slaying lots of monsters. It ain't heavy...

Above: An awkward silence caused by the lack of text boxes in this early version.

Below: It's not all slay, slay, slay you know. You'll have to solve geometric puzzles in the tradition of arcade adventures like *Knight Lore*.

Harking back to the olden days of isometric games comes *Light Crusader* from top programmers Treasure – responsible for the likes of *Dynamite Headdy* and *Gunstar Heroes*. Reminiscent of classic titles like *Knight Lore* and *Alien 8*, *Light Crusader* follows newer games like *Landstalker* into the ever popular RPG category.

This game is quite a way off completion but these early shots are promising. Originally, work on this started around a year ago with the programmers at Treasure working away on a game known as *Relayer*. After the project was put on hold for a while the guys came back, thought they'd change the name to try and fool us, repackaging it as *Light Crusader*. Sneaky, but not sneaky enough.

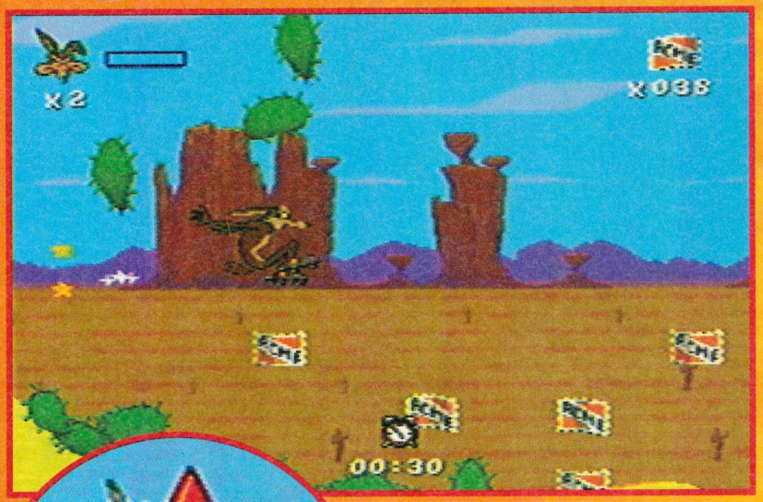
Light Crusader lets you loose with a fetching blue suit and a hefty sword and it's up to you to gather clues from people in different parts of the level. As in most role playing games, there are bands of bad guys wandering around looking for a fight. Just oblige them and feed them a metre of cold steel before continuing on your way.

RPG's are edging away from the text-based epics they once were with 3D polished graphics now accompanied by slick and polished gameplay. Will it be the holy grail role-players have been searching for? Maybe. It certainly sounds better than trekking all the way to Jerusalem dragging your broadsword behind you.

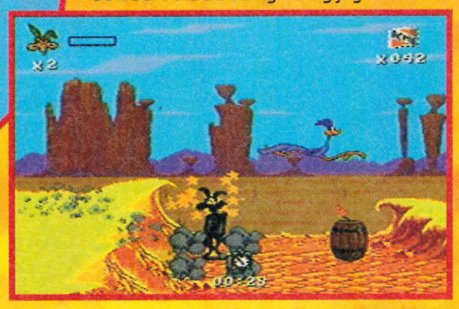
GAMES WATCH

ROAD RUNNER: DESERT DEMOLITION

Road Runner, the kids' favourite and, for that matter, Linford Christie's, has made a shock decision to risk life and limb and star with his pal Coyote in this colourful chase game. It's up to you to decide whether Coyote gets his lunch, or if Road Runner has another laugh at his expense.



■ Above: Wile E gets his skates on in this section as he makes a dash for it against the clock. ■ Left: That Acme company have got a lot to answer for when it comes to selling dodgy goods.



■ Right: Tense, nervous headache? Try TNT.

■ Above: Wile E wins! Linford is just out of shot having trodden on some dynamite.

VITAL STATISTICS

NAME	ROAD RUNNER: DESERT DEMOLITION
PUBLISHER	SEGA
SYSTEM	MEGA DRIVE
PRICE	£44.99
SIZE	16 Mbit
AVAILABLE	APRIL

When stupid blue flightless birds can make a laughing stock out of a ferocious predator like a coyote, you just know that things are bound to get very silly. Don't worry, Road Runner is the kids' favourite and as long as he wins that's alright. Besides, Wile E is lacking in the brains department, so he's got it coming to him anyway.

It comes as no surprise to learn then, that Speedicus Birdicus and Canis Ravenous are to appear in a game all of their own employing general chase/evade tactics. And it's under this guise that you have to try and catch the elusive Road Runner over a series of levels.

The idea is simple, get to the end of the level as quickly as possible – a clock is always ticking down. While trying to reach the end, you have to avoid all the nasty Acme traps placed in your way. There are exploding barrels, clockwork soldiers that walk into you and tons of dynamite to trip over.

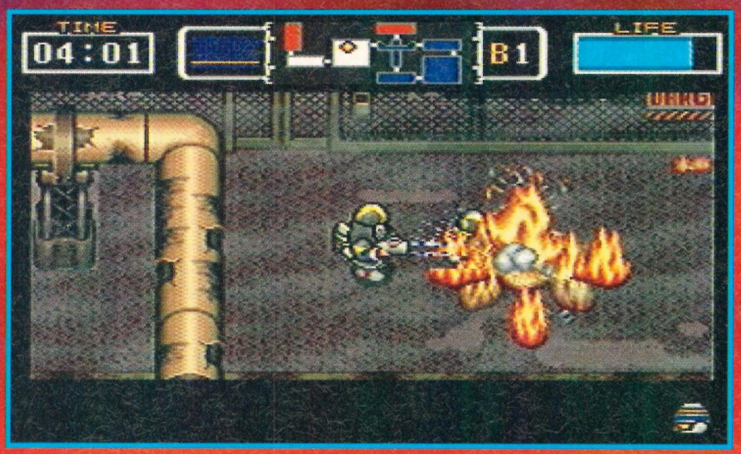
If you do end up catching Road Runner, he'll disappear in cloud of smoke and leave behind some extra time and bonus icons. You will need to collect these time icons if you want to carry on with the game (later levels are pretty mean when it comes to time restrictions). In some cases, you'll have to keep catching Road Runner if you want to progress any further.

The humour of the cartoon is recreated in the game with little sneaky sounds playing every time the Coyote takes a step, then turning into a manic crescendo when he starts a full run at the Road Runner. The inevitable 'run off the edge of the cliff, only to find there isn't actually a road' scene appears when you've used up all your lives, but with a few continues you can still keep trying.

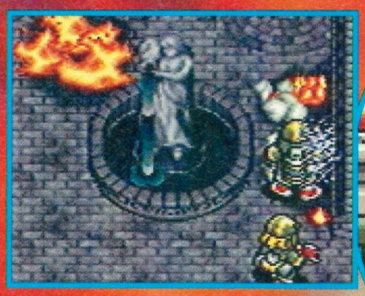
Fans of this mad duo are sure to be kept entertained when this is released but there is still one question left unanswered, will Wile E Coyote ever catch that pesky Road Runner?

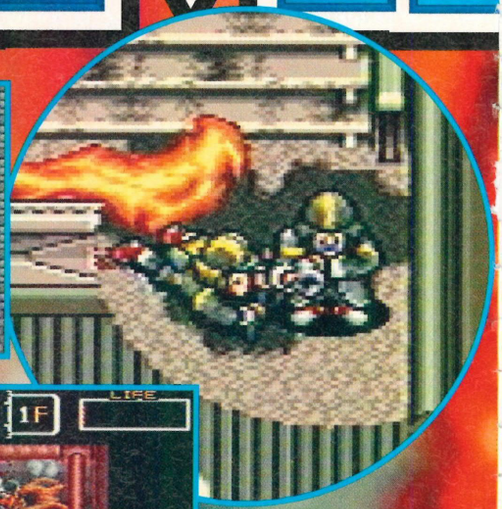
079 079 079 079 079 079 079 079 ...

THE FIREMEN



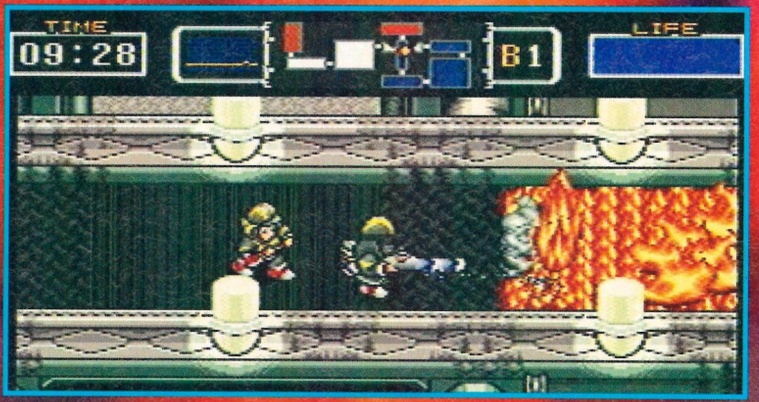
He's on fire! No, literally. Your mate Danny is in the middle of this blazing inferno-type boss, hacking away with his axe.





Above: With modern fireman-detecting equipment you can see straight through this staircase.

While Danny searches his pack for beefburger mix, the heroic Pete crawls forwards to reach the other side of the boiler room and some dangerous chemicals.

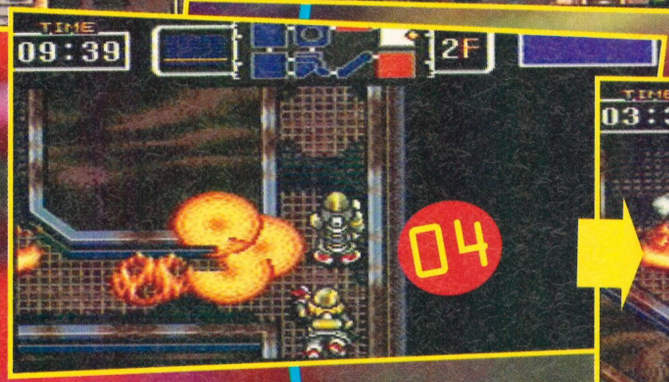


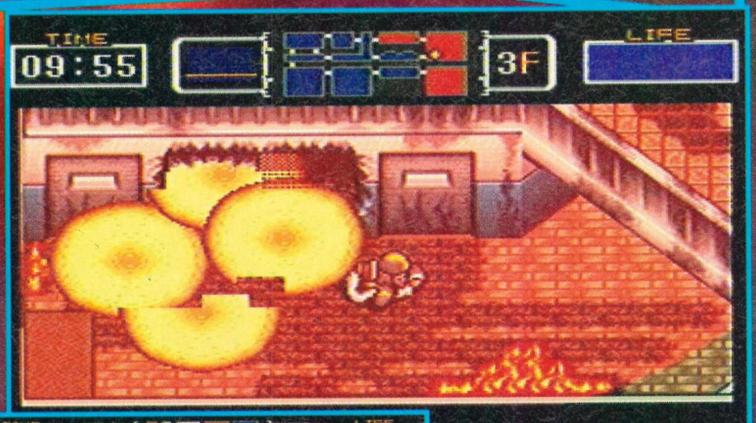
LIFE SAVERS

It started out as an ordinary day for this man, little did he suspect that in a few hours he would be seriously injured and in desperate need of medical attention...

EN

Imagine Kurt Russell several stone heavier, sporting a blue moustache and wearing his BackDraft gear – and you still won't know the first thing about The Firemen. A fire has broken out at the Metrotech Chemical building and it's the job of ace fire-fighters Pete and Daniel to put it out before it reaches a store of highly explosive chemicals...





■ Above: Don't worry, these chemicals are only volatile when exposed to extreme heat. Doh!
■ Left: We don't regard this kind of toilet humour as is in any way amusing.

GAMES WATCH

UNNATURAL HAZARDS

Danger: Rogue Robot!

1. Crazed that our Kurt won't sign any autographs, the building's maintenance robot has gone wild.
2. Pete's attempts to cool him off with his hose only infuriate him more....
3. Until, in a fit of electronic pique, the useless lump of tin explodes in Pete's face.

Canister Alert!

4. Canisters of dangerous chemicals shoot upwards towards the gantry (how do they do that?) and explode.
5. Better than a girder in the stomach perhaps, but it's time for Pete to go to that great fire station in the sky.

VITAL STATISTICS

NAME	THE FIREMEN
PUBLISHER	HUMAN
SYSTEM	SNES
PRICE	£44.99
SIZE	TBA
AVAILABLE	MARCH

Using the sort of scrolling game engine more familiar to Japanese RPG players, *The Firemen* takes you right into the heart of a burning skyscraper. You must rescue anyone left inside and, naturally enough, put out the fire as you move from floor to floor through executive suites and then descend into the blazing boiler room.

Pete and Daniel are supposed to be part of a five fire-fighter team but as you only talk to the other three by radio, it looks like they've seen Towering Inferno and decided to let you go first.

Despite the fact that there are two firemen on screen this is actually a one-player game – you control Pete while Daniel gets his orders from the CPU. This may seem odd but, in fact, without the CPU guiding you around, you'd soon get lost and die of heatstroke. Besides, it's fun to watch professional mad person Daniel rush in and try to beat back the flames with his fire axe – are you sure you wouldn't like a firehose and/or some medication?

To help you fight the fire you are equipped with a handy water jet. This can be used on one of two settings, a spray to put out flames spreading along the floor and a squirt to tackle larger fires and little sparks that fly about. Daniel also has a small supply of extinguisher bombs that can smother large areas when the going gets hot.

Expect to have to crawl under jets of flame, avoid exploding chemical containers and even tackle the odd backdraft as the flames shoot up the main stairwell. The real mystery about this game is that, as there's no trailing hose, where does Fire Captain Pete get all his water from? We didn't like to ask.

Space War 2000

How would you like to become a gallant knight of the round table? Well, if that sounds a bit old-fashioned, you can always find a place at the intergalactic round table alongside a band of brave space knights battling it out for the hand of a fair maiden – or the head of an ugly green alien!

Just imagine the stress those brave knights must have been under in medieval times. Fighting for justice, crossing swords with the local evil lord and fighting off heavy-breathing dragons before mouthwash was invented. Now remove all the heavy armour and horses and replace them with shiny space ships and laser guns – you'll not only have a headache but you'll get something resembling *Space War 2000*, the latest 64bit extravaganza from Atari.

The game resembles many space shoot'em-ups of yesteryear – *Wing*

The ships look tiny as you zoom about deep space but put your foot down and you can soon catch them up.

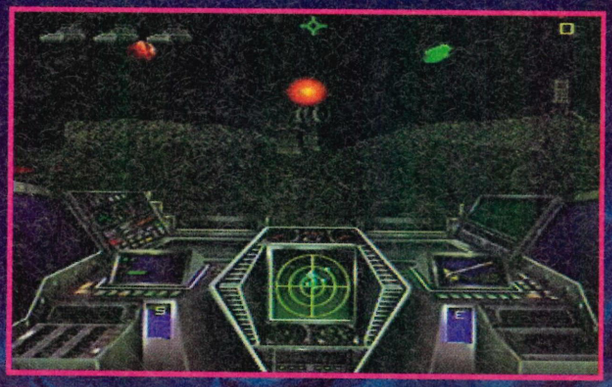
A couple of rockets in the rear and this alien ship is reduced to space dust.

Hover Strike

Har, har, me hearties! Space pirates come to the Jaguar with much swash-buckling and buckets of texture-mapped graphics. Have you got what it takes to save your planet from these swarthy sailors? Splice the mainbrace and prepare to repel them hover tanks!

Each landscape has been created with more of that wonder of the modern age – texture-mapping. A quick dose of TM and everything looks good as new!

Space pirates with eye-patches and intergalactic barrels of rum have been raping and pillaging your fair home planet. As leader of the rebel force you're the lucky geezer who gets to ride in the lead hover tank, with nothing but a rapid fire laser cannon between you and the slavering, yo-ho-ho-ing hordes (was it something you said?). Your task is to rid your home of these cads using as much force and making as much mess as possible – and then send them the bill for the dry-cleaning!



From inside the hover tank you've got all kinds of hi-tech wizardry at your disposal. A radar tracks the killable things in a level and shows you the core of the invasion force that you must destroy. Weapons appear in the weapons box (no change there then) along with the number of each missile type you've got left. In addition to the rapid fire cannons and missiles, protective shields will also come in handy when the going gets tough.

Two views of the action are available, the first is out of your

Commander and *Elite* are two that instantly spring to mind. You play from inside the cockpit of a war ship (you wouldn't last long on the outside) and get to steer it while selecting and firing off your weaponry. Asteroids and enemy craft are all around and can be pin-pointed by flipping between side, back and front viewpoints. Shooting down a foe will bring riches beyond your wildest dreams, and a few well earned extra weapons too.

There's only one objective: Shoot down anything that moves and avoid anything that doesn't (especially asteroids weighing several thousand tons). This scenario really comes to life in the two-player game. The screen is split in two vertically, and it's a head to head dogfight to the death. The winner will get to enter his name in the hall of fame and the loser will be catapulted into space to face a grisly death as the vacuum of space turns their innards inside out.

Space War 2000 looks very impressive, even in this early pre-production stage. Whether the game can really cut the mustard, we'll just have to wait and see.

Left: The presentation screens in *Space War* have different characters for each options screen. This young fillie is the first one you come across. You won't want to start the game, will you?

BANDITS AT 9 O'CLOCK!

Predictably, this texture-mapped space extravaganza from the nice boys and girls at Atari has a choice of viewpoints. These aren't just to make the game look pretty though, they're quite essential when it comes to finding, hunting down and destroying the enemy.

1. FRONT

■ Face forward young man! This way you'll be able to avoid any nasty head-on collisions with strange alien races.

2. BACK

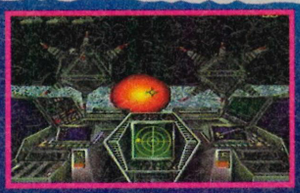
■ This is handy to see what's about to blow you out of space but it's not advisable to gawp over your shoulder while travelling at light speed!

3. SIDE

■ If an enemy ship wants a head to head race then this is the view to use when poking your tongue out at him.

VITAL STATISTICS

NAME	SPACE WAR 2000
PUBLISHER	ATARI
SYSTEM	JAGUAR
PRICE	£TBA
SIZE	16 Mbit
AVAILABLE	MARCH



Left: On the outside view you get to see a picture of a little baby – hunt it down!

VITAL STATISTICS

NAME	HOVER STRIKE
PUBLISHER	ATARI
SYSTEM	JAGUAR
PRICE	£TBA
SIZE	16 Mbit
AVAILABLE	MARCH

hover tank's windscreen. This is the only playable viewpoint really. The other gives a strange cockpit view with a picture of a baby and a cup of coffee in the border – obviously in the future even tank commanders are new men. The hover tank can be seen moving around but you can't see much in the way of scenery or enemies. Landscapes designed to halt your advance include lava, ice, water and industrial with different texture-mapped buildings and obstacles floating around waiting to be shot at.

Hover Strike was one of the games shown off by Atari at the recent CES in Las Vegas. It's part of their strong line-up of cartridge and CD releases that should keep the Jaguar flagship afloat well into 1995.

WEAPONRY INCLUDED!

You know what it's like when you're battling your way through masses of space pirates. You forget what your instruments actually mean and one missile starts to look a lot like another. Well, especially for you, here's a break down of the gizmos and trinkets contained inside the modern hover tank!

1. COMPASS

■ Never eat shredded wheat. If you can't remember this simple phrase then you'll need one of these!

2. RADAR

■ Want to know where that last pesky space pirate is hiding? Get the radar out and all will be revealed.

3. ARMOUR PIERCING MISSILE

■ Enemy space pirates are pretty thick skinned. One of these should soon cut through their reserve.

4. HOMING MISSILE

■ If one of your enemies is too hot to handle, send one of these babies after it. There'll be no place like home for him.

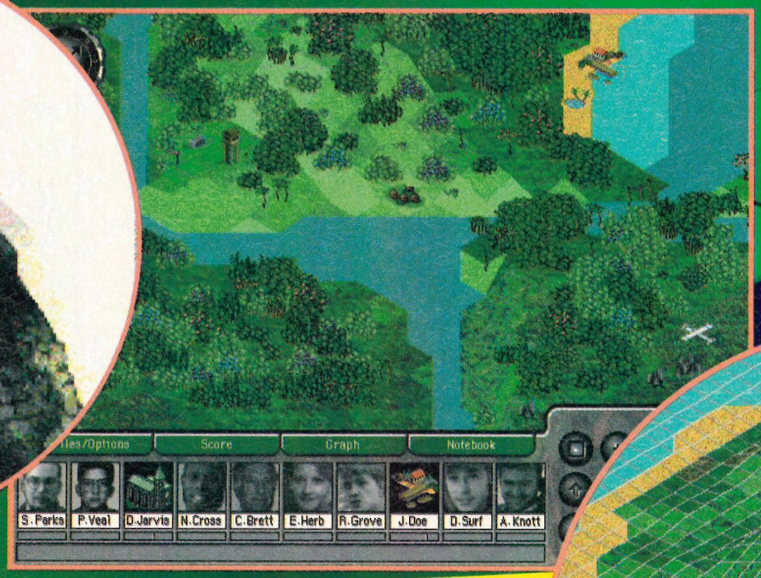
5. MORTAR

■ A projectile that comes in handy when you've run out of your regular missile. Kills all known pirates, dead.

■ Left: Finding rich mineral deposits can mean more money for conservation but the waste products can also damage the environment.

■ Right: No, not that nice Andre Agassi but one of your agents reporting on the plight of wild leopards. Make sure there are enough tourists for them to eat.

■ Right: An outbreak of bad breath afflicts the croc poulation. Can you pay the Listerine bill?
■ Below: There's no escape from civilisation.



PLANES, TRAINS AND UFO's?

There are even more vehicles whizzing past your sim governor's mansion than you ever got to see in the city. The usual planes, tankers and diggers rub shoulders with hovercraft and UFO's!

Paradise. An untouched island in the middle of an ocean teeming with every kind of marine life. Its complex rainforest ecosystem had remained undisturbed for centuries... until all the drug barons and tourists and film crews turned up that is...

Sim

GAMES WATCH

Sim Isle

VITAL STATISTICS

NAME : SIM ISLE
PUBLISHER : MAXIS
SYSTEM : PC CD-ROM
PRICE : £TBA
SIZE : TBA
AVAILABLE : MAY

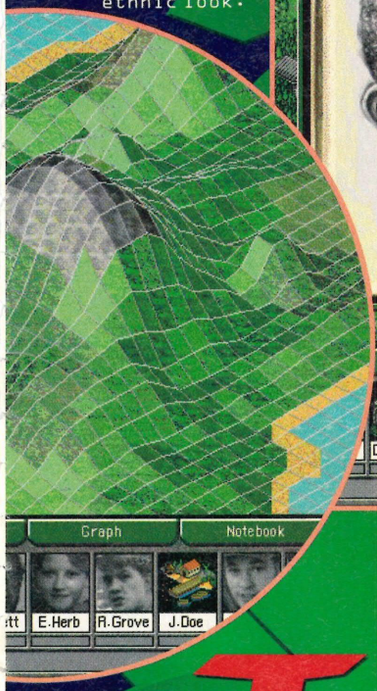
INTO THE BUSH

You'll be pleased to know that there are plenty of nice natural habitats for all of those furry little rainforest creatures to populate. Your job is to try to preserve rare plant and animal species. Besides, they should attract a sizeable herd of wildlife film crews come the Spring.

SIM SMOG

Well, you didn't think your little corner of paradise could stay untouched for very long, did you? Once you're established, it's a question of exploiting all those lovely natural resources. Chuck oil rigs into the sea to suck up gas, set up chemical refineries to pollute the water supply and build the odd house or two.

Right: Before and after with new miracle wode-gives that really ethnic look.

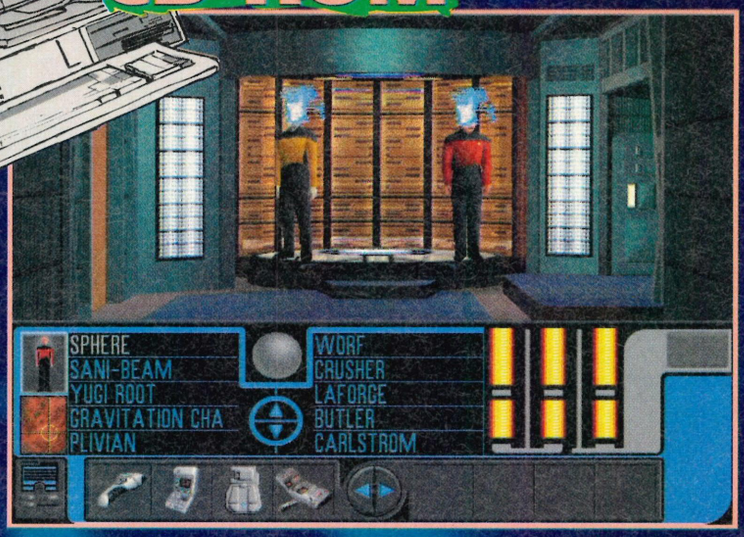


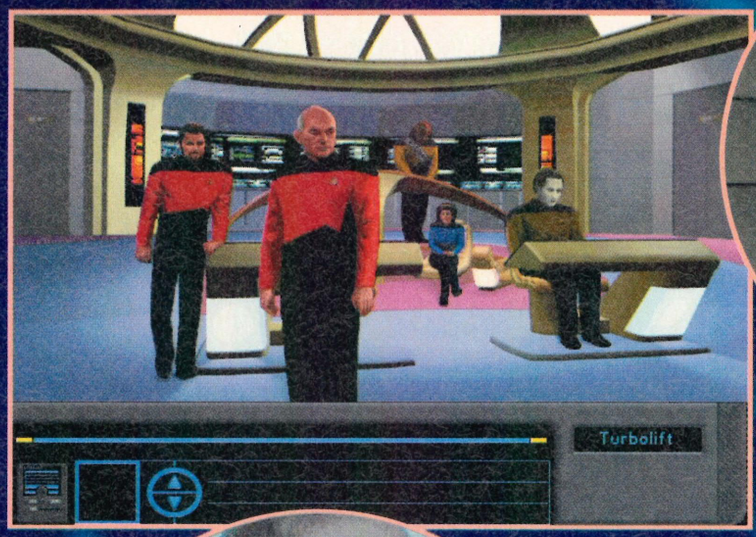
If you thought that the disasters in *Sim City* were pretty bad, *Sim Isle* should come as quite a shock. Forget monsters and fires and rioting, in this new sim you'll have to fight off hungry sharks, tackle dangerous poachers and terrorists and even investigate UFO sightings (gee Scully).

Your job is to manage this pocket paradise allowing human development while protecting natural habitats, plant and animal life. To help you cope, you have a whole host of expert agents to advise you and then travel all over the island carrying out your instructions. These agents will interact with natives, missionaries, land developers and all the outsiders who arrive, eager to exploit this virgin territory. You may not want these types on your island but conservation measures don't come cheap – so fleece those tourists!

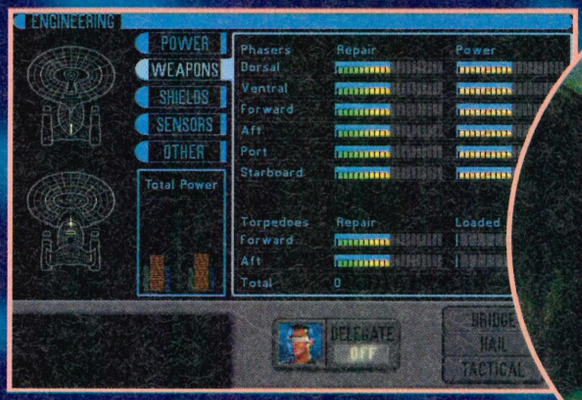
It's not all bad news though, your agents may discover miracle cures for obesity or a life-saving vaccine. If you're really lucky, some filthy rich businessman might want to buy one of your beautiful islands. Be careful though, such opportunist types are likely to appear when your funds are low and then proceed to shoot the wildlife and scare the natives (or possibly the other way around).

There is a serious side to all the *Sim* products but *Sim Isle* takes this a stage further with a digitised scenery library packed with hundreds of photographs, some life-like digitised sounds and a 3D map that takes you right down to the forest floor. It certainly looks like *Sim Isle*'s developers, Intelligent Games, have successfully combined addictive strategy with environmental friendliness. Can edutainment really be fun? Well, there's always a first time.



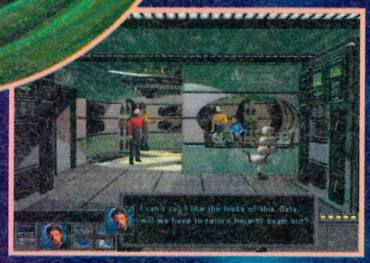


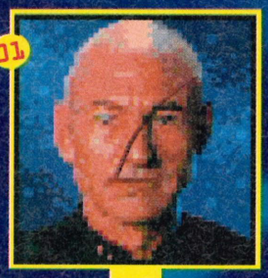
Not a case of soul reversal, but your away team beaming down to the surface of a strange new world.



Above: From the bridge of the Starship Enterprise all the navigation and weaponry screens can be easily accessed.

Left: When talking with any member of the cast the character has full digitised speech. Crikey!





ENGAGE!

All your favourite characters are in the game and they can be controlled individually to take advantage of their particular skills. Here are a few of those familiar faces...

1. CAPTAIN JEAN-LUC PICARD
2. COMMANDER WILLIAM RIKER
3. LT COMMANDER DATA
4. LT COMMANDER GEORDIE LA FORGE
5. LT WORF
6. COUNCILLOR TROI

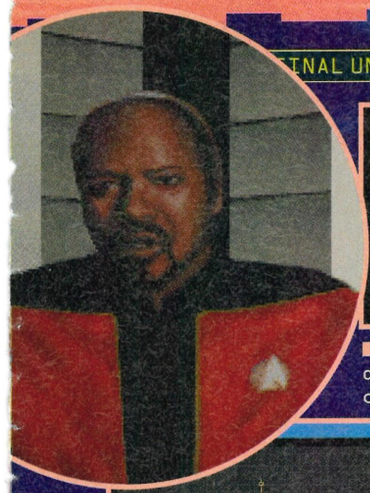
American company Spectrum Holobyte and English greats Microprose have joined forces to bring you the ultimate adventure game for all Trekkies. It's a combination of action adventure and flight simulation all based around the hit television series Star Trek: The Next Generation.

A complex storyline has been created, slowly unfolding as you go, with script lines approved by the actual Star Trek script writers and voices recorded by the actors from the series. All the top characters are available for duty: Captain Jean-Luc Picard, Commander Riker, Councillor Troi and Data. They recorded all their lines separately in a Hollywood studio to build up the 60 minutes of speech for the adventure. They of course had no idea how the story would turn out – that's up to the individual player.

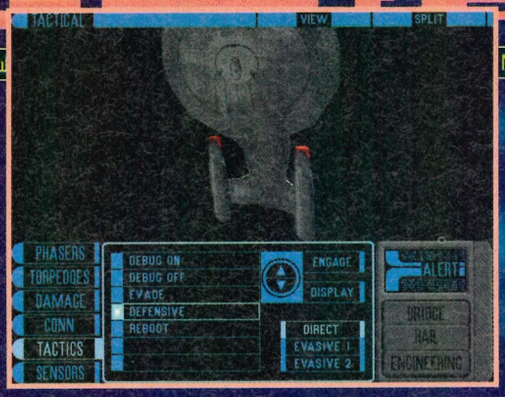
Each of the characters has his or her own strengths and abilities and they are all individually controllable. From the main bridge of the ship all the weapons, navigation and communication screens are accessible as you pilot the ship through space. When a planet has been reached, members of the crew must be put together into away teams to beam down and find clues, talk to the locals and bring back useful objects. The adventure has no set routes to take, it's completely non-linear so every game can be completed in a totally different way!

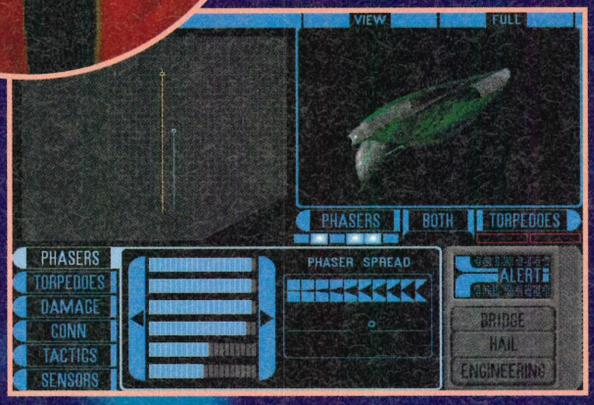
The combination of adventure and space flight elements creates a wonderful mixture that Star Trek fans will die for and adventure freaks will find a real challenge. With a 3DO variation also in development we should all be boldly going before too long!

GAMES WATCH

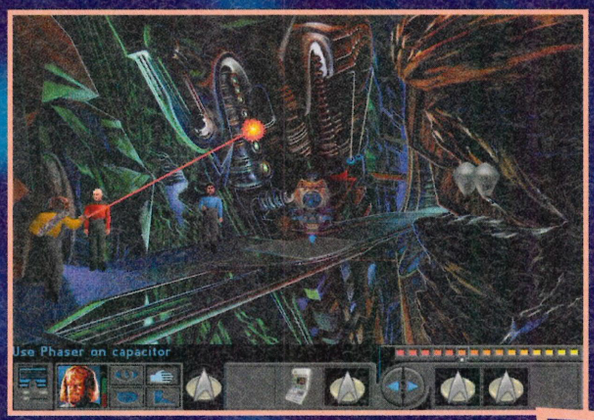


■ Left: Hang on a minute, didn't this bloke pop his clogs in Wrath of Khan?





■ Below: Each character brings their own unique skills to the mission. They also carry useful objects that could help you out of a tight spot.



■ The whole game is a graphical masterpiece with backdrops, characters and machines all displayed in glorious SVGA and using (you guessed it) texture-mapping. Ho hum.

A GAGGLE OF GADGETS

The Starship Enterprise is packed with futuristic gadgets from an eight-slice laser pop-up toaster to an ultra vacuum for those hard to reach spots. Here are just some of these zany widgets:

■ MEDICAL LOG

■ PHASER

■ SAMPLE COLLECTOR

■ TRICORDER

VITAL STATISTICS

NAME	STAR TREK THE NEXT GENERATION® "A Final Unity"™
PUBLISHER	MICROPROSE
SYSTEM	PC CD-ROM
PRICE	£49.99
SIZE	1 CD
AVAILABLE	MARCH

Long gone are the pointed ears and short mini-skirts of the original Star Trek series, the Starship Enterprise has come a long way and journeyed to many new dimensions. Its latest quest is to boldly star in a PC CD-ROM game!

STAR TREK
final unity
NEXT GENERATION

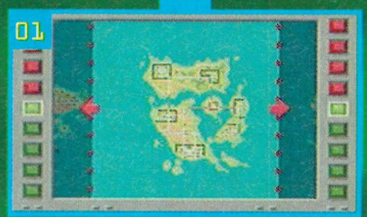
Return

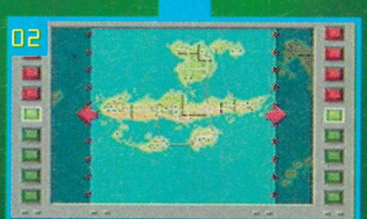
Tired of strafing legions of alien tripods? Sick to the back teeth with Cammy doing a (very pretty) spinning kick into your guts? Maybe it's time you took a break, visited a chain of exotic islands... and drove your tank over some helpless enemy troops! War certainly makes one hell of a holiday...

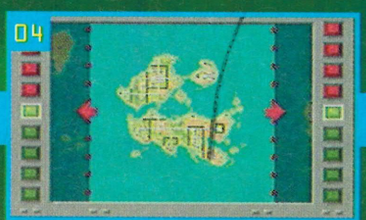
Some enemy helicopters think they're starring in Airwolf and take on your rocket launching tank single-handed. Bad move.

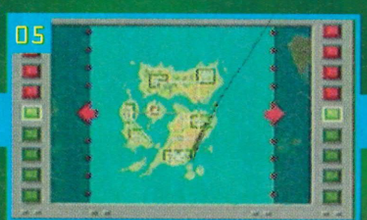
ON A MISSION...

As an example of the task before you, here are all the missions for level five (1-5) plus the password needed to get you through to level six (6) and a taste of what level seven is like (7). The first five levels can be played right from the start but from then on you'll need to collect passwords to progress.









If you're one of those people who likes to kill, maim or destroy anything that moves then *Return Fire* should be right up your street, into your house and shelling the neighbours in no time.

As head of the Brown force, it's your job to single-handedly destroy the invading Green army. From deep in your underground bunker you can select one of four different vehicles – a helicopter, a tank, a rocket launcher and a jeep – to send to the surface. In each mission you must use these to fight your way to the enemy flag and return it to your base to secure victory. The harder the level, the better defended this objective is with decoy flag towers scattered about the playing area to confuse you.

Naturally, this would be easy if there weren't a whole host of enemy troops, helicopters (not to mention artillery commanders) eager to pound you into shrapnel. The Green army's defences are formidable with walls, rocket launchers and gun turrets lying in wait for the unwary driver or pilot. As you play, the view zooms right in on any lengthy confrontation and then zooms out again as you move on to the next target or just try to limp back to base.

To get you in a blood-thirsty mood each vehicle has its own theme tune (the chopper's Ride of the Valkyries is particularly satisfying) and there's a suitably dramatic track to accompany the taking of the enemy's flag. As you'd expect, the sound is of the crisp, CD quality sort – you'll love the noise of men being squished beneath your tank tracks. The graphics are just as impressive with carefully drawn sprites that scale in and out and great spot effects (Gerry Anderson couldn't have done better explosions). Hear it from across the room and you'll want to watch it, watch it and you're bound to want to have a bash.

If you feel that your life lacks that violent, brutal edge and that it's about time people treated your 3DO like a real console and not a coffee table, *Return Fire* should be on your hit list for '95. It just goes to prove that great game ideas never die, they just turn up with better graphics and even more weaponry.

GAMES WATCH

Fire

OBJECTIVE

There are two opposing forces:

Green and Brown

The opposing force is your enemy.

Use your Helicopter, Tank or Armored Support Vehicle to search for the enemy flag.

Use only your Jeep to capture and return the flag to your underground bunker.

There is only one flag, which is concealed inside a Flag Tower.

There can be many Flag Towers, but there is still only one enemy flag.

When low on fuel or ammo seek supply depots.

VITAL STATISTICS

NAME	RETURN FIRE
PUBLISHER	3DO COMPANY
SYSTEM	3DO
PRICE	£TBA
SIZE	1 CD
AVAILABLE	MARCH

■ Above: Pay attention! Rather than make the objective killing off some insane military dictator, you just have to steal the enemy's flag to seal your victory. Can't we bomb some civilians anyway?

■ Above: Achtung! Your tank takes a pounding from Fritz.

BUNKER

Use the Directional Pad to select a vehicle.
Press the A button to use the selected vehicle.
Press the B button to view the map.
Press the C button to view the selected vehicle's Inventory and Munitions.

INVENTORY and MUNITIONS

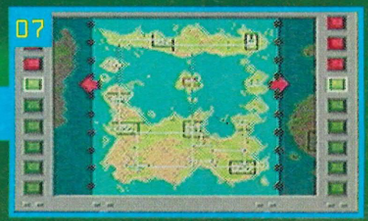
3	100	50
3	150	-
3	100	30
8	16	-

JOYSTICK

By default each vehicle is set to Vehicle-Relative. Pressing the Directional Pad's UP button moves the vehicle forward.

Your can change each vehicle individually to Screen-Relative. This means that pressing the Directional Pad's UP button turns the vehicle towards the top of the screen, and then continues to move the vehicle forward.

■ Above: See if Charlie likes a few rockets in his bolt-hole.



FIREPOWER!

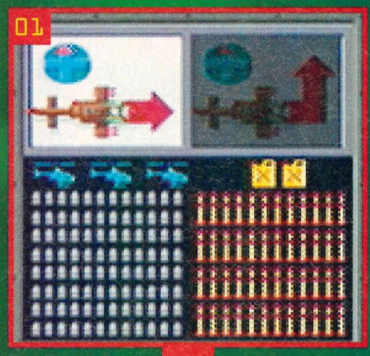
The four different vehicles you can command are shown here with their respective armaments.

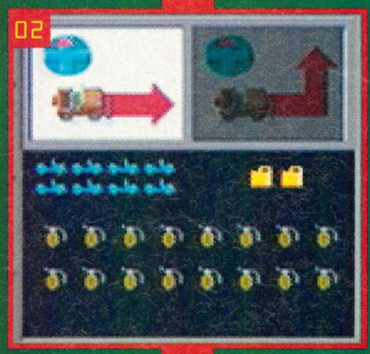
1. The helicopter is good for reconnaissance work but is easily shot down by gun and rocket emplacements.

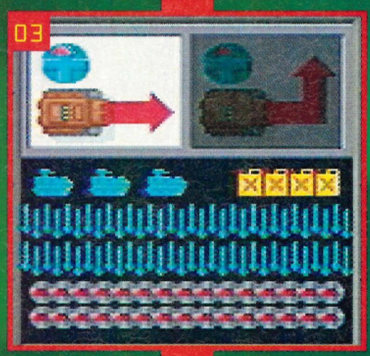
2. The tank is an excellent all-purpose vehicle, you can even swivel the turret independently of the chassis by using the top buttons.

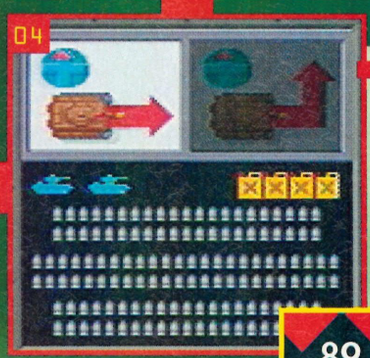
3. The rocket launcher is powerful but slow and only fires in the direction in which it is travelling.

4. Lightly armoured and very fast, the jeep is armed with just a box of grenades. It's the only vehicle that can pick up and carry the enemy's flag. If you press B its tyres inflate and it becomes amphibious!









089 089 089 089 089 089 089 089 089 ...

GAMES WATCH

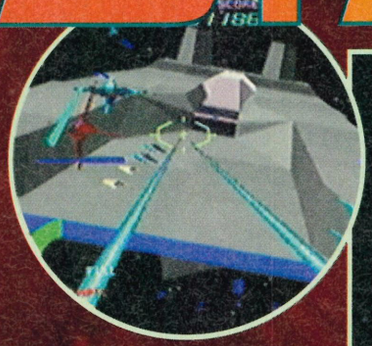
STARBLADE

If there's one thing you can count on Namco producing, it's arcade perfect conversions. In this case the 3DO Starblade is even better than the arcade in many ways. So, save your pound coins and journey with us to the core of the Octopus nuclear power-plant...

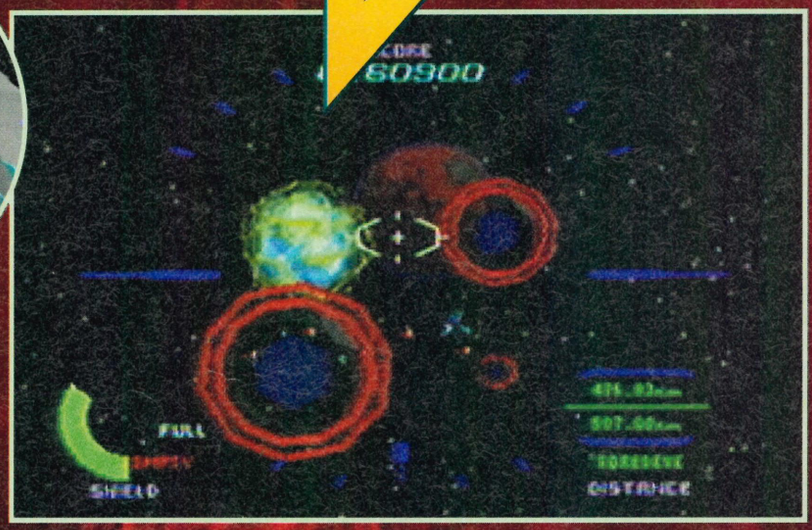
VITAL STATISTICS

NAME	STARBLADE
PUBLISHER	PANASONIC
SYSTEM	3DO
PRICE	£39.99
SIZE	1 CD
AVAILABLE	MARCH

■ With texture-mapping added to the graphics the arcade game looks amazing!



■ Above: The solid coloured polygons are used in the arcade-perfect version of the game. The 3DO version looks better.



■ Right: Your mission is explained at the start.

POLYGON POSER

To texture-map, or not to texture-map, that is the question. Those kind fellows at Namco have included an arcade-perfect coloured polygon version of the game, and a souped-up texture-mapped 3DO version. Everything seems to run faster in the simpler arcade mode but you can decide for yourself which one you prefer to play:

1. ARCADE MODE

■ Simple coloured polygons make up the huge mother ships and be-weaponed enemies. This not only gives an arcade-perfect game, but it runs really fast too!

2. 3DO MODE

■ To use the capabilities of the 3DO this texture-mapped version of the game has been included. It still runs quite fast and looks superb.

Four years on from the launch of *Starblade* in the arcades, the game is still going strong with an enhanced version about to be released for the PlayStation and this great looking version on the 3DO. The objective is to battle through the enemy defences to reach the power source of their Octopus base. There are asteroid belts to conquer, space stations under construction filled with ravenous fighters, and the armoured moving planet Red Eye to destroy in the final showdown.

Players don't have to worry about navigating the ship in the right direction because movement is done automatically by the computer. The gun sights are your only concern and pressing the fire buttons fast enough to take out the incredible onslaught of enemy ships. Messages are punched through from the commander of your squadron with information and diagrams of each target displayed on screen.

Two modes of play have been included. The original arcade mode gives a fast game filled with coloured polygon graphics and all the sound effects and atmosphere of the arcade original. To use some of the capabilities of the 3DO, there's also a texture-mapped version which has identical layouts to the arcade mode but much more detailed space ships and light-sourced shading as you hurtle through space.

Both versions of the game scream from the console and will keep shoot'em-up nuts happy for hours on end. It may not get the same amount of attention, but this looks almost as good as the PlayStation version.

PC POWER

HD EDITION £3.99 ● CD EDITION £4.99

NEW LOOK – NEW TEAM – BETTER THAN EVER!

Dark Forces

LucasArts' *Doom*-killer!

Stunning cover demos!

Super Karts ● *Psycho Pinball*
US Navy Fighters ● *Microsoft Golf*
Operation Body Count ● *Battledrome*
Plus a world exclusive demo of *3-D Studio 4!*

TOTAL PC!

Bigger, better, faster, more! The ultimate guide to upgrading and improving your PC.

Where to get the best deals? How to fit CD drives and sounds cards? How can I get the best out of my machine? Includes step by step guides to installing all the best kit.

Full reviews of all the best hardware, including modems, printers, CD drives, sound cards, keyboards, speakers and multimedia products.

Fully comprehensive A-Z of hardware, updated every month.

Technical help and problems hot-line available weekdays 10-5pm.

March issue includes:

TIE Fighter: Defender of the Empire
Wings of Glory
Pizza Tycoon
Alone in the Dark 3
X-Wing CD
Iron Assault
Super Karts
Guilty
Psycho Pinball
Flight Unlimited
Star Trek: TNG
Tank Commander
Cyberia
Sim Isle
Explorer 1
UFO 2
Heretic

Games, hardware, multimedia, technical help and more!

On sale 16 February 1995

If you're having difficulty obtaining a copy of PC POWER HD or PC POWER CD, or you wish to place a regular order for it, hand this form to your local newsagent.

Please reserve me a copy of:

- ■ PC POWER HD (ISSN 1350-6064) at £3.99
- ■ PC POWER CD (ISSN 1352-7894) at £4.99

PC POWER HD and PC POWER CD are available the second Thursday of every month.

PC POWER HD and PC POWER CD are distributed by Seymour Ltd (0181 679 1899) and are published by Paragon Publishing Ltd (01202 299900). Both are fully SOR.

Please reserve me a regular copy of PC POWER.

Name .....

Address .....

.....

.....

Postcode .....Tel .....

CANNON FODDER

Imagine a world where everyone lived in harmony and peace. Boring, isn't it. No, what you want is a land where small soldiers kill each other mercilessly with machine guns, grenades, bazookas or whatever else comes to hand. Send in Cannon Fodder...

VITAL STATISTICS

NAME : CANNON FODDER
PUBLISHER : VIRGIN
SYSTEM : 3DO
PRICE : £TBA
SIZE : 1CD
AVAILABLE : MARCH

Sensible's fascination with small men has spanned many genres. They became obsessed with football and created *Sensi Soccer*. It looks like they may even fall for golf and put their tiny sprites onto the putting green. But before they bought their plus-fours and flat caps they tried their hand at war and created something very special indeed.

You get to control an army of volunteers who risk life and limb to take out the enemy. Stalking through jungles and wading through the Arctic tundra, you have to complete a specific task (killing everyone, destroying everything) before going on to the next phase.

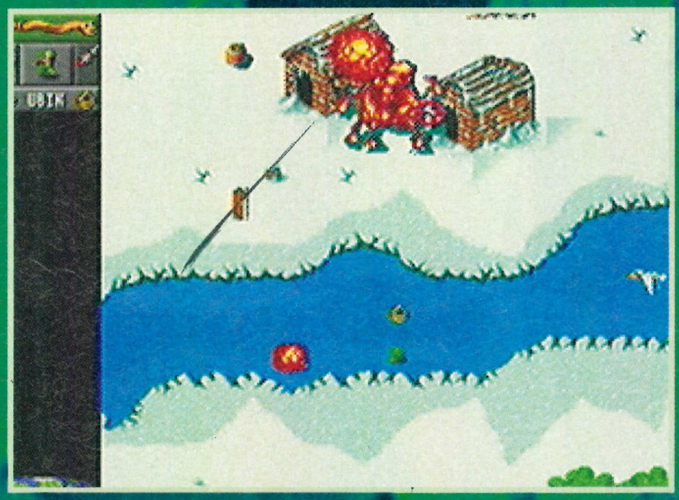
War is hell, not because your men get slaughtered, but because you only start out with a pathetic machine gun. Other weapons can be collected on each level. Grenades are plentiful but have a limited range, whereas the rocket launchers aren't easy to find but are devastating even at long range. Generally, the more powerful weapons are used for destroying hardware (buildings, helicopters and bunkers) while guns are quite good enough at mowing down the enemy.

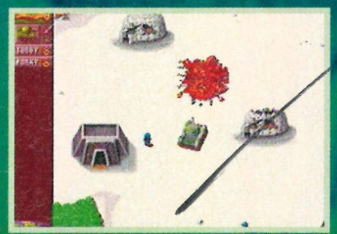
Another thing about the missions is that you can only use a small team of up to six men to complete the whole thing. If they all die, you have to start again with six fresh-faced recruits. Whoever survives will be promoted. When they've got an extra stripe or pip your soldiers can shoot further and more accurately.

The 3DO version does have a few differences over its console cousins. The first is a rendered animation sequence that shows six rookie soldiers blundering through different terrain, getting offed by the bad guys at every opportunity. The game also runs a bit faster and the on-screen graphics seem a little cleaner round the edges and more colourful.

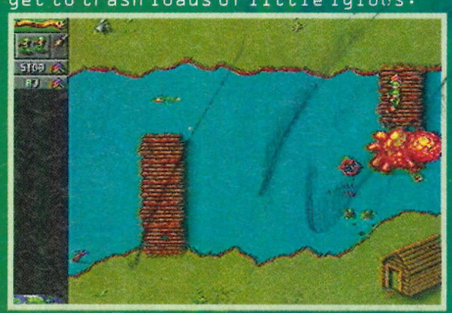
With 25 missions, all with one to six phases, *Cannon Fodder* isn't lacking in the variety department. The learning curve isn't too steep to start with, but does become more challenging later on even for hardened war veterans.

■ Below: It looks like Ubik has just declared war on those huts. Death to all small soldiers!

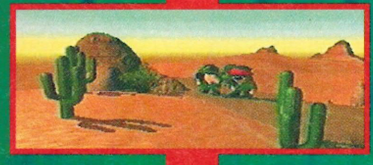




■ Above: It's a tank frenzy as the lads get to trash loads of little igloos.



OVER THE TOP!



These ten shots show six fighting fit lads on their way to a dropzone. After infiltration, the men travel across different battle fields and meet their maker, one by one. But with no body parts actually found anywhere, are all six soldiers dead or just getting ready to appear in *Cannon Fodder 2*?

On one crammed CD-ROM you get more than 120 playable PC game demos!

That's over 700Mb of pure arcade adrenalin.

Order your copy now using the form below.

WOW

Guaranteed you won't find better!

And you won't be disappointed.

Please rush me a copy of ***CD-ROM Games*** *at £4.99 (which includes postage and packing)*

Name .....

Address .....

.....

.....

Postcode .....Phone.....

Method of Payment, please indicate your choice

- CHEQUE / POSTAL ORDER

Please make payable to Paragon Publishing Ltd

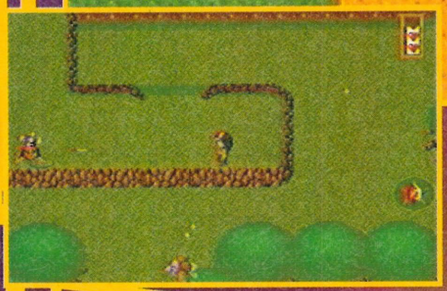
- CREDIT CARD expiry date____/___/___

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: CD-ROM Games Offer, Paragon Publishing Ltd, Durham House, FREEPOST (BH 1255), BOURNEMOUTH, BH1 1BR. It won't cost you a penny in stamps if posted in the UK. Alternatively, call our credit card hotline on 01202 780578 or fax us with your details on 01202 299955.

■ Left: Mummy, Mummy there are two strange men in the garden...Run away! These give you a hug of death when they get their bandaged paws on your little man in sandals.

■ Below: There's no need to pay attention to the scarecrow, these mushrooms are magic-less.



■ Right: This little sprite sporting the Afro is the medicine man, be nice and he'll help you.

Legend

Legends is a quest with a difference. Aliens who were rather too worse for wear on the old loopy juice, decided to wreak havoc on our human history. They merrily went about scattering modern bits and pieces into four different time zones, with the aim of causing chaos. The fiends!

If the cutesy bows and arrows of February are too soft for you, how about travelling back to North America, donning a rather nifty loincloth and becoming a tomahawk-wielding Indian brave? The latest game from Krisalis is a mythological offering that allows you to do just that. *Legends* is an overhead perspective RPG, a rare commodity on the Amiga. On the American Indian level, expect to be confronted by crazy characters like the Medicine Man who sports a hair-do from hell and some wacky flip-flops. The nasties are an equally zany bunch of weirdoes. Plant Man is quite weedy, but his one aim in life is to kill humans and, as you are the only one around, better watch out! Dancing flames, Noods and killer bees are also lurking around every corner ready to pounce on you and drain your life energy.

Once in the game, you can travel around a maze of buildings and bushes, picking up coins and health points and trying hard to avoid the 40 different types of character who are out to get you. There are messages to help (and confuse) you as you chat to the locals via a text window, and a collection of bizarre buildings to enter and come straight out of again none the wiser.

The three other levels we saw play much the same. The Kingdom of King Arthur has an abundance of witches whizzing around, who have an uncanny knack of turning you into a rather large pink frog. Ancient China is covered in snowdrifts and was apparently home to a healthy penguin population! And Egypt is full of – yes, you guessed it – sand!

Judging by this early version, the omens for *Legends* are good. Its cutesy graphics, smooth scrolling and very silly characters should make a change from the more usual helpings of blood and gore.

LEGENDARY CHARACTERS

■ This is your character, complete with a feather in your cap. How brave an Indian are you?

■ Oh No! Turned into a frog and there's not a princess about.

■ This little lady can make you a very interesting offer if you have enough health points to pay.

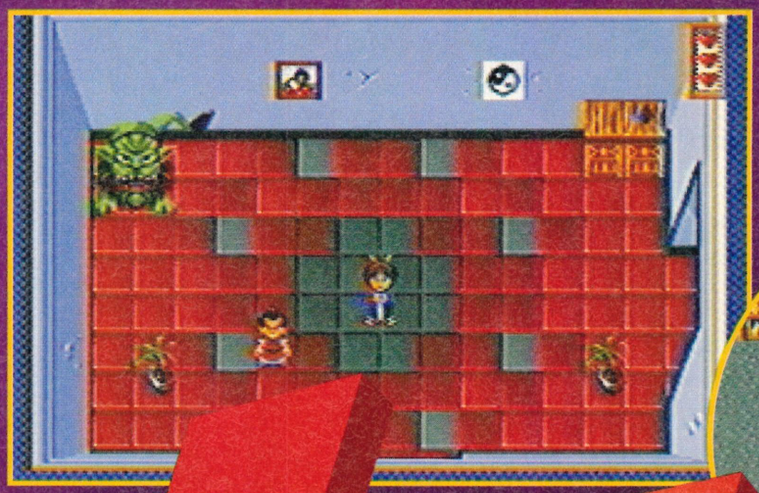
■ The Medicine Man. The guy with the hair – and the key to completing your tricky mission.

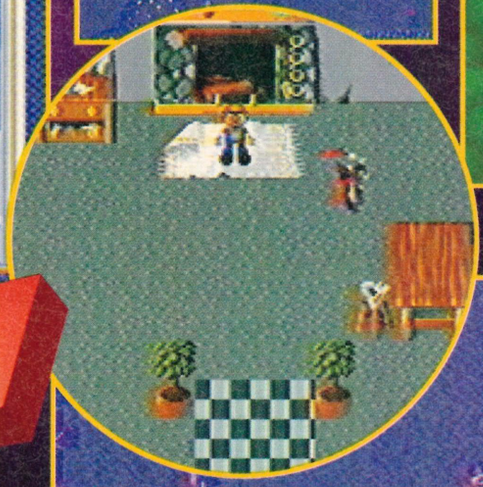
■ Mushrooms! No, not magic and not even very tasty.

■ Mummy and baddy together...ahh, how sweet!

GAMES WATCH

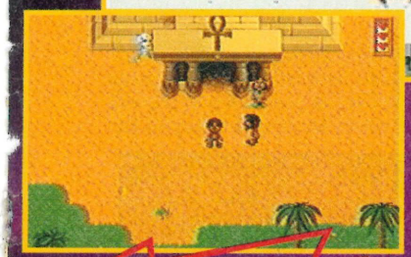
dS





■ Left: If you ask the right questions, this little man can be very helpful.

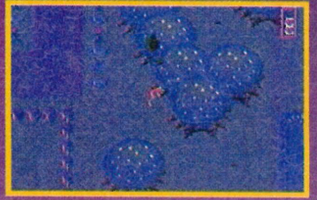
■ Below: Avoid the nasty with the eyebrows, he's out for your blood.



■ Above: It's cold up north! Dodge the snowballs and keep an eye out for the Chinese warriors. Pick up the little death star and you can fight back.

■ In King Arthur's time this is what all the really cool dudes wore on a Saturday knight.

■ Below: The scary witch loves nothing better than zapping you and turning you into a large pink frog. Wait a few seconds and you'll be back to normal.



VITAL STATISTICS

NAME	LEGENDS
PUBLISHER	KRISALIS
SYSTEM	AMIGA
PRICE	£29.99
SIZE	8 DISKS
AVAILABLE	APRIL

095 095 095 095 095 095 095 095 ...

Access All Areas

Alright, we're into double figures now and Access All Areas is going to have an early first birthday party. Your host, Adrian Price, is going to throw a good 'un, be there or be square-ish. It all starts here with music courtesy of The Prodigy, light entertainment by the Prince of Darkness and (sniff) the last instalment of The Guyver. Oh, and bring a bottle of dry white wine will you and don't forget the Twiglets...

MANGA

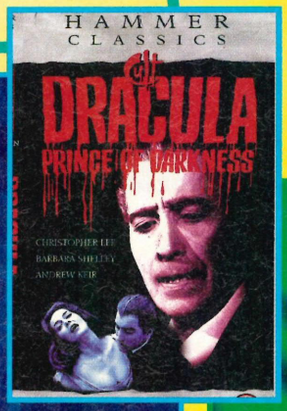
Ninja Scrolls

- **Released:** March 6th
- **Certificate:** TBA
- **Price:** £13.99
- **Plot:** A strange epidemic spreads through the village of Shimoda during the early part of the Edo age. Kohga Ninjas sneak into the village to find the cause, but most of them are murdered by ninjas known as the Kimon Eight who ambush them. A single Kohga ninja survives because a lone wolf ninja saved her. They fall in love while on the run from the Kimon Eight. Surely seven? Anyway, more ninja silliness from Manga.

The Guyver

- **Released:** March 6th
- **Certificate:** PG
- **Price:** £5.99
- **Plot:** Sob, Sob! Goodbye Guyver, never again shall we see such brave and heroic actions from you. We've gone all funny at the thought of not seeing the Guyver again. But wait, they're all on video so we can watch them any time. Anyway, we won't spoil the finale for you as we're sure you can work it out for yourself. Enjoy.

VIDEOS TO BUY



Dracula: Prince Of Darkness (Widescreen)

- **Released:** February 27th
- **Certificate:** 15
- **Price:** £12.99
- **Plot:** Originally released in 1965, Christopher Lee stars as Count Dracula. In this classic tale he takes his dentures to the throats of four British tourists. The plot revolves around these four hapless travellers who are abandoned in a forest but are helped to safety by a mysterious black coach. Unaware that they are about to become a midnight snack for the prince of the undead, they all get in and trundle off to Dracula's castle. Two of them die and two survive, but who's the lucky one who gets it in the neck? This is considered to be one of Hammer's (not the singer) best films, and with a 15 rating all the young kids can watch it too. Also stars Barbara Shelley and Andrew Keir.

The Mummy's Shroud

- **Released:** February 27th
- **Certificate:** PG
- **Price:** £10.99
- **Plot:** It's Egypt, and the year is 1920. A party of explorers headed by Sir Basil Walden come across the sealed tomb of a young Pharoah. But when the expedition fails to return from Kah-to-Bey's tomb, Stanley Preston – financier of the expedition – goes in search of the missing team. Against all the advice from Hasmid Ali, the guardian of the tomb, who says that all who enter it will die, Stanley forges ahead and does a spot of excavation. Stars Andre Morell, David Buck and Elizabeth Sellers.

Hammer Horror Special

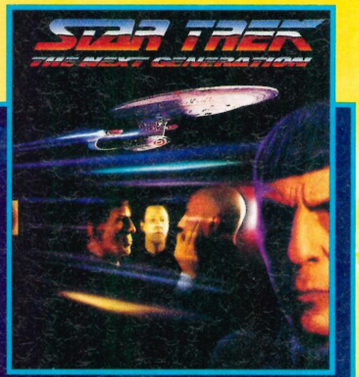
RENTAL

Clear and Present Danger

- **Released:** March 17th
- **Certificate:** 15
- **Plot:** In the third instalment of the Jack Ryan novels-to-films, Harrison Ford is a top CIA agent who's made acting Deputy of the CIA's Intelligence unit when the top beak turns ill. His first assignment is to investigate the strange murder of one of the President's friends, who just happens to be tied up in the drug wars in Colombia. Also stars Willem Dafoe.

The Prodigy

- **Released:** March
- **Certificate:** E (TBC)
- **Price:** £TBA
- **Plot:** This will be right up your street if you fancy seeing all of the Prodigy's early promo videos, and indeed, all their new stuff. The only song that's missing will be Fire, but hey, there's plenty more contained in the vid to keep you occupied, like interviews with the band. More of a 'story-so-far' than an action movie with plenty of music and dancing, so don't expect tons of guns and fighting... unless you're really nasty to them.



Star Trek Movies: 5 + 6

- **Released:** March 20th
- **Certificate:** TBA
- **Price:** £10.99
- **Plot:** These Star Trek movies are in fact episodes that you may have already seen as these were originally two-parters. Both episodes have been 'visually glued' together with special glue and made into one really long episode. So, if you're like me and hate those annoying ad breaks when Kirk (sorry, Picard) is just about to get it in the neck, then you'll love these. Perfect for any Trekkie fan.

QUICK COMPO

Because the guys at the Prodigy are so kind (no, they really are) they're going to give away a couple of signed copies of the record, as well as T-shirts to the first couple of people who write in. To win one of these prizes, just write in and tell us: What was the Prodigy's first ever song called? And it's not Charly, so there! Usual address please.

MUSIC

- **Single:** Poison
- **Band:** The Prodigy
- **Label:** XL Recording
- **Released:** March
- **Style:** We are talking a new style of noise from the top Essex ravers. Right, anyone who hasn't heard the new album... shame on you as this song is on there, albeit in its original form but that's no reason not to get this as there are some wicked re-mixes that will sound good on any car stereo. Still, if you don't buy this then you're rubbish and have no friends. You have been warned. Officially. Or something like that. I'm not going to tell you twice – just get it.

CINEMA

Disclosure

- **Released:** March 10th
- **Certificate:** 18
- **Plot:** Demi Moore and Michael Douglas are two office workers, however, Demi being the superior, decides to take advantage of poor little Mikey. He then feels all guilty and gets a bit stroppy and decides to sue for harassment. She denies this and turns it all around to make Mikey seem like the bad guy.

Dropzone

- **Released:** March 24th
- **Certificate:** TBA
- **Plot:** Wesley Snipes plays an undercover marshall who is escorting computer hacker Earl Leedy to prison via a 747 plane. During the flight, a terrorist attack kills Wes's brother and the hacker goes free. Convinced that it was actually an escape plot where Leedy escaped by parachute, Snipes joins the daredevil world of skydiving to track down bad boy Earl. Also stars Malcolm-Jamal Warner, and Grace Zabriskie.

BOOKS

Judge Dredd: The Collected Edition

- **Released:** March 23rd
- **Price:** £9.99
- **Plot:** In an alternate universe lawmen have decided that as everyone who commits crime is alive, the ultimate crime is life. Not content with exterminating everyone in his own universe Judge Dead crosses over into Mega City One to judge DJ's, night-clubbers and just about anyone else he can find, dead. As this is Judge Dredd's prerogative he's none too pleased and sets out to stop this novel kind of population control. This follows the efforts of old stoney face and Psi-Judge Anderson to put Death on ice (or Boing™) forever. A must for all fans of the ultimate Judge, especially as the film is due for release soon.

The Prodigy: Electronic Punks

- **Released:** March 27th
- **Price:** £5.99
- **Plot:** This book goes hand in hand with the Prodigy video, mentioned elsewhere on these hallowed pages. Telling the tale of the band and their rise to fame, this takes a peek at the underside of the music industry (and the band) that you never get to see.

Beavis and Butt-Head: Trashcan Edition

- **Released:** March 16th
- **Price:** £6.99
- **Plot:** Those stupid dumb-asses, Beavis and Butt-Head, return in four new stories... all in the worst possible taste of course. In their first outing they become towel-boys for a professional boxer. The next sees the boys going to a water amusement park and up to no-good. There are also stories where they get caught peeping and are sent to camp, and another where the prospect of being super heroes becomes too much and they convert to the dark side of comicdom. This sucks!

PREMIERES

Behold, the listings for March. Those succulent films that should make everyone's mouth water for more. Or not, as the case may be. Get some popcorn, sit back and enjoy the show.

Sky Movies

Made in America

Saturday 4th ■ 10pm

Whoopi Goldberg, Nia Long, Ted Danson and that flyest of homeboys, Will Smith, star in this top rate comedy. Sarah is a bookshop owner raising a daughter all on her own. Zora, however, wants to know who her father is. A string of events leads her to the truth... it isn't nice, but it's the truth.

Innocent Blood

Friday 3rd ■ 10.10pm

A comic tale about vampires and their lust for blood, even if it is bad guys' blood. Top French lass Anne Parillaud stars as a female vampire who likes to snack on a local crime boss. Also stars Anthony LaPaglia.

A Far Off Place

Wednesday 22nd ■ 8pm

A Disney adventure as two small children are forced to trek across the Kalihari desert after their parents were murdered. But there aren't any nice lions like Simba in this... oh no. Plenty of danger for Reese Witherspoon and Ethan Randall.

Dragon: The Bruce Lee Story

Thursday 30th ■ 9.40pm

Jason Scott Lee becomes the legendary Bruce Lee in this life story of the incredibly influential martial arts star. The whole film revolves around all the troubles that Bruce faced while growing up. There are plenty of fight scenes as well. We are not worthy!

This Boy's Life

Thursday 23rd ■ 9.40pm

Leonardo DiCaprio plays young Toby Wolff, who has no say when his mother drags him across Fifties America in search of a good job and a good man. After coming across Dwight, played by Robert De Niro, Toby takes an instant dislike to him and decides to run away.

Boiling Point

Saturday 11th ■ 10pm

Main man Wesley Snipes stars as a federal agent who takes to the streets in order to track down his partner's killer. Also stars Dennis Hopper who just happens to be the bad guy. Oh, what a surprise!

The Movie Channel

The Fugitive

Saturday 18th ■ 10pm

Harrison Ford is the fugitive Dr Richard Kimble who is accused of murdering his wife. After escaping from the rozzers, he manages to start getting evidence to support his claims. Tommy Lee Jones is the mad US Marshall who won't give up and is constantly on Kimble's back.

Mad Dog And Glory

Saturday 25th ■ 10pm

A strange comic trio of Bill Murray, Robert De Niro and the delectable Uma Thurman, all star in this love-triangle type film. After saving his life, De Niro lends Murray his girlfriend, played by Uma, for a week. Little does he know that the two are about to fall in love in a big way.

The Thing Called Love

Thursday 16th ■ 8pm

The late River Phoenix (he should have bought a watch then) stars in this romantic drama alongside Speed star Sandra Bullock, Samantha Mathis, and Dermot Mulroney in the story of four struggling singer/songwriters. The road to success is a long and hard one but there are certain obstacles like love, that may be impassable.

Passion Fish

Thursday 2nd ■ 8pm

A TV personality goes back to her home in Louisiana to recover after an accident and is nursed back to health by Chantelle, a woman who has little time for the spoilt celebrity's little tantrums. Mary McDonnell and Alfred Woodard star.

A Place For Annie

Wednesday 1st ■ 8pm

Sissy Spacek is a doctor who adopts a small baby who is HIV+. After a year, the baby's real mother decides she wants her child back and moves in to be closer to her. The problem is that she happens to have full blown AIDS and settling into the new house is a trying time for all. Not as slushy as you might think.

it's show time!

Bigger, badder, better. That's one way to describe me, Big Boy Barry, but it also pretty much sums up the Games World experience! Ya see, there's a lot more to us than meets the eye...

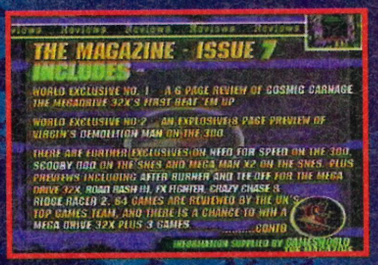
Experience. I like that word. It's kind of mysterious, yet serves a wonderful purpose to describe the living breathing entity that is Games World. When the series was created, it was always intended to be something more than an ordinary TV show. A five-nights-a-week programme needs viewer participation if it is to remain interesting and lively! When you sit down and watch an episode you may not quite realise just how much you can interact with it. Interactive TV is a phrase which is often brought up, usually by boring techies, or ultra sad couch potatoes (BTV'S Saddo is well acquainted with the term!), but our show is as damn near as possible to making the term "interactive" more than just a far-off day dream!

You will know, of course, about Thursday night's Games World "Live Night", which is presented by Captain Sideburns himself, Jeremy Daldry. Here, not only can you send faxes to Jeremy as the show is broadcast but, through the wonder of satellite and telephone technology, you can actually play games using nothing more than your average dog 'n' bone!

But that's obvious! Let me tell you about a few other ways to become part of the Interactive dream! If you happen to watch the show on cable, rather than satellite, there's a good chance you may receive your programmes through the Videotron network. Videotron is a cable TV company with a difference. For a small extra fee, the company allows you to interact with the programme through the use of a special remote control. This zany little zapper has all the normal buttons you'd expect on your average remote, as well as a selection of clever colour coded "Interactive keys", that match on-screen graphics, and allow you to literally become part of the action!

The technical lads at Videotron broadcast a specially encoded version of the show, at the exact time that Sky broadcasts theirs. A little black box that sits on top of your TV decodes information sent by Videotron and adds a whole new section to the show! On Eliminator night you can gamble points that the computer gives you at the beginning of the show, on who you think will win and who you think will be eliminated. On Friday's "Beat the Elite", you can bet on which videators will appear, in which order and who will win. Whereas on BTV you can view cheats, news and reviews, from the world famous **Games World: The Magazine** team, all flicked through at your own leisure and all thanks to the wonder of interactive TV!

This service really does add an extra edge to the daily viewing proceedings and is a Big Boy Brilliant Bonus to all who can take advantage. Sadly, as many of us realise only too well, that's not everybody! But worry ye not! That's not the only way to grab a piece of the action! Hewland International (the magnificent company behind the magnificent show!) has its very own TV NET! Get your modem to ring the number: 081 539 6763, and you have instant access to all manner of Games World tom-foolery which gives you cheats, tips and an interactive discussion service, so that you can chat to other Games World watchers about more or less anything ya want! See? And all of this costs you nothing but the price of a telephone call! Are we generous or what?! But wait, that's not all! Once you're through to TV Net, you can gain instant access to Hewland International's E Mail service, where you can chat, make suggestions and voice any comments you have about the series in general! It is also not unknown for one of the Videators to pop in for a quick interactive chat!



Hey, look, it's Games World: The Magazine on TV! Technology truly is wonderful.

Phew! That's a lot of info, yet the Big Boy STILL isn't finished!! **Games World: The Magazine**, also runs it's very own E Mail service!! The number to ring this time is: gw magazine_@mail.on-line.co.uk

Once you are through you can have a chin wag with my personal hero *The* Dave Perry (readers please note, this is the original Dave Perry and not one of the many "Perry Impersonators", currently in action up and down the country!) voice your opinions, make your suggestions and even play the interactive "Blast-a-Bandana" game! Yes, unbelievable, but it is all true (Apart from maybe the bandana game bit!).

Well, we are nearing the end of our pleasant interactive jaunt, but I think you'll all agree that there is something for everybody amongst that lot! Saying that, the Big Boy's not blind to the fact that not everybody has cable, modems, or PC's, which is why the best way to stay in touch with all the country's top games information is still by putting pen to paper and writing in to the **Games World: The Magazine** address where all your letters will be dealt with personally by the UK's number one gamer, in its Byte Back section.

Well folks, once again we inevitably draw ever closer to the bottom of the page, which means that it's time for Barry to go bye bye! But don't despair! The Big Boy will be back. Right here. Real soon! 10th March sees the one hour Games World Grande Finale and is totally unmissable television, with a few surprises guaranteed! Miss it at your peril!! 'Till next month, this is the Big Boy telling you to be big, be bad, and be INTERACTIVE!

This little Leprechaun is Jezzer Daldry speaking live and on stage to a contestant on Thursday's Games World "Live Night".

interactive entertainment's new world standard

3DO Magazine

TM

not an official 3DO publication

printed in the UK

Win a **GoldStar 3DO**; play an amazing **Super Street Fighter II Turbo** demo; send off for the free **Crystal Dynamics** Sampler featuring **Samurai Shodown, Gex** and **CyberClash**; get a taste of the new **joypads** coming on the market; marvel at a huge **CES Report** from Las Vegas; drool over reviews of **Return Fire, StarBlade, Operation JumpGate, Demolition Man** and more...

If you are having difficulty obtaining a copy of 3DO Magazine, or you wish to place a regular order for it, hand this form to your local newsagent.

Please reserve me a copy of:
3DO Magazine (ISSN 1355 9621) at £4.99

3DO Magazine is available every month from all good newsagents.

Name .....

Address .....

.....

.....

.....

Postcode .....

Phone No .....

3DO Magazine is distributed by Seymour Ltd (081-679 1899), is published by Paragon Publishing Ltd (01202-299900) and is fully SOR

WE'VE SAVED THE BEST FOR LAST!

International Superstar Soccer

NMS 96%... The best football game ever.

CVG 96%... The best football game to be released on any format.

KONAMI

SUPER NINTENDO™
ENTERTAINMENT SYSTEM