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GAMES WORLD

THE MAGAZINE

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Classics

50

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- Mega Man X2
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COSMIC CARNAGE

World exclusive preview of the Mega Drive 32X's first big beat'em-up!

■ ISSUE 7 ■ £2.95 ■ JANUARY 1995

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You've never seen anything like this before. Donkey Kong Country is the world's first fully-rendered video game. To produce it took 22 years work on 6 SGI work stations and one XL Super Computer. The graphics are 3-D. The playing arena is 32 megabit. The levels number 111. (No, that's not a misprint - one hundred and eleven). But the most amazing aspect of Donkey

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32X ON

...Games World...Games World...Ga

JANUARY 19

84

I feel the need...

THE NEED FOR SPEED

Possibly the most realistic race game ever. Electronic Arts' latest 3DO offering gets taken for a test run by The World Gamers inside.

Where are you...

SCOOBY DOO

68

Right here, the world's best loved canine detective proves his pedigree on the Super NES.

World first look at...

COSMIC CARNAGE

Whilst other magazines get excited about Doom, Virtua Racing Deluxe and Star Wars Arcade, we take a bold leap into the future with an exclusive preview of the Mega Drive 32X's first beat'em-up!

44

THE

Editorial	6
World Network	8
32X Compo	10
4-Play	13
Big 10	24

CONTENTS

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

95 ■ ISSUE 7 ■ 72

Another Sly exclusive...

DEMOLITION MAN

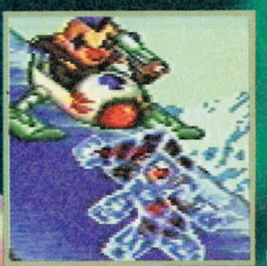
Sylvester Stallone and Wesley Snipes took the cinemas by storm, can they do the same on the 3DO? Needless to say, we are the only magazine that knows for sure.

52

Yikes! It's...

KID KLOWN IN CRAZY CHASE

Can you outrun the burning fuse in Nintendo's explosive blockbuster? We try inside.



GAMES WATCH

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

Mega Drive 32X	62-63
Mega Drive	64-67
SNES	68-79
Jaguar	80-81
Mega-CD	82-83
3DO	84-90
Arcades	92-95

MAGAZINE

Byte Back	26	Maximum	
Game Brain	28	Firepower	38
Future Screens	32	Compo	51
US News	36	Access All Areas	96
Jap News	37	It's Showtime	98

WORLD GAMES

Ace Driver 33
Afterburner 62
Aircars 35
Aladdin 18
Animaniacs 14, 16
Another World 20
Bomberman 2 22
Burning Soldier 21
Checkered Flag 19
Christmas Lemmings.....34
Club Drive 21
Cosmic Carnage.....44 – 49
Kid Klown in Crazy Chase.....72 – 73
Cruisin' USA 93
Cyber Clash 33
Daffy Duck: The Marvin Missions 23
Demolition Man .....52 – 59
Discworld 34
Donkey Kong Country 13
Double Dragon 33
Dragon 20
Duck Tales 2 23
Dungeon Master 2 .....82 – 83
Ecstatica 35
FIFA International Soccer 21
Formula One: Beyond the Limit 21
Fractal Racer 35
FX Fighter .....70 – 71
Game Boy Gallery.....23
Gex 86
Ghoul Patrol 16
Golden Axe: The Duel 35
Hebereke's Popoon...77
Indiana Jones' Greatest Adventure.....16
Kick Off 3 15
Legendary Battle Gods 32
Lemmings.....22
Loadstar II.....33
Mad Dog McCree 22
Madden '95.....17
Magic Carpet 19
Manchester United...20
Mega Bomberman ...14
Mega Man X2.....76
Mega Race 22
Metal Head 32
Mickey Mania 21
Myst 32
NBA Live '95 17
The Need for Speed .....84 – 85
Off-World Interceptor.....21
Pa-Taank 21
Pac in Time 16
PGA Tour Golf 486 20
PGA Tour Golf II ...22
Phoenix Fighter 32
Pitfall.....15, 17
Power Rangers.....23
Quarantine 19
Rage Rally 80
Ridge Racer 2.....92
Ridge Racer.....34
Ristar 33
Road Rash III ...64 – 65
Scooby-Doo...68 – 69
Shaq Fu 14
Snatcher.....20
Soccer Kid 20
Sonic & Knuckles ..14
Space Invaders.....23
Star Wars Arcade..15
Stargate 78
Street Racer 17
Striker 3DO ...88 – 89
Super Bomberman 2 17
Super Punch-Out!! ..74 – 75
Super Return of the Jedi.....18
Super Saturday Night Slam Masters 33
Super Stardust 20
Super Tetris III.....34
System Shock 19
Tee-Off! 63
Teque's F1 81
The Apprentice.....22
The Death and Return of Superman.....17
The Pagemaster...18, 23
The Tick.....34
Tiny Toons: Acme All Stars 15
True Lies.....79
Virtua Cop.....23, 94 – 95
Virtua Fighter 2 35
Virtua Racing Deluxe.....15
VR Stalker 90
Way of the Warrior 22
Wolverine 15, 17, 66
Yu-Yu-Hakushu.....67
Zeewolf.....18

EDIT

ARCADES: READY FOR A RENAISSANCE?

During the past year it has become more and more apparent that coin-ops have once again dragged themselves out of the foreboding, cigarette stained, shadows of the back street arcades and regained their rightful place in the spotlight as the testing ground for hot new releases and state-of-the-art technology. As the popularity of their unfortunate console cousins begins to wane, coin-ops are going from strength to strength. This is due to two factors – the new breed of exciting super realistic games that are regularly wowing crowds of players and the fresh approach of arcade owners to produce better lit, far less intimidating locations to play in. You can see *Mortal Kombat II* in the foyer of your local cinema, *Daytona Racing* in games areas of big shopping malls, or visit places like the Trocadero and the growing number of Sega Worlds to enjoy bigger machines like the R360 and the Emaginator. Titles like *Virtua Fighter*, *Super Street Fighter II*, *Primal Rage* and *Ridge Racer* are once again drawing crowds like *Space Invaders* and *Defender* did all those years ago. This time around, however, the crowds include families. Attracted by more imaginative cabinets, the large screens and bright, realistic graphics, coin-ops are finally becoming accessible to everybody. What's more, this time around they are also being converted to home formats, so that the game you are pumping your coins into today could be your next big cart purchase of tomorrow.

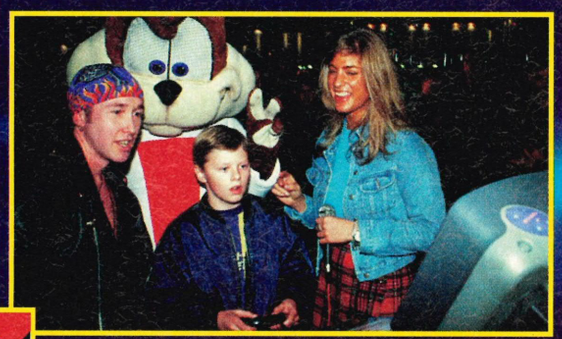
Fine. We all realise this. That is why publications like Games World: The Magazine are wisely stepping up their coverage of the arcade scene, treating a £10,000 cabinet in the same way that we would a normal console cart... or trying to at least. This is where the trouble starts. These things are hardly portable are they? And it's nigh on impossible to link a computer up to them to grab screenshots like you can with a console. So, you are often left videoing a screen or taking photographs of it with your Instamatic. Neither of which are exactly perfect for reproduction in a national magazine. The normal course of action when faced with a problem like this would be to ask the game's PR company for some professionally taken or grabbed screenshots for use in the publication – but they've never got any! The sad fact is that arcade game producers just aren't ready for the kind of public attention that they have been getting lately. They aren't geared up for dealing with the press and, look likely to miss the opportunity of capitalising on a lot of very useful publicity if they don't pull their socks up.

The bottom line, I guess, is that coin-op producers don't care about the specialist games press, they concentrate mainly on trade coverage and direct selling to arcade owners and managers. This is not only frustrating for people like me who want to get more involved in covering these hot new releases, but it is also a little short-sighted. Hype works! It is as simple as that, and if the consumer is excited about a forthcoming game because he has read all about it and seen the screenshots, he is more likely to pump his money into it when it arrives. The people who rent or buy these units know that and I'm sure that extensive press coverage for a title would result in larger advance orders. It's simple PR and hopefully, sooner rather than later, the producers will latch onto this fact and get their house in order, so that we can help to bring better coverage to people like yourselves and ensure that the present arcade boom continues to gain momentum, and that can only mean more fun for you and me!

Dave Perry

A GAMES ANIMAL, A SEX KITTEN AND A BOBCAT?!

Oxford Street stood still on Saturday 22nd February as Dave Perry and sexy Word presenter Danni Behr turned up in a 12 seater limousine at HMV's Level One where they were due to sign autographs and play Accolade's *Bubsy II*, for the waiting crowds. Cameras flashed and film crews climbed all over each other to get the best possible view. "Life can be tough when you're a star you know" Dave told us. Yeah, right.



EDITORIAL

THE WORLD GAMERS

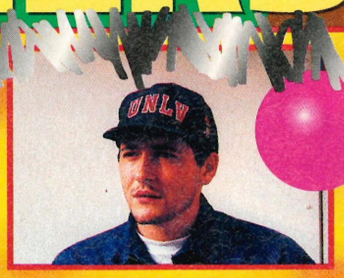
DAVE PERRY

How will you be spending Christmas?

"I always head back to my home town of Torquay to spend Christmas with friends and family. My dad gets in the Guinness and Bourbon and the local press set up camp in the front garden. The best part though, is the Concorde trip I always make to Lapland to advise Santa on what games to give the kids on Christmas day. I feel it is my responsibility. "

Your ideal gift from Santa?

"To be made King of England. To begin with..."



NICK WALKLAND

How will you be spending Christmas?

"Funnily enough, I'll be spending Christmas in a gloomy office in Bournemouth eagerly typing away whilst I try not to think of you stuffing yourself with turkey and pudding. It's more than a labour of love as the magazine has to go to the printers just after New Year's Eve and it won't get done in time otherwise. I don't like Christmas anyway. Humbug!"

Your ideal gift from Santa?

"What I'd really like for Christmas is a holiday."

NICK ROBERTS

How will you be spending Christmas?

"I'll be spending my Christmas this year partying until I drop. My girlfriend has got lots of sisters so we can go to a different party every night for a fortnight! All those sausage rolls and cheese & pineapple on sticks – yumm. However, the February issue has to be out before New Year so we'll all be expected to be in the office!"

Your ideal gift from Santa?

"A simple orange and apple in a stocking –traditional pressies."

ADRIAN PRICE

How will you be spending Christmas?

"I'll be spending Christmas on my back as I'll have consumed at least three special brew shandies and a few packs of dry roasted peanuts. After that, I'll be recovering and watching the inevitable James Bond movie with my dear little gran who'll be drinking loads of whisky."

Your ideal gift from Santa?

"I would dearly love the chance to drive a Formula One car I reckon I could beat that jammy git Schumacher anyday..."

MY GIFT TO YOU IS...

As this is a festive issue, The World Gamers delve into their plentiful sacks of generosity and tell you what they would like to give each other for Christmas...

DAVE'S PRESSIE TO ADE

"I would give Ade a hologram of 'Nasty' Pete Wilton our Production Editor to remind him about the importance of hard work, attention to detail and deadlines. I'd also get him the boxed set of Karate Kid videos as they are his favourites and Ralph Machio is his hero."

NICK'S PRESSIE TO DAVE

"The pressie I would give to Dave. Well, he's already got a wide selection of bandanas and oh-so-trendy leatherette waistcoats so I'd pass on them, and I'm not in a position to offer him the virtue of modesty. Erm... Socks, pants and some bath salts from Superdrug. No, I know, a mirror."

NICKO'S PRESSIE TO NICK

"What would I give little Nicky Noo for Christmas? I'm sure The Lover Man would like a blonde on one arm and a brunette on the other – oh and a strong table in the middle! Failing that a festive assortment of beans would go down quite well. He's always on the look out for strange coffee beans and you just can't get him off *Mean Bean Machine*. He probably eats piles of Baked Beans too. Just don't stand down-wind from him!"

ADE'S PRESSIE TO NICKO

"This Christmas I'm going to give Nicko a set of lessons on how to sing properly as he's constantly crooning old songs badly out of tune. I'm also going to buy him as a little stocking filler the new Prodigy album so that he'll discover what real music is and possibly a faster car so that he can drive me to work quicker. But the essential purchase would be a one-way ticket around the world. So-long Nicko! See ya!"

GAMES WORLD
THE MAGAZINE

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Special Thanks:
To everyone, God bless you all and merry Xmas!

WORLD NETWORK

DOOM 2 IS OFFAL

The PR for the launch of *Doom 2*, Doomsday, didn't go as smoothly as anticipated, in fact it set off a furore in the national press. The reason? The PR and marketing behind the event thought it would be a jolly good idea to ram home the idea of the gore factor of *Doom 2* by sending jiffy-bags full of offal to the news desks of the national media. It definitely shocked. Official complaints rang in, some demanded payment for dry cleaning and a features editor from a national broadsheet took a taxi to the Virgin offices not at all pleased, and told them so. The reason? Well, as a die-hard vegan the last thing she wanted was a deskful of animal blood and guts. And **Games World: The Magazine**'s reaction? Well, they could have sent us some, Nick even had his frying pan and sliced onions all primed and ready.

NINTENDO LED TO VIRTUAL REALITY

Nintendo's Ultra 64 system has been getting all of the attention recently, but our sources suggest that Nintendo's other project will open a few eyes when it's finally released. This is the Nintendo 32bit Virtual Reality system. Apparently, this won't come with the expected bulky headset but a system that uses technology tested by the military in the Gulf War and in jet pilot's HUD's. Apparently, the system will utilise different coloured LED lights flicked up by rotating mirrors to project an image in front of the viewer's eyes as a column of light – one for each eye to give a true 3D virtually real effect. Although information is scarce at the moment and the technical details are being closely guarded, it has been suggested that there are already a number of licensees working on projects for the as-yet unnamed LED VR system.

3DO MAGAZINE LAUNCHED

Paragon Publishing, the powerhouses behind such major titles as **Games World: The Magazine**, Sega Pro, Super Gamer and PC Power are all set to release Europe's first 3DO dedicated magazine with 3DO Magazine. Due out on the shelves at the beginning of December, if you're looking for a magazine that deals solely with this system then it will be well worth a look. The magazine will have all of the goodies you can expect in the standard game news plus the latest info on MPEG Movies, Modems, 3DO PC Upgrades, Lightguns, Portable 3DO's, 3D Goggles and heck, a whole lot more.

ULTRA DOOMED

The *Doom* merry-go-round continues with the announcement that the gore-fest game is already being worked on for the Nintendo Ultra 64 system. Developed by Williams Entertainment, the home software subsidiary of WMS Industries (the makers of arcade classics like *Mortal Kombat* and *NBA Jam*), together with the help of Id Software, Nintendo have hopes of this being one of the first titles to show off the real potential of the system. To us, it seems slightly strange that they should select an old game for such a reason, but no doubt it will be absolutely stunning with (so we're assured) spectacular graphics effects rendered by Silicon Graphics Indigo workstations. Crikey.

BGE ALL THE RAGE

Rage Software and Software Creations, both highly respected UK development houses, have been acquired by the conglomerate BGE, makers of snooker, arcade and leisure items – this is their first move into the lucrative software entertainment business. By buying a huge slice of Rage and Software Creations, they get publishing rights but also give the development teams more scope and cash for increasing game development. Rage, formed in 1992, are the creators of the *Striker* range and recently, *Powerdrive*. Software Creations, founded in 1991, has created such big-selling games as *Major League Baseball* and *Solstice* on the Super Nintendo.

MEGA ANIMATION

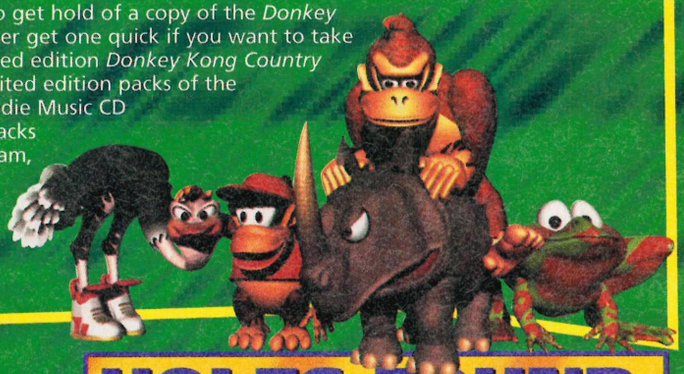
Mega Man: The Animated Series is due to hit TV screens in the States around about now with the little blue helmeted hero running around doing his thang over thirteen episodes in the first run. The plots for each episode will all be taken from the 12 action adventures of *Mega Man* since his introduction on the NES through all the Nintendo formats. Featuring all the good guys including his dog Rush, Dr Light, Eddie, Doc and Pipi, they are somewhat outnumbered by the sheer number of bad guys from Dr Wily and all the famed '-men' enemies including Woodman, Cutman, Gyroman and Protoman. As for a release over this side of the big pond, there is no news as yet but, as always, we shall keep you informed.

VIRTUAL JAGUAR

Atari have joined forces with Virtuality, the leaders in VR arcade machines, to create a VR headset for the Jaguar at an affordable price. According to the agreement, Virtuality will finalise development of its VR headset that Atari will manufacture and market for use with the Jaguar. Due for release by Christmas 1995 at a targeted price of under $200. Jon Walden, the CEO of Virtuality, stated the reasoning behind selecting the Jaguar: "The Atari Jaguar platform is the only 64bit system currently on the market and is ideally suited for immersive, virtual reality games... Fans of our many hit arcade titles soon will be able to play their favourite virtual reality games at home." What games these are likely to be is still under wraps at the moment, but at least Atari are looking forward to the future with the Jaguar VR system.

DONKEY KONG'S PRIMAL SCREAM

If you haven't managed to get hold of a copy of the *Donkey Kong Country*, you'd better get one quick if you want to take advantage of a special limited edition *Donkey Kong Country* CD. Available inside the limited edition packs of the first batch of games is an Indie Music CD valued at £10, it includes tracks from bands like Primal Scream, Oasis and Saint Etienne. So, if that's your cup of tea, or you want to get away from the monkey screams of *DKC*, why not check it out.



SONY THREATEN

As we have stated Sega claim Sony are the most serious threat way back in issue three and now the rumblings we heard four issues ago have gone one step further with the worry about the future machine developers coming from none other than Sega's president, Hayo Nakayama, who stated: "there will be chaos and sometimes we will win, sometimes others will win. For certain, we will survive. Whether as number one or number two, I don't know. For certain, Sony is a stronger company than another I cannot name." The company with no name is probably Nintendo and Sega are more than a trifle concerned about Sony who have so much more experience in the consumer market.

HOLES FOUND IN NET

A damning report about the future of the on-line networks in Europe has been making the rounds stating that the much-touted information super highway isn't about to happen in Europe – at least, not until the next millennium – and the organisations currently pumping million into it to support it and new services are likely to lose their money in the short term.

Well, that's not good news, but the research study published by Inteco, aims to replace the speculation and hype surrounding multi media with hard information. It's not all doom and gloom though, although Sega and Nintendo don't fare well and there's a mystery over the CD-based consoles, PC's are expected to be in 50% of households by the turn of the century – their prospects are brighter than previously thought.

Oh, if you want to look deeper into this research (of which we've just scratched the surface) you'll just have to fork out between £5,000 or £25,000 for the full study. A snip at the price.

SHORTS

■ Panasonic has finally been joined by Korean giants Goldstar in producing its 3DO system that has just been released in the States. With exactly the same guts as the Panasonic FZ-1, it features a slicker control Sega-like joypad with seven buttons and three free CD's including *Shockwave* and *Putt Putt*, they are all set to join the Panasonic officially in the UK with a PAL version in the spring.

■ Core Design, who gave **Games World: The Magazine** exclusive details of future game plans on the 32X, Saturn and PlayStation systems, have recently been acquired by CentreGold for over £5 million pounds which, Core tell us, will allow them to expand and create more in-depth development teams and spend more of their time creating games for the future wonder machines.

■ With the launch of the Sega Saturn recently in Japan it's interesting to note that one of the Saturn technology licensees is all set to jump on the bandwagon with the JVC Saturn set to appear in the stores in Japan towards Christmas. JVC have been keen to get in the software entertainment industry for quite a while now, even snatching the rights to LucasArts console titles, but this is their first move into the hardware arena. A JVC spokesman in the UK stated that there are no plans for an immediate release in the UK, but they are considering introducing the JVC Saturn in the UK towards the end of next year, market permitting.

■ With the release of the Sony PlayStation now scheduled for December, a total of twenty games will be available by the end of the year including *Ridge Racer*, *Ultimate Parodius* and *Motor Toon GP*. These will be produced on black CD's to distinguish them from standard audio CD's and, as there are around 250 software developer licensees around the world, this launch total of games is apparently only going to be a trickle of what's going to be a real tidal wave. Sony have things sewn up in Japan with distribution and specialist magazines all set up, it's just a shame Sony are standing by their September European launch.

■ Californian developers Strategic Simulations Inc, makers of highly acclaimed wargames and role playing games including the AD&D line, have been bought by Mindscape. SSI, whose European Distribution has long been handled by US Gold and recently Electronic Arts will now be distributed solely by Mindscape beginning with the release of their latest title, *AD&D Dark Sun*.

Mindscape, themselves recently acquired by the massive Pearson group, see the move as a tremendous opportunity for both companies, especially strengthening their hand in the area of Strategy, War and RPG simulations.

■ Elite, the brightest software company in the West Midlands, has announced that it is to abandon the production of console products for the SNES and Mega Drive. A sad day, as they have produced some classics including the best selling *Striker* on the SNES. With the polishing off of their existing console games, *Power Slide* and *Dirt Racer*, Elite won't be abandoning the games front. Heck no. They have plans to improve their position in the future by developing solely for the 3DO, Saturn, PlayStation and PC CD-ROM.

■ For the fourth year in succession Nintendo is on top of the annual awards which rank 'excellent companies' in Japan by a combination of the profits to turnover ratio, potential growth, popularity and market share. Sony Music Entertainment came second followed by Fuji snapping at their heels. However, it must be noted that both Sega and Panasonic slipped to 13th and 21st respectively.

■ ELSPA Crime Unit have announced the success of another raid, netting over 7,000 pirated computer disks and closing 14 stalls at Cross Green car boot sale in Killingbeck in Leeds. The software seized in the raids had a street value in excess of £100,000 and is currently being examined for content, with special concern shown over the use of pornography. This raid follows a similar one earlier in the year after a tip-off about the worsening situation. If you have any information that could stamp out the scourge of piracy, call the ELSPA Crime Unit on (0386) 833810.

■ Virtual World, the people behind the largest location-based entertainment units in the world, with 16 Virtual World centres in the States and Japan with 10 more to come world wide, have made a massive order from Bristol based Division (the world's largest virtual reality group), for its special image generator the VPX. Division's VPX uses advanced state of the art graphics hardware based on the licensed Pixel-Planes technology and this $2,000,000 order will ensure that the Virtual World centres offer the fastest, smoothest and most realistic VR experience to date.

■ Bullfrog have certainly been keeping busy recently with their smash titles *Theme Park* and *Syndicate* , converting them onto most formats out there. One machine often overlooked, the Mega-CD, is going to get the Bullfrog star treatment with both *Theme Park* and *Syndicate* to be distributed by Domark, for a release in the Spring of 1995.

COMPETITION ...COMPETITION...COMPETITION...COMPETITION...COMPETITION...

Do you w

MEGADRIVE 32X SEGA

16-BIT

POWER

ON OFF

POWER

RESET

VOLUME

WIN!
WIN!
WIN!
WIN!

want a

DO YOU WANT DOOM, STAR WARS: ARCADE AND VIRTUA RACING DELUXE TO PLAY ON IT?

here you are then!

Well, it's not quite that easy really. First off, you have to answer two (relatively) simple questions.

1: Design a new character to accompany Sonic on his first journey onto the 32X.
2: What game would you like to see released on Sega's mega new machine?

Send your piccies and suggestions (nothing involving fruit please) to: X-Rated, Games World: The Magazine, Durham House, 124 Old Christchurch Road, Bournemouth, BH1 1NF. The editor's decision is final.

The Game Shack

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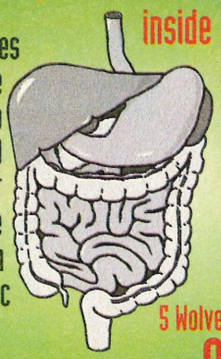

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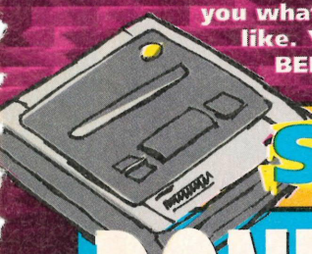
REVIEWS WARNING

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!

- Aladdin
- Animaniacs
- Another World
- Bomberman 2
- Burning Soldier
- Checkered Flag
- Club Drive
- Daffy Duck: The Marvin Missions
- Donkey Kong Country
- Dragon: The Bruce Lee Story
- Duck Tales 2
- FIFA International Soccer
- Formula One: Beyond the Limit
- Game Boy Gallery
- Ghoul Patrol
- Indiana Jones' Greatest Adventures
- Kick Off 3
- Lemmings
- Mad Dog McCree
- Madden '95
- Magic Carpet
- Manchester United: Premier League Champions
- Mega Bomberman
- Mega Race
- Mickey Mania
- NBA Live '95
- Off World Interceptor
- Pa-Taank
- Pac in Time
- PGA Tour Golf 486
- PGA Tour Golf II
- Pitfall: The Mayan Adventure
- Power Rangers
- Quarantine
- Shaq-Fu
- Snatcher
- Soccer Kid
- Sonic & Knuckles
- Space Invaders
- Star Wars Arcade
- Street Racer
- Super Bomberman 2
- Super Return of the Jedi
- Super Stardust
- System Shock
- The Apprentice
- The Death and Return of Superman
- The Pagemaster
- Tiny Toon Adventures: Acme All Stars
- Virtua Cop
- Virtua Racing Deluxe
- Way of the Warrior
- Wolverine
- Zeewolf



SNES GAME OF THE MONTH!

DONKEY KONG COUNTRY

SYSTEM: SNES
PRICE: £59.99 SIZE: 32 Mbit
PUBLISHER: NINTENDO

Despite the pessimism of some journalists who were unfortunate enough not to see this game in advance at the Chicago CES, *DKC* really does live up to all our expectations and is definitely THE SNES release of the year! Stunning graphics, crisp FX and genuinely addictive gameplay. Not just another platformer, probably the year's most important platformer. Class. **DAVE**

This is a must-have item for SNES owners. Breathtaking in the extreme with the lushest visuals you've ever seen on the SNES, it makes Mario look like he's been drawn with an etch-a-sketch! The sounds are digitised and swish and the gameplay is all *Mario*-esque, but fresher and sharper – this is a true banana munching frolic of a game. The minute you see it you'll want it, and why not? **NICK**

OVERALL 95

Prepare to be awed. If you've got yourself a SNES and a pile of games – throw them all away. You'll never need them every again once you've got *DKC*. This has the most impressive graphics I've ever seen on console – and I've seen a few in my time! The animation on the manic monkey will gob-smack you from the moment you slip the cart into your machine. Get a copy, NOW! **NICK R**

Bleedin' Heck! Look at those graphics! Now this is what I've been waiting for since I was twelve. A truly scrumptious looking game that also has its fair share of top platform fun. For once, this game does play as good as it looks. Controlling Donkey and Diddy against the rest of the wickedly drawn characters is immense fun and it's well worth the rather hefty price tag. **ADRIAN**

SYSTEM: MEGA DRIVE
PRICE: £39.99 SIZE: 16 Mbit
PUBLISHER: KONAMI

ANIMANIACS

They're wacky, cute and a big hit on TV. *Animaniacs* is the latest cartoony offering from Konami. For the large part it seems very bare with the tiny sprites taking up only a small part of the screen. The central characters are well animated, each with their own powers and personalities, similar to *The Lost Vikings*, but the gameplay is a little slow and the humour eventually wears thin. **DAVE**

Forget the Tiny Toons, the Animaniacs are the best studio cartoons around at the moment and it's not taken too long before the inevitable game came along. Graphics are staid in the backdrops but in the animations they appear as lively as the cartoon. The gameplay isn't quite as in-depth as in the SNES game but if you want a wacky, colourful and cute platform-puzzler, this could be it. **NICK**

Hello nurse! The crazy cartoon trio Wakko, Yakko and Dot bounce onto the Mega Drive. This game is totally different from the SNES version. Each character gets a different weapon and you can swap between the three at any time. This is very clever and had me hooked from the word go. Packed with humour and great, colourful animation this is one game you shouldn't be without. **NICK R**

While being different to the SNES version, *Animaniacs* comes up with a great looking game that's fun to play and doesn't get boring after the first few goes. You can utilise any of three Animaniacs and each has their own unique ability. Each situation that you encounter can be dealt with by one of them, but if you lose one , you still have to continue and try to get through. Good clean fun. **ADRIAN**

OVERALL 85

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

MEGA BOMBERMAN

On any format *Bomberman* is still one of the best multi-player games around. This version contains some of the most radical innovations to date. Where once it was purely a chess-like game of strategy, *Mega Bomberman* has so many new icons and power-ups, (including coloured kangaroos) that it now takes dedication to learn the full potential of this new blast master. Explosive! **DAVE**

Praise the lord! Mr Bomberman has made his rotund appearance on the Mega Drive at last. Dashing around the story or in four - player mode with a Sega Multitap, this is a dream. As with all *Bomberman* games there's always something new and here there are character bombermen to select and kangaroos with powers, which I think are unnecessary. All very twee and fun. **NICK**

It's not often we all get around the TV in the Game World office and play a game together but this had us doing just that. With simple graphics and gameplay you might think this isn't anything special but playing with your mates you'll soon be addicted. It's the satisfaction you get from stalking and blowing up the little characters that's such great fun. Definitely one to get out at parties. **NICK R**

I heartily recommend this as one of the best games ever. The *Bomberman* series of games is the ideal way to spend a lifetime tucked away on a desert island, add some friends and you're sorted. The sheer gameplay of *Mega Bomberman* makes this excellent, but with the addition of some extra features like Kangaroos and changeable bombermen it's just unmissable. **ADRIAN**

OVERALL 92

SYSTEM: MEGA DRIVE
PRICE: £49.99 SIZE: 24 Mbit
PUBLISHER: ELECTRONIC ARTS

SHAQ FU

The Shaq attack is in full effect in this colourful beat'em-up. A variety of weird and wonderful characters, a typically loose story line, and a strange front-end section that has Shaq running from world to world. The sprites are too small and the whole atmosphere too cartoony for this to ever be a classic, or to please *SF/MK* fans but, it is fun. Then again I didn't have to pay for it. **DAVE**

Mr NBA Superstar made a booby when he agreed to perform in this beat'em-up. Agreed, the graphics and animation are swish to the extreme, but they're so small – people want the images big and bold. Gameplaywise, the characters are far too different in strengths and abilities to make it fair. A whimpering fight release which looked like it didn't really want to come out to play. **NICK**

Dave and Nick seemed to go wild over this game when they were playing it but it did nothing for me at all. Okay, so there are some nicely drawn characters to take on but they look really minute when they go into battle — not big and bold like the ones in *Mortal Kombat* or *Street Fighter II*. I've always thought the idea of a Shaq beat'em-up was a bit dodgy and this has confirmed my worst fears. **NICK R**

Pray tell, why is there a Basketball star in a beat'em-up? It just defies everything I've ever been taught, I'm open to new experiences and all that, but this? If Shaq had his own basketball game, fair enough, not some unplayable beat'em-up. The animation is nice, but the fighters are too small and the game doesn't play as well as any other fighting game I can think of. No thanks. **ADRIAN**

OVERALL 76

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

SONIC & KNUCKLES

The saga rolls on and it must be said that our once plucky blue hero is starting to look tired. As a game, *Sonic & Knuckles* is just more of the same, like *Sonic 3* with new levels. As a port-through cart it is innovative, allowing you to play as Knuckles in your old Sonic games and enter secret areas that weren't available to you before. A nice idea but I think Sega have milked this one dry now. **DAVE**

Sonic & Knuckles is more of a must-have for fans of the Sonic games than a groundbreaking new thrill. For that they would have to look at another system like the 32X or even, dare I say it, the SNES with *DKC*. It's all full of nice touches and backward compatibility with the older machines but I think Sonic should grow up. Either give us something new or stop this production line. **NICK**

If there's an award for innovation up for grabs then Sega get my vote. Not only have they released their 32bit Mega Drive add-on this month but the new *Sonic* game is backwardly compatible with the first three! This is an excellent adventure in itself but if you've got any of the other games you're in for a real treat with new levels and bonuses galore. Got *Sonic*? Then get this! **NICK R**

I'm sure I don't have to explain who Sonic is, but Knuckles is the new lad and gets equal billing with the blue speedster. The amazing thing about this cart is that you can replay *Sonic 2*, and *3*, by plugging them into the top, making your old carts come to life again. Even as a stand-alone game, *Sonic & Knuckles* is a good enough title, but with the old games as well? Solid. **ADRIAN**

OVERALL 83

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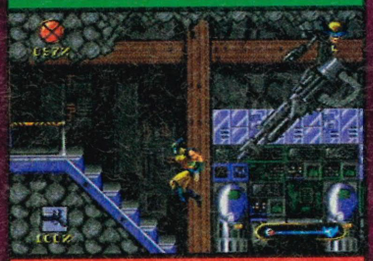
SYSTEM: MEGA DRIVE
PRICE: £TBA SIZE: 16 Mbit
PUBLISHER: ACCLAIM



WOLVERINE

Sometimes games feel as if they've appeared months before they should have, like *Wolverine*. Graphically, it's excellent, with the main sprite cartoon-perfect, but the gameplay is terribly flawed. Wolverine has so many moves that controlling him becomes a chore and he often stands on thin air due to poor programming. Could've been good, but should have been playtested more. **DAVE**

Rushed. That's my verdict on *Wolverine* on the Mega Drive. There's a distinct salty tang of someone in the programming team not pulling their weight in and it shows. The game and the character had so much potential, it seems a shame to release a platformer of this twiddly and awkward nature – it's horrid to control. Dodgy sprite detection and oh, it's just average and I want more from my X-Men. **NICK**

Oh deary, deary me. This isn't very good at all. It starts off looking promising with some nicely done drawings from the Marvel comics stable and the presentation is slick. Then things begin to go wrong – you start to play the game! The music really got on my nerves for a start and Wolverine just wouldn't walk up the stairs, perhaps his shoes were a bit heavy for him! Keep well away. **NICK R**

Wolverine is in fact the hardest man ever to walk the earth, he's a thousand times harder than Superman, and the birds love 'im. Yeah, right, if the real Wolverine is anything like he is in this game, he's a stupid little man with giant sideburns. The game is simple running through corridors and beating people up. One of the daftest games I've played in a long time. Stupid **ADRIAN**

OVERALL 47

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

STAR WARS ARCADE

The Mega Drive 32X is a great idea. This, however, is not a great game. More than a little monotonous, there isn't much variety and the graphics are nowhere near as impressive as I'd been led to believe. Even the two-player mode, where one of you controls the ship and the other shoots, fails to work on this version. This is not worth buying a new piece of hardware for. **DAVE**

Seen the film, read the book, played the arcade? Well now it's time you tried it with the new fangled 32X thing. Accurate to the arcade smash and almost as fast and graphically impressive, it sounds great but some of the intro sequences seem a bit ropy in places, rushed even. A good blast nevertheless. If you're getting a 32X then this game will attract loadsa mates to your house. **NICK**

Just as the title suggests this game is virtually arcade perfect! The polygon graphic techniques first seen in *Virtua Racing* look amazing as TIE fighters zip past you and you fly towards the Death Star. Sampled speech crackles over the intercom and even R2-D2 saying a few 'words' adds to that Star Wars experience. Sega have certainly got a winner on their hands with the MD 32X and some excellent software. **NICK R**

In the arcades, this was a good game that you could shove in a couple of quid and play for five minutes. But on the 32X it just seems a bit thin as there are only four levels and most of the action is the same. Admittedly you can fly anywhere you want around the lovely 3D graphical Star Wars world, but that's it. Think carefully before buying as the thrill of the Death Star may not last. **ADRIAN**

OVERALL 79

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

VIRTUA RACING DELUXE

This is more like it. Unlike *Star Wars Arcade*, *Virtua Racing* actually makes a commendable effort to bring arcade quality onto console. This version does just about everything the coin-op did and more with two more tracks, three different cars to drive, a championship and even a choice of game goals. The original MD version was over-priced but *VR Deluxe* is worth every penny. **DAVE**

It's *Virtua Racing Deluxe*. It's got two new cars! So what? It's got five tracks! It's about time. And it's got two player split-screen! Oh, really. The sad thing about *Virtua Racing Deluxe* is that despite any new features and improvements in the speed of the graphics, it's looking dated. Far from arcade perfect still, and still no other cars in two-player mode. A let down but better than the Mega Drive version. **NICK**

If you thought that *Virtua Racing* on the Mega Drive was a kickin' game then this is going to blow you away. Using the new MD 32X Sega have produced a racer that's even better than the arcade game! There are new tracks to zip around, new cars to drive and some of the fastest and smoothest polygon graphics to ever grace a console. This game is worth buying a MD 32X for! **NICK R**

Now this really is an improvement on the old game. There are two new cars and two new tracks for you to race on and it moves a lot smoother than the Mega Drive version from earlier this year. The two-player mode is always good for a laugh as is the Time Attack mode and playing the computer does give some stiff competition. A worthwhile purchase for speed freaks everywhere. **ADRIAN**

OVERALL 88

KICK OFF 3

Mega Drive £44.99
8 Mbit Imagineer

The *Kick Off* game is still going, and here's a new version for all console owners. The only trouble is that there's some stiff competition in the football game department. After playing games like *FIFA '95* last issue this looks really scrappy. The sound effects are dire and the graphics a bit on the blobby side. Not the best soccer game around for the Mega Drive this Christmas.

OVERALL 71%

PITFALL: THE MAYAN ADVENTURE

Mega Drive £49.99
16 Mbit Activision

Flippin' heck! We remember the original version of *Pitfall* way, way back in the early Eighties. The graphics weren't up to much but the gameplay was simply excellent! Activision have now brought the game bang up to date with a fully blown arcade adventure packed with gorgeous graphics and tricky levels. The original game is in here too as a bonus – it takes up less memory than the main character's animation sequence! Great stuff.

OVERALL 84%

TINY TOONS: ACME ALL STARS

Mega Drive £39.99
8 Mbit Konami

Any game starring the Warner Bros' Tiny Toons is bound to be a success. The characters are all big and colourful and have some great animation keeping their personalities from the TV show. Unlike the other *Tiny Toons* console games this is more of a sports sim with soccer and basketball to have a bash at, all done in a jolly style. If you fancy something a bit different then try this for size.

OVERALL 80%

KICK OFF 3

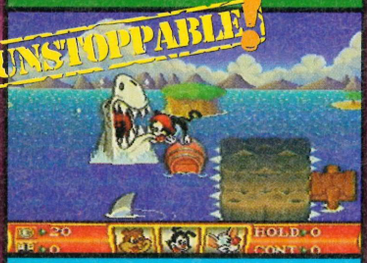
SNES £49.99
8 Mbit Imagineer

There's no doubt that *Kick Off* has been a great game in the past. The original version on the Amiga was played to death and each version has got better since. There's so much good competition now though. On the SNES this really doesn't compare very favourably to the excellent *International Superstar Soccer* from Konami. Sorry Imagineer but *Kick Off* has just had its day.

OVERALL 77%

ANIMANIACS

SYSTEM: SNES
PRICE: £49.99 SIZE: 16 Mbit
PUBLISHER: KONAMI



■ Completely different from the Mega Drive game, this version of *Animaniacs* really captures the wacky humour of the TV cartoon series. Wacko, Yacko and Dot are perfectly presented and pull lot of silly faces as you make your way through the different studio levels. The playability is turned way up, the FX are lively and the catchy theme tune helps add to the feelgood qualities of the game. ■ **DAVE** ■

■ I've warmed to the cartoon series and this is as faithful a reproduction of the zany trio's antics as you can get. Typically Konami in visual and platform style, it has some lovely neat sound and gameplay touches as you swap leadership and stack all three up, solving the puzzles individually or as a team. Funny but challenging in places, I loved it. Other Christmas games should be afraid, very afraid. ■ **NICK** ■

■ Now this is my sort of game. A platform adventure starring my favourite cartoon stars. The Animaniacs took TV by storm with their wild and wacky cartoon show and this game captures the feeling of it perfectly. It's one of those games where you can complete it without picking up all the things you're supposed to, but you get a different ending for cheating. I love it to bits! ■ **NICK R** ■

■ Look at those cute little things, aren't they sweet? No. They are not sweet. They are horrid little beasts who have annoyed me constantly with their neatly designed levels and their cunningly hidden traps that have been bugging me ever since I first picked up this cart. Fans of the show will surely love this, although I can't say I was too familiar with them before, I certainly am now. ■ **ADRIAN** ■

OVERALL 92

GHOUL PATROL

SYSTEM: SNES
PRICE: £TBA SIZE: 16 Mbit
PUBLISHER: LUCASARTS

■ They've kept a bit quiet about this one. As the sequel to the brilliant *Zombies* you'd think they'd be singing and dancing about this release. There's a good reason for the silence – this is sad! Fatally bugged and cluttered, the gameplay and personality of the first game has been stripped bare and left to shrivel in the sun. I have to ask again, was this game properly playtested? ■ **DAVE** ■

■ *Zombies* was one of my favourite games of last year. Run around, blasting or avoiding all sorts of night time beasties whilst rescuing members of a small town. Graphically comic with great sound effects and an odd sense of humour it is too much like its predecessor, with some levels being so huge it's like looking for a needle in a haystack. Not the upgrade I was looking for. ■ **NICK** ■

■ It's been a long time since Ghostbusters was on our screens but this game keeps the busting tradition going with lots of ghouls to be blasted and people to save from a good sliming. It's great fun to play with all kinds of supernatural goings on to avoid. The game is particularly good on two-player mode with both characters on screen at once. A good, solid follow up to *Zombies*. ■ **NICK R** ■

■ Following in the footsteps of a great game must be hard, after all, you've got to be at least as good as that game or you'll just fall flat on your face. And *Ghoul Patrol* does just that. While *Zombies* was a half-decent game, this really goes over the same old story again and rehashes the levels. It's slow as well as the players stroll around and just never seem to run fast enough. A real shame. ■ **ADRIAN** ■

OVERALL 73

INDIANA JONES' GREATEST ADVENTURES

SYSTEM: SNES
PRICE: £TBA SIZE: 16 Mbit
PUBLISHER: LUCASARTS

■ If you've played *Super Star Wars* or *Empire Strikes Back*, you'll know what to expect from this. Another formula movie platformer only this time based around Indy instead of Luke. No blaster or light sabre, but Indy's got a whip, which can be used for swinging as well as killing, and a pistol. Not as pretty as the *Star Wars* series and slower, *Indy* is good but hard to get excited about. ■ **DAVE** ■

■ *Indiana Jones' Greatest Adventures* starts off with quite a bit of promise but in the long run it's a lot of effort for little return. Typical of the LucasArts range of console games, it's big and sprawling, with plenty of extras added to the platform theme. However, I feel in the gameplay stakes *Indy* has spread itself rather too thinly and at times It feels like the main sprite should be Luke Skywalker. ■ **NICK** ■

■ Fans of Indy and his adventures will go wild for this. It doesn't concentrate on any of his escapades in particular. Instead it's a combination of all three with different levels based on different scenes. There are tricky platform sections to get though with his trusty whip put to good use along with some nice Mode 7 stages to keep you busy. I enjoyed every minute of it. ■ **NICK R** ■

■ Now Indy is a grade A geezer if ever I saw one. Getting into fights, drinking loads of tequila and snogging loads of gals. Lad plus, and you know what, this game is just like the films – so it's got to be good. Using a traditional side-on perspective, *Indy* features loads of levels from the three films and also manages to use pieces of film footage. Hard, but a good whip'em-up. ■ **ADRIAN** ■

OVERALL 85

PAC IN TIME

SYSTEM: SNES
PRICE: £49.99 SIZE: 16 Mbit
PUBLISHER: MINDSCAPE

■ A strange one this, it has a surreal feel to it that belies the fact that it was actually programmed in France. Pacman is now a 3D sprite who has to make his way through various levels by collecting and utilising a variety of different items that he discovers along the way. Bright, jolly and quite sickeningly addictive, this is a cart that's full of surprises and is well worth checking out. Very novel. ■ **DAVE** ■

■ This has 'French' game written on it whatever that's supposed to mean. As opposed to 'Jap' games (which are just plain kooky), this is weird but very enjoyable. Guide a solid-looking Pacman (or Pacboy rather) through all manner of strange landscapes using special items that are needed to complete the special levels – this is brilliant. I love it. Pac fan or not, you'll gobble this up. ■ **NICK** ■

■ Pac is back and he's still chasing those ghosts. This slick platformer brings back all those memories of hours spent in the arcades playing the original. In this, Pacman is seen in solid 3D instead of his usual 2D munching form. He's got lots of useful tools to help him gobble up even more power pills. This game has to be played to be appreciated. Give it a go and you won't be disappointed. ■ **NICK R** ■

■ This is an interesting game, taking Pacman from his usual maze-related tomfoolery and sticking him in a wonderland full of tricks and traps. Using a slightly bloated Pac, you've got to collect all the power pills before he can exit the level. You get various icons that add to Pac's appeal with fire bolts and a neat rope that lets you swing around the screen. This is a cute game that plays well too. ■ **ADRIAN** ■

OVERALL 89

■SYSTEM: SNES
■PRICE: £59.99 ■SIZE: 16 Mbit
■PUBLISHER: ACTIVISION

PITFALL: THE MAYAN ADVENTURE

■I'm sorry, but this kicks seven bells out of *Indy*! An obvious rip-off of the Indiana Jones character from the movies, *Pitfall* is a splendid game that is not only good to watch but fun to play. The actions of the main character are great and the levels are not only big, but colourful and full of objects to interact with. I enjoyed *Pitfall*, but the cartoony graphics may not appeal to everybody. Action-packed. ■ **DAVE** ■

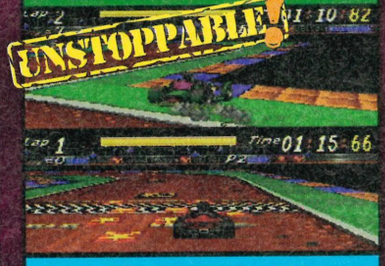
■I loved *Pitfall* way back on the Atari VCS and looked back with fondness on the game after all these years. It wasn't until I came across the original tucked away in here that I noticed just how good everything has become. This game is excellent with smart animations, top gameplay action with rope swings and secret passages. Totally unlike the original yet so alike in its addictiveness! ■ **NICK** ■

■As with most duel console releases both versions of *Pitfall* look and play almost identically. I actually prefer the SNES game, probably because I've always been a SNES fan. The graphics seem to be much crisper and you can't beat the SNES joypad. The fluid animation is what makes this game stand out. Everything looks extremely slick and you'll easily lose yourself in this. ■ **NICK R** ■

■I remember *Pitfall* when it was a lowly cartridge on the Atari VCS. It had some beastly gameplay and that's been brought bang up to date along with some exceptional graphics and sound. The game revolves around you trying to save your dad who's just been abducted, so it's up to you to rescue him. The levels are fairly big and look absolutely gorgeous, this is a solid platform game. ■ **ADRIAN** ■

OVERALL 87

■SYSTEM: SNES
■PRICE: £44.99 ■SIZE: 8 Mbit
■PUBLISHER: UBI SOFT



STREET RACER

■The first real competitor for *Mario Kart*, *Street Racer* is a 'must-have' game for SNES race fans. Fast, eminently playable and packed with options (including a four-player mode) *Street Racer* is not only great fun but real value for money as well. The characters and cars have their own special moves and there are a variety of different tracks to race on. You'd be a fool to miss this. ■ **DAVE** ■

■Of course it's going to be compared to *Mario Kart* so, in the interests of research you understand, I had to have a quick go on it to compare it to *Street Racer*. Sadly, it's not quite ahead of *Mario Kart*, but with the four-player mode it's neck and neck. A must for your collection. Top graphics, smart sounds and a game to buy if you have a multi-tap. *Mario Kart* entertainment with knobs on. ■ **NICK** ■

■Anyone who loved *Super Mario Kart* but has played the game to death will go mad for this new racer. It has been created in the same way with Mode 7 tracks spinning around the car and a split-screen, four-player mode. There are lots of characters to select too with different skills and abilities. Okay, so it's a rip-off of the Nintendo classic but why not when everyone loves it so much? ■ **NICK R** ■

■Although *Mario Kart* sits at the top of the driving game tree, it's been a bit content and smug and hasn't really faced much competition... until now. *Street Racer* boasts four-player split screen fun with a range of characters who all have different talents. With some crisp graphics and sound, *Street Racer* might well slip into fifth gear and power past *MK* as top driving game on the SNES. ■ **ADRIAN** ■

OVERALL 90

■SYSTEM: SNES
■PRICE: £TBA ■SIZE: 8 Mbit
■PUBLISHER: HUDSONSOFT

SUPER BOMBERMAN 2

■Described by many as the 'gamer's game', *Bomberman* now has a loyal following, particularly in the Games World offices. I have to admit that whilst I was intrigued to see all the innovative level designs they have come up with for this sequel, I can't help feeling that they have messed about with the basic game a bit too much. This is very good but I think I prefer the original. ■ **DAVE** ■

■In *Bomberman II* there are loads of new levels and the Golden Bomberman option to gloat about when you keep on winning – but to give him a special power-up is a bit annoying. Another frustrating aspect is the disposal of the punch icon. I have one question – why? I'm not prepared to jilt *Super Bomberman* for this just yet, but the more I play, the more I'm tempted... ■ **NICK** ■

■I don't like this as much as *Mega Bomberman* on the Mega Drive. The graphics don't stand out quite as well and aren't as clear, although the actual idea behind the game is exactly the same on both these consoles. As with the Mega Drive version this is best played as a four-player game. You'll soon be blasting each other to kingdom come – and loving every single insane minute of it! ■ **NICK R** ■

■*Bomberman* is back and if he isn't just as playable as the first time round then pull my hair out and call me Bernard. It has to be said that *Bomberman* is the best game ever and this just adds to the growing stable of *Bomberman* games. The only drawback is that there isn't a punch icon. You can now pick up the bombs and throw them, but it's not as fun as punching them. Brilliant. ■ **ADRIAN** ■

OVERALL 89

MADDEN '95
■ **SNES** ■ **£44.99**
■ **8 Mbit** ■ **Ocean**

■ John Madden is at it again – will no-one ever stop him? His latest effort on the Super Nintendo is a good-looking American Football sim with all the options and statistics that you'd expect. The pitch is displayed in Mode 7 and spins around the players on screen. All the set moves are easily selectable and the crowd noise and sound effects add to the all-American atmosphere. Another good *John Madden* game but is it worth buying if you've got any of the others? Possibly.

OVERALL 80%

NBA LIVE '95
■ **SNES** ■ **£54.99**
■ **12 Mbit** ■ **Ocean**

■ *NBA Live '95* is the latest in a fine pedigree of EA SPORTS basketball simulations, and is as good as the previous games. Taking the acclaimed 30° isometric angle from *FIFA International Soccer* and dumping it in the middle of the most real NBA basketball game yet. As per usual the stats and options typical of EA SPORTS games are all in there but it lacks in certain areas like, erm, gameplay. It's not too bad, but it certainly isn't immediately accessible. Graphically accurate although the players sometimes look like they're hovering. A must for hardcore NBA fans but those who just want a quick and entertaining game of hoop should look elsewhere.

OVERALL 82%

THE DEATH AND RETURN OF SUPERMAN
■ **SNES** ■ **£49.99**
■ **16 Mbit** ■ **Sunsoft**

■ What do you do if you've got the licence for a Superman game? Make a beat'em-up out of it. And they did too! You get to take control of various Superman look-a-likes in this Sunsoft effort, each with their own special powers to use against the onslaught of bad guys. Even though this is nothing we haven't seen before it's still hard not to like this game. It's solid beat'em-up fun from start to finish.

OVERALL 75%

WOLVERINE
■ **SNES** ■ **£TBA**
■ **16 Mbit** ■ **Acclaim**

■ Wolverine is a cartoon dude with razor sharp claws and a skeleton of adamantium. He looks great, but the game sucks. A standard platformer, Wolverine beats up baddies and finds his way through a maze of levels. This wouldn't be too bad if the baddies had some charisma, the levels weren't so boring and the gameplay wasn't so full of annoying glitches. Looks rushed.

OVERALL 58%

SUPER RETURN OF THE JEDI

SYSTEM: SNES
PRICE: £TBA SIZE: 16 Mbit
PUBLISHER: LUCASARTS

I know it's a cliché, but if you liked the other *Star Wars* games from JVC you'll love this. Control your favourite heroes from the movie through a number of scenarios taken from movie. This has improved FX and is much tougher than the original *Super Star Wars*, though not as frustrating as *Empire Strikes Back*. Lacks variety, but will keep fans of the other two happy, I guess. **DAVE**

I must confess that I was never the greatest fan of either of the two previous *Star Wars* games, and *Return of the Jedi* doesn't change my opinion either – they're all big and sprawling, but rely too much on their name to sell. I can see the appeal though it's just that, although the story may change, the gameplay doesn't and hasn't over two years. Hopefully the end of an extensive trilogy. **NICK**

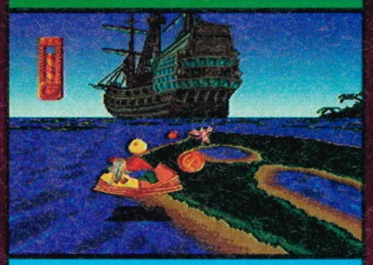
This is one game that needs no introduction. Completing the trilogy of *Star Wars* games this is along the lines of the last two but with new scenes that you'll all recognise. Playing the various characters will keep the boredom factor fairly low and there are some tough end-of-level baddies to get past throughout. Yet another excellent game from LucasArts – will they ever make a duff one? **NICK R**

I really do like the *Star Wars* range of games and the third release in the current trilogy uses the familiar side scrolling view that has been so successful in the past. Jumping around platforms and using the force on the hordes of the Empire may seem like standard fare, but it really is good fun and is so well done that you'd be a fool not to hop onto your sand hopper and go grab a copy. **ADRIAN**

OVERALL 85

THE PAGEMASTER

SYSTEM: SNES
PRICE: £TBA SIZE: 2 Mbit
PUBLISHER: FOX INTERACTIVE



I don't believe that this game was written for my age group. I'm sure it's meant to appeal to younger gamers who will probably be the film's main audience. If this is so, then it'll do well. It is beautifully animated, the graphics are bright and the gameplay is smooth if a little limited. Me, I wouldn't spend too much time playing this, but I suspect my Niece and Nephews would. **DAVE**

Actually, *The Pagemaster* is a neat enough platformer, it's just that the bizarre storyline and big and colourful sprites look so dated already thanks to *Donkey Kong Country*. Sounds and graphics are neat enough, some of the nasties and platforms aren't desperately easy to spot and the game has better than average stamped all over it. But better than average isn't quite good enough. **NICK**

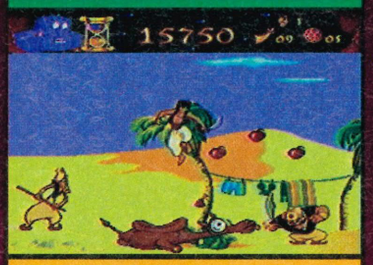
The latest film tie-in is a much better game on the SNES than the Game Boy – mainly because of the beautifully done Mode 7 section. When you've battled through the platform levels you get to jump on board a flying book and go for a spin around a glistening sea with a pirate ship sailing in the background and lots of bits and bobs to collect. The rest is nothing special. **NICK R**

Little Macauley Culkin sure is a jammy little git earning just about as much money as we do... if we all worked for a million years. Anyway, *The Pagemaster* is an incredibly smooth, mean platform game, but it's a bit too... simple for my liking. I'm sure that it'll go down well with the younger audience who are bound to flock to the cinema to see the film but not for the more jaded among us. **ADRIAN**

OVERALL 78

ALADDIN

SYSTEM: AMIGA 1200
PRICE: £29.99 SIZE: 2 DISKS
PUBLISHER: VIRGIN



Superb conversion of the console classic. Luckily, it looks more like the Mega Drive version than the dire SNES offering and, accepting the limitations of the machine, no-one will feel cheated with this. A little late to latch onto the movie hype, but I think enough has been written and said about this game to make it a Christmas desirable once again, even if it is on a whole new format. Class. **DAVE**

This has appeared over a year after the Mega Drive original. Graphically, it's most impressive, albeit the vertical scrolling is jerky in places but that's only noticeable because of the slickness everywhere else. If you've seen and played the original you'll know what to expect. A top notch platformer with lovely sounds that finally challenges *Super Frog* as the best Amiga hop, skip and jumper. **NICK**

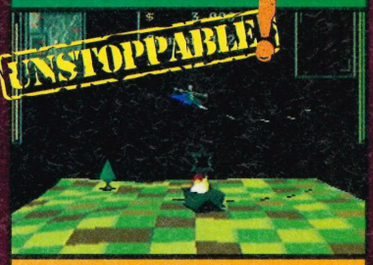
Now this is a very impressive platform game. It might be a little late to cash in on the hype of the film but this version of *Aladdin* is the best that I've ever played. I was visibly shocked when the computer started to sing the theme tune on the title screen and, being a big platform game fan, this is right up my alley. This has to be the best version of *Aladdin* by far and gets a big thumbs up from me. **NICK R**

Exactly the same as the Mega Drive version, as opposed to the not so good SNES title, *Aladdin* will certainly please those Amiga owners who secretly craved this beautiful Disney game. The graphics are gorgeous and the sound is magnificent, especially on the A1200. A very nice game that recaptures the essence of the film nicely, that is, if you can remember watching it. **ADRIAN**

OVERALL 88

ZEEWOLF

SYSTEM: AMIGA
PRICE: £29.99 SIZE: 1 DISK
PUBLISHER: BINARY ASYLUM



A helicopter game with a difference. Dispensing with any attempt at replicating super-real graphics and flash backgrounds, Binary Asylum have used polygon graphics and concentrated on the gameplay. It shows. Although a bit disconcerting to fly at first, it's so playable that you soon forget about the controls and become addicted to completing the wide range of different missions. **DAVE**

Oh it's *Virus* isn't it – well, *Virus* grown up. It's also *Virus* with much more gameplay. It reintroduces all those filled polygon things that wowed us back in the Eighties making me wonder why they went away on the Amiga. Slick, fast and fun-packed. A real gameplayer's game where you can disappear from reality for hours at a time. A chopper-storming title that you simply must have. **NICK**

I've been waiting to play this game for years! When I wrote a work in progress feature on it many months ago I was stunned by the slick graphics and gameplay, now that the game is finished I can't stop playing it! There are obvious influences in *Zeewolf* from classics like *Virus* and *Desert Strike*. Binary Asylum have taken the best elements from both and made a game that you can't miss. **NICK R**

Way back in the good old days of proper games, there were some truly playable ones that stood upright with their shoulders square amongst a crowd of slack titles. *Zeewolf* harks backs to those days and is frighteningly packed with tough chopper action. It looks simple but don't let this fool you as beneath its simple exterior is a monster of a game that will keep you playing for years! **ADRIAN**

OVERALL 91

SYSTEM: PC
PRICE: £44.99 SIZE: 486 25 MHz
PUBLISHER: ORIGIN

SYSTEM SHOCK

One of the most in-depth adventures that I have ever played. The programmers have attempted to implement 'real world' physics into the gameplay. Your character can lean forwards and backwards, look up, down and jump to reach objects as well as all of the usual commands. Similar to *Doom* to look at but with more depth, options and teccy gadgets this is highly recommended. **DAVE**

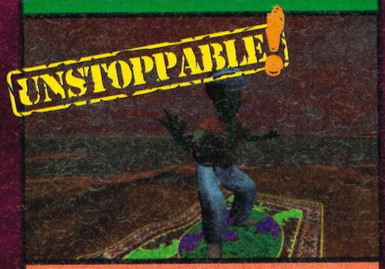
I don't know what it is about *System Shock* but it certainly gets the blood pumping. The graphics, sound and gameplay are all tucked in there to give that futuristic, cyber-space feel. It's all remarkably challenging and will engross even the most die-hard of cyberpunks. PC rampaging fun at its very best and a game where you will whittle away the midnight hours in a futuristic setting. **NICK**

Once you have installed all of the disks onto your hard drive you will, eventually, get into quite a smart game with *System Shock*. I was particularly impressed by all the 3D visuals and the futuristic feel to the whole thing. The storyline is one that should instantly appeal to all sci-fi fans with its talk of cyberjacks and space stations. They just won't be able to put it down! **NICK R**

Looking like a futuristic *Doom*, *System Shock* has some nifty looking graphics that add to the atmosphere. Although you can roam around and beat people's heads in, you do have to work out some puzzles that will let you fix lights and open doors. Control your movement with either the mouse or keyboard, but the mouse seems easier. This is a big adventure that's worth a look. **ADRIAN**

OVERALL 86

SYSTEM: PC CD-ROM
PRICE: £39.99 SIZE: 486 25 MHz
PUBLISHER: ELECTRONIC ARTS



MAGIC CARPET

A masterpiece! *Magic Carpet* lingers somewhere between cutting edge gaming and a Turner oil painting. Dreamy, dramatic and compelling, the contrast of the Tolkien-esque fantasy scenario and the addictive cut and thrust of the gameplay make *Magic Carpet* brilliant in one-player mode, electric in two or more. With this and *Doom 2* your PC will be the hottest games machine on the block. **DAVE**

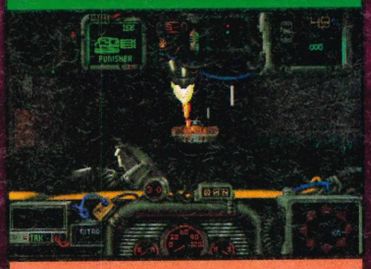
This is lush in a major way. However, believe me, if you buy it you may find yourself swamped in a sluggish game. This word of warning is necessary because standard PC's can't cope with what's going on in *Magic Carpet*. But if you do have a PC that runs like a madman you'll find this the most engrossing and visually splendid game ever, so rush out like a madman and get it now! **NICK**

Wow! This is an absolutely fantastic game. Well it would be, wouldn't it, coming from the top development house in the country – Bullfrog. They have really done themselves proud this time with some of the most impressive graphics I've ever seen on any format and even some special modes to play the game in, including 3D! If you have a good PC set up then get yourself this game – you won't regret it. **NICK R**

Magic Carpet is a cool game with top blasting fun, all mixed into an adventure that really makes you appreciate what a great machine the PC is. The game is smooth and totally gripping, after you've collected enough mana and built up an empire you feel you've achieved something. This is the best fun you'll ever have apart from taking a milk bath with Cleopatra... and playing *Doom*. **ADRIAN**

OVERALL 93

SYSTEM: PC CD-ROM
PRICE: £39.99 SIZE: 1 CD
PUBLISHER: GAMETEK



QUARANTINE

An obvious attempt to do a *Doom* game, with an interesting tilt, you play from inside a taxi. Not bad, but the game moves too fast and the vehicle never feels realistic. The streets are cluttered and confusing and there is not enough going on to hold your interest for long. There's a bit of gratuitous gore thrown in for good measure but on the whole this is literally a 'hit or miss' game. **DAVE**

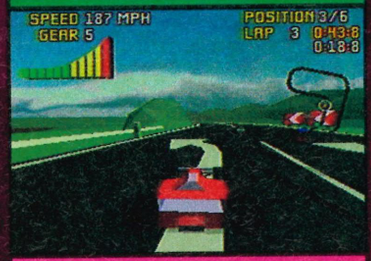
Doom on wheels isn't it? Yes, another *Doom* clone comes your way via GameTek and and pretty gory it is too, as you nip around in your trusty Yellow Cab ramming and smashing into just about everyone. Fine and very slickly done but it's too slick – I felt rather sick after playing this because it seems to move and rotate at such a blistering pace. For iron-stomached gamers everywhere. **NICK**

I really enjoyed this game. The PC buffs among you might moan that you've seen it all before in any *Doom* style clone that you care to mention but this game really moves with a fast new 3D graphics engine. It's quite novel as you must drive around in a taxi cab, earning money to buy weapons and driving into anything that moves. Get down to your software shop and give it a try. **NICK R**

Being a total *Doom* addict, I'm always vary wary of these sorts of games that try and recreate the brilliant atmosphere, but fail dismally. In fact, *Quarantine* doesn't get you hooked straight away but takes rather longer to make you feel at home with what you're doing as you rocket round the city. As far as driving/*Doom* type games go, this is the best... well, there is only this one. **ADRIAN**

OVERALL 81

SYSTEM: JAGUAR
PRICE: £59.99 SIZE: 16 Mbit
PUBLISHER: ATARI



CHECKERED FLAG

Originally entitled *Red Line Racing*, this cart is the Jag's version of *Virtua Racing*. Well, not really, but it looks almost exactly the same, there is just one small difference... this is better! Faster than *Virtua*, with similar graphics and more tracks, it gives Sega a run for their money. The top formula one racing game on the Jag, *Checkered Flag* will fulfil the fantasies of most budding Damon Hills **DAVE**

I've seen *Checkered Flag* in various stages of development for what seems an age now and I must confess to not looking forward to seeing it. How wrong I was for having so little faith as the final game shows oodles of promise, with slick graphics and plenty of other cars. This polygon driving extravaganza wipes the floor with other similar games out there, it's just so much fun! **NICK**

I've been waiting for a game on the Jaguar to get excited about and it's finally arrived. *Checkered Flag* is the best you can get in my book, for the moment at least. It's a rip off of Sega's *Virtua Racing* with different viewpoints of the action and polygon graphics and it works very well. There are lots of tracks to select and your car can be customised to your heart's content. Quite excellent. **NICK R**

If there 's ever been a case of blatantly ripping off an idea, this is it. *Checkered Flag* looks just like *Virtua Racing*, now whether this is a bad thing is anyone's guess, but I expect something better from Atari when it comes to producing top class games for its console. *Checkered Flag* is a driving game that uses polygons and it's the best driving game on the Jag but then, where's the competition? **ADRIAN**

OVERALL 87

SUPER STARDUST

Amiga 1200 £29.99
5 Disks Team 17

If it's slick graphics you're looking for in a shoot'em-up then look no further than this little beauty from Team 17. From the outside the game seems like just another shooter with asteroids flying around in the early stages and a repetitive blast from your tiny space ship looking useless against them, but after a few plays you really start to get into this. There are bonuses to be collected and lots of power-ups. Give it a try.

OVERALL 84%

PGA TOUR GOLF 486

PC CD-ROM £39.99
1 CD EA Sports

The software company claims that this is the best golf game you'll ever play, and after a couple of goes you might well agree! All the courses are accurately simulated right down to the last bush and you can practice each hole or play in a full tournament against nine pro's! With digitised commentary and lots of Full Motion Video to give that TV style presentation this is a must for all golfing nuts. Fore!

OVERALL 88%

SOCCER KID

PC CD-ROM £29.99
1 CD Krisalis

With the release of this game on PC CD-ROM, 3DO and other CD formats I bet you're all wondering what is so special about the game on CD? Well, to tell you the truth it's almost exactly the same as any other version except for a cartoon introduction sequence showing how it all started. The game itself is a clever idea but can be difficult to control for the first few attempts. You'll soon get fed up with the monotonous gameplay.

OVERALL 62%

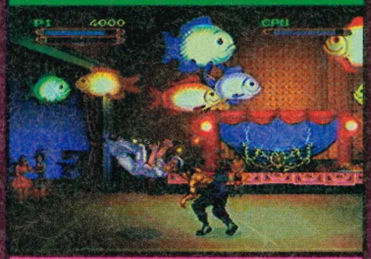
MANCHESTER UNITED PREMIER LEAGUE CHAMPIONS

CD 32 £29.99
1 CD Krisalis

Fans of football strategy games and Manchester United will go wild with the release of Krisalis' great game on the CD 32. It's virtually the same as the PC CD-ROM version with over 460 digitised shots of the team in action thanks to the storage capacity of the CD. Players can take control and play full seasons of the FA Cup, League Cup or Charity Shield with lots of nifty statistics charts and football trinkets to keep fans happy. An excellent football simulation.

OVERALL 87%

SYSTEM: JAGUAR
PRICE: £49.99 SIZE: 16 Mbit
PUBLISHER: ATARI



DRAGON: THE BRUCE LEE STORY

This was a second-rate release on all other formats, so there was little hope that the struggling Jaguar would be able to sprinkle any magic dust to turn things around. The game follows the plot of the movie, which will please a few people, but the beat'em-up action is bland, unsatisfying and unresponsive even when mastered. Hopefully this will be the last we'll see of this wasted licence. **DAVE**

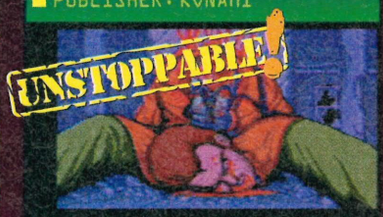
Dragon, the beat'em-up on the other consoles was a bit naff compared to the quality of scrap fests out there. Now with its arrival on the Jaguar I expected something along the same dodgy lines. However, *Dragon* on the Jag is by far the best version with crisper and nicer colours and you can, given time, get into it. Alas the three-player mode that was the major selling point of the others isn't there. **NICK**

So this is what *Dragon* looks like on a 64bit console is it? Almost identical to the 16bit SNES and Mega Drive games! In fact, this game doesn't include the stills from the film that the others had. If I was a Jaguar owner I wouldn't be impressed. You pay all that money for a new console and the first batch of games are nothing to show off to your mates. Stick around, things might get better. **NICK R**

The SNES and Mega Drive versions of *Dragon* weren't exactly the best games around, and this version is a lot worse than those. With some graphics that are pitifully drawn and some weak gameplay that really does deserve to be sent to the back of the class, *Dragon* is yet another title that's to be wasted sitting in some poor bloke's Jaguar. That's really sad, man. **ADRIAN**

OVERALL 67

SYSTEM: MEGA-CD
PRICE: £39.99 SIZE: 1 CD
PUBLISHER: KONAMI



Gillian Gibson? It's Gibson? My god, his head's been twisted completely off.

SNATCHER

Although the Mega-CD scene has picked up during the past year, it is still starved of top quality titles. *Snatcher* is one of those rare releases that actually makes you glad you own one. Japanese animé graphics coupled with crisp game speech bring to life an RPG adventure with an edge. Interaction is varied and there are enough options to prevent it from being too linear. Top notch RPG action. **DAVE**

Top Japanese fun and games arrive on the Mega-CD courtesy of *Snatcher*, a welcome breath of fresh air to the stale confines of the Mega-CD. With an engrossing storyline, fingernail biting tension, Manga graphics, a not-too ropy voice over and tough game play, *Snatcher* is a release for those who want a game with meat that you can return to again and again. Snatch a copy now. **NICK**

The trouble with action adventure games on the Mega-CD in the past is that they've all been done with horrible grainy FMV. Konami's latest has no such problems with its Manga style. The storyline is gripping and blood thirsty in places giving this an 18 certificate but that'll just make people want it more! If you don't mind the sight of blood I recommend you try this one out. **NICK R**

This is one of the few games that actually makes the purchase of a Mega-CD seem like a good idea. With a cracking storyline and a plot that really does seem feasible, *Snatcher* drags you into its little world of interactivity and shows you a jolly good time. There are shooting scenes where you have to draw a gun and start blasting, but apart from that its a really good mystery game. **ADRIAN**

OVERALL 92

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

ANOTHER WORLD

Another World has become one of those games that gets ritually carted out onto every format. That said, this is a splendid game that has stood the test of time reasonably well. Unfortunately, the 3DO offers little in the way of enhancements, except in the sound department and, nearly three years after its original release, this lacks the 'wow' factor 3DO titles must have to be successful. **DAVE**

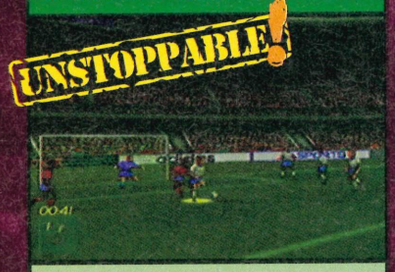
A time comes for even classic games to be tucked up in bed, given a cup of cocoa and forgotten about and this has to be said about *Another World*. It has made more appearances than most releases dream about. On the Amiga, the graphics were smart. On the 3DO, they're still smart – but not sufficiently to make this game. If you haven't sampled *Another World*, try it, otherwise... **NICK**

This excellent game is just great on any format, but the 3DO version has to be one of the best ever. Interplay have taken the fairly simplistic polygon animation of the original game and combined it with detailed backdrops behind the action and an amazing CD soundtrack. Packed with adventure, suspense and tricky situations this is really one to get your hands on. **NICK R**

I feel sorry for scientists like Conrad, getting blown into another world and having an adventure. It'd be better than working all day, but I don't think I could handle that big bear right after escaping from killer worms in the water or the one-toothed snakes that keep biting you. *Another World* enjoys its new lease of life on yet another format but how long is it going to keep on reappearing? **ADRIAN**

OVERALL 70

■ SYSTEM: 3DO
■ PRICE: £39.99 ■ SIZE: 1 CD
■ PUBLISHER: ELECTRONIC ARTS



FIFA INTERNATIONAL SOCCER

■ Superb. This version of *FIFA* is the best yet, and is as close as you will ever get to controlling a real football game. Numerous camera angles and superb graphics, animations and FX make this a truly world-class piece of software that will certainly make non-3DO owners very jealous. There are even clips of great soccer moments for fans to watch. Play it and you'll be hooked. Brilliant! ■ **DAVE** ■

■ Ignore the fancy graphics and all you have really got for your money is *FIFA* with the game code converted straight from the console versions, it controls and plays like the console version except for the graphics. Visually, this is probably the best looking game on the 3DO with camera views a-go-go. Soccer fans and anyone wanting a great 3DO game should give this a pretty close inspection. ■ **NICK** ■

■ I've never been much of a footy fan (as you will probably know if you've read a few of my reviews) but this first football outing on the 3DO made me beg for more. The graphics are excellent with multiple viewpoints of the action and great animation on the players. With tons of options and slick presentation screens thrown in Electronic Arts must have a winner on their hands. ■ **NICK R** ■

■ Now this is what a soccer game should be like, lush graphics, brill sound and a range of options that let you choose just how you want to play. With good FMV bits to coo over, all soccer fans who have a 3DO will go nutty when they see this title on their machine. Being an atheist when it comes to idolising football gods, I was partially converted by this and enjoyed it, nearly. ■ **ADRIAN** ■

OVERALL 90

■ SYSTEM: 3DO
■ PRICE: £39.99 ■ SIZE: 1 CD
■ PUBLISHER: CRYSTAL DYNAMICS

OFF-WORLD INTERCEPTOR

■ A classic example of how close the 3DO is to realising its full potential, but just how many problems it still has to sort out. The front-end presentation is superb, but the programmers have got so involved in visual realism that the gameplay has suffered. It all becomes far too confusing and often the vehicle you are controlling runs right out of the 'camera' view. Almost, keep trying guys. ■ **DAVE** ■

■ If jaw-dropping fast action graphics are your thing then *Off World Interceptor* is worth taking out for a quick drive. There's so much more to do here than in a standard racing game as you let rip with missiles trying to blast your opponents to smithereens, avoiding chasms and splashing through rivers. Top racing fun and games but it does get a wee bit shallow after quite a few attempts. ■ **NICK** ■

■ I don't know whether I love or hate this. You can't fail to be impressed by the graphics with fast moving mountains, buggies and jets flying overhead but things go a little wrong when your buggy is zooming about but disappears behind a rock where you can't see it to take control! *Off World Interceptor* is fun for a while but if you want a driving game wait for *The Need For Speed* to arrive. ■ **NICK R** ■

■ This is a great idea, the interceptor that you drive is really hard and it's got guns on it and everything, but the view that you get of your buggy is distinctly rubbish. When you drive up mountains and then rapidly down the other side, the view of your car is severely impaired and the whole game just falls apart after that. This had a lot of potential, but it lets itself down. Sad really. ■ **ADRIAN** ■

OVERALL 79

■ SYSTEM: 3DO
■ PRICE: £39.99 ■ SIZE: 1 CD
■ PUBLISHER: CRYSTAL DYNAMICS

PA-TAANK

■ What a waste of someone's time this was. There is no point in showing off what a machine can do if no-one can make out what the heck is going on. A weird American concept game that seems so far out of touch with what the market wants, it should never have left the drawing board. Confused, virtually unplayable and not even worth trying. I can think of something that rhymes with tank... ■ **DAVE** ■

■ Actually *Pa-Taank* is quite a smart and very different kind of game that initially takes some time to get used to. A lot of people won't have the patience for this sort of 3D pinball to make the most out of it but it's worth it. Great vomit-inducing graphics and gameplay that frustrates as much as it entertains. Not a classic but it's definitely a move in the right direction for the 3DO system. ■ **NICK** ■

■ The great thing about a machine like the 3DO is you get to play all sorts of weird and wonderful games from around the world. *Pa-Taank* is quite an odd ball. The player takes control of a puck which bounces around the game as if it were a ball in a 3D game of pinball. There are lots of smart video effects in here and good use of the new machine but it's a game to only play in short bursts. ■ **NICK R** ■

■ This really is a load of rubbish. The main idea of the game is that you're inside a pinball table and you have to knock your way around and avoid going down the tubes when you run out of fuel. It's really disorientating to play and the graphics are incredibly garish. If this is the best that the 3DO can do then I'm afraid to say that it won't be a popular machine for very much longer. ■ **ADRIAN** ■

OVERALL 50

CLUB DRIVE

■ **Jaguar** ■ **£49.99**
■ **16 Mbit** ■ **Atari**

■ Sometimes you really wonder why Atari bother! We've all been waiting around for the 'new age' consoles like the 3DO and Jaguar. Now that they're here it's hard to find a game to get excited about. This driving effort is pretty scrappy at best. The movement of the car is totally unrealistic and the graphics are bland and monotonous. I'm sure there are better Jag games around the corner, but I wish they'd hurry up!

OVERALL 48%

FORMULA ONE: BEYOND THE LIMIT

■ **Mega-CD** ■ **£44.99**
■ **1 CD** ■ **Sega**

■ It isn't very often that the World Gamers are impressed by an in-car perspective racing game but this new Sega Mega-CD effort bowled us over. It's just so well done that you can't help but love it. There are a few minor glitches with the graphics but nothing is perfect, is it? This isn't real life you know! If you're a racing fan and have a Mega-CD this is definitely one to get – excellent stuff!

OVERALL 81%

MICKEY MANIA

■ **Mega-CD** ■ **£44.99**
■ **1 CD** ■ **Sony Imagesoft**

■ I really enjoyed the SNES and Mega Drive versions of this last issue and this Mega-CD game is just as good – if not better. There is now a nice CD soundtrack to add to the cartoon antics on screen but of course the game does have to load from the CD which makes the gap between levels longer. If you're wondering whether to go for the cart or the CD – get this version.

OVERALL 85%

BURNING SOLDIER

■ **3DO** ■ **£39.99**
■ **1 CD** ■ **Panasonic**

■ The visuals in this shooter are absolutely fantastic. Brilliantly rendered spaceships zip around space and the explosions will simply blow you away. The only trouble with it is that you've got no control over the direction your vehicle goes in at all, the player's job is to simply go along for the ride and shoot at anything that moves. Not bad, but you could soon got bored with the lack of interaction.

OVERALL 72%

MEGA RACE

3DO £39.99
1 CD Mindscape

We were expecting big things of *Mega Race*. Sadly it has turned out to be quite a disappointment. The huge, futuristic cityscapes that roll by are quite impressive but the cars are almost impossible to control and with blocks placed all over the road and annoying opposition cars you won't be playing this for very long. Another example of nice graphics, shame about the game.

OVERALL 70%

LEMMINGS

CD-i £29.99
1 CD Philips

With the release of *Lemmings* on the CD-i the game has probably been released on every format imaginable. This new version has a great cartoon introduction with lemmings, frogs and even a rabbit making an appearance – don't ask us why! The main game is the same as on any of the consoles. Control is a little tricky with the joypad, it always works best with a mouse but it's still great fun and a must for all CD-i owners.

OVERALL 77%

THE APPRENTICE

CD-i £34.99
1 CD Philips

We haven't seen many platform games on the CD-i so *The Apprentice* is filling a gap in the market. It looks really nice with a suitably cartoony introduction and nicely drawn sprites. The basic idea is to collect keys to open the coloured doors and, of course, collect all kinds of other items for points. This is all very well but any game really needs to have a bit more variety in it before demanding your hard earned cash.

OVERALL 78%

PGA TOUR GOLF II

Game Gear £29.99
4 Mbit Time Warner Interactive

Golf games are a bit like buses. You wait around for ages for one to turn up then lots come at once. Last issue we had *Ernie Els* from Codemasters and now Time Warner have got in on the act with the latest version of *PGA*. This isn't quite up to the standard of the Codies' game though. All the options you'd expect have been packed into 4 Mbit and the graphics are reasonable for the small screen but it doesn't have that spark. It would still make a nice stocking-filler though.

OVERALL 80%

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

WAY OF THE WARRIOR

This is an example of the kind of game graphics that we can look forward to in the near future. Even though it's obviously jumped on the *MK* bandwagon, it does a much better job of it than the weedy *Kasumi Ninja*. The gameplay is wobbly though, and while slick, digitised characters and stunning special moves are fun, more attention should have been paid to the punch and kick detection. **DAVE**

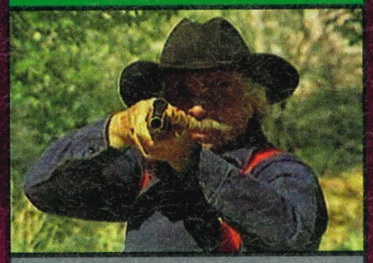
This is nice and gory. What more can a gamer want? Well, more than this actually. The graphics and visuals are all nice and the variety of special moves will keep you happy for a while, but they've gone off on a tangent with the control method. Me? I'd wait for *Samurai Shodown* and *Street Fighter II:X*. If you have no patience, go and get *Way of the Warrior* but I wouldn't recommend it. **NICK**

So you don't have *Mortal Kombat II* or *Super Street Fighter II* on the 3DO. Well, who needs them when there's a great game like this to play. In solid *MKII* tradition all the characters have been digitised from live actors, which makes me wonder how they got the gore-dripping corpse scenes! Packed with non-stop action and a bundle of special moves to master this will please all beat'em-up fans. **NICK R**

Wherever you look you will find a beat'em-up skulking around in a dark alley just waiting for a fight. Well, for a start I'd love to have a fight with this as it would get a good smack for being so sloppy. The gameplay really is on the terrible side and it is definitely the worst fighting game that I've played for a long time. Best avoid this if you can as it's likely to do you with a bore-ality. **ADRIAN**

OVERALL 75

SYSTEM: CD-i
PRICE: £69.99 SIZE: 1 CD+GUN
PUBLISHER: PHILIPS



MAD DOG McCREE

The box is so big and chunky that it will undoubtedly lure many into parting with their hard-earned dosh. That would be a terrible mistake! Not only is *Mad Dog* ancient but it has also never been successfully converted onto a home format – and the CD-i is no exception. The graphics are good, but the gun detection is dodgy and try as you might to enjoy this, it soon becomes a waste of time. **DAVE**

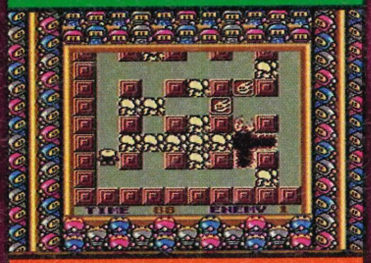
This is one good-looking hunk of a game. I never liked it in the arcades and I usually keep a long stick between me and any CD-ROM versions of Laserdisc games but this grabbed my attention. It's fast and the graphics are as lush as the arcade but take some good advice – if you buy this you're just going to let it sit and gather dust making only an odd appearance to impress some mates. **NICK**

Well, I can't really fault the graphics in this CD-i game can I? It's all done in Digital Video originally recorded for the hit arcade machine. This title comes with a special Philips gun to plug into your machine too for the ultimate arcade experience. I found that it works better with the joypad though, you can tell where you're aiming then – the gun isn't very hot on the controlling front. **NICK R**

The arcade version of this was maybe only good for those who thought that they were a crack shot and felt like impressing the girlies with their special gun. On the CD-i, however, things seem a little different as you play the hero trying to save the sheriff from a bunch of bad men. Forking out all that money and impressing no-one seems daft, you might as well have gone to the arcade and spent your money there. **ADRIAN**

OVERALL 73

SYSTEM: GAME BOY
PRICE: £TBA SIZE: 1 Mbit
PUBLISHER: HUDSONSOFT



BOMBERMAN 2

We love *Bomberman* in this office, and so far we haven't been disappointed with any of the games. *Bomberman 2* is the perfect portable interpretation of its bigger brothers and is a must for fans of the chubby little explosives experts. Slower than the 16bit versions but packed with all the usual icons and the same addictive gameplay, this is the ideal cart for livening up a long journey. **DAVE**

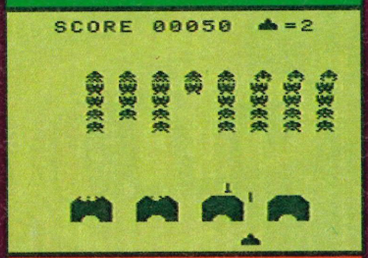
Bomberman is one of my favourite games of all time and any appearance should be welcomed with open arms, especially on the Game Boy. The standard game is just as good as the early version and can be completed quite easily although things get hot later on. What I really want for this game is a GB multitap so I can have a major old *Bomberman* showdown with four players. In my dreams only. **NICK**

Well we've had the Mega Drive and SNES version of this classic earlier on so why not a Game Boy blaster as well? Everyone loves *Bomberman*, it goes without saying. There's a strange joy you experience when you blow your mates sky high with a well placed bomb. Unfortunately, it's hard to fit two players on a Game Boy unless you have a link-up cable and two copies of the game. A good conversion. **NICK R**

I do love *Bomberman* to bits and this is the ultimate in portable exploding action. Running around mazes and blowing the computer to smithereens is just the best possible fun you can have while travelling around. If I were you and I had a Game Boy, I'd put on my best pair of running shoes and leg it down to the shops to buy this game. It's the best laugh you'll ever have, honest. **ADRIAN**

OVERALL 86

SYSTEM: GAME BOY
PRICE: £24.99 SIZE: 1 Mbit
PUBLISHER: NINTENDO



SPACE INVADERS

A tear of nostalgia trickled down my face as I played this. As faithful a conversion of the arcade classic as you will ever find this is a must for older gamers who fancy a trip down memory lane. Bland on the handheld, when played through the new Super Game Boy every kind of Space Invaders machine is featured, black and white, stand-up cabinet, even the old coloured cellophane effect! **DAVE**

The old classic is back but the major question one has to ask oneself is why bother? The original *Space Invaders* died a death anyway with the arrival of the next generation like *Guardians* and *Phoenix*, so why not put them on the same cart? This is just a nostalgia rush for the sake of it but it's still a good game, if too basic even for the Game Boy – good for a few attempts when you get bored. **NICK**

Whoa! This takes me back a bit! Back to the chip shops on caravan sites when I used to go on holiday with my family. I used to spend hours blasting away at the little aliens as they moved down the screen. This game is really made for the Super Game Boy with special colour versions that emulate the different types of cabinet that you could get the machine in. Nice, but not worth £24.99. **NICK R**

Space Invaders! After an absence of about, ooh, twelve million years, it's finally returned to me so that I can hone and fine-tune the gaming skills that it taught me so well when I was but a wee lad. Then I see how much it costs and I think that I never spent that many of my dad's 10p's. But for an old classic like this, maybe, just maybe I would. It's fun, but it is only *Space Invaders*. **ADRIAN**

OVERALL 80

SYSTEM: GAME BOY
PRICE: £TBA SIZE: 2 Mbit
PUBLISHER: FOX INTERACTIVE

THE PAGEMASTER

A tricky little platformer that sees you controlling Macauley through a variety of levels, that I assume have been taken from the movie. A fair bit of screen blur occurs as events sometimes happen a little too fast for the update. Lots of leaping on monsters and collecting keys, but this is a game that never really catches fire and will probably only really be of interest to fans of the movie. **DAVE**

I haven't seen or heard anything about the film, of which this game is to be released simultaneously with, but it stars Macauley Culkin – I can live with that. Surprisingly I actually prefer this version to the SNES one. So what if the one-hit death system and annoying looking sprite will put people off? Deep down it has quite a chunky amount of gameplay for you to sink your teeth into. **NICK**

Macauley Culkin??? in another computer game?! Why do companies do this to us? If you were unfortunate enough to go to see the film and enjoy it then you might be interested in a game starring Culkers. This game looks particularly nice on the Super GB. It's got its own full colour border and special colour graphics. The actual gameplay is decidedly suspect though. I wouldn't touch it. **NICK R**

The only real platform games that are worth any money on the Game Boy are the *Mario* range of games. They are brilliantly designed and are well worth the money, but *The Pagemaster* on the other hand is not brilliantly designed and is not worth the money. The game just about scrapes an average on the gameplay meter and, what's more, it's got the child spawn Culkin in it. Yuck! **ADRIAN**

OVERALL 72

SYSTEM: ARCADE
PRICE: £1/CREDIT PLAYERS: 1-2
PUBLISHER: SEGA

VIRTUA COP

This takes the *Lethal Enforcers* game scenario that one step further. Whilst the digitised graphics in Konami's looked a bit rigid and staid, in *Virtua Cop*, the targets are three dimensional like in *Virtua Fighter* and present a far more challenging and satisfying target.The bad guys leap out in their hundreds as you wander through a variety of suitably dramatic scenarios. Recommended. **DAVE**

Now this is a smart looking, blaster. It isn't the most stunning game when you first come across it in the arcades but the minute you get the gun in your hands you'll be engrossed as the crosshairs appear all over the shop. A good all-round shooter in a Reservoir Dogs style that lets itself down slightly in the originality stakes, but hey, these arcades games are all alike – aren't they? **NICK**

You have just got to get down to your local arcade and try this new *Virtua* game out! It has two big guns bolted to the front of it and you must shoot all of the black-suited criminals *Operation Wolf* style. The Sega *Virtua* technology is looking good again with graphics in the same sort of style as *Virtua Racing* and *Virtua Fighter*. At £1 a go it's a bit steep but well worth a good blast. **NICK R**

For those of you that abhor violence and an unhealthy amount of blood letting in videogames, check out *Virtua Cop*. With graphics similar to those of *Virtua Fighter*, you have to patrol around and shoot the bad guys that crop up and take pot-shots at you. This really is excellent fun, it doesn't have any blood and it plays really well. A whole lot better than *Lethal Enforcers*. Top cop action. **ADRIAN**

OVERALL 82

POWER RANGERS

Game Gear £29.99
4 Mbit Sega

That's right, time to cash in on all the hype surround the 'Mighty Morphing Power Rangers'. This game looks very nice with colourful sprites and smooth movement but it's just too darn easy! By repeating the same move over and over again you can soon sort out all the bad guys and be home in time for tea! If you're a big fan of the Power Rangers then take a look but otherwise shop around, you'll find more exciting Game Gear games.

OVERALL 59%

DAFFY DUCK: THE MARVIN MISSIONS

Game Boy £24.99
2 Mbit Sunsoft

Sunsoft like their cartoon character games don't they? The trouble is it's hard to find one that's worth playing. This Daffy Duck adventure looks quite nice with a large Daffy bouncing around the screen but play the game for a while and you'll realise it's a dodgy platform game rehash, the likes of which litter Game Boy collections everywhere. Don't fob off your handheld mate with this at Chrimbo.

OVERALL 63%

DUCK TALES 2

Game Boy £24.99
2 Mbit Capcom

If you have played any of the *Duck Tales* games on the Nintendo NES or the Game Boy you'll know exactly what to expect from this. It's a platform game starring Scrooge McDuck and his three nephews with baddies to avoid, puzzles to solve and nothing particularly special to see at all! But is there really any point in buying this game if you've already got the first one? Shop around, you'll find better Game Boy games to spend your money on.

OVERALL 69%

GAME BOY GALLERY

Game Boy £24.99
2 Mbit Nintendo

Now this is a blast from the past. There are five games that in some form or other have appeared on early electronic watches like the Casio range. The games on this cart range from the excellent and brain numbing *Cement Factory*, to the silly and ridiculous juggling game that makes you move a clown's hands so that he juggles three balls. Highly amusing. Not. For £25 you'd expect a lot better than this, indeed, there are some classic games, but none of them are worth that amount of money.

OVERALL 50%

CHARTS

The big 10 high 5

ELSPA — European Leisure Software Publishers Association Ltd

CHARTS COMPILED BY GALLUP

CONSOLE CHART

1: URBAN STRIKE - MEGA DRIVE
2: MORTAL KOMBAT II - MD/SNES/GG/GB
3: JURASSIC PARK - MD/GG/GB
4: SONIC 2 - MEGA DRIVE
5: JUNGLE BOOK - MD/SNES/GG/GB
6: COOL SPOT - MEGA DRIVE/SNES
7: STUNT RACE FX - SNES
8: ALADDIN - MD/SNES/GG
9: FIFA INTERNATIONAL SOCCER - MD/SNES
10: SONIC THE HEDGEHOG - MEGA DRIVE

16/32 BIT FLOPPY CHARTS

1: DOOM 2 - PC
2: THEME PARK - PC/AMIGA
3: SIM CITY 2000 - PC/AMIGA
4: COLONIZATION - PC
5: MICK AND MACK GLOBAL GLADIATORS - AMIGA
6: ON THE BALL: WORLD CUP EDITION - PC/AMIGA
7: TIE FIGHTER - PC
8: KRUSTY'S SUPER FUN HOUSE - PC
9: PREMIER MANAGER 2 - PC/AMIGA
10: FRONTIER: ELITE 2 - PC/AMIGA

TOP FIVE SNES

1: STUNT RACE FX - NINTENDO
2: MORTAL KOMBAT II - ACCLAIM
3: JURASSIC PARK - OCEAN
4: SUPER MARIO WORLD - NINTENDO
5: STARWING - NINTENDO

TOP FIVE MEGA DRIVE

1: URBAN STRIKE - EA
2: MORTAL KOMBAT II - ACCLAIM
3: SONIC 2 - SEGA
4: JUNGLE STRIKE - EA
5: STREET FIGHTER II: CHAMP EDITION - SEGA

TOP FIVE MEGA-CD

1: SONIC CD - SEGA
2: SEWER SHARK - SONY IMAGESOFT
3: ECCO - SEGA
4: FIFA - EA
5: TOMCAT ALLEY - SEGA

TOP FIVE AMIGA

1: MICK & MACK: GLOBAL GLADIATORS - VIRGIN
2: ON THE BALL: WORLD CUP EDITION - ASCON SPORTS
3: SOCCER KID - KRISALIS
4: FRONTIER: ELITE 2 - GAMETEK
5: CLUB FOOTBALL: THE MANAGER - SOFTWARE BUSINESS

TOP FIVE CD32

1: ARCADE POOL - TEAM 17
2: JAMES POND 3 - MILLENNIUM
3: BUBBA 'N' STIX - CORE DESIGN
4: UFO: ENEMY UNKNOWN - MICROPROSE
5: CANNON FODDER - VIRGIN

TOP FIVE PC

1: DOOM 2 - VIRGIN
2: COLONIZATION - MICROPROSE
3: SIM CITY 2000 - MAXIS
4: TIE FIGHTER - LUCASARTS
5: KRUSTY'S SUPER FUN HOUSE - VIRGIN

TOP FIVE PC CD-ROM

1: DOOM 2 - VIRGIN
2: THEME PARK - EA
3: REBEL ASSAULT - US GOLD
4: ENCARTA - MICROSOFT
5: PRIVATEER/STRIKE COMMANDER - EA

TOP FIVE GAME BOY

1: ROAD RASH - OCEAN
2: JURASSIC PARK - OCEAN
3: SUPER MARIO LAND 3 - NINTENDO
4: TETRIS 2 - NINTENDO
5: KONAMI GOLF - KONAMI

TOP FIVE GAME GEAR

1: ECCO - SEGA
2: SONIC 2 - SEGA
3: MICKEY MOUSE 2 - SEGA
4: ARIEL: THE LITTLE MERMAID - SEGA
5: SONIC THE HEDGEHOG - SEGA

EDITOR'S UNSTOPPABLE TEN

What does the country's top gamer spend his free time playing? Here's a chart of our editor's fave carts of the moment:

THIS MONTH	LAST MONTH	GAME	FORMAT
1	NE	MEGA BOMBERMAN	MEGA DRIVE
2	1	MORTAL KOMBAT II	SNES
3	NE	DOOM 2	PC
4	NE	PRIMAL RAGE	ARCADE
5	1	SUPER STREET FIGHTER II	MEGA DRIVE
6	NE	BATTLECORPS	MEGA-CD
7	RE	MEAN BEAN MACHINE	MEGA DRIVE
8	NE	NHL '95	MEGA DRIVE
9	NE	BURN CYCLE	CD-i
10	6	WARIO LAND	GAME BOY

TOP TEN IMPORTS

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

POS	GAME	FORMAT
1	ILLUSION OF GAIA	SNES/USA
2	FINAL FANTASY III	SNES/USA
3	ALONE IN THE DARK	3DO/USA
4	DYNAMITE HEADDY	MD/USA/JAP
5	LUNAR	SEGA-CD/USA
6	HEIMDALL	SEGA-CD/USA
7	MEGARACE	3DO/USA
8	BLACKTHORNE	SNES/USA
9	STAR TREK:TNG	MD/USA
10	VORTEX	SNES/USA

IN THE ARCADES

Thanks again to Deith Leisure for this month's arcade charts:

POS	GAME	COMPANY
1	DARKSTALKERS	CAPCOM
2	KING OF FIGHTERS '94	SNK
3	MORTAL KOMBAT II	MIDWAY
4	ALIEN VS PREDATOR	CAPCOM
5	SUPER STREET FIGHTER II: TURBO	CAPCOM
6	RAIDEN DELUXE	TV TUNING
7	AEROFIGHTERS II	SNK
8	STREETHOOP	SNK
9	SUPER VISUAL FOOTBALL	SEGA
10	V GOAL SOCCER	TECMO

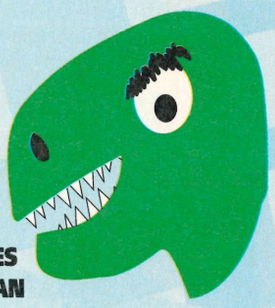
LISA MAGGS'S TOP TEN GAMING GIRLIES

Lisa is a keen Games World fan and is particularly in love with the roguish Ade. To try and grab his attention she has sent in her top ten girlie game heroines of all-time:

POS	GIRLIE	APPEARS IN
1	BARBIE	BARBIE GAME GIRL
2	CAMMY	SUPER STREET FIGHTER II
3	KELLY	NIGHT TRAP
4	PRINCESS DAISY	MARIO KART
5	VIOLET BERLIN	BAD INFLUENCE
6	SURF	STREET RACER
7	KITANA	MORTAL KOMBAT II
8	GALA	BURN: CYCLE
9	TIME GAL	TIME GAL
10	GAMES MISTRESS	GAMES WORLD

PREHISTORIC PLAYTIME

We take a trip back through time for a top ten look at our favourite Stone Age carts:



POS	GAME	COMPANY
1	JURASSIC PARK	SEGA
2	LOST EDEN	VIRGIN
3	PRIMAL RAGE	TIME WARNER
4	CHUCK ROCK	CORE DESIGN
5	RADICAL REX	ACTIVISION
6	DINOBASHER	CODEMASTERS
7	BC RACERS	CORE DESIGN
8	THE FLINTSTONES	SONY
9	PREHISTORIK MAN	TITUS
10	DINO DUDES	ATARI

PRODUCT PLACEMENT

Here's a quick run-down of the varied products and companies that have appeared in videogames over the years:

POS	PRODUCT/COMPANY	GAME
1	PENGUIN BARS	JAMES POND 2
2	CHUPA CHUPS	ZOOL
3	7-UP	COOL SPOT
4	MACDONALDS	GLOBAL GLADIATORS
5	COCA COLA	OLYMPIC GOLD
6	LUCOZADE	SUPER FROG
7	CHEETOS	CHESTER CHEETAH
8	DOMINO'S PIZZA	PAPARAZZI
9	MIDLAND BANK	THEME PARK
10	GOLDEN GRAHAMS	SOCCER KID

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

THE BACK ISSUE ISSUE

Dear Dave,

Why not have a back issues page because I've missed issue three and I'm sure that there are millions of other people that have missed issues of **Games World: The Magazine**. A lot of my friends have looked at issue 1 and said they want it.

Congratulations, the Jaguar Advanced Gaming mag was amazing, especially the great Cat Shows Its Claws page.

Where do you get your cool bandanas from?

I own a SNES, Amiga, NES and Jaguar, but I find it very hard to find time for them all, how many machines do you own?

Keep up the good work.

■ **Jonathon Steele, N Wales**

■ *I am glad that you have brought this point up Jonathon. We have in the past made a decision to sacrifice our Back Issues and Subscriptions pages purely so that we can fit even more games into the pages of* ***Games World: The Magazine****. I meant to put one back in at some point, but there always seem to be so many good games that need covering every month that I've never got round to it. But fear not, if you have missed a copy of the UK's greatest games magazine ever you'll be able to order your back issues by phoning (0202) 299900. No sooner said, than done!* ■

DOES IT PAY TO ADVERTISE?

Dear Dave,

If the Jaguar is to sell, Atari need to advertise it. But so far I have not seen any TV adverts.

■ **A Thierry, Hampshire**

■ *As I regularly tell people, TV is not the be-all and end-all of the games industry. Adverts in the country's specialist magazines still prove to be the most successful way of publicising a product. However, the 'big boys' in the games world are now starting to use TV adverts more and more and even cinema advertising slots are being utilised to full effect by people like Acclaim, Sega and Nintendo. Atari have seemingly chosen not to use these expensive mediums to publicise their hardware and software for now but maybe we will be surprised around Christmas time. However, I think that if the Jaguar is to sell, better games are needed – not necessarily flashier campaigns. Oh yeah, and a decent joypad would help.* ■

TEACHER KNOWS BETTER

Dear Dave,

I have just bought issue number five of the only mag around worth £2.50. But I thought I had to write to you about **Mr A Teacher** from **Essex**'s letter (it was in issue five).

He stated that the CD32's software was mostly floppy conversions from other systems. Is he unaware of the fact that most games on the market nowadays have been, or will be converted to various formats? Also, your comment on the "unfortunate instances of the CD32 and Mega-CD" was a bit uncalled for as both these machines were breakthrough material when they first arrived on the scene, but since there was a lack of decent games to play on them everybody was waiting for something bigger and better. When Nintendo announced their Ultra 64 machine, what's the betting that their boffins started working on their 'breakthrough' 128bit machine. When will it end? I'm not against natural progression but is there, and

BYTE BACK BANDANAS

Every month you can write or draw what you like and send it to the country's number one games expert and, if your work is featured, win a signed bandana. Write now!

I CAN'T COMPETE WITH HIS PC!

Dear Dave,

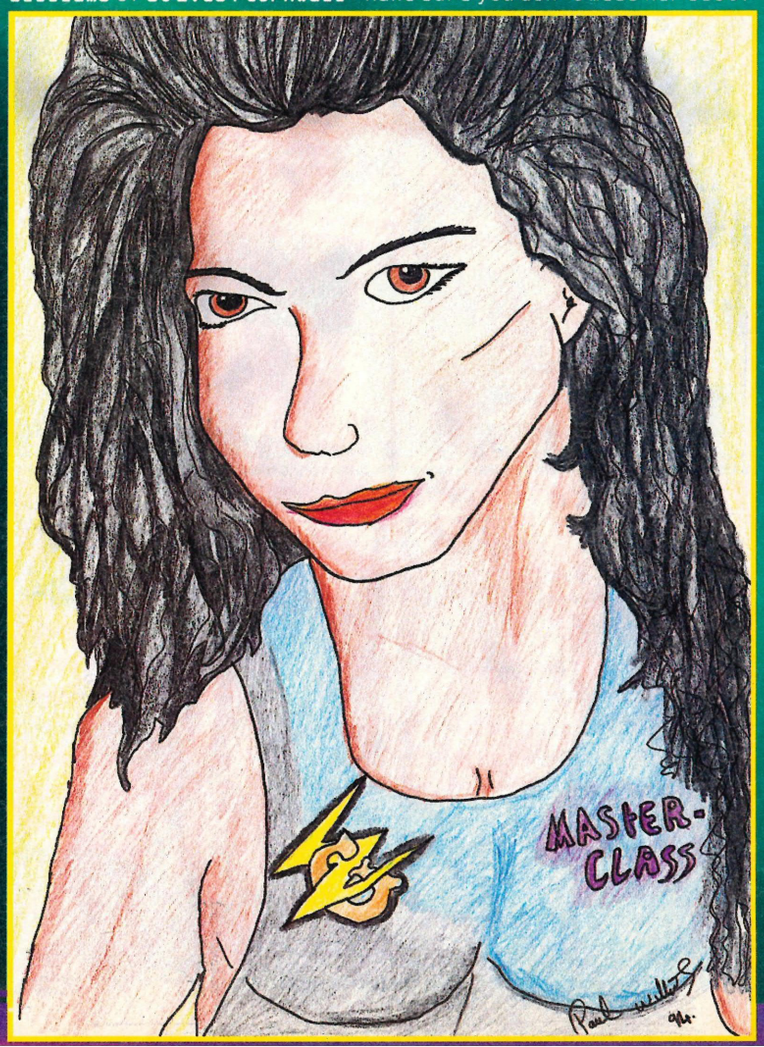
I've been reading **Games World: The Magazine** since the very first issue. I buy it because it's better than most other magazines around, it's top!

I bought a PC last month with *Sim City 2000*, after a while I became addicted to it!

During the Summer holidays I played *SC2000* until from 8.30am to 1.30am every day and I couldn't complete it or get particularly good at it. I would waste too much money and the game would be over again, but still I'd keep playing it.

Yesterday, something went wrong with my monitor, so I sent it back to the manufacturer to fix.

■ A lovely little likeness of the Games Mistress sent in by **Paul Williams** of **St Ives, Cornwall**. Make sure you don't miss her slot!



Write to:
BYTE BACK
Gamers World: The Magazine
Durham House
124, Old Christchurch Road
Bournemouth
BH1 1NF

I soon got bored (after about two hours) as I couldn't play *Sim City* so I played on my SNES instead.

I played *Street Fighter II: Turbo*, *Mortal Kombat* etc and it felt very pointless kicking and punching people (or computerised images) around! I completed all these games on my first or second go, they're too easy, so I played *Romance of the Three Kingdoms* instead. I used to play it a lot before I went and bought *Sim City 2000*, but now I found it wasn't as deep as *Sim City* is.

I now hate my SNES now and I don't know what to do! Can you give me some advice?

■ **Kenneth Chu, Milton Keynes**

■ *Poor little SNES. I expect it has never done you any harm, it just sat there waiting to serve you whenever you decided to switch it on, and then you go and spurn it as soon as you get a new machine. Well Kenneth, you don't deserve such a fine machine! I suggest you send it to us where it will be loved and looked after or, better still, give it to someone who will provide this 16bit outcast with a real family and treat it to hours of serious game fun. Let me warn you though, the grass always seems greener... you never know what you've got until it's gone! Can you be sure that your new found PC pal will still be as exciting when you have to give it your undivided attention? I hope so for your sake! It seems to me that you may have just have outgrown your previous relationship and it is time to move on, but be sure before you do that you won't miss good old, no strings attached, console action.* ■

will there be, an end to it all? As a proud owner of a CD32 I have a collection of just over 30 titles, and the questions I ask myself are:

1) All that money just to be out of date in a couple of years.
2) Converted to other systems only to be made bigger and better.
3) And finally, when are the software houses going to learn that big is not always better (in terms of hype).

Bye for now.

■ **Michael Watt, Aberdeenshire**

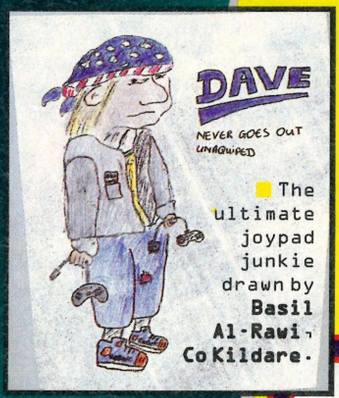
PS: Saw your new look on GamesMaster with Dominik (Adrian Mole look-alike) Diamond, and thought it was awesome.

PPS: A bandana would be nice, or a reply in issue six or seven. Bye.

■ *This is what we like, a bit of debate. It seems, Michael, that you think that Mr Teacher should go back to school eh? (Sorry). Whilst I am sure that he did realise that most successful titles get converted onto a variety of formats these days, most formats do at least get an original game to play occasionally before it appears across the board. Name a game that was developed primarily for the CD32 and then converted. Not easy, is it? You have to doubt the industry's dedication to the machine and, as this is usually a good indication of a format's future success or lack of it, CD32 owners look like they're in for a tough time.*

I'm sorry that you felt my comments were uncalled for, but I don't care whether a new machine is 'breakthrough material' or not, as soon as a company begins to persuade people to spend their hard earned cash on its product it has a moral obligation to stand up and be counted. They took the money and so, in my opinion, had a responsibility to their customers to provide them with gaming that lived up to all the claims. The CD32 did not do that... RIP.

As far as the development of new systems goes, I agree that it all seems to have gone a bit crazy at the moment, but in the present environment a 'you snooze, you lose' policy seems to be in full effect with every company frightened of falling behind its rivals in the technology stakes. I don't expect that this will ever end but it will probably slow down a little late next year. The secret of not buying a bad machine is not to panic. Choose the machine you want, based on the software you want to play and be happy. You can't have every machine, nor will there be one ultimate machine. Just relax and enjoy the games system you have and if that happens to be a CD32 then fine, as long as you're happy. ■



■ The ultimate joypad junkie drawn by **Basil Al-Rawi, Co Kildare.**

■ Caught! It's best that this artist remains anonymous...

STOP PRESS...STOP PRESS...STOP PRESS...

MR COOL QUITS CHALLENGE!

In a shocking development this month, Mr Cool made a swift exit from the Games World Videator Vault. A witness heard Mr Cool, current Readers' Videator champion, mutter "I'm cool, but these guys are nutters!" before catching the nearest bus back to Kettering.

It appears that he was shocked at the sheer nastiness of the Videators now entering the challenge, ever-concerned for public safety, the World Gamers decided to investigate...

STOP PRESS...STOP PRESS...STOP PRESS...

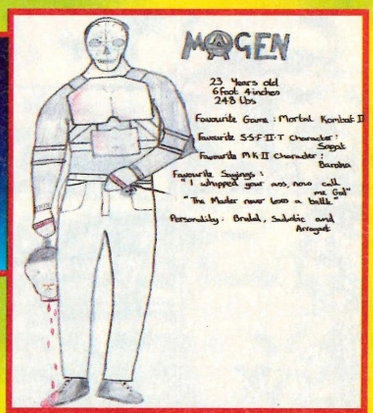
PSYCHO WATCH

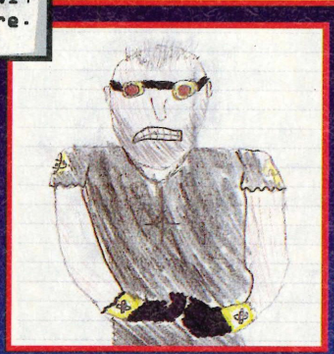
Several extremely suspicious looking individuals have come to our attention during the course of the Readers' Videator Challenge. We took likenesses of these unsavoury characters to top psychological profilers at Scotland Yard's Serial Offender Division (SOD). These boffins informed us that these were very disturbed personalities, describing them as brutal, sadistic, violent and probably without a shred of decency between them.

"You see" Dr H Lecter explained "the saying 'I whipped your ass, now call me God' displays an obvious Super Ego complex." When pressed further on what might have pushed these unbalanced minds over the edge he commented "reading inferior games magazines, watching too many horror videos and not drinking enough nice Chianti have probably all had an effect."

MAGEN

Appearance: Baraka having spent several years as a breakfast TV presenter.
Personality: Sadistic and cruel.
Habits: Eating the plastic toys found in cereal boxes.





HYDRO BOM

Appearance: Duncan Goodhew with shoulder pads.
Personality: Aggressive, insensitive and dull.
Habits: Falling off his skateboard.

SNIPER

Appearance: Some sort of marine.
Personality: "Heh? Whadda you want to know for?"
Habits: Setting fire to his hair.

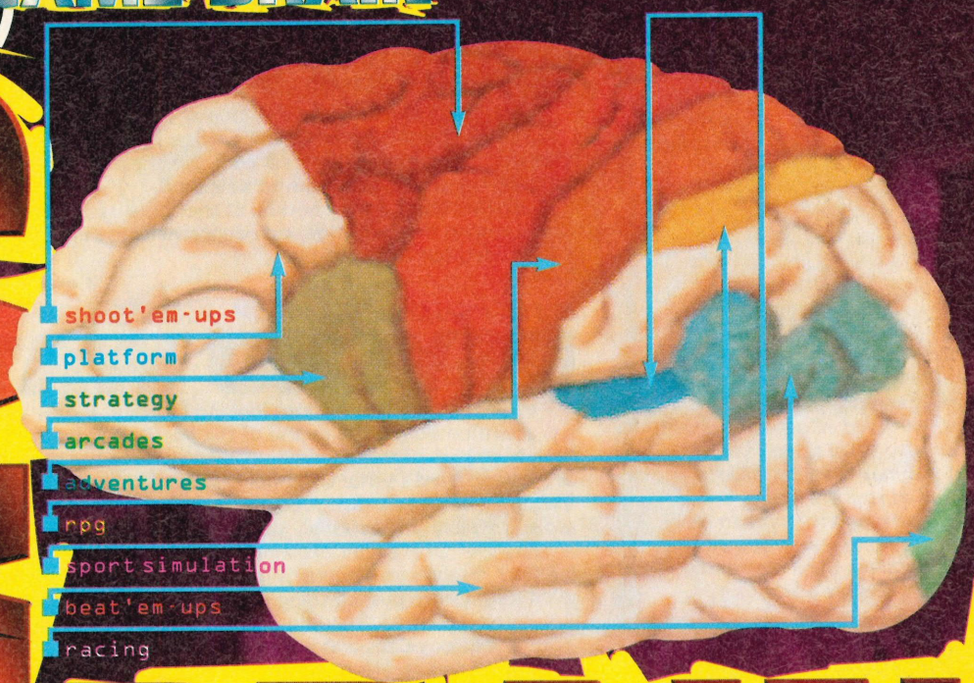
■ We were informed that on no account should these characters be approached as they are considered extremely dangerous. If you spot any of the suspects attempting to purchase a nice range of stainless steel cutlery with matching salt and pepper pots from your local hardware store INFORM THE POLICE IMMEDIATELY. ■ 027 027 027 027 027 027 027 027 ...

So, in answer to **John Buchanan** of **Kingsbury, London**, we're afraid that playing too much *Street Fighter II* and *Mortal Kombat* CAN be a bad influence on some people, although most psychiatrists believe that you have to be pretty sick to start with to put on combat gear, carry severed heads or wear swimming goggles in broad daylight.

That's all from this month's Psycho Watch and, remember, we have all the names and addresses of our readers stored in our GW Database so, if any unsolved crimes do occur, we know where you live.

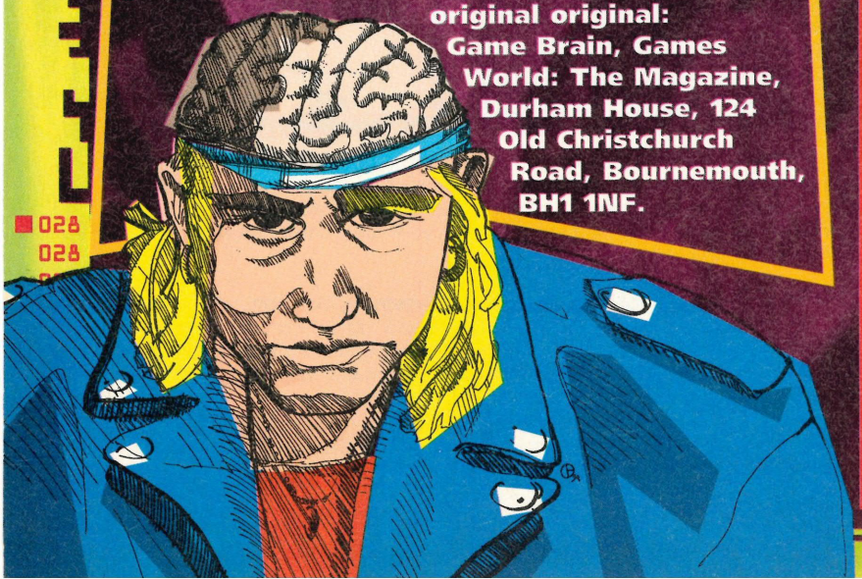
G'night and, mind how you draw!

GAME BRAIN



I want to begin this month's edition of the UK's greatest games help section by saying that that new Nintendo advert featuring Brian the Brain (clearly based on me) is one of the greatest pieces of television that I have ever seen. Brian is a star in the making. Obviously he is not as talented or as well informed as me, but you have to admit that he certainly cuts a dash in his bubbling jar on the big screen. I can only believe that my big chance must be just around the corner, especially as I was the original and around ages before him. Hollywood here I come...

If you have a game question that no-one else can help with. Don't bother writing to those pale impostors, send your letters to the original original: Game Brain, Games World: The Magazine, Durham House, 124 Old Christchurch Road, Bournemouth, BH1 1NF.



AGE CONCERN

Dear Game Brain,

In your comic issue five, November 1994 you have said that Knuckles is only eight months old. However, in the instruction booklet of *Sonic 3* Mega Drive 2, his age is put at 15 years old. Please could you help me to sort out this age difference. Hope to hear from you soon.

■ **Marc Gordon, London**

GB ■ *Don't be terrified Thomas, here are some cheats and codes to help you out:*

Cheats and Level Codes

At the beginning of the game, where the LucasArts logo appears, input the following code: Up+Fire, Down+Fire, Up+Fire, Up+Fire. You'll hear a load of voices singing "LucasArts", this means that the cheat mode has been activated, the following keys enable different things: '+' on the numeric keypad will erase all of the damage you have incurred and will restore your health to 100.

The Escape key will skip you onto the next mission or scene. If you press numbers 1-9 on the keyboard, you will skip to chapters 1-9 and pressing A-F jumps to chapters 10-15.

Here are the level codes for the game:

Chapter	Easy	Normal	Hard
4	FALCON	BRIGGS	ACKBAR
7	ANOAT	KAIBURR	FORNAX
11	YUZZEM	MYNOCK	BESPIN
15	BRIGIA	DAGOBAH	KESSEL
End	GREEDO	MIMBAN	ORGANA

TERRIFYING ASSAULT

Dear Game Brain,

Are there any cheats for *Rebel Assault* on the PC CD-ROM and what code for the second level of *Rebel Assault* on the easy mode?

Your Terrified Little Tentacle,

■ **Thomas Moore, Co Limerick**

ALIEN VS SONIC

Dear Game Brain,

1) I'm interested in getting an Atari Jaguar but I don't like *CyberMorph*. Are there any other games that you can get it to work with?

2) Will the US games work on the UK machine or do I need some kind of converter?

3) If so, where can I get one from?

4) Will *Primal Rage*, *NBA Jam* and *FIFA Soccer* be coming out for the Atari Jaguar?

5) If so, when?

6) Is it true that Sega have done a deal with Atari?

7) If so, will we be seeing games like *Virtua Racing*?

8) Will *Zool* and *Zool 2* be coming out for the Jaguar?

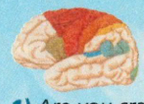
9) Will Nintendo be doing the same thing as Sega?

10) I understand that you need a special lead for stereo sound on Hi-Fi speakers, is it supplied?

11) If not, where can I get one of these from?

■ **Daniel Jaques, Leicester**

PS. Congratulations on the totally brilliant magazine!



GB ■ *A Jaguar fan, methinks. Let me help you with your pet problems:*

1) *Are you crazy? Every Jaguar game will work with the Jaguar. At present there are over a dozen official releases for you to choose from, Alien vs Predator, Doom, Chequered Flag and Kasumi Ninja. If you mean are there any other games that it's packaged with, the answer is no.*

2) *US games will work on UK machines but you'll get a half inch black bar if you use an RF cable. However, if you use a scart lead the image will be perfect.*

3) *Don't need one Daniel.*

4) *The appearance of these titles on Jaguar will probably depend upon money. Acclaim will almost certainly ask for a bucket load of money for the rights to NBA Jam, and Atari have already signed up Charles Barkley anyway. EA are just starting to change their thinking about producing games for third party machines, but by the time*

GB ■ *Don't worry, we haven't lost Knuckles's birth certificate or anything like that. Sega are quite correct with his age as you would expect. When the World Gamers said that he was only eight months old, they were referring to the number of years that he has been around in the eyes of the gamesplaying public (ie since the release of Sonic 3).* ■

HE TALKS TO THE ANIMAL...

Dear Game Brain (or Games Animal),

WOOF, QUACK, Neigghhh! Ooh aarrr (in deep voice) Meoooowww, snort, baaa, cluck, cluck... What kind of animal are you anyway? I'm proud to have watched every episode of The Really Wild Show, Animal Album and Owl TV and none, I repeat none, of them have ever, ever featured anything like a 'Games Animal' before. Alrighty, thinking cap on, here are my questions:

1) Has the SNES version of *Super Street Fighter II* got the same boring music as *Turbo* and the original or is it as groovy as the arcade version?

2) Does the instruction booklet for the SNES *MK II* tell you all the moves?

3) When is the SNES *Saturday Night Slam Masters* available in the UK and how much will it sell for?

4) Are any new *Castlevania* games planned for release?

5) Is it worth getting *Bomberman II* if I've already got the first one – probably no, right?

6) Has it still got those pucka detonators?

7) Do you know any super-special /special moves for *Darkstalkers* arcade? If so, please print 'em.

God, this pen is knackered! The SNES is the best!

■ **Danny Harrison, Eastbourne**

PS. Why don't you do a compo where readers have to design their own version of the Games Animal and you can decide the best? Well, it's a thought.

GB ■ *It might be a thought, but it's definitely a very, very small one. But, okay, let's do it Danny! As from now on there will be prizes every issue for the readers who send in their best pictures of 'The Games Animal'. They can be fairly realistic, fictional or just plain bizarre.*

Happy now?

Now, onto those questions:

1) *This depends upon your definition of groovy, the cart version of Super Street Fighter II does not feature the exact arcade music, but it does have a jazzed-up version of the original Turbo tune.*

2) *Mortal Kombat instruction booklets never tell you all the character's special moves, that is part of the challenge. You have to work them out for yourself or buy an excellent magazine like Games World where we do all the hard work for you.*

3) *Saturday Night Slam Masters is planned for official release in the UK sometime during the next three months, although Capcom tell me that no official date has been confirmed as yet.*

4) *Yes, Konami are planning to release yet another Castlevania game next summer, but it will be on the Mega Drive 32X. Apparently, it is too early to give it a name as yet, but keep buying* ***Games World: The Magazine*** *and we'll let you know as soon as we do.*

5) *You're quite right, it is not worth buying Bomberman II if you already have the original, as the first one was better. For a start, the sequel does not possess the 'punch' icon which was one of the best features of the original and in its place has the slower, more limited 'throw' icon. We were a little disappointed in the Games World offices, I can tell you.*

6) *Yes, the detonators are still in the game.*

7) *Courtesy of Capcom, here are those Darkstalkers moves:*

DIMITRI (Vampire)
Chaos Flare: Down, Down/Right, Right + P
Demon Cradle: Right, Down, Down/Right + P
Bat Spin: Down, Down/Left, Left = K
*Negative Stolen: Rotate + P

JON (Werewolf)
Beast Rush:
(Horizontal) Down, Down/Right, Right + P
(Into the air) Right, Down, Down/Right + P
(In mid-air) Right, Down/Right, Down + P – while jumping
***Climb Laser:** Down, Up + K

VICTOR (Frankenstein)
Gyro Crush: Down/Left, Left, Right + P
Giga-burn: Down, Down/Left, Left + K
Giga-hammer: Left (Pull) Right + P
Giga-buster: Left (Pull) Right + K

MORRIGAN (Succubus)
Soul Fist:
(On the ground) Down, Down/Left, Left + P
(In mid-air) Up, Up/Right, Right + P – while jumping
Shadow Blade: Right, Down, Down/Right + P
Shell Kick:
(In mid-air) Down, Down/Left, Left + K

BISHAMON (Samurai)
Quick Slash: Left (Hold) Right + P + K
Snap Sword: Left, Down/Left, Down, Down/Right + P
Flip Sword: (During sword hit) Down, Down/Left, Left + P
Storm Wind: (During sword hit) Down, Down/Right, Right + P
Seal of Death:
(While jumping vertically) Up, Up/Right, Right + P

ANAKARIS (Mummy)
Echo Back:
(Suck in your opponent's shot) Right, Down/Right, Down, Down/Left, Left + P
(Return the shot you just caught) Down, Down/Right, Right + K
Royal Judgement Day:
(While jumping) Right, Down/Left, Down, Down/Left + P
Coffin Dance: P, P, P or K, K, K

FELICIA (Cat Woman)
Rolling Scratch: Right, Down/Right, Down, Down/Left + P + P
Rolling Buckler: Left, Down/Left, Down, Down/Right + P + P
Delta Kick: Left, Down, Down/Left + K
Sand Splash: Down, Down/Right, Right + K

BIGFOOT (Sasquatch)
Big Snow: Left, Down/Left, Down, Down/Right, Right + P
Big Typhoon: Right, Down, Down/Right + K
Big Towers: Down, Down +P, P, P
***Big Shake:** Right, Right/Down, Down + P
***Big Brunch:** Down, Down/Left, Left + K

RIKUO (Merman)
Poison Breath: Left, Down/Left, Down, Down/Right, Right + K
Sonic Wave: Down, Down/Right, Right + P
Screw Jet: Left, Right + P
Trick Fish: K – during back dash

LORD (Zombie)
Death Hurricane: Down, Down/Left, Left + K
Skull Javelin: Down, Up + K
Hell's Gate: Left, Down/Left, Down, Down/Right, Right + K
***Skull Punish:** Left, Down/Left, Left + K

(* Indicates close range moves)

FIFA is re-programmed, Atari's own soccer title will probably be out and they reckon that it will be better than FIFA on 3DO anyway, so that might never happen. As for Primal Rage, there are no immediate plans to convert it, but you never know.

5) *No set dates as nothing has been confirmed yet.*

6) *Atari have been involved in a long battle with both Sega and Nintendo over various copyright infringements, involving all manner of patents, from scrolling techniques to joypad ports. As a result, an out of court settlement was agreed between Sega and Atari, which resulted in Sega handing over £40,000,000 in exchange for the patents in dispute, and shares adding up to 7.9% of the American company. This new found unity means that Atari's coin-op titles and games like Tempest 2000 are now available for Sega to convert, and the Virtua titles and Daytona Racing are available for Atari to put onto the Jag. However, not everything is up for grabs. Sonic will never appear on the Atari nor will Alien vs Predator ever be seen on any Sega format.*

7) *Very possibly.*

8) *Didn't you read our JAG supplement? Zool 2 will be appearing before Christmas, but Zool is unlikely to ever grace the 64bit machine.*

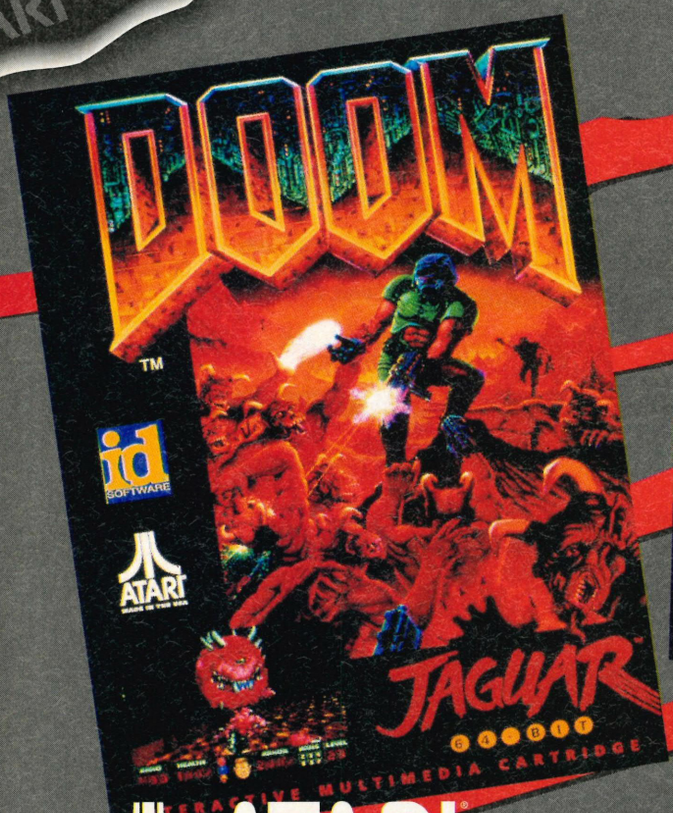
9) *There is still an outstanding court case to be settled between Nintendo and Atari so they could well choose to take the same route as Sega and settle out of court. It would be a step towards the eventual formation of one, giant unified games corporation and one universal format. Interesting thought, isn't it.*

10) & 11) *No, the lead you need isn't supplied with the machine, but sitting on the back of Jaguar is a 24 pin edge connector containing every kind of port you need. So all you have to do is take your Jag to an electronics shop and they'll be able to set up a cable, no problem. If you have any further problems on this matter you can get more technical info from The Jaguar Club at Churchill House, Stirling Way, Boreham Wood, Herts.* ■

Well, I guess it's only a matter of time before I'll have Spielberg, Coppolla, Lucas, knocking on my door (or skull, to be exact). Maybe it's time I asked for a pay rise. An agent, that's what I need...

■ 029 029 029 029 029 029 029 029 ...

THE BIGGEST G
CHRISTMAS



ATARI

GAMES THIS

JAGUAR™
64 BIT

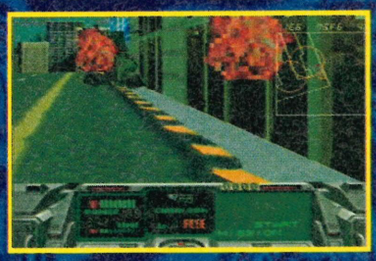
FUTURE SCREENS

METAL HEAD

SEGA

information...
- SEGA
- MEGA DRIVE 32X
- MARCH

One of the latest games to show off the potential of the 32X system will be *Metal Head*, a release set in the distant future as you control a cyber-robot roaming around the cities of earth to destroy the alien invaders who, for a change, want to take over the Earth for their own nasty, alien-type needs. Based on polygon graphics (nothing new there) *Metal Head* will take full advantage of the 50,000 polygon per second 32X capabilities with their two Hitachi 32bit RISC processors and the full 32,768 colour palette.



Roaming the streets as a building-sized robot offers many hazards to commuters but as you are tooled-up with as many weapons as possible this product is looking like a brilliant advert for the 32X, especially when the buildings and alien invaders kick the bucket. Although we were only allowed a few minutes on the game, we shall report back with more information as and when we get our greasy mitts on it – is it really just another *Mech Warrior*? We'll find out!

LEGENDARY BATTLE GODS

TAKARA

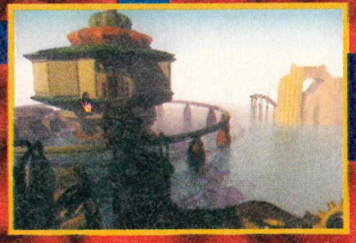
information...
- TAKARA
- PLAYSTATION
- FEBRUARY

Takara, the makers of classic Neo Geo titles like *King of the Monsters* and *Fatal Fury* are already developing for the PlayStation, making full use of both their fighting game know-how and the stunning capabilities of the PlayStation hardware to create the 'roughly translated' – *Legendary Battle Gods*.

Looking more like *Virtua Fighter* than a standard cartoon or digitised sprite basher, with its shaded polygons and rotating field of view, this looks stunning. Here eight characters use more than fists and magical abilities, like *Samurai Shodown*, with swords and clubs – there's even a kinky woman with a whip. However, unlike *Samurai Shodown*, the cameras don't just zoom in on the action, they zoom up, down, out and all over, with the characters thrown towards the screen. With quite a long way to go, this should be out initially in Japan from February.

MYST

SUNSOFT



The classic PC CD-ROM adventure game from Cyan is currently being developed for the Saturn by Sunsoft. Playing as a traveller who has been transported to a weird and wondrous world called Myst, you must solve many intriguing puzzles as you casually wander around the weird locale. However, the further you progress, the more you begin to suss out that some strange and sinister presence is plotting the destruction of this peaceful and tranquil world. As you observe throughout the game, if you're paying close attention, its gradual destruction. Fail to notice and act on what's happening and the world will cease to exist. A Utopian nightmare? Due out in December on import and with an official version already planned for the Saturn's release in the UK through Marubeni in April, from what we've seen it's looking pretty dreamy.

information...
- SUNSOFT
- SATURN
- MARCH

PHOENIX FIGHTERS

TIME WARNER INTERACTIVE

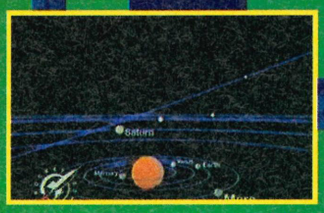
Phoenix Fighters is the first in a series of three space adventures. Essentially it's a 3D flight and combat simulator that will test your strategy and dexterity in a richly detailed realm of aliens and high-tech weaponry. We were told that the game features game styles similar to a bizarre mixture of *Doom*, *Wing Commander* and *Rebel Assault* in a galaxy of challenge, treachery, piracy and adventure.

The general aim of the game, however, is to be a space dustbin rummager – your quest is to salvage parts and scrap from over 1,000 wrecked spacecraft and strange alien technologies with the aim of building an all-powerful fighter ship fierce enough to penetrate the ring of Federation Cruisers that guard an unforgiving deep-space penal colony appropriately called The Dead Zone.

Sounds tempting? Well, the developers, Software Sorcery, reckon it's only a few months away from completion for the giant publisher Time Warner Interactive. We shall keep you constantly informed about this fully rendered 3D extravaganza.

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

LOADSTAR II – SHOWDOWN ON PHOBOS



ROCKET SCIENCE

After checking out *Loadstar – The Legend of Tully Bodine* in a previous issue of **Games World: The Magazine**, we thought it would be rather nice to let on that its sequel is already deep into development. Why, are they so sure it will succeed? Well, the fact that they did all of the Chromakey filming with actors like Ned Beatty and Barry Primus for a sequel at the same time may have something to do with it. Two for the price of one (or maybe three, we've stated before that this is going to be one of the most original space epics since *Star Wars* – or so Rocket Science keep telling us).

In *Loadstar II*, they follow on from the adventures of Tully running around avoiding truckers, police and his arch-enemy, Sheriff Wompler. This time it's set on and around the moon Phobos, with the blasting being the main aim of the game for 3DO, Mega-CD and PC CD-ROM owners. Check this out after Easter next year.

information...
- ROCKET SCIENCE
- 3DO/PC CD-ROM/MEGA-CD
- JUNE/JULY

CYBER CLASH

CRYSTAL DYNAMICS

One game BMG, UK distributors of Crystal Dynamic games couldn't tell us about, but we discovered the hard way was *Cyber Clash* on the 3DO. *Lawnmower Man*-esque in that you have to enter into the world of cyberspace, deep within the heart of a super computer. Controlling a cyberjack with three different forms dependent on the situation – as each one has specific capabilities as you wander around the 3D landscape. And what more could a 3DO owner want than the sort of red hot and fast game that the 3DO does best, full of 3D action. Due for release in February, we shall keep you informed on developments with in-game shots to compare to these intro screens. More smart stuff on the way for the 3DO.

information...
- CRYSTAL DYNAMICS
- 3DO
- FEBRUARY

SUPER SATURDAY NIGHT SLAM MASTERS

CAPCOM

Following on from its popular original, *Saturday Night Slam Masters*, the Super version is quite a change from the original – unlike *Super Street Fighter* compared to the original *SF*. In fact, it's so much like *Street Fighter* that *SSNSM* is a full-on one-on-one beat'em-up as opposed to the standard wrestling fest.

Super SNSM features new stages as opposed to one ring, with the ring in all manner of spectacular and exotic landscapes.

Making their first appearance in the game are four new characters to give the whole thing a complete revamp. Graith is like a shrouded ghoul with muscles popping out from his worm eaten shroud and some red pointy shoes – probably a deceased snake charmer as one of his attacks involves projecting snakes from behind his shroud at his enemies.

Another character called Astro can conduct an energy field. There's also an army fighter and the expected Russian and big lad wrestling types. Sounds totally gripping.

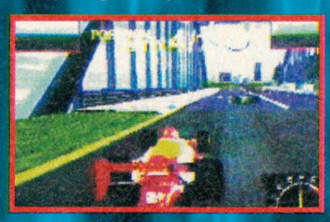
information...
- CAPCOM
- ARCADE
- JANUARY

ACE DRIVER

NAMCO

Whilst everyone is in raptures over the recent arrival of *Ridge Racer II* and the imminent conversion of *Ridge Racer* and *Daytona* for the PlayStation and Saturn respectively, no-one has been crowing about Namco's latest game for the arcades (and no doubt the PlayStation in the next year), *Ace Driver*.

With fluid and fast graphics, and the now-to-be expected slick shading action there are a few new features that will have driving freaks drooling at the jowls. Much like *Ridge Racer* in the way that it can be linked up to eight interlinked cabinets for multi-play racing with your friends, some of the more deluxe cabinets also have seats that vibrate and move from left to right as you attack corners. A smart looking game that will appear in places like the Trocadero all linked up and ready to go early in 1995.



information...
- NAMCO
- ARCADE
- SPRING

DOUBLE DRAGON

TECHNOS

Forget all those ancient *Double Dragon* rehashes, this is *Double Dragon* one-on-one and it's Technos of Japan's first Neo Geo release bringing in the brothers, Jimmy Lee and Billy for some serious *SFII* beat'em-up action in this heavyweight 144Mbit puncher.

This will be appearing in the arcades, along with another major beat'em-up frenzy, *Gowcaiser*, set in a school for super beings who control the fight tournament to find out who should become the student union leader. Strange, but massive and crammed onto 162 Mbit.

Both of these games are about to appear in arcades first around the new year, although we haven't been told whether it's to appear as a cart on the Neo Geo, or directly onto the recently released Neo Geo CD.

information...
- TECHNOS
- NEO GEO
- SPRING

RISTAR

SEGA

information...
- SEGA
- MEGA DRIVE
- JANUARY

The Mega Drive is about to get an all-new super star in Ristar – and he is a star, literally. After over two years in development, Ristar is a cuddly cute red star creature with extendible arms and fast running shoes. Bearing more than a passing resemblance to our Sonic in gameplay and looks (although he's red, he still has trainers and a spiky look), he also acts like that other cult Sega game character, Dynamite Headdy, using both his arms and his head to get past enemies and the levels.

Set over six worlds consisting of around 20 absolutely huge stages, *Ristar* is a platform action game par excellence. Each world is having its environment destroyed by litter-bug aliens, so in comes the shooting star to save the day. Complete with running and jumping attacks and movements like Sonic, he also has Dynamite Headdy attacks like headbutts and arm swings. He can also perform cannonball attacks and turn into a shooting star, reaching parts of the level previously unattainable with standard moves. With a character of such charisma and after so long in development, what we really want to know is whether the character will take over from Sonic's reign as the company emblem. Anything is possible when you're a rising star and hedgehogs do have the unfortunate habit of getting squished on motorways...

FUTURE SCREENS

RIDGE RACER

NAMCO

Ridge Racer held pole position in the arcades, setting fire to the driving game genre and had people dashing to play the Namco favourite even after the arrival of the plucky *Daytona*. Now it's all set to arrive burning rubber on the Sony PlayStation. This version uses the same incredible graphics as the coin-op version as it makes full use of the PlayStation's capabilities to show off exactly what this new machine is capable of. If you really can't wait for the system to make an appearance then tough, you'll just have to shovel your pounds in at the arcade. We at **Games World: The Magazine** recommend that you keep hold of your pennies until the PlayStation appears over here, then listen to our game recommendations. You can guarantee that *Ridge Racer* will be high up on the list despite some tough competition.

information...
- NAMCO
- PLAYSTATION
- TBA

CHRISTMAS LEMMINGS

PSYGNOSIS

Everyone loves a Lemming and now, just in time for Christmas, there's going to be a special edition to fill up those stockings. The green haired, self-destructive devils make an appearance, complete with red hats and a high pitched yo-ho-ho in over 64 levels of a winter wonderland, complete with all the seasonal snowy trimmings. A smart rompette for those who want to spend the Yuletide hours saving the skiing, snowball throwing lemmings from imminent death and destruction. Should be out now for Santa's little elves to snap up in the stores now!

information...
- PSYGNOSIS
- PC/PC CD-ROM/AMIGA
- DECEMBER

THE TICK

FOX INTERACTIVE

Meet the Tick! He may not be too well known over on this side of the Atlantic yet, but in the States The Tick is a Saturday morning cartoon TV star hero. The Tick is a strange super hero who doesn't quite comprehend his powers, far in excess of anything known to mere mortals. Wherever villainy rears its great big ugly head you will find him. As this hero, nothing should bother you, except for a few ninjas, creeps, thugs and all-round punks out to remove your feelers once and for all! But why worry, you are The Tick! Ever ready to thwart evil doers and save the day. As you wander through the stages, fighting enemies as The Tick, or with one player controlling two through the revolutionary back-to-back fighting option. With weird, bizarre and generally funny storylines, massive guardians and large sprites this is looking like Fox Interactive's first major break following on from *The Pagemaster*. We're already itching to get our hands on it.

information...
- FOX INTERACTIVE
- SNES/MEGA DRIVE
- JANUARY

DISCWORLD

PSYGNOSIS

Discworld is one of the most eagerly games being developed for the PC CD-ROM at the moment and it's already being converted onto the Mega-CD for an Easter release. The Discworld is an amazing place, this graphic point 'n' click adventure is based on the best selling fantasy novels by Terry Pratchett who even got involved with the game and edited the dialogue. This is a massive title too, with a full screen viewing mode this surreal animated adventure is bound to be a bit of a stomper.

Looking absolutely fabulous at the moment with voice-overs by Eric Idle, Tony Robinson and Jon Pertwee and trusty favourites making an appearance like Death and the first mobile inventory, the Luggage. It's about time that more PC CD-ROM games made an appearance on the Mega-CD.

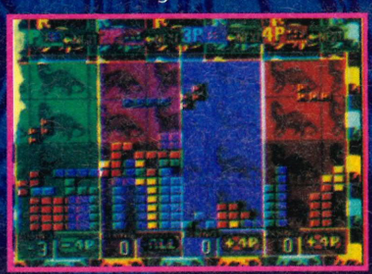
information...
- PSYGNOSIS
- MEGA-CD
- EASTER

SUPER TETRIS III

BULLET PROOF SOFTWARE

Tetris has a lot to answer for with weird and wonderful bastardisations of the gravity defying block action appearing all over the shop, including **Games World: The Magazine**'s office favourite, *Mean Bean Machine*. Not to be outdone, after the original *Tetris* and *Tetris II*: *Bomblis*, *Tetris III* is now back on the agenda.

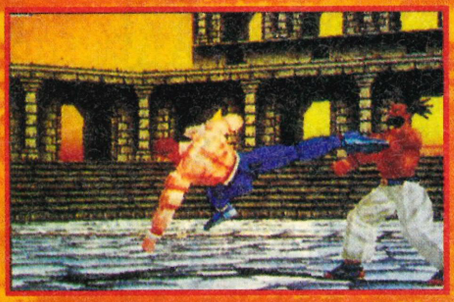
New to this block blasting action is a four-player mode with a multitap and two new modes to add to *Bomblis* from the second version. Firstly there is *Sparklis*, similar to *Bomblis* but instead of a bomb removing blocks, a line of electricity removes them. Second is the biggest change called *Magicalis*. Here you control the blocks much in the same way as classic *Tetris*, rotating the blocks to make them slip together. However, instead of being a static colour, each time you rotate it the block changes to one of three colours. Blocks are still removed by slotting them together irrespective of colour but, there are also grey blocks that won't let complete lines disappear unless the line to either side is of the same colour. Arrggh! Dry throat tension and addictive angst is the order of the day. Due for release in Japan in January, a release date for Europe has yet to be set but we don't expect too long a wait.



information...
- BULLET PROOF SOFTWARE
- SNES
- EASTER

VIRTUA FIGHTERS 2

SEGA



Fun with polygons as Sega have produced *Virtua Fighters 2*. A bigger and better version of its predecessor, with radically improved graphics blowing *VF1* completely out of the water. More and better facial features, better ground detail and even smoother animation. With news characters again, there are more revolving camera-type replay shots for you to enjoy and gloat over.

information...
- SEGA
- ARCADE
- FEBRUARY

GOLDEN AXE: THE DUEL

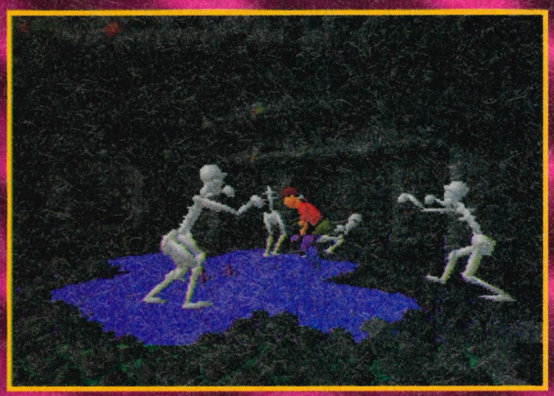
SEGA

information...
- SEGA
- ARCADE
- FEBRUARY

Sega are all set to release a release a whole new chapter to the almost age-old *Golden Axe* saga in the arcade with the self explanatory *Golden Axe: The Duel*. Here is an arcade one-on-one beat'em-up that uses the all-new Sega Arcade motherboard. Take control of the expected Dwarf, Barbarian or Amazon, plus a whole caboodle of new characters, complete with their own individual special moves in a straight best-of-three battle. Moving in much the same way as *Fatal Fury* is on the Neo Geo arcade to a one-on-one challenge rather than a side-scrolling extravaganza. Check this Sega release out in the better arcades early in the new year, so prepare to slot in that Christmas money for a bit of axe action.

ECSTATICA

PSYGNOSIS



Ecstatica, the game that's been driving everyone wild on the PC CD-ROM is all set to make its appearance on the 3DO around Easter next year, and about time too that the better PC CD-ROM games came onto the scene. Set in medieval Northern Europe, *Ecstatica* has the player caught up in the nightmare visions of a young girl whose dreams come alive. Unfortunately, you have to live them, fighting against strange human-sized spiders, excessively violent werewolves and amusingly vicious goblins. Using revolutionary ellipsoid-graphic technology instead of normal polygons to produce smoother animated sequences of incredible quality, this game will be aimed at an adult audience and is likely to be a monster hit when it is converted onto the 3DO.

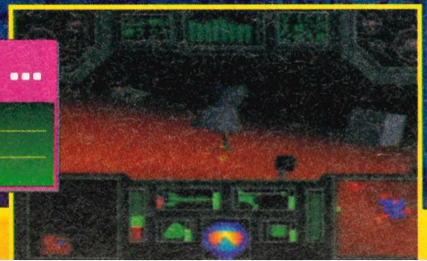
information...
- PSYGNOSIS
- 3DO
- EASTER

AIRCARS

MIDNITE ENTERTAINMENT GROUP

Aircars is the first game to feature E.B.N.E.R.S. Don't ask us what E.B.N.E.R.S are but we do know that they're hell-bent on world domination, subjugating all mankind and also just so happen to have control of the world's nuclear facilities. Armed only with your aircar, you must destroy the installations and find the location of E.B.N.E.R.S' secret bases. However, tanks and turrets are placed all over the place, and there are rogue aircars to try and halt you. Remember, you can't trust anyone – not even your friends.

In fact if you have eight friends with Jaguars you can play against them using the eight-player networking capabilities of the yet to be released CatBox, and pit yourself against them and the CPU through 32 levels. With lots of gouraud shading with light sourcing and atmospheric effects, full speech, sound and music effects, *Aircars* looks like it could be the surprise Jaguar hit of the New Year.



information...
- MIDNITE ENTERTAINMENT GROUP
- JAGUAR
- JANUARY

FRACTAL RACER

CORE DESIGN

information...
- CORE DESIGN
- SATURN/PLAYSTATION
- EASTER

Fractal Racer is going to be Core Design's first attempt at jumping on the polygon-driven racing game for the next generation formats – the Sega Saturn and Sony PlayStation. This is a bump and burn hustle from hell as you take control of a four wheel drive vehicle that gets to romp over fully rendered landscapes that certainly are from hell as the chasms and drops take the *Ridge Racer*/*Daytona*-esque tracks to an entirely new level – *Daytona* goes off-road! The rendered graphics are going to be tweaked with the revolutionary system developed for the *Tee-Off!* golf game but they will, of course, be zipped up somewhat from that sedate golf gaming pace.

It's still early days yet for this title and it isn't due out until around Easter next year, so here is an example of the kind of vehicle you'll be driving over all types of terrain. You can rest assured that it'll turn a few heads on the forthcoming systems when it's fully finished.

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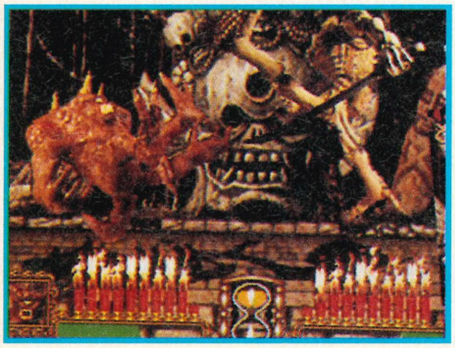
IMPORT

How can you take a trip around the world, finding out about the latest console corkers from Japan and the USA without even getting out of your armchair? Read these pages – that's how! Here's all the hot import news from our international correspondents busy basking on foreign shores...

RUNNING RINGS

With the Sega Saturn now on sale in Japan all kinds of games are lined up for Christmas release. If you don't fancy the crowds around the computer shops in Tokyo, sit back and relax as **Games World: The Magazine** shows you the latest Sega Saturn sizzlers...

Electronic Arts join the new Sega machine play list with *Race Drivin'*. A conversion of the series of arcade machines that started with *Hard Drivin'* many moons ago, it's a car racing game with a difference. Played from a first person perspective view the player must control the car as it zips around the track. The game includes a speed and a stunt track to master, all created with smart polygon graphics. The stunt track is definitely the best one to go for (if you're brave enough) with loops to steer around and huge jumps to throw the car over – there's certainly no shortage of challenge in this unique racing game.



Trigger happy shoot'em-up fans will be on the edge of their seats when they play *Gotha* from Sega themselves. Packed with beautifully rendered graphics this is a blaster to end them all. The enemies comes in all shapes and sizes as you skim through the clouds, cannons blazing. Your radar can be switched on and off during play to suss out where the little beggars are and there are lots of weapons to discover. More on this game as we receive it.

There's something for all tastes in the initial Saturn releases. On top of *Virtua Fighter* there's another beat'em-up in production. Details on *Van Battle* are sketchy at the moment but we can tell you that it's yet another game along the lines of *Street Fighter, Mortal Kombat* but with some of the weirdest characters you've ever seen. The game packs some excellent sound effects with grunts and groans as you play and, to add to the crazy backgrounds, there's a unique energy bar made from burning sticks of dynamite. Another one to watch out for.

If you're one of those rich people who have been able to afford a Saturn on import then these games will set you back around £100 from an import shop – or you could wait for the official UK releases sometime next year!

THE X-FILES

The Sega Saturn isn't the only new nifty piece of kit to come from that company recently. The Mega Drive 32X is doing well around the world with *Virtua Racing Deluxe* and *Star Wars Arcade* for everyone to play.

Well, another arcade conversion on the cards is the 1985 classic from Sega themselves, *Space Harrier*. The arcade machine, (and subsequent home computer versions) were a massive hit with an addictive mixture of some 3D levels and tough end-of-level bosses to blast.

This new version of the game uses the advanced graphic technology of the MD32X to inject even more life into the gameplay. Space ships move smoothly around the screen as your guy blasts away with his lasers, dodging the rocks and picking up the power-ups. If you haven't played the game, prepare yourself – it's a megablast!

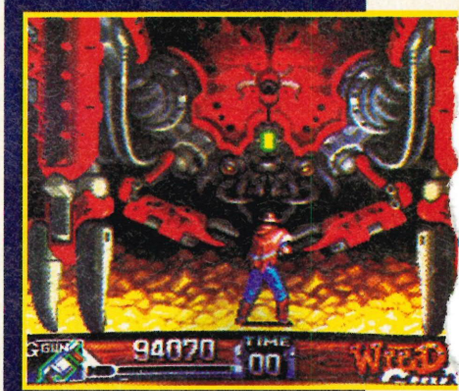
WILD AT HEART

Following in the wake of games like *Lethal Enforcers 2* on the Mega Drive and arcade classics like *Operation Wolf* and *Cabal* comes a new two-player blaster for the SNES from Natsume, *Wild Guns*.

As in the new Konami *Lethal Enforcers* this has a Wild West theme but mixes it with some strange aliens, huge end-of-level guardians and a whole legion of tricky, bullet totin' bad guys. Players get to select a man or woman for their main character and can even change the colour of their character's clothes.

Each stage is split into three sub-levels with the view point scrolling along to the next location then stopping while the blasting commences.

This 8 Mbit cart was released in November over in the States, so it's available on import now. Get down to your local importer or give them a call and get stuck into this great game.



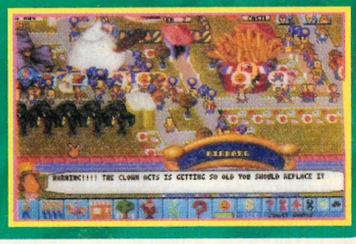
scene

PLAYING IN THE PARK

The contagious infection that is Bullfrog's *Theme Park* is spreading far and wide. The excellent designer game for all funfair fans originally appeared on the PC, spreading onto the Amiga, SNES and Mega Drive. Now the second wave has arrived with Atari Jaguar and 3DO versions hitting the shops.

Over in Japan the 3DO game is causing a storm. The graphics are looking a lot slicker than those in the 16bit consoles but the game is basically the same with a wide variety of thrilling rides to research and invest in, lots of wacky side-shows to keep the punters happy and shops selling anything from fries to helium balloons.

If you haven't played this game yet then you are in for a real treat and the 3DO version is looking like the best version yet. We can't wait to get hold of a copy and go totally off the rails!



BUBBLE TROUBLE

The two little dragons who made it big in the game *Bubble Bobble* many years ago are back on the Super Nintendo. Bub and Bob blasted their way to the top of the arcade and computer charts with a rip roaring two-player game where you had to create bubbles, trap the enemies inside them then burst them to clear the level and march onto the next.

Their latest console appearance is *Puzzle Bobble*. It's another variation on the *Tetris* theme with a one or two-player game available. Bubbles are blown up the screen from a frothy machine at the bottom. As they rise upward lines of the same colour will burst clearing the way for more. The bigger the bursts, the more points are added to your score.

It's the cuteness of the game that will make it appeal along with the addictiveness of the two-player mode. There are a variety of backgrounds to play against and the more screens of bubbles you clear, the faster the game gets until it's almost unbearable and you slip up!

These two cute dragons have been keeping games players happy for years now and it looks like they're not going to stop!

ON THE STREET

The biggest news for 3DO owners this month is the release of *Super Street Fighter II Grand Master Challenge* for this amazing machine. The game includes all the characters from the 16bit beat'em-up and, of course, all those special moves that everyone goes so do-lally over.

You'll find it hard to dig-up a version of the game that comes as close to the arcade as this 3DO one with super fast sprite animation, perfectly converted animated backdrops and the original sound effects and music.

An interesting point about the 3DO release is that Capcom have created a different joypad especially for this game. It has the customary three extra buttons to allow the combination moves to be accessed with the minimum of fuss. Styled with a special rest for the wrist, this pad will be a welcome addition to any 3DO owner's kit.

MORE MICKEY!

The adventures of Mickey Mouse always look good on the SNES. *Mickey's Magical Quest* was a superb platform adventure a few years back and the Sony Imagesoft *Mickey Mania* last issue wasn't a bad game at all. Well, Capcom have got another outing for that loveable little rodent up their sleeves.

The Great Circus Mystery stars all your favourite Walt Disney characters including the famous mouse himself in many different guises. After one play you'll instantly recognise the game and graphic style from Capcom's first MM adventure. Their highly polished approach to videogames is perfectly suited to the Disney style. The visuals are slick, colourful and well animated with lots of interesting sections to play through and many surprises for platform game and Mickey Mouse fans alike.

This is one game that's sure to find its way onto an official release chart early next year so better start saving up your pennies now.

MAXIMUM firepower

maximum firepower

Yippee! Maximum Firepower is here once again and we at Games World: The Magazine would like to thank you all for coming here today and joining-in this tips extravaganza. If you're of sane mind and body, then send us your favourite cheats. If we print them, who knows, you might get a prize. Send your scribblings to: Maximum Firepower, Games World: The Magazine, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset, England, BH1 1NF. Alternatively, if you have a modem and fancy surfing across the net to leave us some tips, contact us on: gw_magazine@mail.on-line.co.uk

TINY TOONS

■ **Open All Levels**

Enter NGQQ WWQW QKWQ QWWQ WGRY on the password screen and you can enter any level you so desire. A bit simple, but there you go.

MEGA DRIVE

SONIC & KNUCKLES

■ **Bonus Game**

MEGA DRIVE

You must have the first *Sonic* game for this cunning cheat to work. Plug the first game into the *Sonic & Knuckles* cart and press A, B, and C all at once. A new options screen will then appear, giving you an extra game. The game is the ball collecting bonus game (like in *Sonic 3*) and you must collect the blue balls but not the red ones. There are literally tons of levels and they get progressivly harder the more you complete. There's also a password system that lets you return and carry on from where you last finished.

ROLLING THUNDER 2

■ **Passwords**

These are the correct combination of words that will give you access to subsequent levels.

MEGA DRIVE

Easy Level

Level 2: A MAGICAL THUNDER LEARNED THE SECRET
Level 3: A NATURAL FIGHTER CREATED THE GENIUS
Level 4: A ROLLING NUCLEUS SMASHED THE NEURON
Level 5: A CURIOUS PROGRAM PUNCHED THE PROGRAM
Level 6: A LOGICAL LEOPARD BLASTED THE SECRET
Level 7: A PRIVATE ISOTOPE DESIRED THE TARGET
Level 8: A NATURAL RAINBOW ELECTED THE FUTURE
Level 9: A MAGICAL MACHINE MUFFLED THE KILLER
Level 10: A DIGITAL NUCLEUS PUNCHED THE DEVICE
Level 11: A PRIVATE THUNDER CREATED THE POWDER

Hard Level

Level 1: A ROLLING PROGRAM SMASHED THE GENIUS
Level 2: A CURIOUS RAINBOW LEARNED THE FUTURE
Level 3: A MAGICAL ISOTOPE BLASTED THE DEVICE
Level 4: A PRIVATE LEOPARD PUNCHED THE NEURON
Level 5: A SLENDER FIGHTER ELECTED THE GENIUS
Level 6: A DIGITAL RAINBOW MUFFLED THE SECRET
Level 7: A LOGICAL THUNDER SMASHED THE POWDER
Level 8: A ROLLING MACHINE DESIRED THE FUTURE
Level 9: A SLENDER NUCLEUS BLASTED THE TARGET
Level 10: A CURIOUS ISOTOPE CREATED THE KILLER
Level 11: A NATURAL PROGRAM DESIRED THE POWDER

MAN OVERBOARD

■ **Passwords**

MEGA DRIVE

Enter these on the Password screen:

Level 1: CRUMBS
Level 2: JUMPED
Level 3: JIGSAW
Level 4: WARSAW
Level 5: BANANA
Level 6: OYSTER
Level 7: TENNIS
Level 8: ISLAND
Level 9: CRATER
Level 10: DENNIS
Level 11: FATMAN
Level 12: SUMMER
Level 13: CLOUDS
Level 14: KEBABS
Level 15: LIZARD
Level 16: SILVER
Level 17: BRIDGE
Level 18: RECORD
Level 19: MOTHER
Level 20: SUNHAT
Level 21: NICKEL
Level 22: LITTLE
Level 23: TREATY
Level 24: LISTER
Level 25: SHARKS
Level 26: PLURAL
Level 27: RUNNER
Level 28: STRIPE
Level 29: GUITAR
Level 30: COYOTE
Level 31: LONDON
Level 32: FOREST
Level 33: APOLLO
Level 34: BORDER
Level 35: CARPET
Level 36: ENERGY
Level 37: ENGINE
Level 38: DOCTOR
Level 39: ACROSS
Level 40: FLOWER
Level 41: SYSTEM
Level 42: INSIDE
Level 43: CINEMA
Level 44: KEYPAD
Level 45: SISTER
Level 46: CAMERA
Level 47: SPIDER
Level 48: ORCHID
Level 49: SATURN
Level 50: AMAZON
Level 51: PEOPLE
Level 52: AROUND
Level 53: HAMLET
Level 54: FARMER
Level 55: BEAGLE
Level 56: CASTLE
Level 57: TONGUE
Level 58: LUXURY
Level 59: SECOND
Level 60: ACCEPT
Level 61: TYPING
Level 62: UNITED
Level 63: CANDLE
Level 64: JUGGLE
Level 65: CHANCE
Level 66: PLAYER
Level 67: MEDUSA
Level 68: RABBIT
Level 69: FADING
Level 70: BUTTON
Level 71: DISCUSS
Level 72: ROMANS
Level 73: RUBBER
Level 74: LIVELY
Level 75: MIDDLE
Level 76: FLUFFY
Level 77: SOCCER
Level 78: QUARTZ
Level 79: VALLEY
Level 80: HELMET
Level 81: JAGUAR
Level 82: SUNDAY
Level 83: PUBLIC
Level 84: LEADER
Level 85: MARKET
Level 86: TWENTY
Level 87: JAMJAR
Level 88: NATURE
Level 89: FURROW
Level 90: BUBBLE
Level 91: SEESAW
Level 92: PEANUT
Level 93: FRENCH
Level 94: SPRITE
Level 95: CATTLE
Level 96: FROZEN
Level 97: IGNITE
Level 98: PUMICE
Level 99: BOTTOM

038 038 038

MORTAL KOMBAT II

MEGA DRIVE

Cheat Screen

There is a superb little cheat that will allow you to access loads of different cheats all from the one screen. All you have to do is go to the options screen and highlight 'done', and then press Left, Down, Left, Right, Down, Right, Left, Left, Right, Right . The cheat screen will instantly appear. You can now choose to turn on various cheats such as Invincibility and one hit kills.

URBAN STRIKE

MEGA DRIVE

Ten Lives

Thanks to **Gary Rason** of **Northampton** for this nifty little cheat that will bag you ten lives to start off the game with. On the password screen, put in this code: YCZ9NHL6BT7. Now start the game as normal and you'll have those extra lives at hand.

BUBSY II

Power-Ups

Below are a load of codes enabling you to access power-ups hidden in the game. After you've put in the code, you'll hear a noise that tells you it has been entered correctly:

MEGA DRIVE

Power Up	Code	Sound
Half Gravity:	Up, C, C, C, Down	Boing
All Levels Completed:	Up, A, A, A, Down	Clunk
50 Lives:	B, Up, B, B, A Power-Up	Loop
99 Ballzookas:	B, A, Left, Left	Pop
99 Diving Suits:	B, Left, Up, B	Pop
99 Portable Holes:	R, Up, B, B	Pop
99 Smart Bombs:	C, C, C, Up, Down, C	Pop
Invulnerability:	C, A, B, C, Up, Down	Skid
Rubber Walls:	B, A, B, C	Pop

JUNGLE BOOK

Various Cheats

To enter these codes, pause the game and press the following buttons:

MEGA DRIVE

BAAB BAAB ABBA ABBA

- Skip to the next level.

BA Left Up Up

- Go to Baloo's stage with only one life.

ACACACACBBBB

- Go to the last stage against Shere Khan with only one life.

BA Down CA Right Left A Right Down

- See the game's ending.

Left A Right Down BA Left Left C Right Up Down

- All sprites are upside down.

MEAN BEAN MACHINE

MEGA DRIVE

Level Codes

These are the codes for that meanest of bean games, *Mean Bean Machine*. The following codes are for the easy level only. They have been supplied by Mean Bean King **James Morley** from **Welshampton**:

But, if you think that beaning on the easy level is far too easy for you, try these codes that are for hardcore beansters only! These level codes are for the hard level:

BUBSY II

SNES

Power-Ups

Below are a set of codes that will let you cheat your way through the game. Enter the code and wait until you hear a noise that confirms the acceptance of this cheat.

Power-Up	Code	Sound
Half Gravity:	Up, Y, Y, Y, Down	Boing
All Levels Completed:	Up, A, A, A, Down	Clunk
50 Lives:	B, Up, B, Start, Y	Power-Up Loop
99 Ballzookas:	B, A, L, L	Pop
99 Diving Suits:	B, L, Up, B	Pop
99 Portable Holes:	R, Up, Start, Start	Pop
99 Smart Bombs:	X, X, Up, Down, X	Pop
Invulnerability	X, A, B, Y, Up, Down	Skid
Rubber Walls:	B, A, B, Y	Pop

MORTAL KOMBAT II

SNES

One Hit Kill

There is a cheat hidden in the game that will allow you to kill any all of your opponents with one hit. Even when they block, a major amount of energy is sapped from them. Also, your own energy is drained at a slower amount than if you were playing normally.

When on the character select screen, press: Down, Up, Right, Up, Left, Select. This must be done very quickly and if you've done it correctly then you'll hear two cymbals clashing together – the same as if you'd selected a character. After you've entered the cheat, select any character you like and start playing the game as normal. If, however, you use the low kick and get to Jade, you'll have to re-enter the cheat to carry on.

SMASH TENNIS

SNES

Player Stats

Here's a handy guide to the glorious world of Smash Tennis. Below is a chart that has some numbers, the higher the number, the better that player is:
W) – The player will make the shot by holding the racket with both hands.
Flat – The ball won't have any spin and will fly naturally.

MEN

Name: Mike (Right-handed)
Swiftness Left-Right: 9
Swiftness Forwards-Backwards: 5
Forehand A button: 10 Flat
Forehand B button: 8 T/Spin
Backhand A button: 8 W) T/Spin
Backhand B button: 5 W) Flat
Lob: 8
Serve: 9
Volley: 4
Smash: 10
Dive: Yes
Best Position: Base Line
Recomended Playing Partner: Dan

Name: Dan (Right-handed)
Swiftness Left-Right: 5
Swiftness Forwards-Backwards: 7
Forehand A button: 8 Flat
Forehand B button: 4 T/Spin
Backhand A button: 6 T/Spin
Backhand B button: 3 Flat
Lob: 6
Serve: 5
Volley: 6
Smash: 6
Dive: Yes
Best Position: Near Net
Recomended Playing Partner: Any Player

Name: John (Right-handed)
Swiftness Left-Right: 6
Swiftness Forwards-Backwards: 7
Forehand A button: 10 T/Spin
Forehand B button: 5 Slice
Backhand A button: 6 T/Spin
Backhand B button: 5 Slice
Lob: 6
Serve: 7
Volley: 7
Smash: 6
Dive: Yes
Best Position: All Round
Recomended Playing Partner: Darren/Dan

Name: Darren (Right-handed)
Swiftness Left-Right: 7
Swiftness Forwards-Backwards: 7
Forehand A button: 9 Flat
Forehand B button: 6 T/Spin
Backhand A button: 2 Slice
Backhand B button: 4 T/Spin
Lob: 4
Serve: 10
Volley: 10
Smash: 5
Dive: Yes
Best Position: Near Net
Recomended Playing Partner: Any Player

Name: Matt (Right-handed)
Swiftness Left-Right: 7
Swiftness Forwards-Backwards 5
Forehand A button: 9 Flat
Forehand B button: 6 T/Spin
Backhand A button: 5 T/Spin
Backhand B button: 7 Flat
Lob: 2
Serve: 3
Volley: 2
Smash: 4
Dive: Yes
Best Position: Base Line
Recomended Playing Partner: Dan/Darren

Name: Mark (Right-handed)
Swiftness Left-Right: 7
Swiftness Forwards-Backwards: 5
Forehand A button: 7 Flat
Forehand B button: 5 Slice
Backhand A button: 7 Flat
Backhand B button: 5 Slice
Lob: 4
Serve: 8
Volley: 4
Smash: 6
Dive: Yes
Best Position: Base Line
Recomended Playing Partner: Darren/Dan

Name: Peter (Left-handed)
Swiftness Left-Right: 5
Swiftness Forwards-Backwards: 5
Forehand A button: 9 Flat
Forehand B button: 3 Slice
Backhand A button: 7 W) Flat
Backhand B button: 4 W) Slice
Lob: 6
Serve: 6
Volley: 6
Smash: 7
Dive: Yes
Best Position: All Round
Recomended Playing Partner: Darren/Rose

Name: Paul (Left-handed)
Swiftness Left-Right: 8
Swiftness Forwards-Backwards: 5
Forehand A button: 7 W) T/Spin
Forehand B button: 6 Flat
Backhand A button: 6 W) Slice
Backhand B button:5 Flat
Lob: 8
Serve: 10
Volley: 4
Smash: 7
Dive: No
Best Position: Base Line
Recomended Playing Partner: Darren/Rose

Name: Ian (Right-handed)
Swiftness Left-Right: 4
Swiftness Forwards-Backwards: 5
Forehand A button: 3 Flat
Forehand B button: 2 T/Spin
Backhand A button: 7 W) T/Spin
Backhand B button: 2 W) Slice
Lob: 2
Serve: 2
Volley: 3
Smash: 8
Dive: Yes
Best Position: Base Line
Recomended Playing Partner: Darren/John

Name: Tony (Left-handed)
Swiftness Left-Right: 3
Swiftness Forwards-Backwards: 7
Forehand A button: 5 Flat
Forehand B button: 5 Slice
Backhand A button: 5 Slice
Backhand B button: 5 T/Spin
Lob: 4
Serve: 7
Volley: 6
Smash: 5
Dive: Yes
Best Position: Near Net
Recomended Playing Partner: Darren/John

Name: Brian (Right-handed)
Swiftness Left-Right: 3
Swiftness Forwards-Backwards: 4
Forehand A button: 5 T/Spin
Forehand B button: 3 Flat
Backhand A button: 4 W) T/Spin
Backhand B button: 2 Flat
Lob: 4
Serve: 5
Volley: 2
Smash: 6
Dive: Yes
Best Position: All Round
Recomended Playing Partner: Nina

Name: Steve (Left-handed)
Swiftness Left-Right: 2
Swiftness Forwards-Backwards 5
Forehand A button: 9 T/Spin
Forehand B button: 4 T/Spin
Backhand A button: 5 Flat
Backhand B button: 3 Flat
Lob: 6
Serve: 2
Volley: 5
Smash: 7
Dive: Yes
Best Position: Base Line
Recomended Playing Partner: Darren/John

LADIES

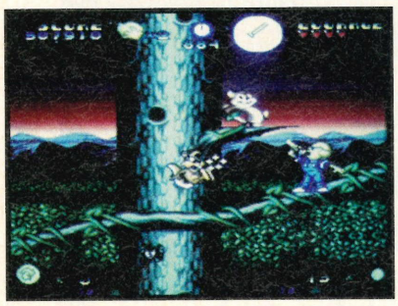
Name: Helen (Left-handed)
Swiftness Left-Right: 5
Swiftness Forwards-Backwards: 5
Forehand A button: 7 W) Flat
Forehand B button: 5 W) Slice
Backhand A button: 8 W) T/Spin
Backhand B button: 5 W) Flat
Lob: 8
Serve: 8
Volley: 4
Smash: 4
Dive: Yes
Best Position: All Round
Recomended Playing Partner: Dan/Kirsty

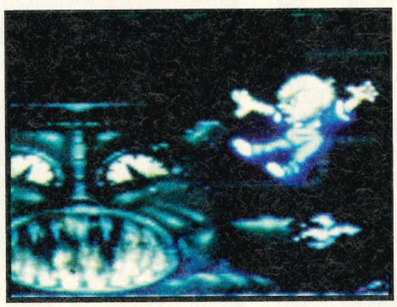
DENNIS

SNES

Level Skip

Go to the music test screen and play the following tunes:
1, 9, 8, 7, 1, 9, 9, 3.
Now during the game press Start and then press Select. You will now be able to skip levels.





T/Spin – The ball has loads of top spin, flies low and bounces high. Useful on Mountain and Hard courts.
Slice – The ball has reverse spin and will fly low and bounce high. Useful on Clay and Beach courts.
Remember: Picking the right partner is all-important!

Name: Susan (Right-handed)
Swiftness Left-Right: 5
Swiftness Forwards-Backwards: 2
Forehand A button: 6 T/Spin
Forehand B button: 4 Flat
Backhand A button: 2 Slice
Backhand B button: 3 T/Spin
Lob: 4
Serve: 5
Volley: 4
Smash: 5
Dive: No
Best Position: Base Line
Recomended Playing Partner: Dan/Rose

Name: Julie (Right-handed)
Swiftness Left-Right: 3
Swiftness Forwards-Backwards: 3
Forehand A button: 6 T/Spin
Forehand B button: 2 Slice
Backhand A button: 4 T/Spin
Backhand B button: 2 Slice
Lob: 8
Serve: 5
Volley: 2
Smash: 9
Dive: No
Best Position: Near Net
Recomended Playing Partner: Mike/Helen

Name: Rose (Left-handed)
Swiftness Left-Right: 4
Swiftness Forwards-Backwards: 5
Forehand A button: 5 Flat
Forehand B button: 1 Slice
Backhand A button: 4 Slice
Backhand B button: 4 Flat
Lob: 6
Serve: 5
Volley: 8
Smash: 5
Dive: No
Best Position: Near Net
Recomended Playing Partner: Mike/Helen

Name: Carol (Right-handed)
Swiftness Left-Right: 5
Swiftness Forwards-Backwards: 6
Forehand A button: 4 Flat
Forehand B button: 2 Slice
Backhand A button: 9 T/Spin
Backhand B button: 5 Flat
Lob: 6
Serve: 2
Volley: 4
Smash: 7
Dive: Yes
Best Position: All Round
Recomended Playing Partner: Mike/Helen

Name: Marina (Right-handed)
Swiftness Left-Right: 5
Swiftness Forwards-Backwards: 4
Forehand A button: 6 W) Flat
Forehand B button: 5 W) Slice
Backhand A button: 5 W) T/Spin
Backhand B button: 3 W) Slice
Lob: 8
Serve: 5
Volley: 4
Smash: 8
Dive: Yes
Best Position: Near Net
Recomended Playing Partner: Darren/John

Name: Kirsty (Left-handed)
Swiftness Left-Right: 2
Swiftness Forwards-Backwards: 2
Forehand A button: 5 Flat
Forehand B button: 2 Slice
Backhand A button: 5 W)Flat
Backhand B button: 4 W) Slice
Lob: 2
Serve: 2
Volley: 8
Smash: 7
Dive: No
Best Position: Near Net
Recomended Playing Partner: Matt/Helen

Name: Nina (Right-handed)
Swiftness Left-Right: 2
Swiftness Forwards-Backwards: 1
Forehand A button: 3 W) T/Spin
Forehand B button: 2 Flat
Backhand A button: 1 W) Slice
Backhand B button: 3 Flat
Lob: 4
Serve: 1
Volley: 2
Smash: 5
Dive: No
Best Position: Near Net
Recomended Playing Partner: Mike/John

POWER RANGERS

SNES

Two-Player Beat'Em-Up

In the game there is a beat'em-up that will allow you to fight against the computer. Normally, you can't fight against a friend but if you enter this code: 0411, you get to fight one round where you are a large robot and your friend is a heinously evil monster.

SOCCER KID

Level Codes

Enter these codes and you will start on later levels:

SNES

Level 1: DCLBHPGNPF
Level 2: TNBFGCGPPD
Level 3: TLLFTTGKFJ
Level 4: TMLFSHGCFB

PUTTY

SNES

Level Select

While you are playing the game, press Start to pause the game and press R, A, L, L, Y. You can now choose what levels you want to play by pressing Select.

SUPER SWIV

SNES

Level Skip

If you want to skip to the next level of this crazy title, pause the game and press the following buttons. Use the top two buttons, L, and R, to get the cheat to work:

Skip Level 1: R, L, R, R, L, L, R, L, R, R, L, L
Skip Level 2: R, L, R, R, L, L, R, R, R, L, R, R
Skip Level 3: L, R, L, L, R, R, L, L, L, L, R, R, R, L
Skip Level 4: R, R, R, L, L, L, R, R, L, L , R, L, R, L
Skip Level 5: R, L, R, L, L, L, R, R, L, L, R, L, R, L, L
Skip to end of game: L, L, L, L, L, R, L, L, L, L, L, L, L, L, R

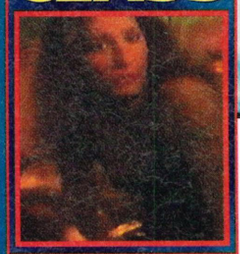
MR NUTZ

Skip & Energy

SNES

On the title screen hold down on joypad two: L, R, Start and Select, then enter the following on the pad. Up, Up, Up, Down, Down, Down, Left, Right, Left, Right. Now when you're playing the game, the top left button will restore all of your energy, and the top right button will skip you on a level.

GM MASTER CLASS



PUTTY

Level Skip
Play the game and get yourself a high score and instead of entering you name, type in: HEADLIKEAHOLE (no spaces), and F1 will let you skip back a level, while F2 will let you skip to the next level. AMIGA

FUZZBALL

AMIGA

Infinite Lives
When you first start the game, kill four men on the bottom of the first level. Now get yourself killed and go to the high score table and enter your name as BOB. You will now start the next game with infinite lives.

MYTH

Infinite Lives
While playing the game, press Pause and type in:

SNUFFLECAKE

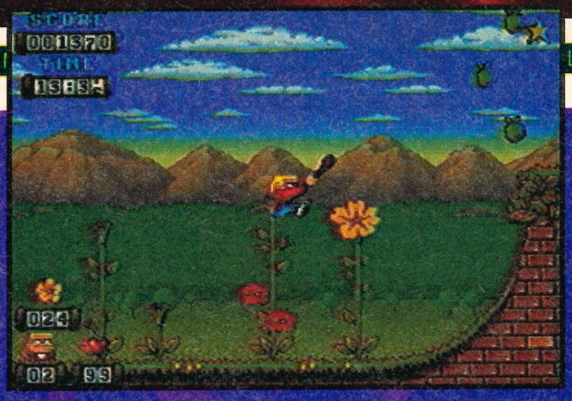
Unpause and continue playing with infinite lives.

THE LAST NINJA 3

AMIGA

Level Codes

Level 1: SUSS
Level 2: IMED
Level 3: VRTI
Level 4: BASD
Level 5: NVOS
Level 6: REOO



KID CHAOS

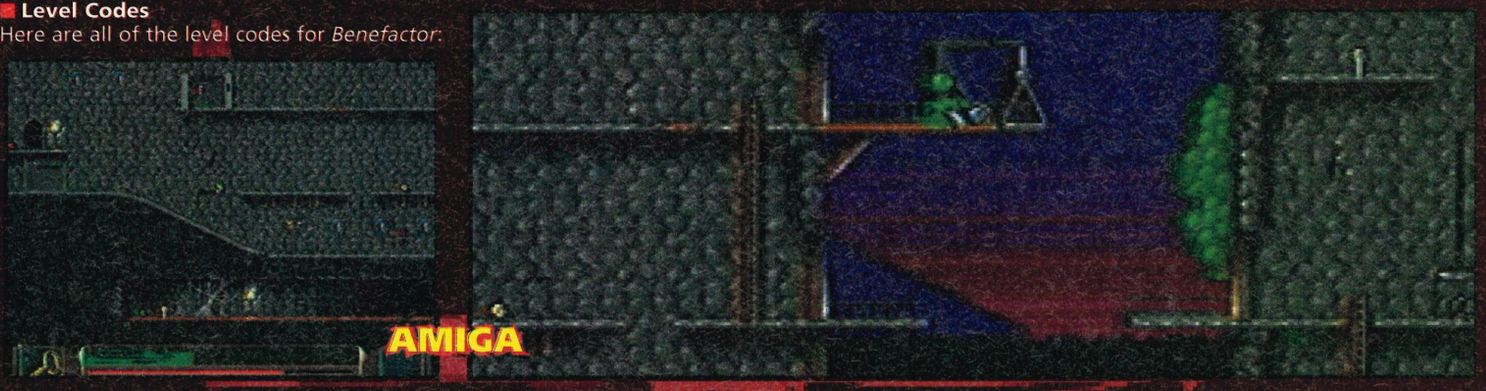
Cheat Screen
Go to the password screen and type HARDASNAILS. When you go to the options screen a new option will have appeared where you can change lots of the game's parameters. You can change the start level and turn on and off infinite lives and infinite time and there's also no need to destroy all of the scenery.
If you type in;

ARCADEGAMES

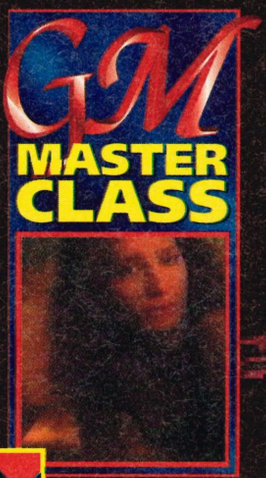
another option will appear that makes the game a lot harder (for when you're feeling masochistic).

BENEFACTOR

Level Codes
Here are all of the level codes for *Benefactor*:



Level 1: 36QLGLPKFK (Mud 1)
Level 2: 33QLML5PQP
Level 3: 33QL4LSNQN
Level 4: 3JQL4LSNQN
Level 5: 3JQL2M4JCK
Level 6: 3JQLMM5PQQ
Level 7: 3JQL4MSNQ4
Level 8: 36QL3LRMJM
Level 9: 36QLKLT4N4 (Mud 9)
Level 10: 33QLQLQLQL (Egypt 1)
Level 11: 33QLSL4JQJ
Level 12: 3JQL3MSNK4
Level 13: 3JQLKM5P4Q
Level 14: 3JQLQMQLQM
Level 15: 3JQLSM4JQK
Level 16: M6QP2LNMB3
Level 17: M6QPGLP4FK
Level 18: M3QPML5TQP (Egypt 9)
Level 19: M3QP4LSRQN (Forest 1)
Level 20: MJQP2M4NCK
Level 21: MJQPGMQPGM
Level 22: MJQPMM5TQQ
Level 23: MJQP4MSRQ4
Level 24: M6QP3LRQJM
Level 25: M6QPKLTSN4
Level 26: M3QPQLQPQL
Level 27: M3QPSL4NQJ
Level 28: MJQP3MSRK4 (Forest 10)
Level 29: MJQPKM5T4Q (Castle 1)
Level 30: MJQPQMQPQM
Level 31: MJQPSM4NQK
Level 32: 36QJCJP3B3
Level 33: 36QJ2JRKFK
Level 34: 33QJKJWPQP
Level 35: 33QJMJ5NQN
Level 36: 3JQJCKQJCK
Level 37: 3JQJ2KSLGM
Level 38: 3JQJKKWPQQ (Castle 10)
Level 39: 3JQJMK5NQ4 (Ice 1)
Level 40: 36QJGJTMJM
Level 41: 36QJ3JV4N4
Level 42: 33QJ4JSLQL
Level 43: 33QJQJQJQJ
Level 44: 3JQJGK5NK4
Level 45: 3JQJ3KWP4Q
Level 46: 3JQJ4KSLQM
Level 47: 3JQJQKQJQK
Level 48: M6QNCJPMB3 (Ice 10)
Level 49: M6QN2JR4FK (Techno 1)
Level 50: M3QNKJWTQP
Level 51: M3QNMJ5RQN
Level 52: MJQNCKQNCK
Level 53: MJQN2KSPGM
Level 54: MJQNKKWTQQ
Level 55: MJQNMK5RQ4
Level 56: M6QNGJTQJM
Level 57: M6QN3JVSN4
Level 58: M3QNQJQNQJ (Techno 10)
Level 59: M3QNQJQNQJ (Hell 1)
Level 60: MJQNGK5RK4 (Hell 2)



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JELLY BOY

GAME BOY

Various Codes

Input these codes to cheat your way through the game:

Total cheats
KRC-FGB B809HRB

All locks are open
CHVBDTH DFHLNMS

End of Toy World
8Q9ZWW3 ZK5-1PP

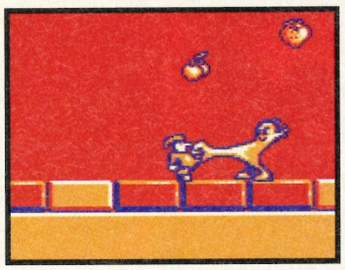
End of Ice World
8S19NLD V74PJGT

End of Aztec World
8S2B81G XW-W1RK

End of Space World
8S2B85B KBRCXFH

End of Desert World
8S2B85B RD4R5NR

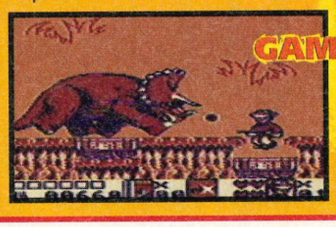
End of Cloud World
8S2B85B RD9J1LP

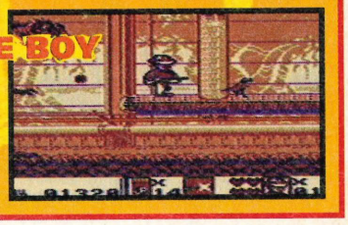


JURASSIC PARK

Level Skip

When you're at the High Score and Start Game screen, press: Up, Down, Left, Up, Down, Right, and Select. Do this twice and you'll hear a tell-tale explosion. Now start the game as normal and whenever you want to skip levels press: Start, Select, A, and B. You will then skip a level.





JOHN MADDEN

3DO

Small and Large Referees

If you want your referees to be either towering giants or cowering midgets, then follow this advice.

While playing the game, pause it and go to the menu options screen and press: Right, Down, Left, Up, Right, Down if you want a giant ref, and if you want a smaller ref press: Left, Down, Right, Up, Left, Down, Right.

SPEEDY GONZALES

Level Codes

Level 2: KFLB
Level 3: DDRX
Level 4: HRTB
Level 5: BRTD
Level 6: TFBB
Level 7: TXHF
Level 8: CKJL

GAME BOY

DICK TRACEY

Level Codes

GAME BOY

Level 2: 49730
Level 3: 64608
Level 4: 59715
Level 5: 56115

MAN OVERBOARD

GAME GEAR

Level Codes

Try these level codes out to get you further into the game:

CRUMBS	CAMERA	KRYTON	RABBIT	BADGER
JUMPED	DESIGN	DRENCH	TENNIS	NUMBER
JIGSAW	DRIVER	DODGER	RADISH	ASYLUM
WARSAW	KNIGHT	PENCIL	GOALIE	WALLOP
BANANA	WARPED	JUNGLE	BALET	

DESERT STRIKE

PC

Infinite Everything

If you want a handy level skip or Infinite cheat for ammo, fuel, and armour, read on. While playing the game, press the Escape key to get to the menu screen that appears then type WATERFALL (all one word and in upper or lower case) and press Escape again. You will now be back in the game with infinite ammo, armour and fuel. If you press T, you'll double the speed of your helicopter while pressing T again will return it to its normal speed. Pressing Q and then landing on the aircraft carrier will skip you to the next level.

HELPLINES

If you're stuck on a specific game then phone these guys up for some handy advice. We're sorry that we can't answer any questions over the phone, but we're all too busy putting the rest of the mag together:

SEGA	(071) 373 3000
NINTENDO	(0703) 652222
GAMETEK	(0753) 553445
VIRGIN	(081) 960 2255
OCEAN	(061) 839 0999
ACCLAIM	(071) 344 5000
PSYGNOSIS	(051) 709 5755
KONAMI	(0891) 775 741
JAGUAR HELPLINE	(0839) 994460

MYTH

CD32

Infinite Lives

Put the game disc into your machine and, as soon as the power is switched on, hold down the top L and R buttons, as well as the blue button. Wait for a red screen to appear and then let go of all the buttons. When the game starts you'll have infinite lives.

THE LAST NINJA 3

CD32

Level Codes

Level 1: SUSS
Level 2: IMED
Level 3: VRTI
Level 4: BASD
Level 5: NVOS
Level 6: REOO

If you also hold the top L and R buttons along with the blue button while the game is loading, you'll get infinite lives.

COSMIC CARNAGE

Forget Virtua Fighters as the top scrapping fest for the new Sega 32X, there's a new contender in the ring and this one may have the muscle power to wrestle away the top spot. Sort of a Street Fighter/Mortal Kombat/Samurai Shodown combo, take all the best elements – the gameplay, the gore, and the camera zooming – spit out the flab and bingo! Let the carnage commence...

VITAL STATISTICS

NAME	COSMIC CARNAGE
PUBLISHER	SEGA
SYSTEM	MEGA DRIVE 32X
PRICE	£TBA
SIZE	32 Mbit
AVAILABLE	JANUARY

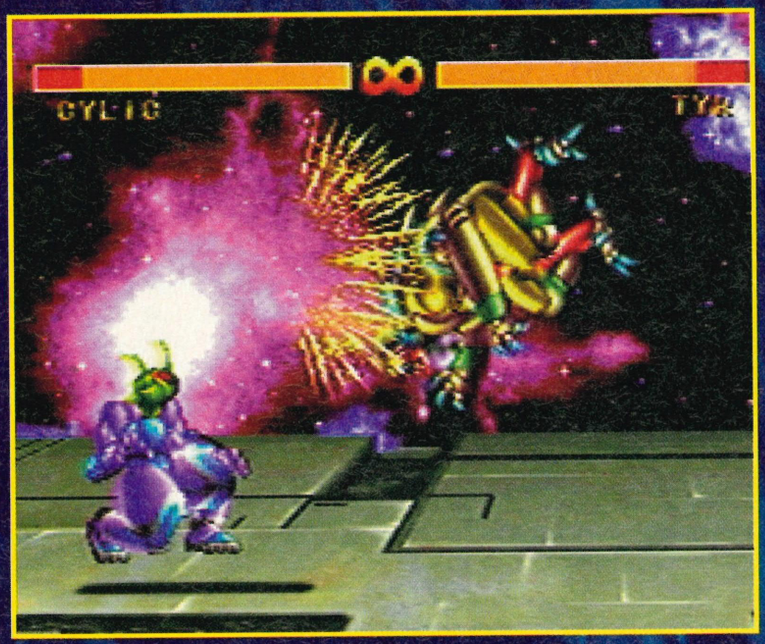
EXCLUSIVE SPECIAL FEATURE

ONLY THE STRONGEST WILL SURVIVE...

In a frantic attempt to escape a lifetime of hard labour on an interstellar mining project, a shipload of criminals have hijacked their prison barge and used it to ram a military cruiser. The damage was extensive – only four members of each ship survived. The prison barge is completely useless. Power and life support on the military cruiser are fading fast and all the escape pods have been destroyed, except one... and that pod has room for only one passenger.

So all of the eight beings from eight different worlds, either criminals or professional soldiers, are desperate to survive. There is only one way to determine who will escape and live, and who will die...

Fight well, your life depends on it.



The basis for the game is simple Darwin – the survival of the fittest. Choose to play against the computer or challenge a friend, selecting one of the soldiers from the spacebarge or one of the fugitives. As a soldier, you can choose between two different kinds of battle armour for different effects and aesthetic appeal, or select one of the fugitives and rely upon your natural abilities.

Then step into the arena and fight using all the special moves at your disposal to whip ass but remember to play close attention to how your opponents use their own specialities as defensive moves can inflict as much damage as attacking ones in some circumstances.

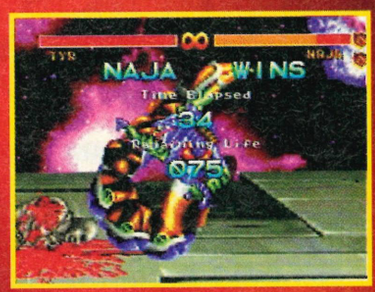
With so many options of who and how to play the game, fight fans will be glad to know that the moves are in the *Street Fighter II* vein, making full use of the six button joypad with two strengths of kick and punch, plus two separate taunts to wind up your opponents. Use these to excess though and you could find yourself eating your own words as you stand there like a melon getting a good kicking.

The moves the player can perform are of the standard beat'em-up variety with the usual jump, crouch and guard to brace against attacks. Closer in you can use contact moves to claw, squeeze or throw the opposition or, if you're feeling saucy, you could always try to pull off a special attack.

In one-player mode you have to pit your wits against the CPU controlled opponents in a series of randomly chosen encounters until you, and you alone, survive. Along with five Levels of difficulty you can also set a time limit or leave it turned off and battle it out to the bitter end. When you win a match the CPU

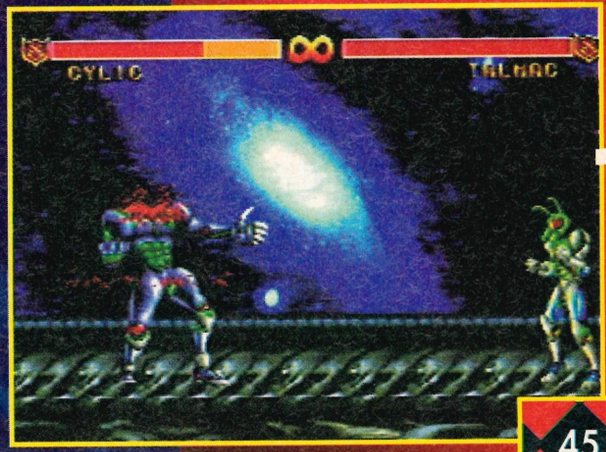
GORE ZONE

In space no one can hear you scream... It's a good job really as the amount of blood spilled in this game is enough to put anyone off liver for life. Just take a gander at some of these lovely ketchup-laden decap-attacks built into the game. Not for the squeamish, but a good laugh nevertheless.



SPECIAL ARMOUR AND ABILITIES

If you are one of the soldiers (Tyr, Naruto, Cylic and Zena-Lan) you can select the armour that you want your fighter to wear, creating your own mean fighting machine and not a standard 'he can do this, this and this' sort of beat'em-up character. Depending on the combination of armour you equip your fighter with, they can do various different sets of special moves – different combinations will give your fighter different skills and abilities. On the armour select screen you can press the punch, kick and provoke buttons to see how he/she moves in the selected armour. If you have chosen one of the fugitives from the prison barge, the screen shows that there is no armour available (they have natural abilities). In one-player mode, the computer selects the armour for your opponent and lets the carnage begin.



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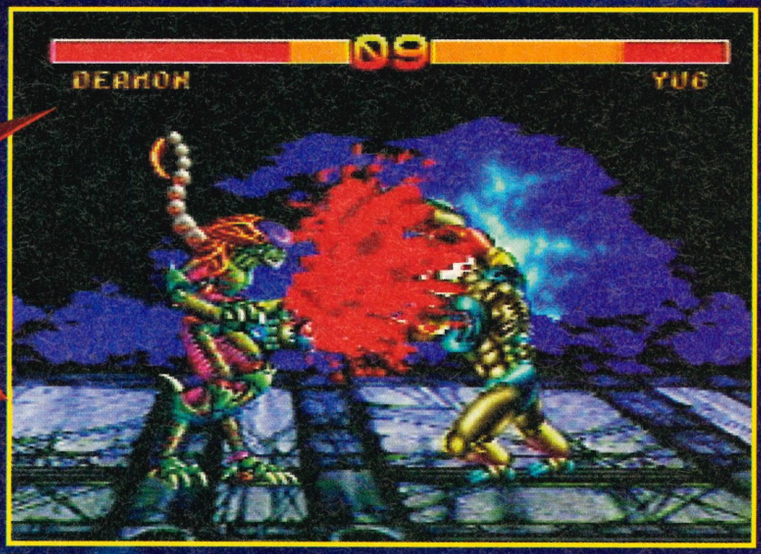
COSMIC CARNAGE



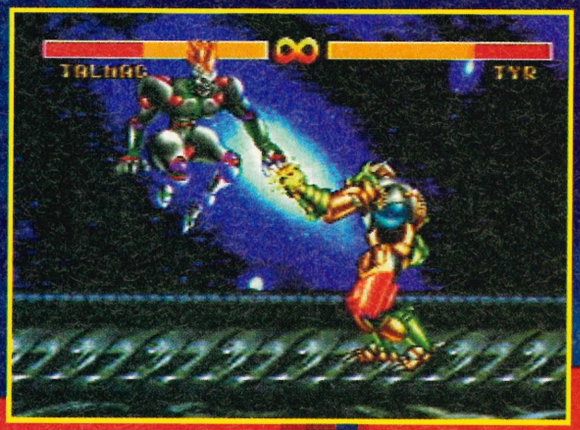
■ Above: Whatever we've just missed sure was a gory blinding move.
■ Left: Naja wins and gloats close up as Cylic goes to pieces.

selects a new challenger to pit against your champion or, if you lose, you get a continue screen where you have the option of fighting it out against the last contender you faced.

The two-player mode allows you to challenge a friend to a duel. The winner stays on and keeps the character, but the loser can try again with any of the eight characters. A handicap system can also be implemented in case you're feeling generous towards an inept mate.

As usual, the standard playing options include a controller configuration customiser and music and sound effect tests.

In most games, each character is drawn as a single graphic, then animated as a whole. This still happens in *Cosmic Carnage*, but the single graphics are made up of smaller parts with segments of the body individually animated to move in unison with other parts of the fighter's body. Sega believe this 'parts system' will create unbelievably smooth animation as yet unseen on console, without using either a CD-ROM ▶



■ Right: Not to be confused with the friendship moves in *MK II*. This knuckle-tap is a pretty bad sign.

THE SOLDIERS

CYLIC

Cylic is an entomologist's nightmare. Another of the soldiers desperate to survive, this ant-like fighter is fast and agile and his strength lies with the sheer number of projectile attacks he can throw. Not only are his energy attacks deadly but they allow the insect man to keep his distance and wreak havoc from the other side of the screen.

ATTACKS

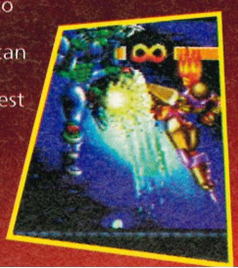
Light Armour only:
- Energy Smasher
- Graviton Crusher
- Energy Blaster

Heavy Armour only:
- Machine Gun Knuckle
- Energy Thunder
- Grenade Attack

Both Armour styles:
- Double Needle Kick
- Neck Throw

ZENA-LAN

A fiery chick in more ways than one, this soldier has a number of attacks that make full use of her flaming and electrical abilities as well as her crushing charge. Stand too close to Zena-Lan and you'll get more than a shock. She can also nip around – speed and agility are her greatest assets as she dashes in, inflicts lots of damage, then flitters off again.



ATTACKS

Light Armour only:
- Fury Punch
- Bloody Spiral
- Riding Crusher

Heavy Armour only:
- Lightning Kick
- Knee Blast
- Blazing Charge

Both Armour Styles:
- Flying Lariat

EXCLUSIVE SPECIAL FEATURE

SPECIAL ZOOMING AND CAMERA ANGLES

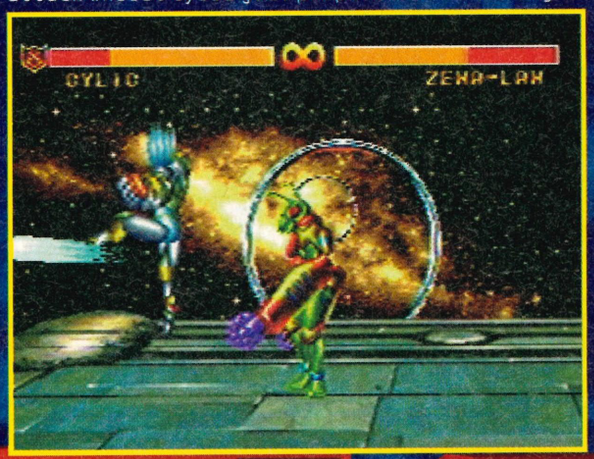
Cosmic Carnage has some stunning scaling effects up to now seen only in arcade games and high-end arcade conversions. The scaling on the fighters is a major element of the game and works in four ways to really make the graphics jump out at you, grab you by the throat and shout "Look At Me!" From what we've seen, this is probably the best you're likely to have seen on a home console.

1. The camera zooms in and out of the action in relation to the distance between the two fighters. Lets face it, you want to be able to see the action close up when you get in the thick of it. *Cosmic Carnage*'s depth of field is much like the *Virtua Fighter* arcade game but set on one horizontal line.

2. The camera zooms in on a fighter during a special attack just to increase the excitement . Just sit back and watch your fighter perform some unspeakable act of brutality on the opposition. So, when a special move is pulled off, the camera zooms in, the character is smacked down on the cold, unforgiving floor and the camera zooms back out again.

3. The weapons and damaged armour will either scale away or towards the screen when you are 'blown away'. You might be forgiven for ducking when objects fly out towards you as pieces of armour disintegrate in front of your very eyes.

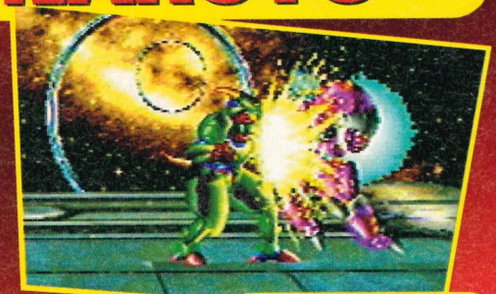
■ Above: The snakey Naja believes the best option against Talmac would be to nip his ankles.
■ Below: Zena-Lan performs her Flying Lauriat attack whilst Cylic just prepares for a fisting.



■ Below: Zena-Lan, being a raunchy chick decides on heavy upper and arm armour, but decides light leg armour (lycra) would be better for a night on the town. Deamon is naked.

4. The scaling focuses on the parts of the animation, like the arms, fists and legs as they swizzle out of the TV screen. This is all made possible because the fighters move along a single horizontal line on the playing field. This means that a fighter's hand or Naja's Tail Flip are magnified so that they appear to be swinging out towards you .

NARUTO



Naruto, the archetypal self-styled ninja has elbow blades and a long sword to give him an extra long reach. He is especially proficient at aerial manoeuvres and martial arts moves which, when coupled with his massive range of attacks (mostly irrespective of armour worn), he certainly isn't someone you'd like to get on the wrong side of...

ATTACKS

Light Armour only:
- Naruto Slice
- Spinning Kick
- Whirlwind Kick

Heavy Armour only:
- Spinning Double Slice
- Whirling Blast Kick
- Double Hand Blast

Both Armour styles:
- Dash
- Drop Throw

TYR

A master designer of weapons and bodysuits, Tyr has saved the best designs for himself. A cyborg-like being, he is a big lad who, when wearing his armour, could easily be mistaken for a tank. Fortunately for him, he can use the weight and the power of his armour to support devastating charges and body slams. His drop throws are lethal but then, so is just about each and every one of Tyr's moves!

ATTACKS

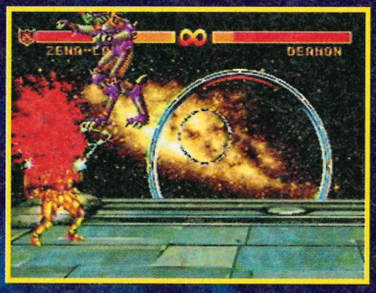
Light Armour only:
- Atomic Hammer
- Dash Hurdler
- Breast Charger

Heavy Armour only:
- Mega Buster Drop
- Mega Cyclone Wrecker
- Mega Cannon

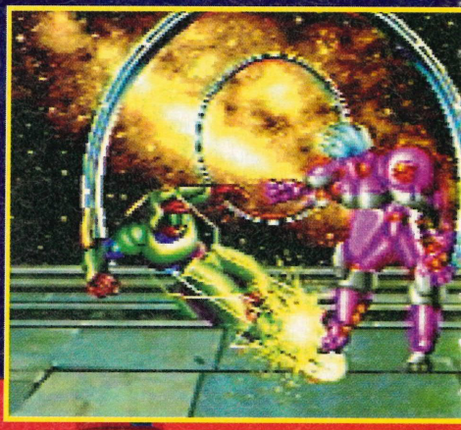
Both Armour styles:
- Super Press
- Tornado
- Super Whip

COSMIC CARNAGE

■ Above: Talmac throws a wave attack against Naja.
■ Below: Deamon, as seen in the Alien movies, severs a head.



■ Left: Don't get caught in the middle of this attack. The outcome? Naruto is mashed leaving a nasty red stain.



■ Below: Naruto has a nasty range of attacks that frazzle his opponents. Talmac is so shocked his hair has gone grey.

or arcade-size ROM boards. These interchangeable parts are vital to create the fighting styles of the space marines with different armour parts (usually consisting of arm armour, body/head armour and leg armour) splitting into heavy and light weight – affecting the overall speed and power of each character. Of course the mutants don't need it and, anyway, they'd have trouble fitting leg armour onto their stinging tails!

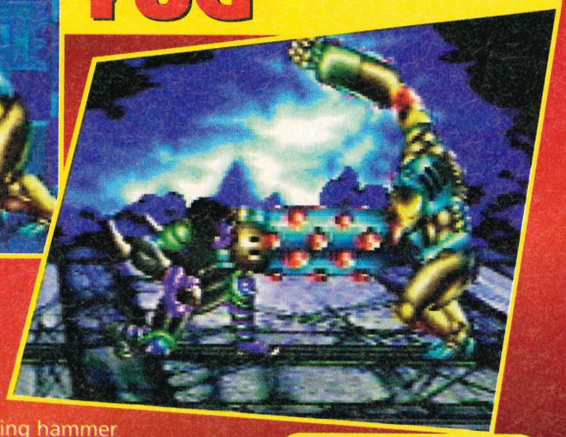
What makes *Cosmic Carnage* really special are the scaling effects seen on the fighters, that are usually only included in arcade games and high-end arcade conversions like *Samurai Shodown* and *Fatal Fury Special*. The scaling effects work in four ways to really make the graphics jump out at you. Firstly, the camera zooms in and out of the action in relation to the distance between the two fighters, enhancing realism. Added to this it zooms in on a fighter during a special attack to increase the excitement of the game so you can just sit back and watch your fighter decapitate that other freak. Thirdly, the weapons and damaged armour are 'blown away' after a character takes a big hit, flying out of the screen. Lastly, the scaling focuses on the parts of the animation, like the arms, fists and legs as they flash out of the TV screen.

Sega Europe are remarkably tight-

THE FUGITIVES

(Note: None of the fugitives wear armour)

YUG



This ugly, gorilla-like humanoid relies almost entirely on his long, powerful arms to deliver punishing hammer blows, bone-crushing holds and devastating throws. He has a very long reach does Yug, although he's not very nippy. Not very popular with the girls due to his lack of social graces and bad breath, Yug doesn't worry too much, he's tough skinned and doesn't need additional armour, or Listerine.

ATTACKS
- Spinning Doubler Striker
- Blaze Hold
- Strangle Hold
- Wheel Press
- Rolling Gangbuster

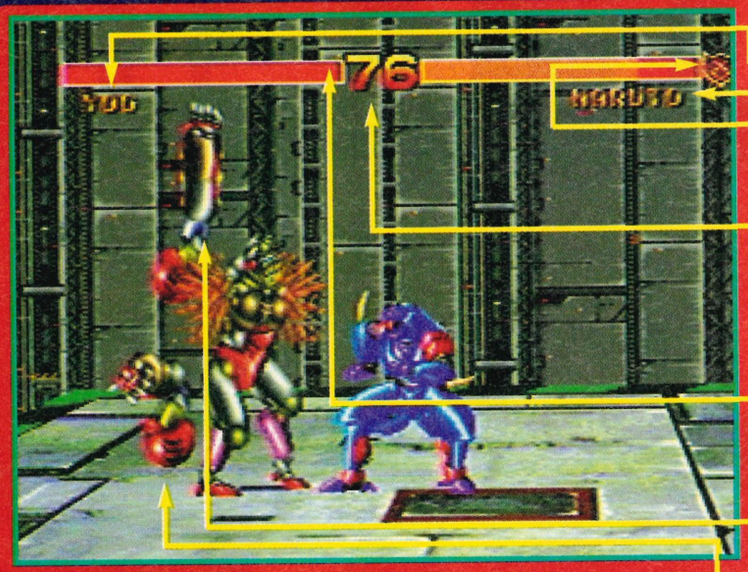
DEAMON

Deamon is as vicious as he is ugly, and he enjoys using his natural weapons to their best advantage. His long claws can tear an opponent to bloody shreds and that scorpion stinger attached to the back of his head isn't just for show. Deamon doesn't use armour because he can't get his fingernails around the sections.

ATTACKS
- Whirling Thrasher
- Hammerhead Whip
- Rolling Claw

EXCLUSIVE SPECIAL FEATURE

THE ARENA



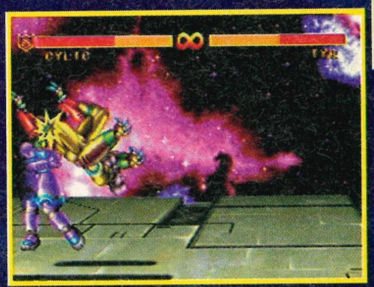
- Player One
- Player Two/CPU
- **Victories** – a match consists of a maximum of three battles. The first fighter to score two victories wins the match.
- **Timer** – you start each battle with 99 seconds computer time. When the timer runs out, the battle ends and it's the fighter with the most vitality remaining who wins. If the vitality is equal, the game is drawn.
- **Vitality Bar** - Each time a fighter is injured a little bit of his or her vitality disappears from the vitality bar. Lose all your vitality and the battle ends.
- **Armour Loss** – As you take more and more damage, your armour selection disappears bit by bit and flies towards the screen.
- **Decapitation** – Death Moves are fully implemented in *Cosmic Carnage* so you can enjoy the look of sheer shock on their faces as they lose their heads or sundry other limbs. Nice.

CONTROL

Control your warrior!

D-Pad	Moves your combatant around the screen and directs punches and kicks
X	Normal Punch
Y	Normal Kick
Z	Provoke type one
C	Provoke type two
B	Fierce Kick
A	Fierce Punch

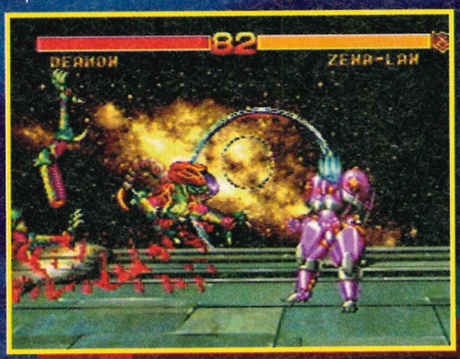
■ Below: Tyr's weight doesn't seem to stop him throwing himself about all the time.

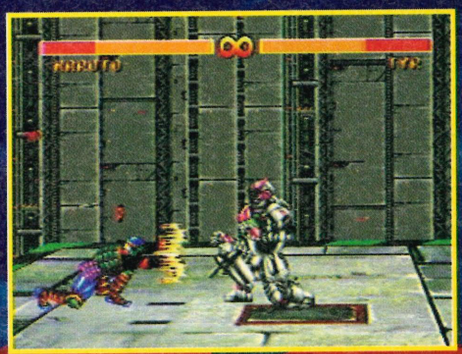


lipped about the possibility of secret characters in the game, but we understand that there is definitely at least one secret evil character. Although the special moves are listed here, each one has their own secret selection for you to discover but there's no point in spoiling things before the game comes out, is there? But we've got a few of them captured for posterity and there are a few tucked away in this feature – but we ain't telling you which they are...

Due for release early in 1995, this 32 Mbit Sega cart truly shows off the potential for the 32X system and is a beat'em-up that's going to give many a joypad junkie's fingers a good old blistering. With excellent graphics, eerie and atmosphere-laden sounds and the all-important gameplay factor. The question the blurb asks is, can you survive? Maybe that question should be, can you wait? We can't.

■ Right: Annoyed at some comment about dancing around her hand bag, Zena-Lan decides to cut up Deamon for being so rude.





■ Below/Right: Naruto puts his sword away and indulges in a bit of jiggery-pokery with his flaming fists. Painful.

NAJA

Naja is a strange character. She is a serpentine siren, a bikini-wearing babe with a snake head, a two-pronged tail and a blood-lusting mouthful of fangs. You need to steer well clear of her tail, a weapon that she uses as a battering ram, whip or vice as the mood takes her. Naja doesn't use armour – she doesn't need any! Anyone stupid enough to get too close certainly would be stupid, and headless. Probably.

ATTACKS

- Back Whip
- Winder Rush
- Tail Squeeze

TALMAC

This tall, dark and sinister fugitive uses razor claws, lightning reflexes and powerful punches to hold his own in the arena. No-one is sure whether he is wearing a mask, or whether it's his real face. No-one has gotten close enough to find out. A nasty piece of work with some excellent projectile attacks.

ATTACKS

- Gale Wall
- Gale Wave
- Pile Dragon
- Gale Arrow.

LIFE AFTER SONIC?

The next issue of SegaPro comes with this fantastic Sports bottle!

Has Sonic had his day? What's next after *Sonic & Knuckles*? How do you replace the world's best known game's pesonality? These are tough questions to answer, but Sega have given some indication of their intent with the announcement of a major new console character.

As always SegaPro will be first to break the news with a massive EXCLUSIVE preview. We think the new guy has got it all — charm, charisma and some cool special moves! Curious? Well find out more only in SegaPro Britain's best Sega Magazine.

However, whatever people say, Sonic's still one cool geezer and so is his mate Knuckles! To prove it we've got a limited edition, eye-catching Sonic & Knuckles Sports Bottle to give away with every copy of the next issue of SegaPro. Now how's that for real value for money!

SegaPro ISSUE 40 ON SALE 1 DECEMBER

HERE PUSSY, PUSSY...

WIN!

As the country's top games player I often get to open shops and take place in top games launches around the country. Recently I took a ride in a huge white, stretch limousine with the incredibly foxy Danni Behr, to Level 1 in Oxford Street where I was more than happy to present a challenge day to celebrate the launch of that exciting new title, *Bubsy II*. It was fantastic to see the enormous crowds that turned up and to get to talk face to face with many of Games World and **Games World: The Magazine**'s fans.

We played for an hour and a half on Accolade's excellent new cart and made sure that all the competitors and audience got to take home some really cool prizes. But I couldn't let the loyal readers who didn't make it to the HMV store miss out, now could I? So I sneaked out a bunch of prizes from the event and this is your chance to win some of those exclusive top goodies without having to embarrass yourself by losing to me in front of thousands of people...

1st Prize:
Copies of Bubsy II, Zero Tolerance and Ballz.
A collector's edition Bubsy II Denim Jacket.
A Bubsy II official T-Shirt.
A Bubsy II Baseball Cap.

2nd Prize:
A copy of Bubsy II.
A Bubsy II official T-Shirt.
A Bubsy II Baseball Cap.

5 Runners Up:
A Bubsy II official T-Shirt and Baseball Cap.

TO WIN JUST ANSWER THIS SIMPLE QUESTION:
What are the names of Bubsy's nephew and niece?

Send your answers on a postcard, or the back of an envelope to: Here Pussy, Pussy, **Games World: The Magazine**, 124 Old Christchurch Road, Bournemouth, BH1 1NF.

ACCOLADE®

TO EVERYONE WHO CAME ALONG AND MADE IT SUCH A GREAT DAY – THANKS.

...COMPETITION...COMPETITION...COMPETITION...COMPETITION...

Oh, blimey! we've gone and forgotten our names! Please help us!

COMPETITION

DEMOL MA

After a successful run at the cinema and a release on video, Demolition Man comes to the 3DO in a movie tie-in to beat them all. Crammed full of video clips telling the story and specially shot sequences with Slyvester Stallone, this is a game that'll blow your mind!

VITAL STATISTICS

NAME : DEMOLITION MAN
PUBLISHER : VIRGIN
SYSTEM : 3DO
PRICE : £TBA
SIZE : 1 CD
AVAILABLE : JANUARY

DEMOLITION MAN

EXCLUSIVE SPECIAL FEATURE

A psychopathic criminal named Simon Phoenix is holding 30 hostages in a heavily armed Los Angeles compound. The year is 1996 and the world has become a terribly violent place. LAPD sergeant John Spartan was sent on a daring mission to apprehend this villain resulting in the destruction of the building. He earned himself the nickname 'Demolition Man' for his no-holds-barred determination in the pursuit of criminals, but knocking down warehouses might have had something to do with it!

On interrogation, Phoenix swears that Spartan was responsible for the deaths of the 30 hostages. Strangely enough they take his word for it and the cop is convicted of involuntary manslaughter and both are sentenced to sub-zero rehabilitation as inmates of the California CryoPenitentiary where their bodies are kept deep frozen.

■ This gang member thinks he's hard but a few bullets in the chest will soon sort him out.

■ Cool – fighting on the tops of moving cars makes Phoenix into a tricky target.

Trapped inside their frosty prison they have no idea of the vast changes taking place in the world outside. Los Angeles is renamed San Angeles and becomes a peaceful, more gentle city under the rule of Mayor Raymond Cocteau. His years of innovative work have put an end to virtually all forms of crime and violence, that is until a slip up at the prison in the year 2032...

As Phoenix is thawed from his cryogenic state for a parole hearing he overcomes the security guards, escapes from the CryoPrison and goes on a savage rampage through the city, the likes of which the inhabitants have never seen before. In this new age of non-

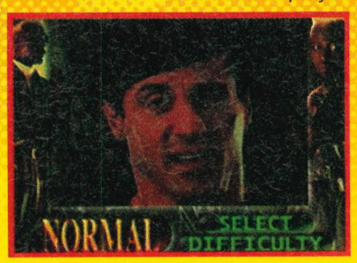
■ Look out! Sly has you in his sights, you'd better move out of the way before you get a bullet in the head!

HOW HARD ARE YOU?

The neat touches of presentation that are possible with the 3DO and other new consoles really make a difference to the overall feel of the game. In *Demolition Man* Sly Stallone even recorded some special clips as Sgt Spartan to liven up the difficulty select screen.

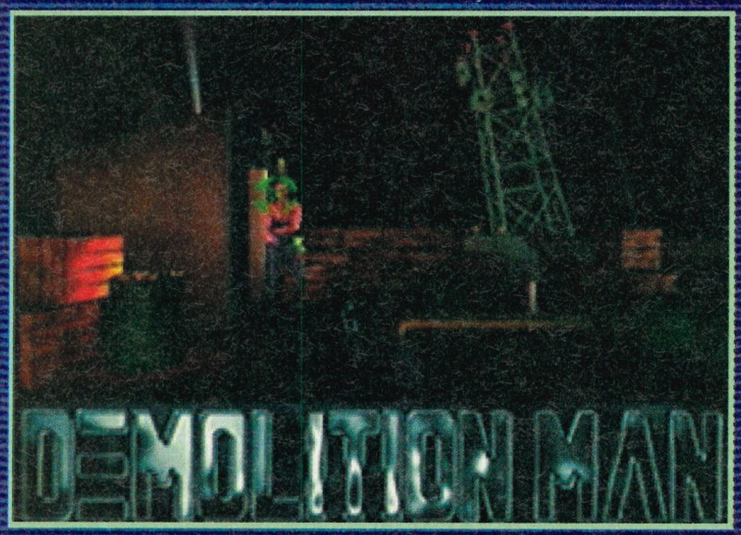
When you select easy he simply takes the mickey out of your puny efforts, select normal and he's a little nicer to you and select hard and he asks if you want to put him out of a job!

If this is a taster of what we can expect from movie tie-ins in the future then whoopee! It makes a change from dreading movie games because of the wasted licences we've played in the past.



DEMOLITION MAN

violent living the police are powerless to stop such a brutal criminal. Then, one resourceful officer, (Lenina Huxley) comes up with the answer to all their problems. John Spartan, the 'Demolition Man', is a Nineties-style cop who looks like the only one able to cope with the antics of a Nineties-style criminal mind.



Spartan is prematurely removed from the CryoPrison to face his arch enemy once again.

In this new world Spartan is a complete stranger. He's seen as a barbaric savage who shoots, swears and violates the taboo against personal contact. He has no family left, no friends and, to make matters worse, the mental programming Phoenix received in prison has made this psycho even more dangerous than he ever was back in his own century!

As Spartan races after Phoenix he soon learns what lies behind his enemy's astounding new abilities and what secrets the gentle San Angelenos hide beneath the surface of their shining new city. He's got another chance to face his nemesis but is the future big enough for both of them?

The game begins with Spartan bungee jumping out of a helicopter onto the roof of the abandoned warehouse. Simon Phoenix and his gang are inside and they're not too happy to receive visitors. Three shooting gallery sections are encountered on the roof tops. Gang members pop-up from behind crates or run along the screen and they must all be shot before Spartan can move on to the next. Between each gallery section Full Motion Video clips show Stallone running and aiming. These have been created by using original footage from the movie combined with new scenes shot especially for the 3DO. Stallone came back into the studio to record his movements in front of a blue screen. Computer generated scenes were then cut into the background to create these new scenes.

Stallone has been digitised into the game using some clever blue screen trickery. Special film of Sly was used to make you feel he is actually in the game rather than just appearing in a clip.

FIGHTING FIT

Beat'em-up

If you came face to face with Simon Phoenix what would you do with him? Probably smash his face in! That's exactly why so many beat'em-up sections crop up throughout *Demolition Man*.

A Full Motion Video sequence sets the scene with Sly chasing Snipes around San Angeles. When he finally catches up with him it's time to master those hand to hand combat moves or you'll be back to the start of the scene again.

The first encounter is inside the disused warehouse. Unknown to Spartan the place is full of hostages and Phoenix sets fire to the pools of oil making a massive explosion. The beat'em-up section here sees Spartan and Phoenix fighting it out behind a screen of flames. Oil drums litter the floor and you've got to knock the bounder over enough times to wipe out his energy meter at the bottom of the screen. High kicks, punches, slides and jumps must be used to combat his moves and get out of the building before it blows.

Later on in the game the two meet again in a mock- up of the streets of 1996 Los Angeles, outside the pawn shop in the LA Riots exhibit inside the museum. It's fisticuffs time again with the moves accessed in the same way as before (knocking Phoenix over with a good uppercut seems to be the best path to success).

Just as you think you must be nearing the end of the game, up pops your nemesis once more. After a speedy car chase scene Spartan jumps onto the roof of his red car (Lenina is driving) while Phoenix jumps up onto the police car he's stolen as it drives on auto, another battle commences the likes of which you've never seen before in a computer game. With the two fighters stood on cars they sway left and right and must steal kicks and punches when they come close enough.

Knock down his energy bar again to see the evil Phoenix fall from the car and hit the road.

EXCLUSIVE SPECIAL FEATURE

DRIVING DEMON

Car Chase

When Simon Phoenix jumps into a police car and whisks himself away there's only one thing for it. You've just got to follow. In a snazzy red GTO sports car. From the underground sector of the city Spartan and Lenina, the 2032 cop, speed through the streets of San Angeles dodging the traffic with guns at the ready.

As the moon shines down in the background you've got to keep yourself topped up with ammo and guns to blast away at the car while it shoots off into the distance. There are people standing on street corners to avoid and tunnels to zip through before you can catch up with the futuristic cop car.

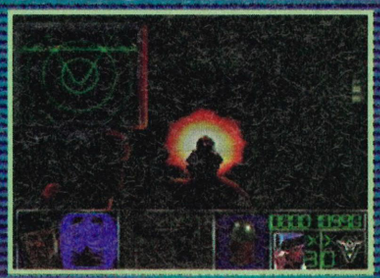
To stop Spartan catching up, Phoenix can drop oil slicks from his car along with mines that'll blow him off the road. He can also fire his machine gun and lob grenades to make matters worse.

Shooting the civilians' cars make them swerve and creates a hazard so this is best avoided, instead you must keep your bullets heading in the direction of the cop car. When enough damage has been caused the car will slow down and the GTO will be able to catch up for the next scene.

This is all displayed in 3D with the buildings smoothly scrolling by. The status panel shows the two cars and they change when damage has been caused. The cop car slowly repairs itself when not hit but, unfortunately, the GTO has no such facility. There are also status bars showing fuel, score, lives and continues.

The roads are strangely straight throughout this section of the game, but you'll have your work cut out just dodging between the crazy cars while keeping up with the super-fast stolen police car.

One of the most impressive levels is the underground tunnels section in the Wastelands. Spartan moves around shooting the cryo-cons *Doom* style while searching for his nemesis, Phoenix.



JOHN SPARTAN

- Sylvester Stallone
- **Name:** Sgt John Spartan
- **Occupation:** One of the LAPD's top policemen back in the year 1996.
- **Background:** He earned himself the nickname 'Demolition Man' for his no-holds-barred determination to capture criminals. After capturing Phoenix from the abandoned warehouse where he was holding 30 hostages the building blew up and Spartan was accused of the murders by Phoenix. He was convicted of man slaughter and sentenced to sub-zero rehabilitation as a frozen inmate of the California CryoPenitentiary.

Back in the year 1996 he had a family and friends but when he is thawed out in the year 2032 he becomes a stranger, all alone in a new world. The people of 2032 think he is a barbaric savage who swears, shoots and violates the ultimate taboo of invading personal space.

After being defrosted, Spartan gets a second chance to finally nail his arch-enemy, Phoenix.

DEMOLITION MAN

After shooting all the gang members Spartan comes face to face with Phoenix for a hand to hand combat section in his office. Phoenix has set fire to the floor and he must be knocked out three times before the flames ignite barrels of C4 explosive. A knockout is achieved by landing five successive blows as the background moves around behind the characters.

After scenes of the cryogenic freezing and thawing, the action then moves on to the museum of 2032. It's a one-on-one battle between Phoenix and Spartan. Phoenix is in the museum to pick up weapons for his crime spree and it's up to Spartan to stop him from leaving the building. He hides behind one of the exhibits throwing grenades and firing at you whenever he can. The idea is to flush him out with continuous firing and then destroy the weapons he's managed to collect so far. Assault vests can be shot to pick up more ammo, flak jackets give extra health and fire aid kits restore all your health. After two other shooting gallery scenes inside the museum the game moves on to the LA Riots exhibit for a hand to hand combat scene.

Both characters now have access to a special weapon which will inflict even more damage.

After fighting it out in the mock-up of the old LA streets the game moves on to The Wastelands and a new mode of play. Spartan is on the look out for Phoenix once again and to help him out this time he has the use of a hand held Strategic Apprehension Computer (SAC). This gives a radar display of the surrounding area and shows all the cryo-con sentries who are out to kill you on Phoenix's orders.

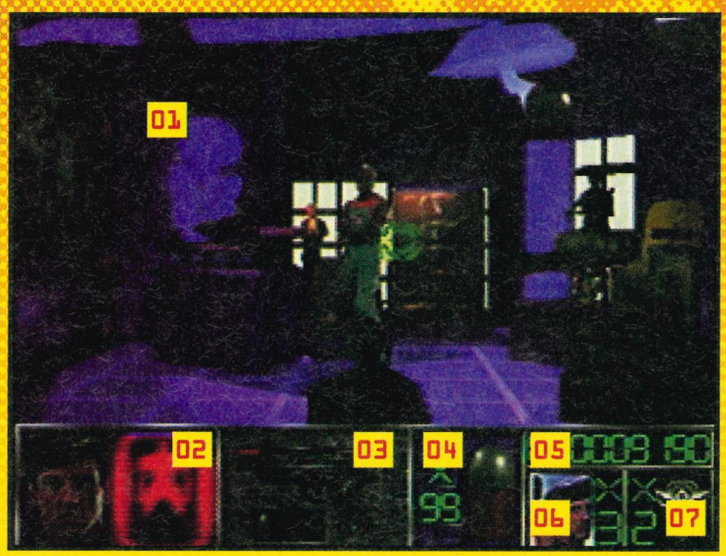
This stage is played in *Doom* style with the 3D maze of tunnels created in real time. The sentries come at you from all directions and must be shot dead before you can continue. Keys must be collected to open the doors and there are rat burgers and beer to pick up that the sentries have left behind. Beer doesn't do much for your targeting though and rat burgers will make you sick!

After another shooting gallery section a red GTO car is brought into the scene for a car chase through the streets of San Angeles. Phoenix has stolen a futuristic cop car and Spartan, along with Lenina, must give chase and ram the car enough times to reduce its offensive ▶

■ On the roof of the warehouse things soon hot up.

WHAT DOES WHAT?

There are various status displays throughout the game, but the one that crops up more than the others is on the shooting gallery stages. Here's an explanation of what's what...



01 MAIN GAME SCREEN – Here's where all the action takes place. You'll see gang members pop up here ready to be shot.

02 ENERGY BAR – This slowly fills up with red as Spartan is shot by the gang and Phoenix. When it gets to the top you lose a life.

03 CURRENT WEAPON – There are lots of weapons to collect and the current one is shown here. When collected keys show up too.

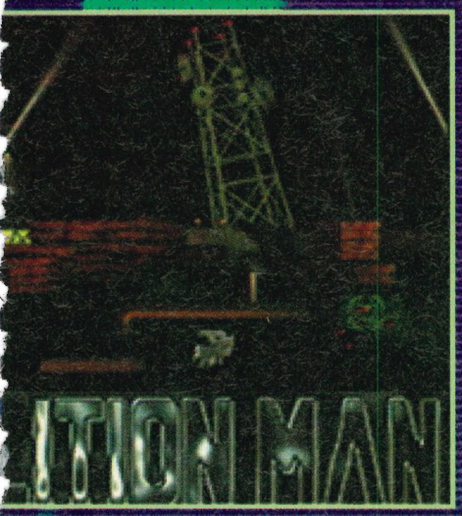
04 AMMUNITION – You must collect ammunition as you go or the gun will easily run out and then you'll be in trouble!

05 SCORE – This one's self explanatory. You get points for killing people and completing each scene, you can lose points by picking up bad things like beer.

06 LIVES – The number of lives you have remaining. This is a tricky one to understand.

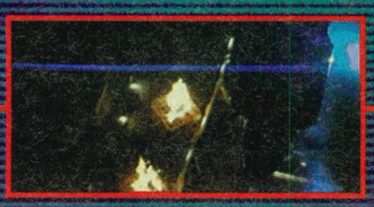
07 CONTINUES – You start out with a set number of continues but more can be earned along the way.

EXCLUSIVE SPECIAL FEATURE



Below: The shooting gallery is the game style that crops up most during the game. You've got to be quick off the mark if you're going to survive.

Below: Wesley Snipes plays Simon Phoenix, a sick, psychopathic criminal who takes 30 people hostage then murders them, blaming it all on poor old Sgt John Spartan.



NOW YOU'RE DOOMED!

3D Tunnels

Now here is a game style that you should all recognise. When Simon Phoenix disappears into the Wastelands the game swaps to a *Doom* viewpoint with the gun pointing out at the bottom of the screen and the option to have a Strategic Apprehension Computer or SAC radar in the other hand showing the whereabouts of all the people in the level. Phoenix has defrosted lots of prisoners from the CryoPrison to help him get rid of Spartan, there are eighty on the move – and they've all got guns.

Phoenix shows up as a yellow blip, the cryo-con sentries are red and Spartan's position is shown in blue. The radar can be turned on or off as it does obscure some of your view of the tunnels as you walk around.

There are swarms of armed kamikaze sentries marching around the tunnels and they can jump out at you just when you're least expecting it. The movement around the tunnels is perfectly smooth with a realistic walking effect as you go and keys can be picked up and used to open locked doors.

Blasting the troops away is easy once you find them and their bodies stay where they fall, littering the place so that you can easily tell where you've been by the blood-stained remains. First aid kits can be found to recharge your energy and you'll need it with all these nutters on your trail, you can also steal the food left behind by the sentries.

Hiding away amongst all this chaos is Phoenix with a large gun and ready to shoot when you come into view. He'll take a bit more of a pounding before he legs it this time so make sure that he doesn't get off lightly.

Later on into the game there's another tunnel section to play, this time inside the CryoPrison. The prison is an impressive building with circular halls and Spartan must find his way to the bottom of the central rotunda where Phoenix is defrosting more cryo-cons. There's a dramatic rotating view of the middle level rotunda in this stage which is closely followed by the final showdown with Phoenix.

Above: Your ammunition is getting rather low and there's a big geezer standing in front of you with a gun. What do you do next? Run for it of course!

FROM VIDEO TO 3DO

The release of *Demolition Man* on the 3DO sets a new standard for movie tie-in console games. The programmers and game designers have made good use of the original footage from the movie as between level sequences. These set the scene for the next section in a way that no SNES or Mega Drive could ever immitate.

To give you some idea of the quality the 3DO can give, these screen shots are not from any video or movie promotional stills, they are actually taken directly from the Cd running on the 3DO console.

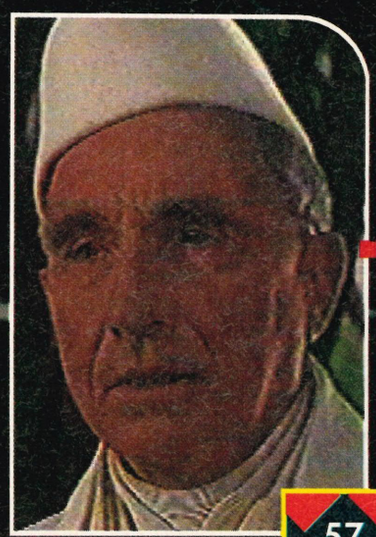
If this is what we can expect from the 3DO in the future then we should be in for some games that'll blow our minds!

LENINA HUXLEY

- Sandra Bullock
- **Name:** Officer Lenina Huxley
- **Occupation:** Top policeperson from 2032.
- **History:** She is fascinated by the late Twentieth Century and comes up with the idea of removing Spartan from the CryoPrison to once again face his arch-enemy. She comes along for the ride as Spartan takes up the chase.

RAYMOND COCTEAU

- Nigel Hawthorne
- **Name:** Mayor Raymond Cocteau
- **Occupation:** Mayor and Governor of San Angeles in 2032.
- **History:** It was his innovative work that put an end to virtually all kinds of crime and violence, until Simon Phoenix came back into the picture – and who's fault was that?



DEMOLITION MAN

capabilities before the GTO runs out of fuel.

This scene is a 3D car chase, something that the 3DO does really well. Civilian cars must be avoided and there are tunnels to drive through and people to avoid *Road Rash* style. When the car is finally caught up a new beat'em-up section begins, but this time on the tops of the two cars!

Spartan and Phoenix must battle it out on the cars until one of them is knocked off into the muddy puddles of the San Angeles street. This gives a whole new dimension to the normal beat'em-up sections as you can only make your moves when the cars are travelling close enough together.

You begin to wonder whether Spartan will ever stop Phoenix as the game moves to another impressive tunnel section inside the CryoPrison. The slippery criminal must be found and defeated by picking up a special freezing chip and plunging it into the water to lower Phoenix's body temperature permanently and complete the game.

We've all played movie tie-in games before but none of them have ever been as impressive as the 3DO *Demolition Man*. The game's designers have made excellent use of the film footage and the special sequences that Stallone recorded for the game really make the whole exeperience something special.

There are so many film clips to watch between the game's stages that you start to wonder whether you're seeing the entire film as you play! The levels are packed with variety too. Shooting galleries, car chases, tunnel hunts and beat'em-up stages – they're all looking good and playing even better.

The 3DO *Demolition Man* should be one of the most eagerly awaited releases for this console so far. We can't wait to play a finished version of this impressive title. If it's looking this good in this early version then what is the final game going to be like? Mind blowing.

■ The handheld radar display is essential for finding out where Phoenix is lurking.

WILD WEAPONS

Both Spartan and Phoenix have an impressive collection of weapons to use against each other. Most of them were found in the museum of 2032 as the people in this futuristic place no longer have to worry about crime or violence. Here's a brief explanation and breakdown of which are the most powerful weapons for both characters.

- **Stun baton:** This weapon creates a sphere of electrical discharge when fired. It looks like a plasma ball.
- **Beretta:** A fast weapon with an infinite range and ammunition – what more could you want?
- **Shotgun:** Its blast widens as it travels across any distance and each pellet will inflict a small amount of damage.
- **Machine gun:** This gives a rapid fire when the trigger is held down or small spurts if you twitch.
- **Flame-thrower:** Holding the trigger causes flame to shoot out and letting go sucks it back in again. Victims stay on fire once they've been blasted.
- **Rocket Launcher:** This inflicts a truly massive amount of damage on its target but it has a slow fire rate.

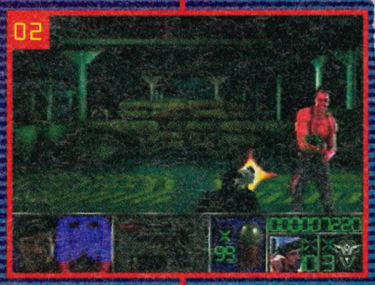
SPARTAN'S WEAPONS

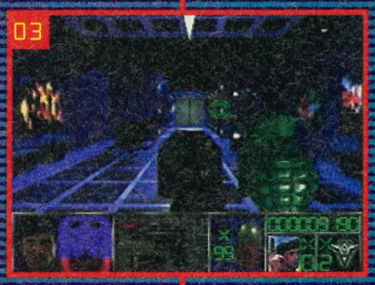
Weapon name	Fire rate	Bullet speed	Range	Damage	Ammo
Stun baton	Fast	N/A	2'	50	Infinite
Beretta	Fast	Fast	Infinite	10	Infinite
Shotgun	Medium	Fast	30'	15	8
Machine gun	Very fast	Fast	Infinite	10	100
Grenade	Slow	Slow	5'-40'	35	5
Flame thrower	Medium	Medium	30'	25	40
Rocket launcher	Slow	Medium	Infinite	250	4

PHOENIX'S WEAPONS

■ Phoenix can pick up and use all the weapons that Spartan can but he also has the use of a tank cannon that gives 500 hit points and has an infinite range!

Above: Many of the between level sequences have been created on computers in 3D. Sylvester Stallone then rerecorded some of his movements to be superimposed over these computer images.





SHOOT TO KILL

The Shooting Gallery

The early stages and the majority of the game is played as a shooting gallery. Phoenix's gang members pop out from behind buildings, crates and other hidey-holes and every single member must be shot for you to win. The status panel at the bottom of the screen shows the amount of energy left and the weapons picked up so far. Weapons are selected by pressing the top buttons on the joypad and new ones are littered around the galleries for picking up.

The first few galleries are played in the rooftops of the abandoned warehouse. In addition to the enemies on the ground there's also a blimp with enemies firing from its gondola that you must neutralise by shooting its engines. Attack choppers then rise up from beneath the building firing cannons and missiles.

Inside the warehouse the shooting continues, this time from behind sand bags in the sentry stations. If the sentries can't be shot they can be knocked out by shooting down the boxes hanging above them.

When Phoenix has been chased into the 2032 museum a one on one shooting gallery must be played. The idea here is to shoot down a pointed hanging lamp that's hanging over his hiding place, while blowing away the grenades he is lobbing in your direction.

Chase the criminal into the CryoPrison and there's a shooting gallery in the mid-floor rotunda. Phoenix pops out and shoots at you with an MTL laser. This must be avoided at all costs and he continues to fire until he's shot and falls down the stairs. He's not dead though. Mechanical laser cutting devices are on the rampage in this level too. When shot they become harmless burnt out stubs and pose no further threat to your safety.

EXCLUSIVE SPECIAL FEATURE

SIMON PHOENIX

- Wesley Snipes
- **Name:** Simon Phoenix
- **Occupation:** A psychopathic criminal from 1996.
- **History:** He takes 30 people hostage in an abandoned warehouse. Spartan is sent to stop his crime spree and Phoenix ends up setting fire to his office and exploding canisters of C4 explosive, demolishing the whole building with the hostages still inside.

He is put into the CryoPrison along with Spartan for rehabilitation where he receives mental reprogramming. While being defrosted for a mandatory parole hearing Phoenix overpowers the guards and escapes from the prison to wreak havoc in a new world where crime is virtually unheard of. Only one person knows his criminal mind well enough to stop him and he's still frozen back at the prison!

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AFTER BURNER

Take a step back in time with a little help from Sega and their Mega Drive 32X. The new technology opens the way for perfect conversions of all the old Sega arcade classics, so prepare to return to the arcades of yesteryear!

Back in 1987 the arcades were buzzing with the new range of arcade machines from Sega. Superb games like *Outrun*, *Enduro Racer* and *Hang-On* were instant hits. Then there came a fantastic game in a special hydraulic cabinet for ultimate airborne realism.

After Burner took arcade shoot'em-ups to another dimension with state of the art graphics and a huge sense of achievement when the enemy is blasted out of the sky. The advanced graphics chips and processors in the new Sega Mega Drive 32X can now create arcade perfect conversions of all the old Sega coin-ops and *After Burner* is the first one to be released.

The game is a fast and frantic shoot'em-up where the player takes control of a wicked air combat plane. The opening sequences show the plane taking off from the Sega carrier and blasting out into the open skies. It's not long before a barrage of planes zoom into view and, armed with machine guns and missiles, there's lots of blasting to be done.

There are many zones to fly through and clear of enemies, each with different terrain to fly over and many obstacles to dodge. A trip through the grand canyon needs pin-point flying if you're to survive and there are electricity pylons to weave around later on in the game.

To make a break from the action sequences you must also dock with a refuelling plane to fill your tanks and stock up on ammunition. There's also an air strip where the plane will automatically land. Keep an eye out for the *Outrun* car and *Hang-On* motorbike whizzing past as your plane lands on the tarmac.

Games players who know their stuff will remember the excitement of the arcade machine back in 1987 and should be thrilled by the chance to play a perfect conversion in their own home.

TERRAIN TARGETS

There are lots of landscapes to fly over in *After Burner*. Each brings with it a new set of enemies and obstacles for you to avoid. You'll need some fancy flying to get past them all to the ultimate goal.

A time will come when the consoles may provide a 360° rotate 'n' tilt seat but until then you'll have to sit still and enjoy the arcade visuals.

NIGHT TIME

The scenery looks great at night with all the lights twinkling and explosions lighting up the sky.

SNOWY PLAINS

To add a bit of variety the ground becomes covered in snow. Just make sure your wings don't get frozen up!

DENSE FOREST

As you blast the planes out of the sky above, a thick forest scrolls below.

GRAND CANYONS

Here's a tricky stage. Fly through the grand canyon but don't touch the sides. You will need to be a good pilot to get through this.

VITAL STATISTICS

NAME	AFTER BURNER
PUBLISHER	SEGA
SYSTEM	MEGA DRIVE 32X
PRICE	ETBA
SIZE	16 Mbit
AVAILABLE	JANUARY

GAMES WATCH

Tee Off!

When Core Design invited Games World: The Magazine for a quick chip and a putt we got more than we bargained for. Instead of finding ourselves aimlessly wandering some rain-swept municipal course in our plus-fours we got to sit down in front of a state-of-the art golf game made for the next generation of machines. This is the future of golf games and we've seen it now on the Mega Drive 32X...

VITAL STATISTICS

NAME : TEE-OFF!
PUBLISHER : CORE DESIGN
SYSTEM : MEGA DRIVE 32X
SIZE: 16 Mbit
PRICE : £TBA
AVAILABLE : MARCH

■ Above: An options screen that shows the variety of different challenges crammed into the 32X's first golf game.

■ Below: All the idiosyncrasies of each course are here, right down to little ducks and a life preserver in case you take a dip.

■ Right: The bunkers are rendered in fancy gouraud shading.

Before you shout out 'but it's just a golf game, innit?' *Tee-Off!* may just change your mind. It has been designed as a golf videogame, not a golf simulation and, with a friendly and simple control system, it's got all the 'pick up and play' appeal of those popular coin-op golf games.

Split into two parts, Amateur and Professional, *Tee-Off!* is made up of four courses of eighteen holes (two amateur and two professional courses). The game defaults to two Amateur courses and it isn't possible to access the Professional courses at the start of the game – like in a standard coin-op you must complete a game level successfully to progress to the next level.

Although it is in the arcade mould, Core have still given you the opportunity to load a saved game in one of six slots in the Mega Drive 32X version and, with a simultaneous four-player option, it's also got more interaction than you'll find in your average arcade game.

Visually, everything is there for the player on-screen so he/she won't have to keep on popping to options screens or special screens to select the direction, club or check out the position of the green as the main game screen features an overhead map and a text message (which is also spoken). There's also a flag icon showing where the hole is, an arrow showing where you're aiming, a wind speed indicator, a circular power bar and 'play' icons. These icons give you plenty of information about such things as the lie of the ball, your club choice, the caddie's advice, the player who is currently selected and the distance to the flag.

Each course is modelled and rendered in full 3D with remarkable speed and smoothness and they are shown from three specific camera angles during play depending on whether you're driving, chipping or putting. At the tee-off the camera is behind the player, when chipping the camera is angled above the player sprite and when putting it floats directly above, panning along the ball and zooming in on the cup before the ball drops. If you find this 3D landscape a trifle flat, players will be able to choose the height, surface they wish to play on out of flat, normal, hills or 'just plain crazy'. Each hole starts with the usual smart FMV fly-through, showing the on-screen player sprite driving a ball into the hole.

The number of options on offer are quite varied, you can even adjust the driving, chipping and putting statistics of each of the four player sprites to your own preferences. You can practice, indulge in either a tournament, skins match or match play and you can even try your luck with three special options; the Derby Scramble, a Shoot Out or the ingenious Core challenge.

The Tournament is played over 72 holes (four rounds of 18) on the normal courses with 60 computer-generated golfers and up to four of your friends. At the end of the first round the top 48 golfers go through to the next stage. Skins is played over an 18 hole course with two to four players competing for the prize money designated for each hole. To win the money, you need to win the hole outright by getting a lower score than every one of the other players. If it's a tie, the money is carried over to the next hole.

Match play involves four groups of two players competing against each other over three rounds. After each round the losers are eliminated. In Derby Scramble the four players are split into two teams of two and play one round of 18 holes. From the tee the player whose ball has travelled the furthest must let his team-mate hit the ball (with the players in the opposing team also swapping balls). These ball swapping antics continue until the hole is won, with the first team to hole their balls being victorious.

In a Shoot Out, four players compete against each other over three holes, with one player being eliminated at the end of each hole until there are only two players left at the third and final hole. In the event of a tie, a single-shot tie-breaker is played between the players with the equal highest scores and the player furthest from the hole is eliminated. The game also features a Core Challenge which should allow you to win a prize by filling in a card with the game, putting on a password, and waiting to see if you win the yet to-be disclosed prize.

Due for release early in 1995, *Tee-Off!* is looking like a real romper stomper of a golf game and, with Sony PlayStation and Sega Saturn versions on the way, prepare for some very tasty ball bashing action.

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ROAD RASH 3

world warriors

Road Rashing is the name given to brutal, high speed, motorcycle racing where anything goes. The rules are, there are no rules and only skill, guts and a hefty lump of chain may stand between you and the harsh reality of hitting tarmac at 140 mph.

Following the incredible success of *Road Rash* on the 3DO, Electronic Arts are going international with the latest instalment in their high-powered motor bike saga, *Road Rash III: World Warriors*. Featuring the same high quality digitised video graphic technology as its CD cousin and using the EA ASIC chip for the first time, Rash fans can look forward to the third game in the series being the most realistic racing experience yet.

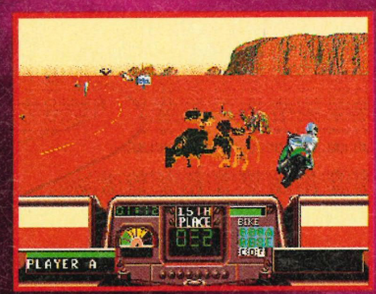
This time out, players get to race against the meanest Rashers from all over the world. Throttle back up the German autobahns, punch and kick your way over slippery Kenyan dirt tracks and trash your opponents on Japanese highways. The seven new locations may mean that the scenarios are different but the basic rules of the game remain the same... there are none. Only a display of gutsy riding and speedy punching will ensure that you cross that finishing line first.

Electronic Arts have also ensured that *Road Rash III* is not just the most realistic version of the title to date but it's also the meanest. If an opposing rider has been knocked off his bike, the player now has the option of stealing his machine whilst he rolls incapacitated on the floor. Even better, if it is you who has had the misfortune of being trashed, you no longer have to run helplessly back to your bike whilst everyone else zips past. You can 'clothesline' rival bikers a la WWF and tug them onto the concrete – that'll teach 'em for taking advantage of your misfortune! Even going broke doesn't stop your brutal fun this time around, *Road Rash III* features a handy 'Snitch' option. You can 'grass up' rival bikers to the local law enforcement officers to help them catch some of the most wanted racers. This will get you that much needed dosh, but it's sure to annoy your fellow Rashers.

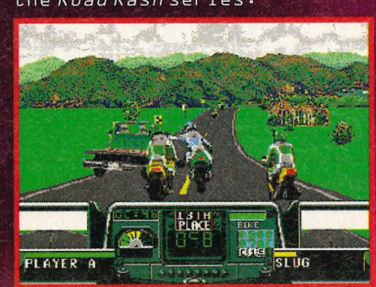
But don't be fooled into thinking you'll get everything your own way. Enemy bikers now have their own individual and variable aggression factors and the police don't just roll up on their bikes for you to cosh. They now employ helicopters to chase Rashers and try to knock them off and have even set up road blocks that can only be passed by jumping, Evil Kneivel style.

Despite utilising many of the techniques perfected in the 3DO version, and even keeping some of the animated and reactive roadside objects, *Road Rash III* has been careful to keep the impressive two-player split-screen mode that allows for simultaneous head-to-head racing. A new option even allows the players to challenge each other to race for 'pinks', just like in 'Grease' (for people who didn't see that movie, 'pinks' are motor vehicle ownership papers, so the winner gets to keep the loser's bike).

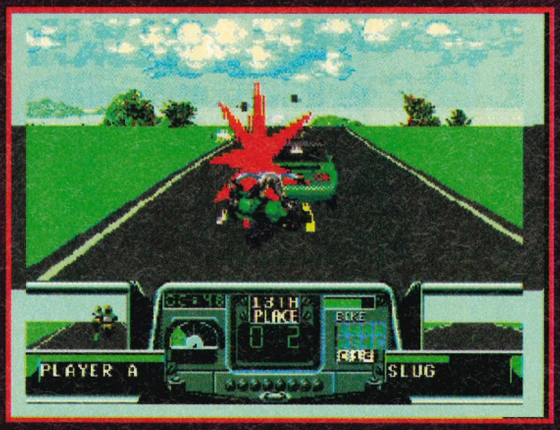
Road Rash III: World Warriors is a big hunk of brutal biking action that takes high speed combat off the mean streets and puts it back on console.

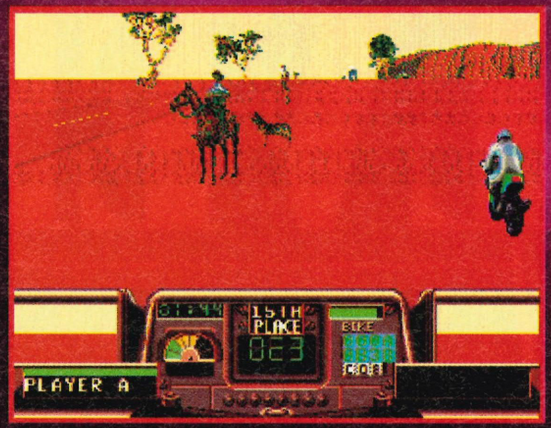


Above & Below: Whether it's cows or rival bikers, action is the keynote to the success of the *Road Rash* series.



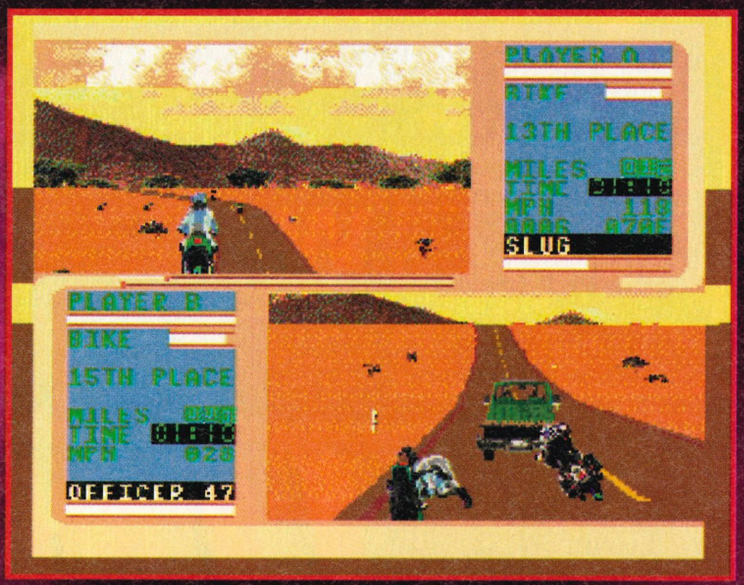
Below: A high speed collision with on-coming vehicles is a Rasher's worst nightmare. At least in this version, when you're down you are definitely not helpless.



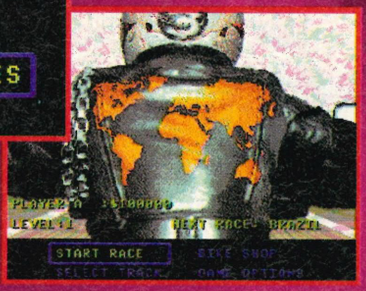


Above: You could be forgiven for thinking that you've just driven into a John Wayne movie. The digitised bystanders add a bit of extra variety to the different courses.

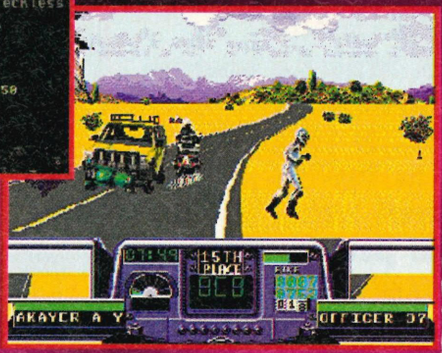
Below: No matter what the weather conditions, the Rashers are out tearing up the tarmac. But fancy riding like this will get you in trouble.

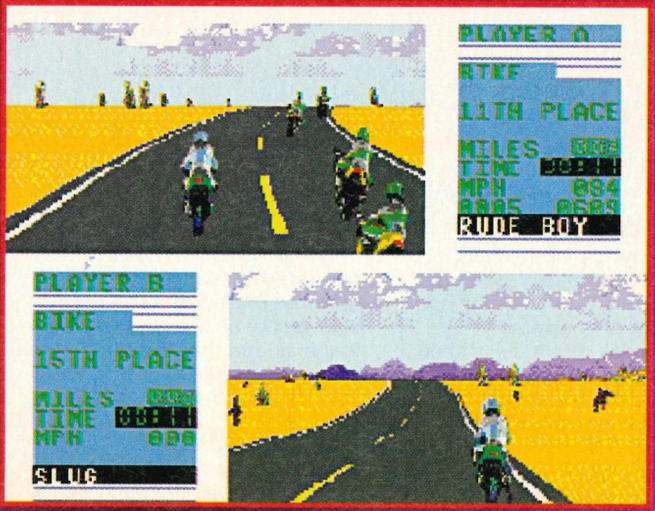


Left: You pays yer money, you takes yer choice. This is the bike shop, a Rasher's equivalent of heaven. But these babies cost..



Above: Unlike the 3DO version, *Road Rash III* still retains that brilliant split screen two-player mode.





GAMES WATCH

VITAL STATISTICS

NAME	ROAD RASH III: WORLD WARRIORS
PUBLISHER	ELECTRONIC ARTS
SYSTEM	MEGA DRIVE
PRICE	£44.99
SIZE	16 Mbit
AVAILABLE	JANUARY

ONE WAY TICKET...

A part from being great fun, *Road Rash III: World Warriors* is a truly intercontinental experience with races taking place in locations as far apart as Brazil, UK, Germany, Italy, Kenya, Japan, and Australia. There's not much time to buy a postcard though when you're screaming down a treacherous highway with a helicopter on your tail and a rival biker stoving your head in with a piece of lead piping!

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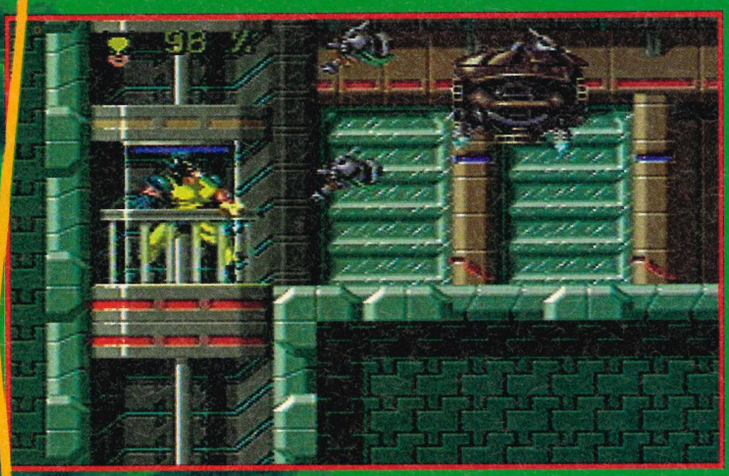
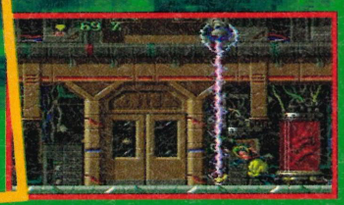
MEGA DRIVE

WOLVERINE

When it comes to comic book heroes, Wolverine is around the top of the league – with huge claws that can easily rip and tear the flesh of his enemies and specially toughened body parts, don't expect him to pull any punches or go Pow! Biff! or Kapow! for that matter...





Wolverine's past is a confused one. Although he remembers living in ancient Japan and the Wild West, there's no way that even this superhero could be that old. Rumour has it that most of his memories are implants and this once apparently normal Canadian soldier is being used for nefarious purposes by the group known as Alpha Flight.

Wolverine was actually a mutant born with superhuman powers that give him enhanced healing abilities and heightened senses. Before he became the mysterious Wolverine he was a government agent named Logan. Due to his powers, persons unknown transplanted an indestructible metal (Adamantium) into his body that made him extremely tough and also inserted those fearsome claws that have terrorised many a mutant foe.

The game has you in control of Wolverine and battling your way through six levels of platform fighting fun against loads of different Marvel supervillains. Starting out in Dead Man's Land and hacking a path to the Hellfire Club, Wolverine will come across various nasties including Sabretooth,

yu-yu-Hak

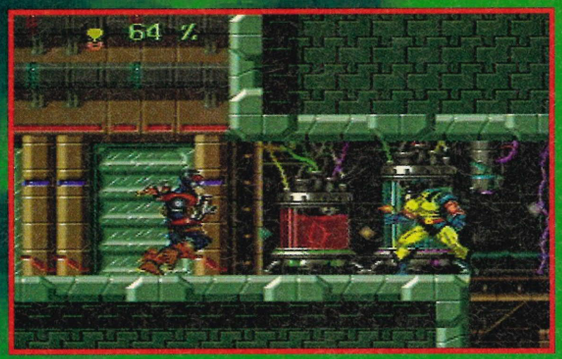
Anime has taken off in a big way over here and as soon as the Japanese churn out a Manga series a videogame seems inevitable. The latest in a long line of Manga to console conversions is Yu-Yu-Hakushu. Games World took control of the good guys and prepared to battle the forces of evil...

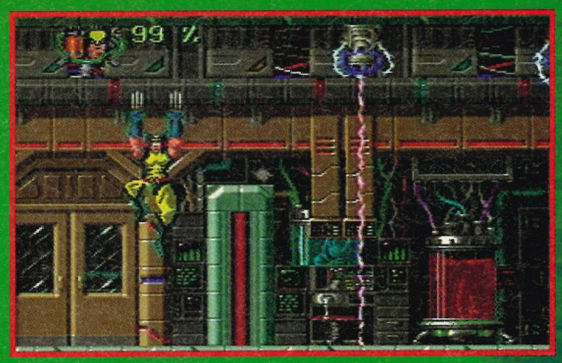
Above: A running punch to the face floors Miss purple hair. Time for her to brush herself off and let loose a quick fireball.

Monkey was the first strange, twisted and slightly kooky Japanese character to capture the imagination of small kids who wanted to fly around on pink clouds. Since then, Manga-inspired films and games have got more and more absurd. Enter *Yu-Yu-Hakushu*, a Manga-esque game brought to us by Treasure, the programmers behind great titles like *Gunstar Heroes* and *Dynamite Headdy*.

Yu-Yu-Hakushu is a beat'em-up that lets you take control of different characters, all with their own special abilities. Some can hover in the air and then drop in on their opponents, while other fighters can punch so fast that their hands become a blur, landing multiple hits simultaneously. The most common special move is the fireball – it's accessed in much the same way as a

GAMES WATCH



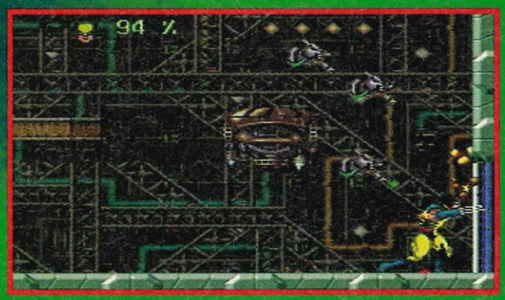


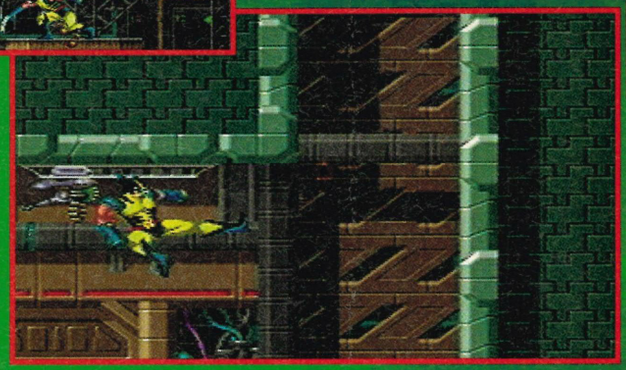
Above: Wolverine takes on one of the heavily armoured guardians.
Above/Right: When leaping, always put your best claws first.

Wolverine's arch enemy, who may well be some relation. Using powerful moves like the backhand punch and the claw uppercut he should soon sort out any potential threat. Other bad guys likely to crop up during the game and ask for a fight are Cyber, an Adamantium covered psycho who is a really nasty piece of work, Albert the android, who is programmed to destroy Wolverine and can constanly repair himself by using any available resources and, hardest of them all, Lady Deathstalker – a super-tough cyborg babe who, like Wolverine, possesses foot-long blades implanted in her arms.

With the outstanding success of Wolverine as the X-Men's most famous super warrior, this game is sure to sell well among comic book lovers. Get out the nail file and prepare to fight all-comers with those well-kept claws.

Below: Under heavy fire, our hero heads for the nearest exit.





VITAL STATISTICS

NAME : WOLVERINE
PUBLISHER : ACCLAIM
SYSTEM : MEGA DRIVE
PRICE : £TBA
SIZE : 16 Mbit
AVAILABLE : DECEMBER

KUSHU

Street Fighter II fireball, but the end result is a whole lot smaller.

There is a unique option where up to four players can fight at the same time using one of Sega's four-play adapters. There's also a championship where you can choose a team of two players and then battle it out against another team of two fighters.

Like in *Fatal Fury*, you can jump into the background or fight at the front near the screen. As in every other fighting game there's a power meter that shows you how close you are to dying. You can tell how well you're doing because every time you strike a blow, a damage number appears informing you exactly how hard you have hit your opponent. Below your power meter is another energy bar, when this runs out you can't do any more special moves but it can be recharged by holding down one of the buttons. Just watch out for counter-attacks.

Yu-Yu-Hakushu has the added bonus of a four-player option and some weird and wonderful Japanese speech. It should be coming out officially early next year. For pink cloud fans everywhere.

Above: A whip attack is one of the plant lady's special moves. Left: Colourful backdrops give the game a bright look. Below/Left: A special tornado attack.

VITAL STATISTICS

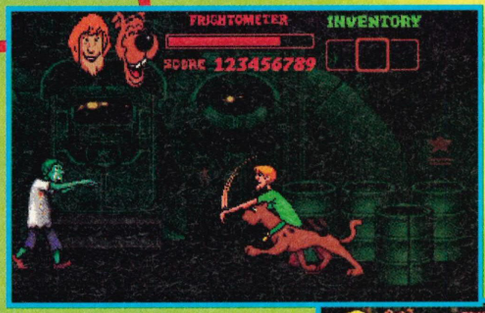
NAME : YU-YU-HAKUSHU
PUBLISHER : SEGA
SYSTEM : MEGA DRIVE
PRICE : £54.99
SIZE : 16 Mbit
AVAILABLE : NOW (IMPORT)

NICE HAIR!

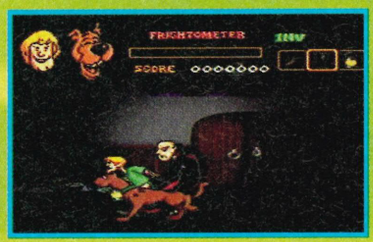
These brightly coloured chaps and chapesses are the good guys who battle the forces of evil. Whatever your favourite hairstyle is you can choose a fighter to go with it. Each has their own special moves that look impressive and sap lots of energy when caught full-on. Pick carefully as the fate of the universe is in your hands:

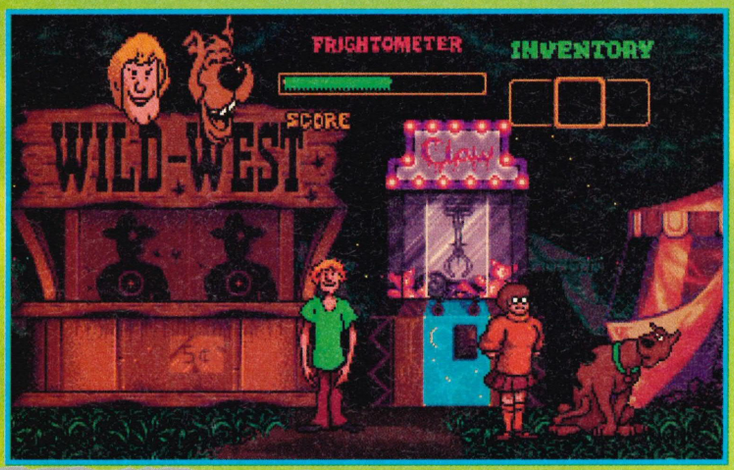
Sc

Zoiks! Scooby-Doo and those meddling kids are finally set to make an appearance on the SNES thanks to Sunsoft. The World Gamers ripped the mask off old Mr Wilson and went in search of a submarine sandwich and that elusive box of Scooby Snacks...

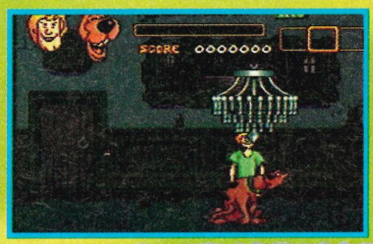


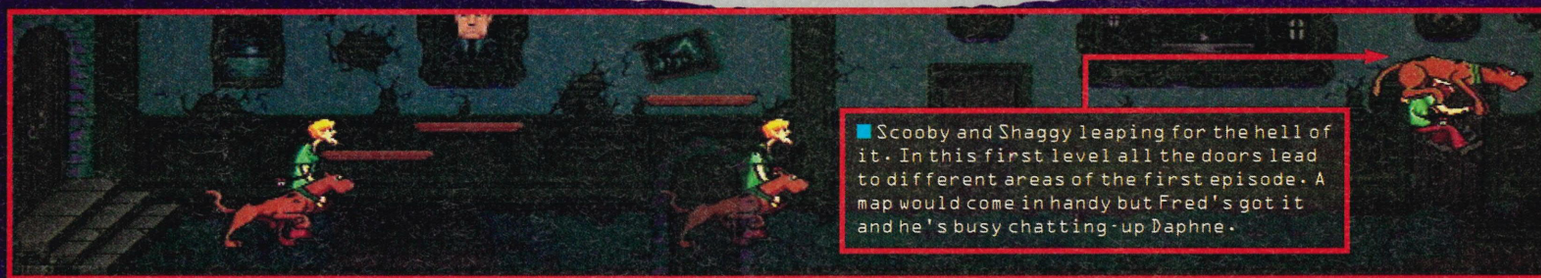
Above: The number of lamps Scooby carries affects the illumination. A few more and they may well have noticed that Vampire sneaking up on them.





Below: The falling chandelier is supposed to trap monsters not our two cowardy heroes!
Below /Left: Shaggy and Scooby screech to a halt.





Scooby and Shaggy leaping for the hell of it. In this first level all the doors lead to different areas of the first episode. A map would come in handy but Fred's got it and he's busy chatting-up Daphne.

Forget that runt Scrappy, this is the real McCoy. Team up Scooby with Shaggy and bring in the Mystery Machine gang of Velma, Freddy and Daphne. This is a platformer with a difference, a platformer with more puzzle features than you can shake a scary monster costume at.

You take control of Shaggy and Scooby together. Although they don't function independently they certainly look different – Scooby skulking about and Shaggy ambling around with his customary lurch. The other members of the gang aren't controlled but can be consulted by the scaredy duo about different aspects of the game.

Velma, Freddy and Daphne appear to wander about randomly but they have set tasks to perform. Velma is the brains of the outfit and the player must find her to verify objects as clues and as Scoobs and Shaggy can only carry three items you will have to visit her frequently. However, she doesn't have any info on what items will keep the nasties at bay.

Freddy is generally seen as the leader. This suave, cravat-wearing golden boy splits up the team and shows them maps of the area. You'll also need his help to set up traps for the assailants which are created step-by-step in *The Incredible Machine* fashion. Daphne, bless her, is monster fodder – just like in the original cartoon – there only to provide Scooby Snacks to ease the frightometer and follow the duo aimlessly until she encounters a monster or falls foul of a trap.

All the members of the Scooby gang make their first appearance during the introduction to each of the four episode-like levels. These intros are a short sequence of animations that set the scene bolstered later on with text dialogue (once you are familiar with the episode you can skip the intro).

The four different levels start off in a Haunted House. Next stop is the scary swamp in prime fishing country, where Shaggy and Scoob talk about tasty fish dishes until they come across a swamp beast dripping with black slime. Then there's the Haunted Fun Fair that's haunted by a ghost clown, or is it? There's even a Pirate Ship episode set in an area notorious for ship wrecks where a spectral pirate ship roams near a sunken galleon packed with treasure.

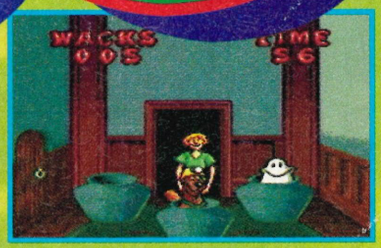
Traps are also spread around, varying from the ghostly hand from behind the curtain to a trap door or a falling chandelier. There are plenty of monsters who can cause Frightometer damage and have to

SCOOBY-DOO

GAMES WATCH

VITAL STATISTICS

NAME : SCOOBY-DOO
PUBLISHER : SUNSOFT
SYSTEM : SNES
PRICE : £TBA
SIZE : 16 Mbit
AVAILABLE : EASTER 1995



SNACK ATTACK!

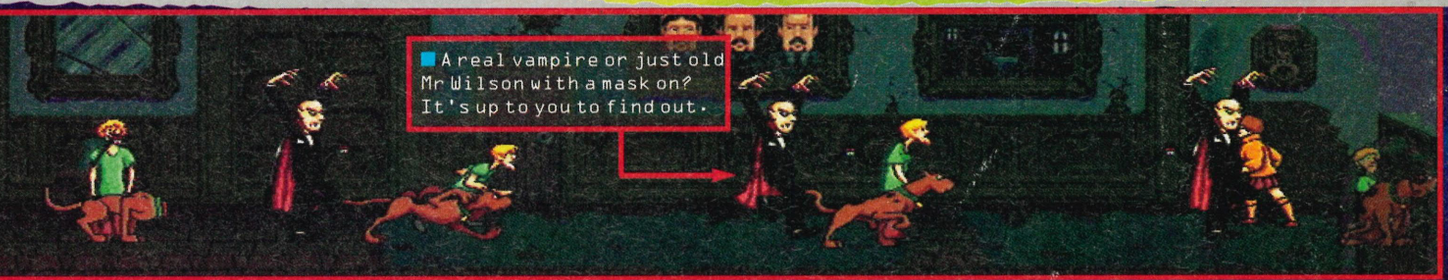
There are Scooby Snacks galore in the two bonus games. Left is the 'Wac-a-Monster' *Mole Attack* clone, while below you get to raid the fridge:

In the Kitchen

Making a sandwich was never so much fun. Right Scoob?

Build it up too much and the topping will flop onto the floor.

But don't let the toppings hit Scooby on the head!



be stunned by bowling balls used underarm, throwing banana skins, or even making them bump into each other and fall into traps. The Frightometer is the bar that shows how well the duo are performing. Each episode also has a Master Monster who (surprise, surprise) is usually a crook who has masterminded the deception and created the mystery. You get to unmask him at the successful completion of each episode.

There are plenty of hidden bonus rooms. The two that appear on every level are the Kitchen and Wac-a-Monster sub-games. In the Kitchen, Shaggy throws food out of the fridge as you guide Scooby who's frantically piling food up on two halves of a sandwich which is tricky as some food is slippery and the toppings have a nasty habit of splatting on the floor. In Wac-a-Monster, you control Shaggy with a big hammer and have to hit the monsters as they pop out of the pots or other objects. However, avoid hitting the cheeky Scooby who sometimes pops up (although he is protected by a hard hat).

Scooby-Doo is looking excellent and remarkably accurate to the TV show, with animation adapted from the real cels. There are some nice in-game touches too, like the unlit rooms where only Scooby's and Shaggy's eyes appear. Tie more lanterns to Scooby's neck and the sphere of light around them will widen and help you see further.

Plenty of toe-tapping music from the cartoon series and loads of sampled sound effects are included like 'Scooby Dooby Doo!', 'Zoiks!', 'Shaggy!', 'Heeelp!', Scooby's laugh and Velma's 'My Glasses' and 'Looks like a clue!'. The team at Argonaut are also looking closely at cramming as many other samples from the cartoon show into the 16 Mbit cart as possible for extra atmosphere.

You can run, jump and throw as well as search, hide against items, cycle through the inventory and call up help during the game. Just like in the cartoon Scooby jumps into Shaggy's arms and they both scream out 'Heeelp!' in unison. However, cry wolf too often and Daphne will take her time with the Scooby Snacks or the gang will take longer to arrive.

Currently under development in the UK by Argonaut Software (the developers of *Star Wing* and *Cybernator*) for Sunsoft, this is already looking smart. So get practising the Scooby giggle and prepare for scary mansionfuls of pesky kid action. Right Scoob, we're out of here!

069 069 069

Beat'em-ups are big business, everybody knows that, and with Virtua Fighter due to appear soon for the new wave of super consoles, GTE are making sure that the Super Nintendo has a game to match it. We trade blows with the provisionally titled FX Fighter.

FX FIGHTER

■ Below: A swift kick to his toothy jaws and the crocodile-like Terak is sent sprawling.

■ The game perspectives in *FX Fighter* are constantly changing to frame the action.

■ Left: Fat Boy is down as the evil water spirit Siren moves in for the kill.

■ Right: Venam and Ashraf warily size each other up before starting their scrap. Fight!

GAMES WATCH

VITAL STATISTICS

NAME: FX FIGHTER

PUBLISHER: GTE INTERACTIVE MEDIA

SYSTEM: SNES

PRICE: £TBA

SIZE: 16 Mbit + FX Chip

AVAILABLE: EASTER

Above: Both warriors collide in mid-air to send each other crashing to the canvas. Note how the camera pulls back to capture all the action.

Below: Cyben 30 hits Venam with a flying kick that really drains some energy.

Using the Super Nintendo's FX chip and an updated version of the 3D system used in games like *Starfox*, *FX Fighter* is the working title for the new combat game from American publishers GTE Interactive that's being developed at the moment in London by Argonaut, the people behind Sony's *Vortex*.

Set in the far-off future, man has developed space travel to the point where he now populates a number of planets. He has also finally realised that he is not alone, in fact there are a large number of intelligent life-forms living all over the galaxy. This is most evident in the Aycul System, where each planet has its own dominant species. But when humans arrived and introduced inter-planetary travel the races did not mix well. To avoid nasty conflicts between them, a cultural and trading agreement was reached known as the Accord. Part of the agreement stated that no competitions between the planets should be promoted, as these might bring the racial tensions between them to the surface once again.

Surprise, surprise, an underground contest developed between the planets and, despite attempts by the authorities to stamp it out, nothing could stop the fighters from competing to find out just who is the ultimate warrior. After five years of the competition being funded by a criminal cartel, a group of renegade scientists known as the Cadre took the sport by storm with their Mk0 cyborg, Kwondo. As controllers of the supreme champion, the Cadre now run the whole event from their base on the system's third planet, Anarchis. Relaxing all the contest's rules, fatalities have become a commonplace occurrence with the organisers claiming the fallen fighters' bodies. However, the contest thrives as the victor will now be given all of the Cadre's impressive scientific resources to use for their own gain. The offer of such power draws a regular flow of fighters to Anarchis to try to earn the right to fight against Kwondo, and that's where you come in...

The game itself contains 13 fighters, one for each planet, although you can only choose to play as one of twelve. The thirteenth fighter is Kwondo, the ultimate boss.

The action is very reminiscent of *Virtua Fighter*, with camera angles swooping in and out and the perspective constantly changing to follow the action. A team of three animators are working around the clock with motion capture packages to ensure that all of the fighters' moves are realistic and as fluid as possible and, although it is still early days yet, it is hoped that each combatant will have between 20 and 30 individual special moves. They also each have their own rendered arena that reflects their planet of origin.

The fighters are a weird bunch of alien beings and range from Magnon, a bulky lava dwelling life-form, to Terak the lizard man who appears to be a large crocodile stood on his hind legs. There are also more humanoid fighters like Jake, an ex-bodyguard and Kiko, a female warrior, but Argonaut are still not sure exactly which characters will be appearing in the final game and at the moment are having new artists' impressions made of many of the warriors.

FX Fighter features all the usual fight game options (like versus and tournament modes) and, at the moment the developers are even looking into the possibility of producing a revolutionary new league championship, so that multiple players can compete against each other over a number of fights to determine just who really is the champion.

We should also see *FX Fighter* appearing on the PC, Sony PlayStation and Ultra 64 in the not too distant future and will of course endeavour to keep you informed as and when they appear. You will have to wait until the second quarter of 1995 before you can get your hands on the SNES version, but until it appears here is a selection of pictures that should give you a good idea of the amazing graphics that you can look forward to.

KID KLOWN IN CRAZY CHASE

When Princess Honey of Klown Planet is kidnapped by the evil Blackjack, the King knows that only Kid Klown can rescue her. But this isn't going to be easy for Kid as Blackjack has left numerous traps, bombs and obstacles to stop him from reaching his objective. Send in the Klown...

Unfortunately for the princess, after setting off in his spaceship to rescue her Kid Klown hit the panic button instead of the laser beam and sent his ship plummeting Earthward. It's now up to you to get Kid through six tough levels and save Honey.

Crazy Chase is, as you might expect, a chase that's, well, a bit unhinged. The six levels are viewed from a 45° angle and, starting at the top of the screen, you must run down the path trying to overtake a burning fuse while avoiding the various traps and bombs that will damage you. At the bottom of the level is a bridge that is the only way to reach the next level. Being cunning as well as evil, Blackjack has planted a bomb on the bridge that will explode if you don't kick it away from the end of the fuse in time. If you thought that this was the only challenge then you'd be wrong as you have to collect a specimen of each of the four suits found on playing cards (a diamond, a heart, a spade and a club). If you get to the end and haven't collected all four then you'll have to do the entire level again. The four suit icons are found in balloons scattered throughout each level. Some balloons contain coins and health power-ups while others have nasty bombs that blow you up, or booby-trapped weights that fall on your head and squash you.

As you run down the hill to halt the imminent explosion, you also have to contend with logs that fall behind you and other obstacles like walls and hurdles that are designed to slow you down. On the town level there are pedestrian crossings with cars hurtling across them (collisions are not only harmful but they also waste precious time). On the Ice level there are blocks of ice that come smashing through walls to knock you off the slippery walkway. Stopping on this level is tough as you tend to slide all over the place.

Not only are there the six normal levels that get progressively harder, but there are a few bonus games to add extra fun. That old classic *Mole Chase* is here but, instead of moles, Blackjack's head pops up ready to be bashed into the ground – very satisfying! There's also an air-puck game where you have to shoot a puck into the computer's goal as well as a level where you're falling and have to collect coins and extra time icons on the way down.

Crazy Chase is only available on import at the moment but should be released over here by Nintendo early next year. Until then you're just going to have to wait, maybe you too could learn to juggle, just like we at Games World have.

Above: Blackjack has lit the fuse so Kid better do a runner. Collect enough coins and you'll get an extra life.

GAMES WATCH

KID KLOWN IN CRAZY CHASE

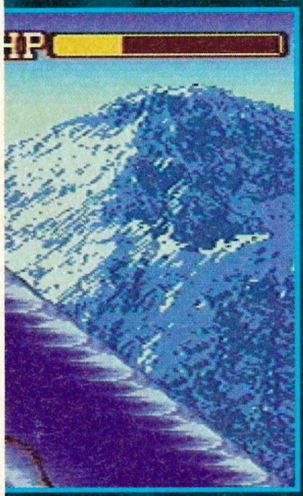
■ Right: Kid Klown runs for his very life as the wall comes alive and swallows hard. As soon as the path runs out, jump off.

VITAL STATISTICS

NAME : KID KLOWN IN CRAZY CHASE
PUBLISHER : NINTENDO
SYSTEM : SNES
PRICE : £49.99
SIZE : 8 Mbit
AVAILABLE : FEBRUARY

■ Left: Kid Klown nabs a ride with one of the balloons so that he can rise above the cannonballs that are flying to and fro across the path below him.

■ Below: Kid is slip-sliding away with Blackjack in hot pursuit. Notice the fuse in the ice.



■ Above: Just as you're almost there Blackjack belts you on the head!

BLACKJACKED!

Below are some of the traps that Blackjack has set for you to bring your chase to a premature end:

Axes

Bananas

Unexploded Bombs

Cannons

Coins

Spikes

Puddle

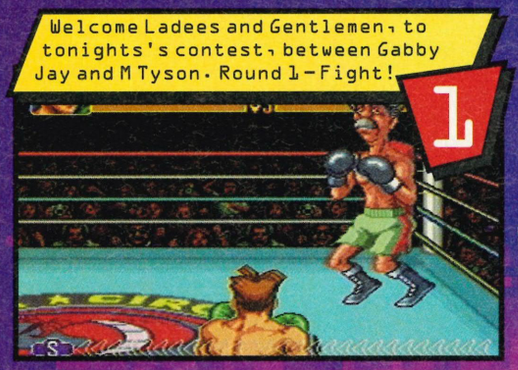
KLOWN IT UP

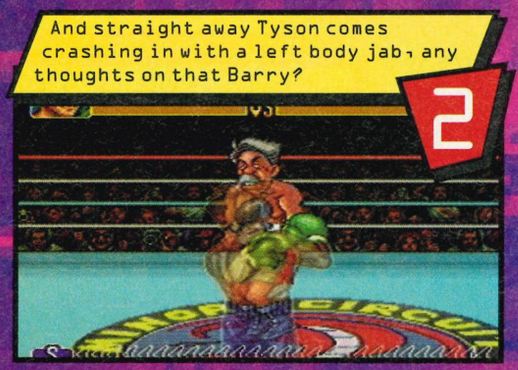
1. This game is hidden away in one of the levels and can only be entered by falling down a gap in the walkway. Catch as many coins as you can.
2. Very similar to the air puck game found in ha'penny arcades. Shoot the puck into your opponent's goal.
3. A *Mole Attack* clone where you need to attack the Blackjack heads but avoid hitting the Princess heads.

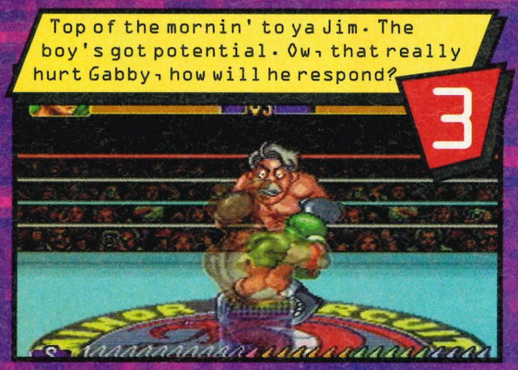
073 073 073 073 073 073 073 073 ...

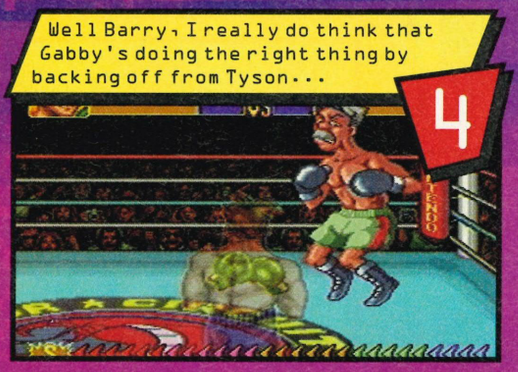
Super Punch Out

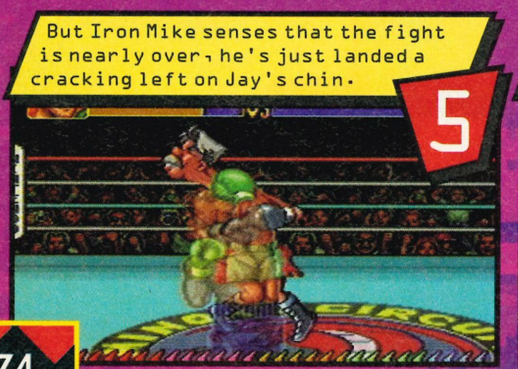
Boxing is fun. Two grown men punching the heck out of each other is one of the best ways to spend any Saturday afternoon, well, after Grandstand's finished anyway. Now Super Punch Out is here so not only can you watch boxing on the telly, but you can play it afterwards as well.

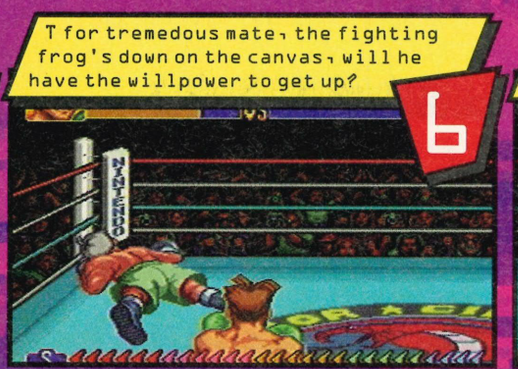


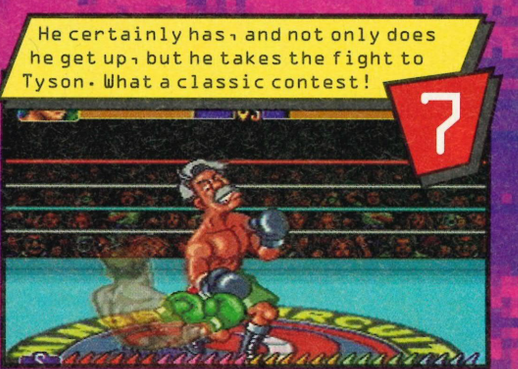








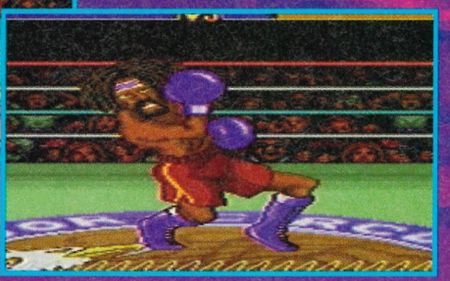




■ Above: With the power bar at maximum you can unleash some ferocious punches.
■ Below: Best duck the oncoming punch.

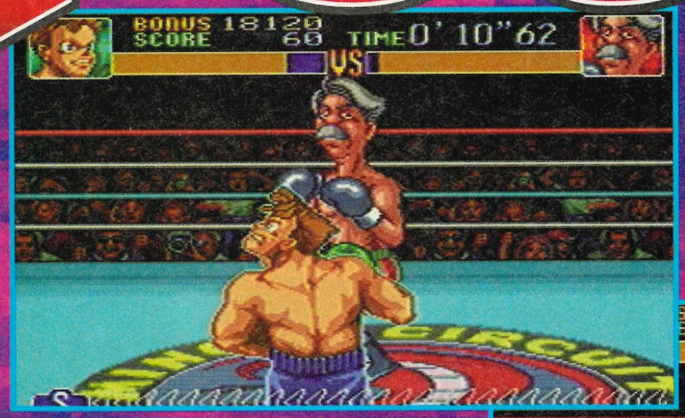
■ Bob Charlie reels from a fierce punch thrown by our own GW boxing champ, M Tyson. Very original.

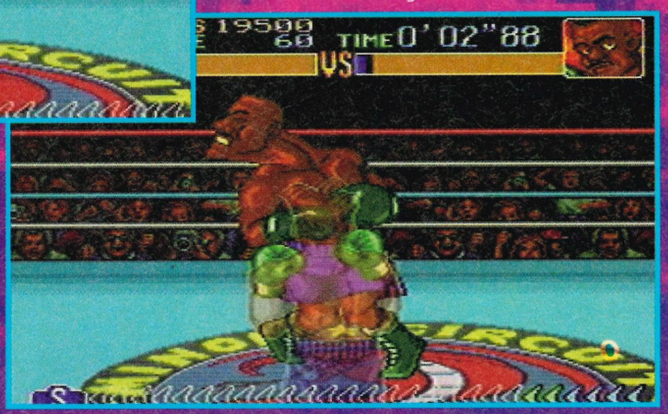
■ The fat-boy sings. Well, almost, in fact he doubles up after a jab in the belly, letting you punch his face.



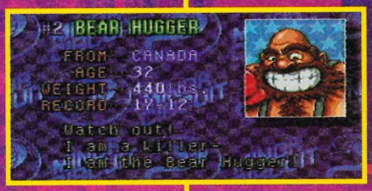
SUPER PUNCH-OUT!!

GAMES WATCH





■ Left: Old Gabby Jay is easy to beat but he can still give you the odd fat lip on the way to stardom.
■ Below: If you can avoid Piston's super-fast combo's you've got a good chance of taking him down.



BOYZ 'Ñ' THE HOOD

■ Above are the contenders that you will have to face before you can meet the champion of each league. The Minor circuit fighters are shown along with the first of the Major circuit fighters.

Super Punch Out!! is basically an old arcade game that had you punching the living daylights out of various soft, hard and psychotic opponents. It's a step up from earlier games like *Frank Bruno's Boxing*, which had you there only in wireframe form.

Super Punch Out!! is part of the recent trend towards revamping games and giving them plush new graphics, *Punch Out* has had a SNES facelift and been turned into *Super Punch Out!!* Like so many of Nintendo's games, *SPO!!* has a set path leading into each game. After entering your name and then choosing your own array of keys – three are needed, one for left and right punch and then one for your special attack – you choose your mode. To begin with you can only enter the Minor championship, but after beating the four fighters (three contenders and a champion) you get to go to progress onto the Major championship and then, if your jaw holds out, the World championships.

Fighting them is easy, beating them is a different matter. There are a few moves that you can do to evade punches including stepping to the left and right and also ducking below on-coming punches. If you're going to win then you will need to have mastered all of these moves as well as coming up with some nifty combinations of your own.

The first few fighters on the Minor circuit shouldn't pose too much of a problem for you but once you've graduated to the Major tour, things start getting rougher as the fighters become nastier and have all sorts of vicious moves. Dragon Chan, one of the later fighters, uses kicks as well as punches to take you down and proves a very troublesome opponent.

There isn't a two-player option so you can batter your mates, but there is a time attack mode so that you can keep battering the computer opponents until you get the quickest time. Each fighter has a record of all the times that he's been defeated thanks to the battery backed-up memory.

Super Punch Out!! plays one mean game of boxing that gets fast and furious, it doesn't just sit their and let you hit it – it jolly well gets up and smacks six bales of hay out of you! Until Mike Tyson comes out to do his very own 'dark alley' boxing game we'll just have to spar with this new contender.

VITAL STATISTICS

NAME	SUPER PUNCH OUT!!
PUBLISHER	NINTENDO
SYSTEM	SNES
PRICE	£TBA
SIZE	16 Mbit
AVAILABLE	JANUARY

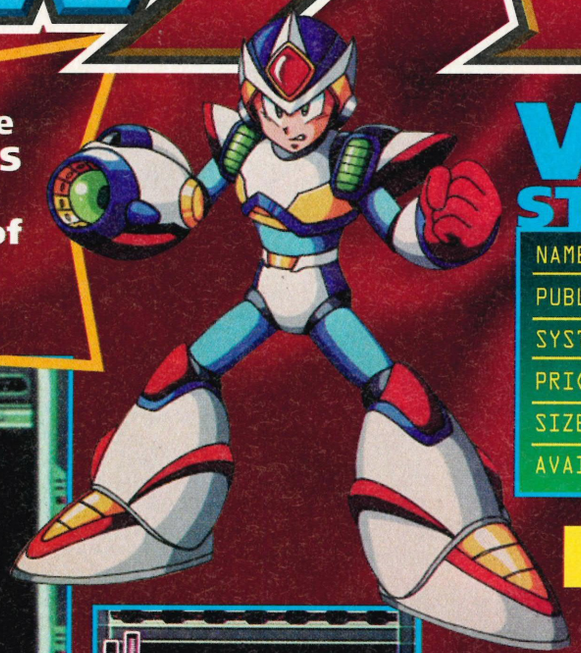
Kiss my Blarney stone, Jim! Gabby's down again after a sneaky one-two from Mike. The end is nigh.

Why won't the ref stop the fight, this is pointless... and there's another body shot from Mike.

It's all over. Good on ya Mikey boy, Jay was never able to live with Tyson over those eight rounds...

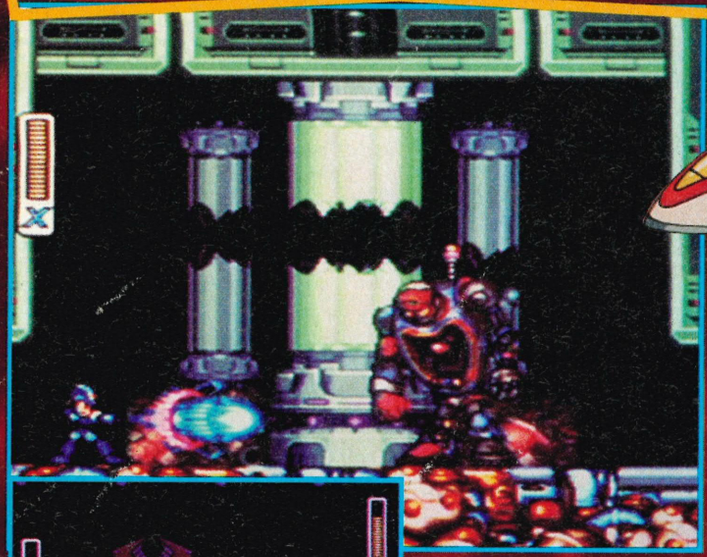
MEGA MAN X2

This sequel sees the plucky little wonder robot return to the SNES for yet more out of this world blasting action. A serious case of assault and 'battery'? Only the World Gamers know for sure.



VITAL STATISTICS

NAME	MEGA MAN X2
PUBLISHER	CAPCOM
SYSTEM	SNES
PRICE	£TBA
SIZE	12 Mbit
AVAILABLE	TBA



■ Above: Special attacks like this blue power bolt can be stolen from the bosses you defeat throughout *Mega Man X2*.

■ Above: Zapped by a Butterfly-Bunny! Your X-energy meter has crept dangerously low. Left: Seeing double or just X2?

Dr Light's toughest mechanical creation is back on console in Capcom's forthcoming release *Mega Man X2*. An eagerly awaited follow-up to the highly successful *Mega Man X*, you must guide the now familiar blue robot through numerous levels towards his ultimate confrontation with the evil Sigma before he destroys the whole darn human race.

No big surprises here for fans of the series, as *Mega Man X2* retains many characteristics from the previous games. The power-up bar, pick-up icons and 'clang' and 'ping' sound effects are much the same as before, but the levels are now much larger with increased power for Mega Man and more hidden rooms to discover than in its predecessor.

The gameplay is fast and frantic and there's plenty of leaping about for your nimble little sprite to do. The enemies and traps trying to thwart his progress are as varied and tough as ever and, once again, after defeating the tough end-of-level bosses, you can use their special powers against the following baddies and guardians that stand in your way.

Fast, colourful and packed with tricky blasting action, *Mega Man X2* continues the high standards expected from the *Mega Man* series and should delight both fans of the original and newcomers alike. We can't wait to get our mitts on the finished cart and, with a special new graphics chip being used to enhance the bosses and FX, it promises to be a mega sequel

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HEBEREKE'S POPOON

GAMES WATCH

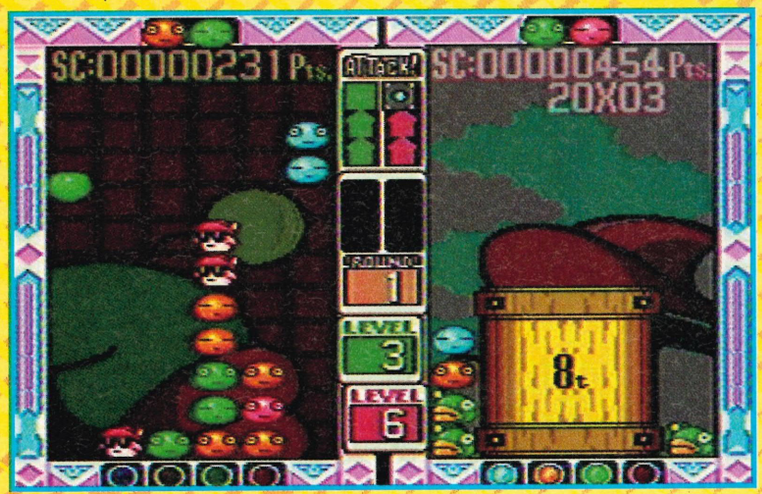
VITAL STATISTICS

NAME : HEBEREKE'S POPOON
PUBLISHER : SUNSOFT
SYSTEM : SNES
PRICE : £44.99
SIZE : 8 Mbit
AVAILABLE : NOVEMBER

With Mean Bean Machine making a welcome return to the office recently, Hebereke's Popoon is cutting itself a small niche in the affections of all us Mean Beaners. But the real question is, how long will this love last? Is it simply a fleeting embrace or will it last forever?

Below: Crunch! Sukezaemon gets the eight ton hammer special move to clear those popoons!

Above: Line up three popoons of the same colour (including diagonals) and they'll disappear.



The player on the left has let too many of the other character's 'poro poro' blocks build up. Luckily, Oh-chan's have reached the top.

Up to eight players can compete in Tournament mode where you play quarter and semi-finals until the Hebereke champion is found.

Those of you who are familiar with *Mean Bean Machine* have already experienced the intense frustration as you frantically twist endless pairs of beans pouring onto the screen. In a style that is similar to *Tetris*, you must mix and match the multi-coloured beans so that they fall into groups of four of the same colour, at which point they'll disappear. Multiple clearings will force massive amounts of beans into your opponent's playing area and stringing together enough of these guarantees victory.

Hebereke's Popoon is basically a variant of *Mean Bean* and, like all good puzzle games, this one has a wacky storyline. Young Hebereke is lost in a strange land and needs to find his way home. Unfortunately, the inhabitants of this land don't want to help him, so Heb has to fight all the odd characters who stand in his way. After a brief (and very strange) conversation the game gets underway with the popoons falling freely. The basic premise of the game is to keep the popoons from building up and reaching the top of the screen on your side and to make sure that you make as many popoons fall into your opponent's half as possible.

There are a few different modes of play with the original story mode making up the bulk of the game, although there's also a tournament where up to eight players can fight it out amongst themselves to find the ultimate Hebereke champion and, of course, the final two-player option.

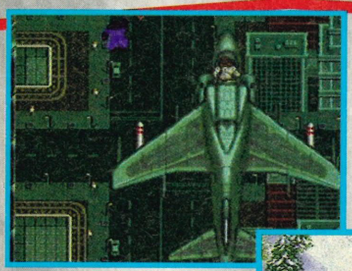
While not as instantly appealing as *Mean Bean*, *Hebereke's Popoon* has mad Japanese features that give the game a strange kind of charm. Loads of special moves are included that only occur when you clear three or more sets of popoons. 16 ton hammers, lightning strikes and floating eyes that change popoons into enemy icons are just a few of the moves available.

Hebereke and friends are sure to arrive in Britain on a wave of Japanese craziness. If you happen to get caught up in this mayhem we strongly advise that you seek urgent medical attention. If it's all too much then you can always retreat to the safety of *Mean Bean* and that nice Dr Robotnik.

True Lies

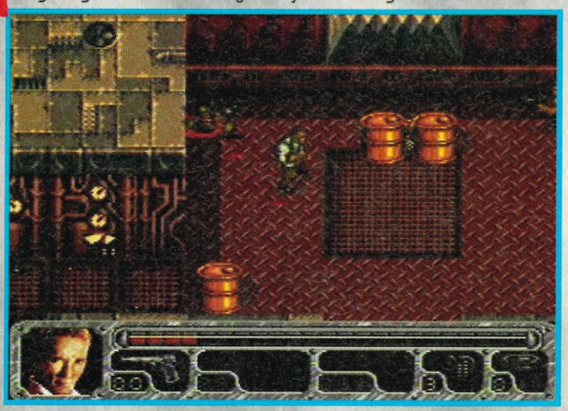
From the cinema screen to the Super Nintendo – Arnold Schwarzenegger's block busting movie has now become a hot console game with a little help from those guys and gals at Acclaim. The World Gamers leapt from a speeding limo and clung onto the rungs of that rope ladder for dear life.

Roaming around the corridors looking for people to kill, it's usually a good idea to keep well away from a geezer with a fire cannon – you might get more than just your fingers burnt!



Right: When you shoot at troops they explode into piles of blood and guts – nasty stuff!

Above: The stage where Arnie gets to take control of a plane is particularly impressive.



If you've seen the film then you'll be instantly at home with the console game as it follows the plot closely. A vicious terrorist organisation known as The Crimson Jihad have built up a cache of nuclear weapons and under their fanatical leader, Abu Aziz, they are threatening to use them on civilian targets unless the US pull all their military out of the Persian Gulf.

To his family, Harry Tasker (Arnie) is a computer salesman with a boring life, but this is far from the truth. He's really a spy who works for top secret government agency Omega Sector. His job is to stop the Jihad terrorists before it's too late.

The majority of the game is played as a shoot'em-up with an adventure element thrown in. The Arnie character struts around with a gun and grenades at his disposal and two more weapons to be found along with energy power-ups. The action is viewed from a sideways/aerial perspective similar to that found in *Ghoul Patrol* and the violence is quite graphic with blood and guts everywhere – so turn the page now if you're of a nervous disposition!

Snowy forests, subways, Chinatown and the dockside are just some of the locations to visit giving a variety of backgrounds and enemies to attack. You've got to be careful with your bullets though as there are civilians around too. Killing any of these will result in your mission being aborted and your pay docked.

Breaking up the walking shoot'em-up sections is a stage where you take to the skies in a harrier jump-jet and blow up lines of trucks. The graphics in the flying sections are particularly special with nice animation on the harrier and huge explosions going off all over the place.

True Lies has been a smash success at the box office, but will that success continue on console? One thing's for sure, Arnie kept his promise – he's back to star in another videogame.

VITAL STATISTICS

NAME	TRUE LIES
PUBLISHER	ACCLAIM
SYSTEM	SNES
PRICE	£TBA
SIZE	16 Mbit
AVAILABLE	DECEMBER

DON'T SHOOT!

One element of the game that sets *True Lies* apart from your average shoot'em-up is that you can shoot anyone! You've really got to be careful where you're spraying those bullets as all types of civilians are going about their daily business around the wicked terrorists. Just look at the results of killing these poor people and be more careful when you play the game!

LITTLE GIRL

She was minding her own business in the shopping mall, enjoying her new red balloon when...

...a nasty man came up to her with a gun and blew a hole right through her head!

GRANNY

Out to do her daily shopping and pick up a choccy cake for tea, little did she know that she'd never see her cat again because...

...along came that trigger happy guy-with-a-gun again and splattered her guts all over her nice clean dress.

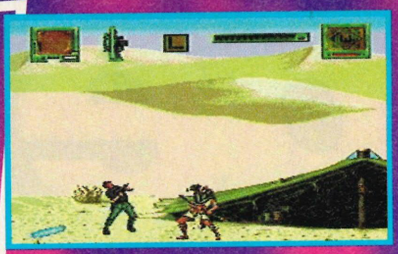
TERRORIST

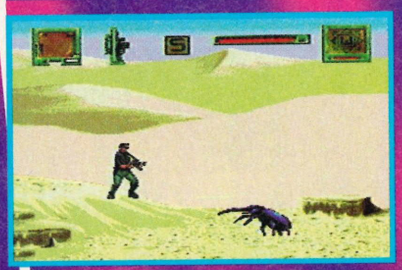
Now this is one of the guys that you are supposed to shoot. They're threatening to target civilians but it looks like our guy has done a good job for a change. Phew!

Most of them take a couple of shots to go down but the harder terrorists will need a good amount of lead pumped into them.

STARGATE

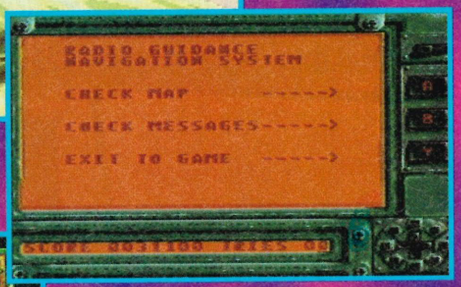
The Stargate is a mystical portal that was first discovered in Egypt in 1928. After discovering that it isn't from this earth, a team of scientists were called in to decipher the hieroglyphics. After years of unsuccessful study, child genius Daniel Jackson and Colonel Jack O'Neil are asked to solve the puzzles and embark on man's greatest adventure...



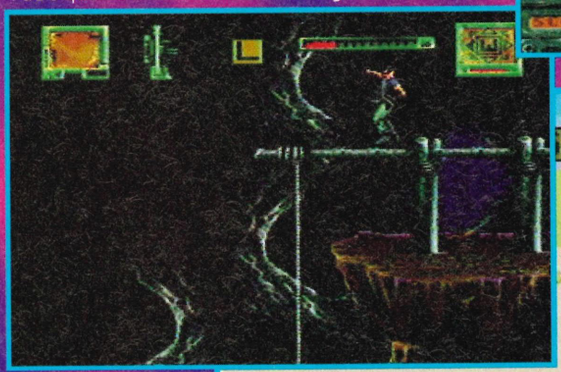


Above: An incoming beetle thing attacks O'Neil, and (left) shortly after jumps into his face. Very nasty.

Below: This computer will give you lots of useful info.



Below: Colonel Jack O'Neil carefully walks across a bar. One false move and he's history. Well, not really, as he can fall quite a distance in the game.



Right: Jack is disguised as a warrior of Horus.

Below: this old man explains your mission.

GAMES WATCH

VITAL STATISTICS

NAME	STARGATE
PUBLISHER	ACCLAIM
SYSTEM	SNES
PRICE	£TBA
SIZE	16 Mbit
AVAILABLE	JANUARY

Ra is probably the most evil Egyptian figure known to man and, after being abducted by aliens, he was turned into an immortal god so long as he enslaved all of his own people. After travelling across the universe, Ra created portals to get around quicker. Now one such portal has been found inside the great pyramid and the puzzle concerning its origins needs to be unravelled.

You take control of the film's main character, Colonel Jack O'Neil, and you have to complete a few missions before you can finally get back to your own time. The first is to locate all seven pieces of the Stargate code that will enable you and your team of marines to get home. The other prime objective is to kill Ra with a nuclear device and end his terrifying reign. There are secondary objectives like stopping the aliens getting hold of the nuclear devices that must also be completed. If all primary and secondary missions are successful then you'll get to see the full ending, if you fail then one of the other endings will be shown to you.

There are various different types of level in the game that relate directly to the film. There are the sandy covered levels which represent ancient Egypt and these are swarming with huge beetle-like creatures that will attack you on sight. Other levels include a glider section that uses the SNES's Mode 7, a mine maze where you jump around on pulleys and ropes and ride mine carts at high speed and a level where you have to jump across the backs of rampaging mastadges. Mastadges are a cross between a camel, a buffalo, and a huge sheep dog and are used for carrying around supplies, they're big beasts so don't get caught underneath them!

Looking similar to the *Star Wars* range of games so popular on the SNES, *Stargate* is sure to be a hit when the film is released early next year. In the meantime you'll just have to pray that Ra's champion Anubis doesn't come along and make you build huge pyramids in his master's honour.

rage rally

Rally cars are taking over consoles everywhere with a little help from Rage Software and their motoring experts. We took a look at the Mega Drive version of Power Drive last issue, now the game has reached the Atari Jaguar with a slight name change...

Coming up to the finish line and there's no-one else in sight. You can either race against the clock in *Rage Rally* or play a one-on-one game against a similarly equipped car.

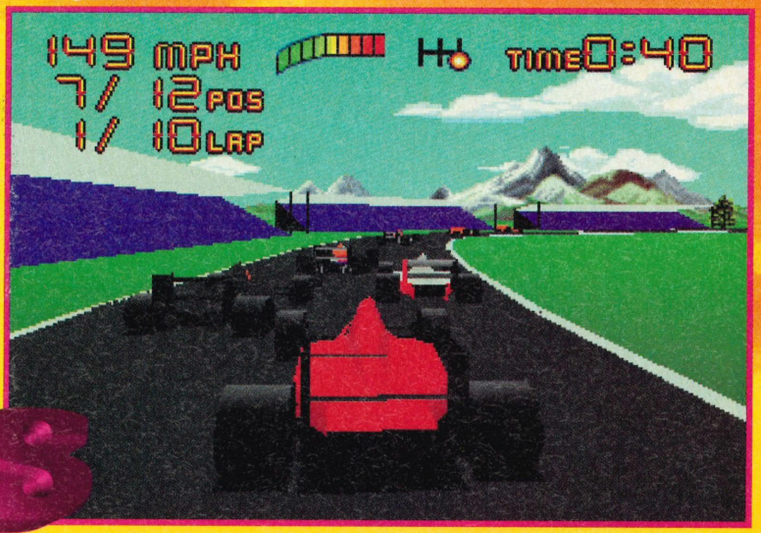
It's always difficult to know which way to go with a rallying game on a console. The programmers either go for the in-car, realistic view with 3D graphics risking the playability or they produce more of an arcade game. Rage have gone for the arcade option and they've come up with an excellent simulation.

You view the action from an aerial viewpoint with small, well animated cars skidding and spinning along the roads. Woodland stages have gritty tracks to zoom down and lots of trees to avoid. There are icy roads and slippery puddles on the snow stages and a training option that gives you set manoeuvres to make and sets out hundreds of cones for you to avoid.

Players start out with a set amount of money and a pretty basic car. Winning races not only brings recognition but piles of prize money too and saving this up gives you the opportunity to buy new vehicles and

In the face of the likes of Checkered Flag and Virtua Racing, a new polygon racing game is about to emerge on the scene to take the pole position. Provisionally called Teque's F1, this is a blisteringly fast polygon driving romp that could possibly leave even Murray Walker lost for words.

TEQUE'S F1

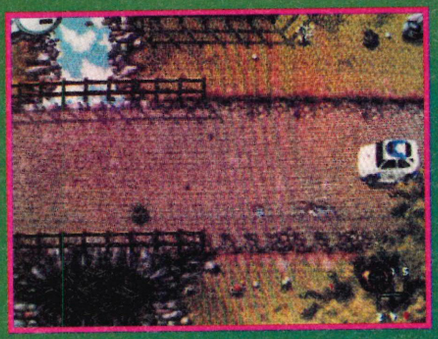


Straight-line speed is all very well but you'll have to use all your cunning to get past the cars ahead of you.

Yes, it's another racing game but this one is crammed to the crankshaft full of features. Developed by London-based Teque, *Teque's F1* consists of a full Formula One season championship with slightly different team names and drivers as the game is aiming for more of an arcadey style driving game rather than a true simulation, with the emphasis on fun but still ensuring that the vehicle handles as realistically as possible.

Teque's F1 is only a provisional title and it is certain to change when Teque get a publisher. Teque are already claiming this to be a massive advance on existing racing games like *Checkered Flag* and even *Virtua Racing* as it only utilises 256 colours along with flat shading on polygons and therefore isn't too realistic. In *Teque's F1* there are the full 65,536 colours, gouraud shaded polygons and even the trees and people are bit-mapped for extra realism! A save game feature

GAMES WATCH



■ The tracks are full of obstacles to slow you down. Driving on the grass will give away precious seconds.

improve the steering, suspension and other factors of your current race machine.

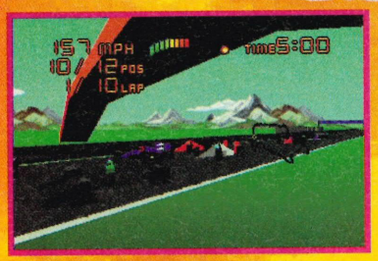
Using the Jaguar's more powerful chips, Rage have been able to improve the graphics of the original game no end with hundreds of colours put to good use. The advanced console also has the speed to produce a highly playable racing game with lots of tricky twists and turns.

The Jaguar may have got off to a rather slow start but the game releases are coming thick and fast now. This is one hot game to watch out for and just shows how good a good conversion can be.

■ Above: There are some gorgeous scenes as you race along in *Rage Rally*. Just look at this lovely bridge with a river running under it. The quality of the backgrounds is remarkable.

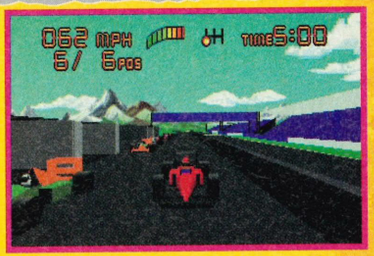
VITAL STATISTICS

NAME	RAGE RALLY
PUBLISHER	ATARI
SYSTEM	JAGUAR
PRICE	£59.99
SIZE	16 Mbit
AVAILABLE	JANUARY



■ From the trackside you can see that the pack are bunching up.

■ Back with the 3/4 view, follow the racing line into the corner.

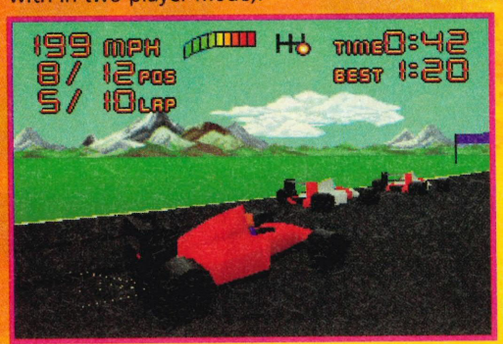


■ Time for a quick pit-stop to change those worn-out tyres.

will also be included, taking full advantage of the battery back-up.

Teque believe that the two-player head-to-head mode will be just as fast as the one-player version which already runs at a blistering 20 frames per second on the NTSC Jag with at least ten other vehicles whizzing around the circuit (an improvement on playing *Virtua* on the Mega Drive or 32X where there aren't any CPU racing cars to deal with in two-player mode).

There are plenty of viewing options from which to observe the speedy driving action. Obviously there's the in-car view, two behind-car views (the first from one car's length and the second from even further behind), there's the right and left 3/4s which shows a side profile of your vehicle so that you can see other drivers overtaking, a panning TV-style trackside view and a reverse view (which allows the player to momentarily look over his/her shoulder and see exactly who is making a charge). This is a neat touch that requires a bit of skill to use (look over your shoulder too frequently and you may end up going off the track).



■ When down to twelfth it's a good idea to hit 199 MPH and watch the sparks fly as you try to catch up.

Essentially, the player gets a limited number of laps in qualifying where variables like the wing set-up, fuel load, gear box ratios and overall engine power can be changed. Things like gearbox ratios are quite important as you'll need different acceleration and straight-line speed on different tracks. There will also be an open practice if you're still not too sure about qualifying. Pitstops have yet to be implemented at present but in these you'll be able to change such things as dry to wet tyres and damaged nose cones.

The program should be just about finished by the end of the year but Teque aren't resting on their laurels, as they already have a Jag-CD version planned for release by Easter featuring such specials as cinepak graphics, FMV, and fully rendered sequences of the circuits using the same track data found in the game and not some top-down perspective of something drawn beforehand that may not capture the real nuances of each individual track. Not only are Teque looking to the future with the Jag-CD but they're also strongly considering enhancing the game by testing out the yet-to-be released Thrustmaster controller and they're even planning a PC CD-ROM version.

Interest in the game is already strong from a number of publishers and from Atari themselves, even the president of Atari, Jack Tramiel, popped into Teques' Greenwich HQ to check it out. He's said to have been impressed.

So slip into your all-in-one fire-resistant suit, stock up on champagne and prepare to take *Teque's F1* for a spin. Although the name will almost certainly change, **Games World: The Magazine** will keep you up to date on all the latest info.

VITAL STATISTICS

NAME	TEQUE'S F1
PUBLISHER	TEQUE
SYSTEM	JAGUAR
PRICE	£TBA
SIZE	16 Mbit
AVAILABLE	FEBRUARY

After endless clones the original Dungeon Master team are back again with a sequel that shows how it should really be done. It's just a hack to the right, and a slay to the left...

TORHAM ZED
- Health: 83
- Stamina: 77
- Mana: 14

KOL DEL TAC
- Health: 94
- Stamina: 36
- Mana: 0

HET FARVIL
- Health: 32
- Stamina: 47
- Mana: 33

Above: Each character has their own status screen showing all the objects they are currently holding, the clothes they are wearing and their health, stamina and mana ratings.

All the dungeons, villages and woodlands in and around Skullkeep have been created in 3D along the lines of the original *Dungeon Master*. That should please fans of this style of adventuring.

Above: Opening doors in the game all depends on finding the correct key. Find one that looks this odd shape and Bob's your uncle.

DUNGEON MASTER II
THE LEGEND OF SKULLKEEP

GAMES WATCH

EQUUS

- Health: 95
- Stamina: 85
- Mana: 2

SERI FLAMEHAIR

- Health: 43
- Stamina: 72
- Mana: 32

BANE BLADE CLEAVER

- Health: 91
- Stamina: 80
- Mana: 3

GRAEN OZBOR

- Health: 35
- Stamina: 47
- Mana: 40

CLETUS

- Health: 100
- Stamina: 70
- Mana: 5

TRESA VULPES

- Health: 47
- Stamina: 67
- Mana: 17

CORDAIN DAWNKEEPER

- Health: 57
- Stamina: 68
- Mana: 22

ALIAI MON

- Health: 65
- Stamina: 75
- Mana: 14

UGGO THE MAD

- Health: 88
- Stamina: 65
- Mana: 10

ANDERS LIGHT WIELDER

- Health: 28
- Stamina: 47
- Mana: 36

PICK A PAL

Before you start your adventure in the realms of Skullkeep you must first choose three adversaries to go along for the ride. They are all rejuvenating inside special capsules and you must free them before they can join your band of merry men and women. Just who will you choose?

Above/Right: Skullkeep is an eerie, dead looking place, especially when bolts of lightning crash around the turrets. Do you really want to venture inside its walls?

Left: At the start of the game the characters are asleep in special capsules, waiting to be woken up to join your gang.

Right: It's the attack of the deadly blobby creatures! You can punch, kick and slice them up with any weapons that might come to hand.

The first adventure role playing game to really immerse the player in the whole experience was *Dungeon Master*. With three dimensional mazes of various dungeons, all created in real time before your eyes, it was a game that soon had many players hooked and sold over 250,000 units Europe-wide.

After four years in development the sequel is finally here. *Dungeon Master II: The Legend of Skullkeep* boasts an even more realistic adventuring world than we've seen before. There are trap filled passageways to explore, villages to visit and creatures who can think for themselves and form their own attack patterns.

The game is controlled through a simple point and click interface with icons for directions, fighting and objects displayed down the right hand side of the screen. There are now above and below ground scenarios to play. The forests and temples must be thoroughly explored before descending into the dark, dank passageways of Skullkeep castle.

Both the visuals and sound effects have really been enhanced for the new game. Lightning, rain and creature animations look fantastic and are accompanied by a stereo soundtrack – you'll think you're really there! There are some impressive sequences when you use a magic spell too with electricity zapping around the place.

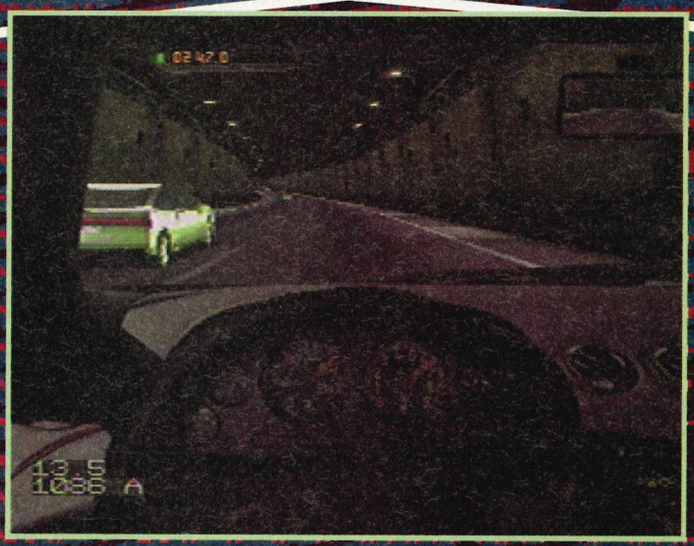
Games players all over the world have been waiting for the release of *Dungeon Master II* for years. Now it has finally arrived on the Sega Mega-CD – prepare yourself for the ultimate dungeon adventure.

VITAL STATISTICS

NAME	DUNGEON MASTER II: THE LEGEND OF SKULLKEEP
PUBLISHER	JVC
SYSTEM	MEGA-CD
PRICE	£44.99
SIZE	1 CD
AVAILABLE	DECEMBER

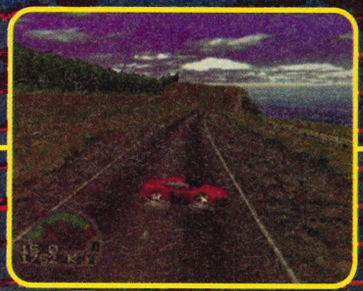
THE NEE FOR SPEE

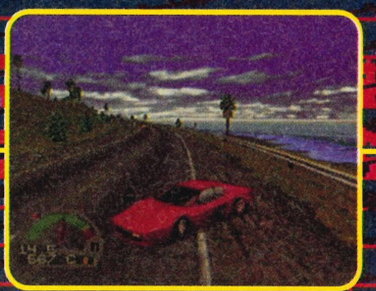
Fast Sports cars have always been high on the wish lists of boy racers eager to wrap themselves round lampposts. So it came as no surprise when The Need For Speed rocketed into the Games World office and did a handbrake turn on our nice new carpet. If speed killed in videogames, this would be a cruise missile...



■ Right: That dude is telling you what a fast driver you really are, while below, that's some of the fancy driving that caused his complimentary outburst. Good one!

■ Right: A shot of a Lamborghini Diablo hurtling towards you during an FMV sequence.
■ Below: In the cockpit of the Viper. A classy car that has a lot of power under its bonnet.





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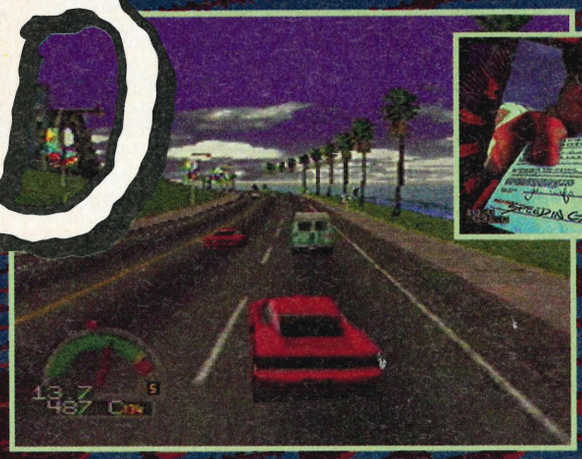
■ Below: When the salesman said take her for a spin we took him at his word. Good job it's got a roll-bar.

■ Above: Tunnels like this appear all the way through this game.

■ Below: You got busted for speeding, don't do it again son!



D

VITAL STATISTICS

NAME : THE NEED FOR SPEED

PUBLISHER : ELECTRONIC ARTS

SYSTEM : 3DO

PRICE : £39.99

SIZE : 1 CD

AVAILABLE : DECEMBER

GAMES WATCH

NICE CAR!

■ Above are all of the cars that are at your disposal, literally. Choose one and watch a lovely FMV clip of the car being thrashed around. Then go for a drive and write it off.

Lamborghini. Ferrari. Corvette. Great names that conjure-up images of the fastest, most expensive and truly pose-worthy cars on the face of this earth. To be brutally honest, you're never really going to have the chance to drive one unless your daddy is exceptionally rich... or owns a 3DO.

The Need For Speed is the latest game from EA that gives you high-octane action (like *Road Rash* which was released earlier this year), letting you race high performance cars against other drivers and the cops around some scenic towns and valleys. Obviously, racing around at such high speeds is bound to end in tears and in this game it often does, as you collide with other cars causing massive pile-ups as yet more on coming drivers run straight into you.

Being on the 3DO there's the potential to show lovely FMV clips of these highly polished, throbbing beasts being put through their paces around countryside and skid-pan tracks and believe us, there are loads of these gratuitous scenes everywhere you look.

You can choose any car you like out of the eight sleek super-cars on display, then decide to race them around one of three different tracks. If you think that a car doesn't have the right HP (horsepower to those in the know), listen to the beautifully worded appraisal of the car. A salesman-type guy tells you all about the machine of your choice – he could make a clapped out Capri sound like a Jag. If you also want to see the car being put through its paces then press the C button, sit back and take in the sight of a real, live FMV Lamborghini Diablo going flat out between a line of nicely placed orange road cones.

The actual game itself is similar to *Road Rash* and uses the same sort of graphics to create the road and backgrounds. While not having the lightning-quick acceleration of your average motorbike, the cars gradually run up through the gears until you reach top speed. However the tracks aren't all straight lines and the curves and on coming traffic will surely have something to say when it comes to clocking-up the best times, so some nifty driving is called for when racing against the clock or the CPU.

With the recent praise that *Road Rash* has received, *The Need for Speed* looks likely to become one of those original games that really do show off the 3DO's abilities. It certainly makes a change from drooling all over the shiny windows down at your local Ferrari garage.

WATCH IT!!!

■ The Need for Speed isn't just your average racing game. You get to wheel-spin your car, drive the wrong way and generally cause mayhem. Basically, you can do anything you like with these cars, so long as you drive them ridiculously fast all over the place. You even get to see your best high-speed encounters all over again in a highlights sequence.

CAR-AZY

■ There are three tracks that you can race along. The Alpine level has twists and turns and isn't very good for getting top speeds. The City has loads of traffic racing through it while the Coastal section lets you race along scenic cliff-tops.

■ 085 085 085 085 085 085 085 085 ...

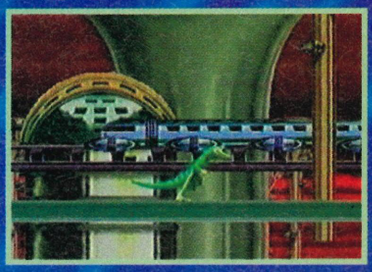
GEX

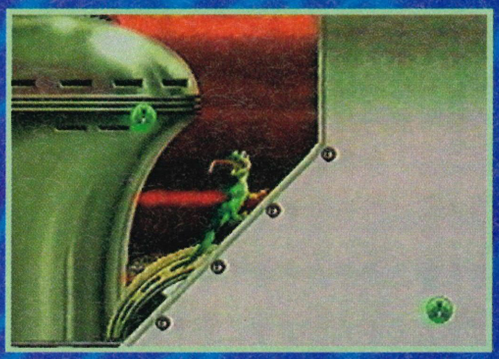
GAMES WATCH

VITAL STATISTICS

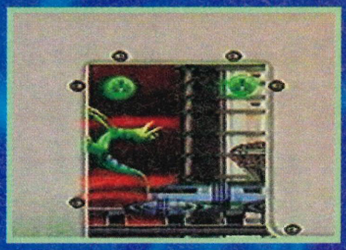
NAME : GEX
PUBLISHER : CRYSTAL DYNAMICS
SYSTEM : 3DO
PRICE : £TBA
SIZE : 1 CD
AVAILABLE : NOVEMBER

Games on the 3DO keep getting slicker and stranger. The new project from Crystal Dynamics stars a wise-cracking gecko with a pair of shades – pass the straight-jacket please!



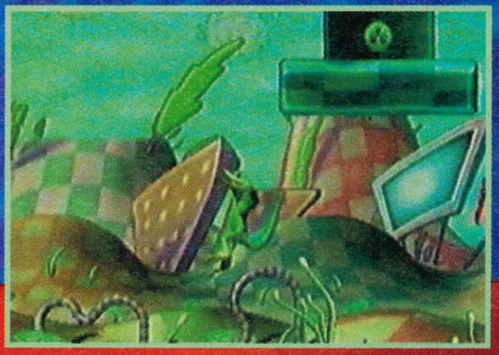


■ Left: Gex can flip his sticky tongue out to collect power-ups hanging in mid-air.



■ Above: Our scaly hero can also climb walls with the suckers on his feet. Saves doing that Sonic spin.

■ Right: The visuals are really outstanding with beautifully drawn backgrounds and exciting sprites.



Move over Mario and get a life Sonic, there's a new platform hero in town and he's ready to bounce into your life in a groovy new game for the 3DO. Gex is a reptilian brought to life through 450 frames of animation and given the voice of Dana Gould with words from Rob Cohen.

Who are these people? You may ask. Well, they are smash hit celebs in the US fronting one of the most popular comedy special TV shows. The Gex character comes out with all sorts of witty one liners and comedy quips as he makes his way through the game.

The finished game will have six unique worlds, six bosses waiting at the end of them and 24 levels to complete. 50 enemies are planned to stop Gex in his tracks along with 100 interactive objects and lots of secret bonuses. This unique console character can defend himself by using his deadly tail or lashing out with his tongue. He has suction cups to walk up walls and there are firefly power-ups that'll give him impressive fireball, electricity and iceball special moves.

With sci-fi, kung-fu and cartoon zones to discover, and slick graphics to show off the 3DO's capabilities, this is one game that we just can't wait to play. And remember – if you can't defeat the bosses in the game you can always turn Gex into a fashionable handbag or wallet!

Launch issue available from early December

3DO magazine

WINTER 1994 £4.99 with Coverdisc

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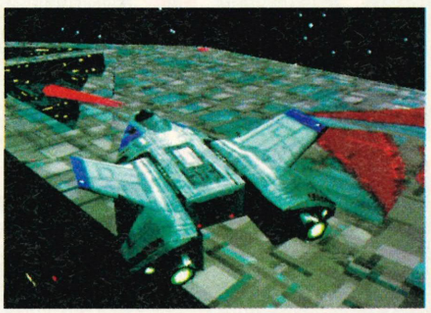
StreetFighter X

The ultimate version of the ultimate beat'-em-up. Full review on page 18.

$6 Million Game Arrives

EA's *Wing Commander III.*



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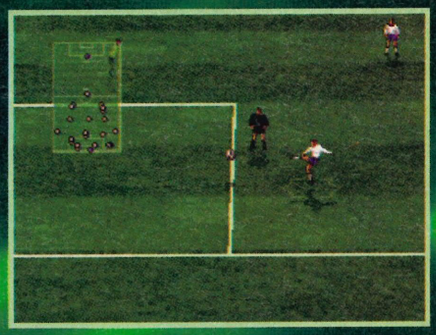
Your Cover CD should be here. If it isn't, see your newsagent

Multiplay 3DO

We take a breathtaking tour of the world of 3DO. Lightguns, MPEG Movies, Modems, 3DO PC Upgrades, Portable 3DOs, 3D Goggles and more.

NEW!

Striker was THE soccer game on the SNES and now it's about to steam in at knee height on the 3DO, ready and willing to kick FIFA in the shins and take the glory. A bit of healthy competition should make the opposition play up to the occasion but other footy games might have to do more than just a bit of penalty practice...



■ Left: After a lofted ball streaks over from the sweeper both the Italian and English players leap up for it, whilst the referee dashes forward to make sure that there's no funny business in the air.

Striker

Considered by many to be the most playable soccer game on the SNES, its imminent arrival on the 3DO will be seen as a blessing. But this is no direct port over from the SNES version, it has been rebagged from scratch especially to use the power of the 3DO – and redesigned completely over the past 12 months by Rage in Birmingham with all-new intelligence routines and a fancy graphics engine.

Striker 3DO will contain two game types, arcade and simulation. Arcade is more of the straightforward fast arcade action of the SNES game, but the simulation game is where this version comes into its own. The simulation game attempts to be the first footy game where realism is paramount. Offering more control, more realistic kicks and passes, a wider choice of headers, a one-touch pass feature and a new volley that makes the ball fly like a streak of lightning. It's designed so that spectacular goals come from hard work rather than understanding goalie routines. In Simulation mode collision detection is on all the time so that you can barge while racing for the ball and elbow somebody in an off-the-ball incident – it also allows for dinking around the opposition properly.

One of the most innovative aspects of this realism is the control of the goal keepers. Unlike other soccer games the goalie can run out in one-on-one situations and try to narrow the angle. He'll also come out for corners and set-pieces to punch or parry the ball away.

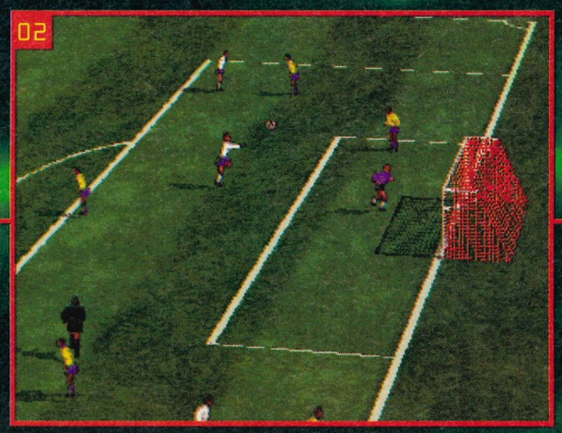
Off-the-ball intelligence is also massively revamped as CPU players usually mark the attacking team man for man. Both the CPU and your CPU controlled team mates run into space and call for the ball (they actually shout) and, like the real thing, full backs overlap and come up forward so that you need to learn where they are before they befuddle your defence. *Striker* will even have a full contingent of referees and linesmen and the linesmen will keep up with the last defender on the screen – yes, you will be able to play that annoying off-side trap if you really want to! But beware, all of the FIFA directives will be implemented.

Unlike *FIFA*, there is one in-game viewpoint from above and down the pitch although the camera does comes up behind the play. For instance, in the event of a throw-in or free kick the camera comes down behind the character involved in the play. There are also four camera viewpoints for action replays. One is set high above the stadium in a Blimp, one is a TV-like panning camera that centres on the goal and the fun one is the view from right behind the scorer's shoulder.

Each of the team's 24 players have individual strengths and weaknesses (a total of twenty five abilities per character) so each players has stats for the speed of their tackles, sprints, foul and tackle recovery, shooting strength and even their height and weight (which could well affect how high they jump and shrug off tackles). The stats also

LET'S SEE IT AGAIN, RON

1. From high above the stadium in the blimp, the match looks like subbuteo but that goal was an absolute peach.
2. With the Match of the Day cameras replaying events, there is a definite case for handball!
3. Stuck in the rafters, the camera catches the players' shock as the goalie lunges like a cat to punch the ball only as far as the spot.
4. Close up, showing the slick build up to a goal.



GAMES WATCH

■ Above: At a free kick, the ball line shows exactly the height and distance the ball will take for accuracy.

VITAL STATISTICS

NAME	STRIKER
PUBLISHER	RAGE
SYSTEM	3DO
PRICE	£TBA
SIZE	1 CD
AVAILABLE	EASTER

ker

include each player's skin and hair colour – a total of over 35,000 pieces of information – as accurate as they can cram onto the CD!

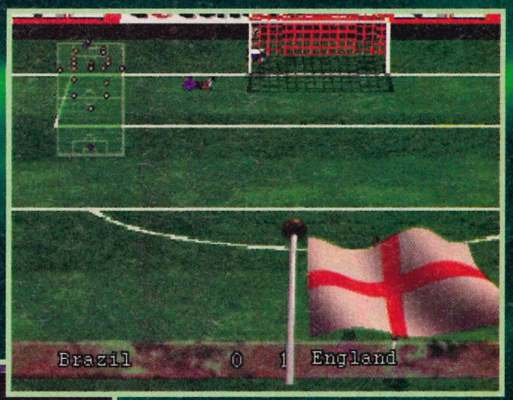
The stadia are all different and you will be able to play on five or six types of pitch and different grass types, mostly rendered along with the flags and scoreboard for that professional feel. The pitch too is graded and even the weather conditions also have a part to play in the gameplay with the actual ground and air resistance being taken into account.

There are in excess of 1500 different frames of animations in *Striker 3DO*, boiling down to the running action involving 12 animations and even a simple throw-in using 14! All of the sprites are digitised images from actual players. The intro sequences are worked on a Silicon Graphics set of the stadium selected, and you get cinepack routines with menus over the top with different animations depending on the stadium.

Even stats aficionado's should be kept happy as *Striker* 3DO will feature a full and remarkably in-depth match analysis after the fact, including percentages on the headers attempted and how many were successful.

Although there is, as yet, no publisher for *Striker 3DO* in Europe, Coconuts are handling it in the United States and Japan, for release early in 1995. It will feature 64 teams, including all of the World cups teams, plus a few additions ones like England and Japan. It looks simply marvellous.

■ Right: Screamer! England take an unlikely lead.
■ Below: The boys from Brazil plot a spectacular free kick curler.



■ Above: Even England can perform acrobatic scissor kicks!
■ Below: Penalties. Will Chris Waddle get a look in?

3DO

VR STALKER

GAMES WATCH

VITAL STATISTICS

NAME : VR STALKER

PUBLISHER : MORPHEUS INTERACTIVE

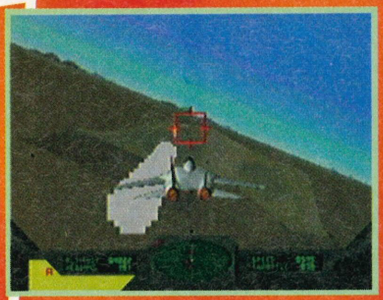
SYSTEM : 3DO

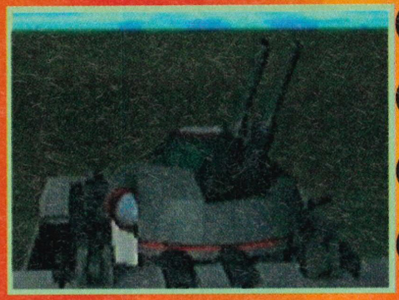
PRICE : £54.99

SIZE : 1 CD

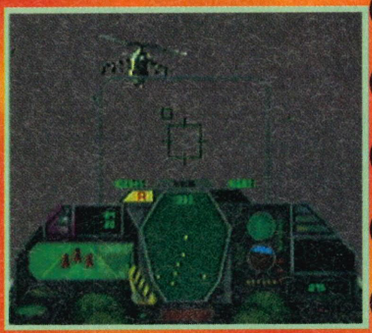
AVAILABLE : DECEMBER (IMPORT)

It had to happen. The Americans were just getting too big for their boots. Sure that they were invulnerable, they cut back their defence budget and sold off their weapons. Then it happened. A secret army had been stock-piling arms to use against the US and now Los Angeles and New York have been completely destroyed!





Above: As soons as you target an enemy fighterit's missile time. Game over – for him!



Above: That chopper is about to give you a mouthful of rockets.
Left: Strafe the enemy base!

As one of the crack pilots chosen to save the USA from certain destruction you must retreat to a secret bunker hidden deep beneath the ground. Inside, the latest Virtual Reality machines are set up to control aircraft out in the midst of battle via a satellite link-up.

Six of the most advanced planes in the world are ready for you to virtually pilot. The early stages have a limited number of craft for you to select but once you have completed a couple of missions the Stealth Fighter and X-2 Experimental plane can be brought into play.

Armed with machine guns, air-to-air and air-to-ground missiles, ammunition must be used sparingly for you to take out all the designated targets and complete each mission successfully. A map of the surrounding area and mission briefing can be called up at any time and each plane has a radar on the main cockpit view showing the locations of all enemies and air bases.

Using the 3DO's advanced graphic techniques, three different views can be used. From inside the cockpit you have full instrument panels and radar, a middle view that keeps the radar and uses a head-up display to relay info on acceleration and altitude readings and the final view that simply shows your current plane traversing the wide open skies.

Everything scrolls by with ease and air fields scale into view the closer you fly. Choppers, fighter planes, control towers and nuclear silos are all on the hit list. Take out all the targets and you're onto the next state for a fresh mission.

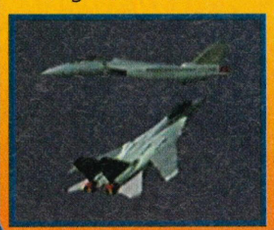
VR Stalker is making an impression on the import scene at the moment and is sure to receive an official UK release later in 1995. If you can't wait that long, get down to your local shop and start saving the USA now!

FIGHTING PHANTOMS

Three of the fastest and meanest combat aircraft around are on offer when you fly around the early levels. Once you have mastered the controls and proved yourself against various enemies, you get to select an F-117 Stealth Fighter, F-119 Whale or X-2 Experimental plane.

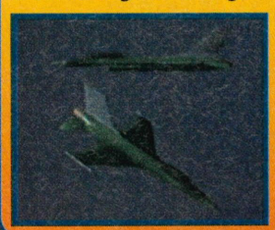
F-14 FIGHTER

A fast and very manoeuvrable plane with an equal complement of three air-to-air and three air-to-ground missiles.



F-16 FIGHTER

Packed with five air-to-air missiles and one air-to-ground this is a manoeuvrable machine ideal for a game of tag.



A-10 TANK OF THE SKIES

This plane is geared up for ground blasting. It has five air-to-ground missiles and only one air-to-air.

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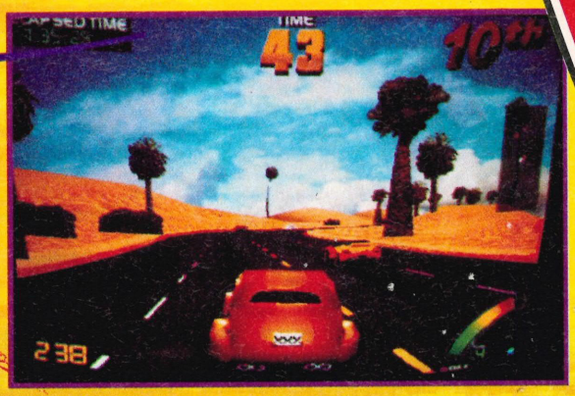
ON SALE DECEMBER 8th – BE THERE FOR AN EARLY XMAS TREAT

Cruis'n USA

The eagerly awaited Cruis'n USA has finally appeared on the hallowed shores of Great Britain. Eager to see what all the fuss was about, Games World: The Magazine got into its clapped-out banger and hit the road.



Left: It may not be a Ferrari but this souped-up Beetle is mighty quick..

The good old US of A is a big place. In fact, it's about 3000 miles from coast to coast (if you were to drive it, it would take you a fair few days). The characters in films like Cannonball Run and The Gumball Rally only ever had one thing on their minds, getting across that great expanse first.

Now that *Cruis'n USA* is here you too get to race against other cars and try to get from the sunny beaches of California to the well-kept lawns of the White House some 3000 miles away.

Along the way you get to see loads of different American sights, like forests of Redwood trees so huge that they have tunnels drilled into them for you to drive through. Like that old classic *Outrun*, *Cruis'n USA* lets you slam your foot to the floor and race as fast as you can to checkpoints scattered here, there and everywhere. Other racing games that are burning up the arcades are set on closed circuit tracks and give you a limited number of laps to get to the front of the field. In *Cruis'n* , you just have to race as fast as

possible and if you don't reach the finish in time, it's game over.

At the start of the game you can choose where you want to race. There are three easy courses and three expert courses along with four medium tracks all sufficiently

Ridge Racer 2

Ridge Racer seemed to herald a new age of realism for polygon-based racing games. The slick, smooth and very fast graphics left people gasping in disbelief. Needless to say, we were eager to take Virtua Racing's younger, more rugged rival for a spin second time around.

Above: Following those three cars in front. You're going to have to do some pretty smart driving to get around them.

Walk into any arcade that's worth its salt and you'll find some pretty exotic racing games; *Virtua Racing*, *Daytona Racing* and *Ridge Racer*. While *Virtua* and *Daytona* are by Sega, *Ridge Racer* is from Namco, the people who brought us that classic arcade game, *Pacman*. But now *Ridge Racer 2* is here and there's no sign of the little yellow dot-gobbler to be found.

Ridge Racer 2 doesn't have any new tracks and it doesn't have any new super fast cars. In fact, to the untrained eye it looks like the first game has been sneakily smuggled back into the arcades with a fresh coat of paint and a new logo. But this couldn't be further from the truth as there are some very important differences between *RR* and *RR2*.

For starters, there's a link-up option that will allow between one and eight players the chance to fight it out and see who's the best driver

GAMES WATCH

■ Below: Traffic up ahead. It's a good idea to hang back and let the other racers fight it out, then surprise them and zoom by.

■ Below: That yellow Delorean has just cut you up. Time to put the pedal to the metal and burn the sucker off!

VITAL STATISTICS

NAME	CRUIS'N USA
PUBLISHER	WILLIAMS
SYSTEM	ARCADE
PRICE	£1/CREDIT
PLAYERS	1
AVAILABLE	NOW

different to add that bit more variety to proceedings.

You can choose to race a lovely red Ferrari, a custom car that looks remarkably like a Volkswagen Beetle and a stunning concept car. Rumour has it that Williams have also included a cheat mode that will allow you to choose several more vehicles including a motor bike and even a school bus!

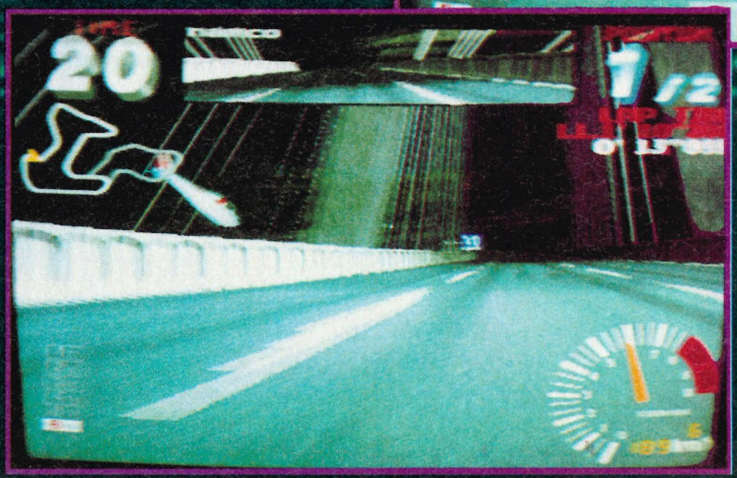
As far as arcade conversions go, we're going to have to wait until the Ultra 64 version arrives sometime next year to see if any new features have been added.

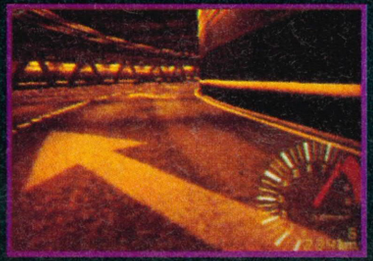
over the existing *Ridge Racer* circuits. If three or four players are already having a tussle then you can't just barge in as they're all jostling for position and trying to beat the clock. You'll have to start your own game or wait until they've finished. Another additional feature is the rear view mirror. A simple device, but very necessary when one of your opponents is trying to close you down. You can now see if, where and when he's going to try to overtake you. If he comes charging past, you can always ram him into a wall – in the first game you couldn't tell where anyone was unless they were directly in front of you.

One of the other improvements is that while racing around during the early laps the sun is still shining and you can see well ahead of you. As the race progresses though, night draws in and you don't have so much advanced warning of what's approaching (unless you know the track very well).

RR2 is a fast racing game and probably the only one that can give *Daytona Racing* a serious run for its money. With the added facility of the link-up option and racing in darkness mode, *Ridge Racer 2* will be a breath of fresh air for those racers who need a new challenge.

■ Above: If you don't step on the brakes you're going to inspect this guy's big end in detail.





VITAL STATISTICS

NAME	RIDGE RACER 2
PUBLISHER	NAMCO
SYSTEM	ARCADE
PRICE	£1/CREDIT
PLAYERS	1-8
AVAILABLE	NOW

You've whizzed around the tracks in Virtua Racing, beaten all the characters in Virtua Fighter, now it's time to check out the latest in the Virtua series from Sega. Let's play cops 'n' robbers...

VIR C

Below: Virtual villains! These dodgy criminal types have to be eliminated before they kill-off any upstanding citizens. Hang on though, how come they've got nice rifles and we're only armed with measly pistols?

Are you going to turn in your badge and leave your partner in the lurch or jam in some more coins, get those credits rolling, and give him a hand? Note the bullet-hole through your skull that tells you that you need some more target practice.

GAMES WATCH

Left: It's no use hiding behind that gateway, we're still gonna getcha, punk. You'll have to eliminate the criminals outside the plant before you can get in. Right: Nice wheels, but are the keys still in the ignition?

Virtua Cop

VITAL STATISTICS

NAME	VIRTUA COP
PUBLISHER	SEGA
SYSTEM	ARCADE
PRICE	£1/CREDIT
PLAYERS	1-2
AVAILABLE	OUT NOW

It was Sega's *Virtua Racing* that first grabbed arcade punters' attention with its slick polygon vector graphics and some rubber burning gameplay. Now the latest game from the *Virtua* stable is doing it all over again for Sega. The same graphic style has been used in *Virtua Cop*, the new machine down at your local arcade.

This time you take control of an all-American cop, armed with a pistol and ready to hit the streets and catch some criminals. The game is played *Mad Dog McCree* style by pointing the gun at the screen and letting rip with your ammo. Two players can shoot it out simultaneously or you can go it alone if you're the Dirty Harry type.

Villains jump out from behind cars, roll along in front of you and hide themselves behind crates in the first level. A coloured target moves around the screen as you move your gun and when it's targeted on a bad guy you just pull the trigger to waste him. Run out of bullets and you have to fire into the air to reload. There are civilians out there too though and killing these won't do your points total any good at all.

After screeching to a halt in your police car at the start of the game the first scene is outside a container depot. Blast away all the villains here and the gates open to allow you inside. Containers with 'Virtua' plastered all over them make great hiding places for even more bad guys and you'll need to be one heck of a sharp shooter to knock them all out before they blow you away. There are trucks parked about too and a misplaced bullet could send one of these sky high!

Sega have another great arcade machine to add to their collection and a title that would make an ideal Mega Drive 32X conversion. Meanwhile, let's be careful out there.

Above: More of those cool, dark-suited bad guys who'll shoot the law in the back given half a chance.

Right: Trust us, we know what we're doing. Our two heroes pose for the cameras before going in, guns blazing, leaving a trail of dead crooks in their wake.

Access All Areas

Yo Ho Ho, Christmas is here. Welcome to Access All Areas with your festive, white-bearded host... Adrian Price. This month he looks at all sorts of things that would make good stocking fillers for that Xmas morning surprise.

VIDEOS TO BUY

Borg Boxed Set

- **Released:** December 5th
- **Certificate:** PG
- **Price:** £24.99
- **Plot:** Another collection of videos that see the infamous race of the Borg rain down death and destruction on the Enterprise. Six episodes of mutant mayhem ensue with Picard and co finding more and more ways of outwitting the rampaging horde. The box will be authentically shaped like the Borg's grey, cubed ship. ■

Q Continuum Boxed Set

- **Released:** December 5th
- **Certificate:** PG
- **Price:** £24.99
- **Plot:** This special boxed set contains three videos that have two episodes of Star Trek: The Next Generation. Each episode, however, is with Q – the all-powerful entity who causes havoc for the crew of the Enterprise. ■

More Than 30 Years In The Tardis

- **Released:** November 7th
- **Certificate:** U
- **Price:** £12.99
- **Plot:** For all Dr Who fans, here is a concise video of the past 30 year's events that range from various out-takes to memorable events and unseen footage. This has to be on your shopping list if you're a fan of the Doctor, whichever incarnation is your favourite. ■

Next Generation Collectors Edition

- **Released:** December 5th
- **Certificate:** U
- **Price:** £19.99
- **Plot:** This special collectors video goes over the past seven seasons of the popular space adventure. The video consists of a special 50 minutes behind the scenes look at how the show was created. At the end all the trailers for the original films are shown along with the new 'Generations trailer'. Each box is individually numbered making each video unique. ■

Smeg Ups

- **Released:** 7th November
- **Certificate:** 15
- **Price:** £12.99
- **Plot:** The popular comedy show Red Dwarf is funny and looks very well done. However, the filming wasn't without its mistakes and this video is a collection of the best of them. Rimmer, Lister, Kryten and the Cat provide some funny moments even though they weren't planned. A must for all Smeg Heads. ■

MANGA

Cyber City Oedo 808: File 3 Blood Lust

- **Released:** December 5th
- **Certificate:** 18 TBC
- **Price:** £9.99
- **Plot:** In this third episode the bodies of scientists are found with all their blood drained – vampire style. The volatile Benten is assigned to the case and must try and solve the mystery. First stop is the hospital where a body is missing from a cryogenic chamber. ■

Guyver 9: Transformation Tragedy

- **Released:** December 5th
- **Certificate:** 15
- **Price:** £5.99
- **Plot:** After all of the tragedies that the Guyver has faced he now has to save his father and Mizuki. If only Mizuki would stay out of trouble. The only trouble is that Sho's father is about to be turned into a giant Zoanoid. What will the Guyver do? ■

Tenchi Muyo

- **Released:** October 10th
- **Certificate:** PG
- **Price:** £12.99
- **Plot:** Here we stretch beyond Manga into some of the further reaches of the anime world. Tenchi Muyo is your typical school kid and while on his summer holidays with his grandad, he unleashes a demon which his forefathers had imprisoned 700 years earlier. This series follows Tenchi as he battles with the beautiful, but deadly, Ryoko. He later joins forces with others who want to see the demons banished forever. ■

Moldiver

- **Released:** October 10th
- **Certificate:** PG
- **Price:** £12.99
- **Plot:** Another set of videos that are similar to Tenchi Muyo, and are released under the Pioneer label of Anime, is Moldiver. Set in the 21st Century in Tokyo, the city is on the brink of over-population. Hiroshi, a young and gifted scientist, is working on a suit that is able to withstand any shocks and can accelerate at vast speeds. There is a drawback in that the suit can only function for 666.6 seconds at a time before malfunctioning. It is this suit that he must use to stop the mad Dr Machinegal. ■

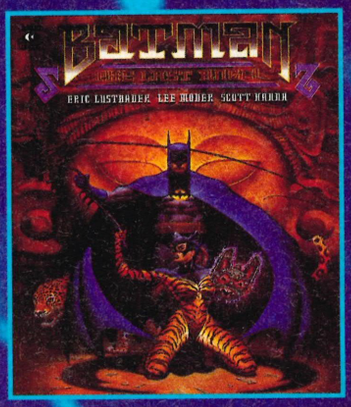
AD Police Voomer Madness

- **Released:** December 5th
- **Certificate:** 18
- **Price:** £6.99
- **Plot:** The AD Police have a big problem on their hands with the rampaging hordes of the Voomers. The Voomers are bio-droids designed to help out with human chores, but they've turned on their creators. The AD Police are mankind's only chance. ■

BOOKS

Batman: The Last Angel

- **Released:** November 17th
- **Price:** £7.99
- **Plot:** In this graphic novel, the caped crusader becomes possessed by an evil and ancient Aztec Bat-God and there's only one person who can save him before he goes and commits an evil crime... Catwoman. In a bizarre role-reversal there's an evil villain working behind the scenes manipulating the course of events. Holy cat nip! ■



Ren & Stimpy: Pick of the Litter

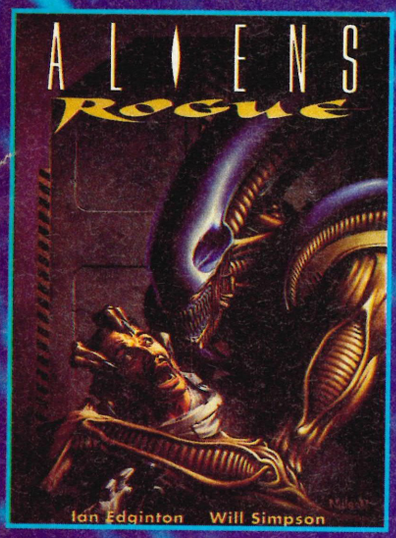
- **Released:** November 24th
- **Price:** £6.99
- **Plot:** Four strips of the comic duo appear in this collection. Frankenstimpy, Extra Cheese, Thick & Crusty and of course Pick of the Litter are all designed to bring back those tears, whether they be of joy or pain. For the more avid fans of Ren and Stimpy. ■

COMPETITION

And thanks to a stroke of sheer brilliance by our friendly peeps at Pioneer, we have loads of these vids up for grabs. We have five sets of videos to give away that include all of the above and some Tenchi T-shirts as well. So, if you'd like to get your grubby festive-minded mitts on them, answer this blatantly simple question: Right, you know that little demon in the Omen films, who had the number 666 burned on his head and had loads of Rottweilers called Satan, what was his name? Send all devilish entries marked: "I am the chosen one give me those videos now!", to the usual address please.

Aliens: Rogue

- **Released:** November 17th
- **Price:** £8.99
- **Plot:** The Alien. The most terrifying organism known to mankind has finally been tamed, by Professor Ernst Kleist. However, after an innocent routine check-up by the funding organisation they find a chilling reason behind the tameness of these usually hostile creatures.



The Sandman: Brief Lives

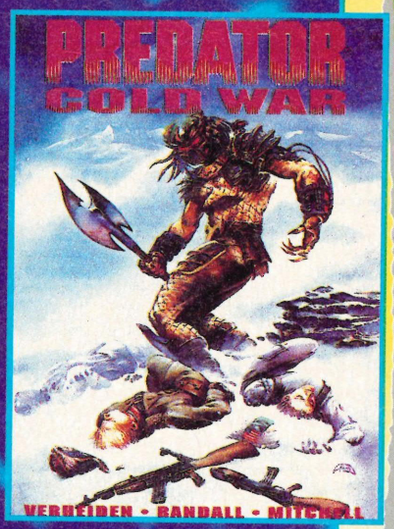
- **Released:** December 15th
- **Price:** £12.50
- **Plot:** Another book following the 'Endless' characters. This time round, it's the turn of Destruction to go missing with all of his brothers and sisters like Delirium and Dream out looking for him. All your favourite characters are here in an intertwining web of stories from the past.

The Man of Steel

- **Released:** November 10th
- **Price:** £7.99
- **Plot:** Yet another collection of stories about the man of steel who was popular so many moons ago.

Predator: Cold War

- **Released:** December 15th
- **Price:** £6.99
- **Plot:** After a strange object crashes into the snowy wastes of northern Siberia a team of Russian soldiers go and investigate, but they are attacked and only one survivor escapes. The Americans, meanwhile, have spotted a large radiation field and send two of their top agents to investigate. A top finale ensues as each side fights for survival.



Renaissance Man

- **Released:** December 7th
- **Certificate:** 12
- **Plot:** Danny Devito is the out of work advertising executive who finds a job with a bunch of lazy soldiers. His main task is to teach them English. A warm rapport develops between them all as they each overcome their different problems.

RENTAL

Police Academy: Mission to Moscow

- **Released:** December
- **Certificate:** 15
- **Plot:** The hapless police drop-outs go on another outing. This time get to go to Russia and make a mess of things over there. But it all works out in the end and things are happy (and very silly) ever after.

CINEMA

Only The Strong

- **Released:** December 16th
- **Certificate:** 15
- **Plot:** A strange martial art that combines dancing and ferocious power is put to the test when a school is overrun by thugs and an ex-pupil decides to take matters into his own hands.

True Romance

- **Released:** December 30th
- **Certificate:** 18
- **Plot:** Christian Slater stars as a down at heel comic book shop worker who goes on the run after stealing a big bag of dangerous drugs with the gorgeous Patricia Arquette. Also stars Dennis Hopper with an especially nasty guest appearance by that well hard geezer Christopher Walken. This is the uncut version and not a watered down for video release.

PREMIERES

Snuggled up warm and tight with a cup of hot cocoa? Then settle down and watch the premieres on Sky:

SKY MOVIES

Frauds

Sunday 4th 8pm

Phil Collins is an insurance investigator who just loves to torment innocent people. But when a young couple come onto the scene and seem gullible enough to be taken advantage of, a hilarious adventure ensues.

Mr Baseball

Saturday 10th 8pm

Jack Elliott (Tom Selleck), is an older baseball player who is in danger of being booted out of his team and replaced by younger and better players. When a chance to start for a team in Japan comes along, he jumps at the chance... but with disastrous results.

Used People

Sunday 11th 8pm

After 37 years of married life, Shirley MacLaine is made a widow, but instead of staying at home all of the time she starts all over again with a tall dark stranger.

Cliffhanger

Sunday 18th 9pm

Slyvester Stallone is a rock climber who gives up the thrill of mountain climbing when he is involved in a tragic accident. A year later when he returns, things get a bit hot with Janine Turner.

THE MOVIE CHANNEL

Accidental Hero

Saturday 3rd 10pm

Dustin Hoffman is a thief who becomes a hero by saving loads of lives in a plane crash. Unwilling to take credit for the deed, con-man Andy Garcia steps in to take the reward. Geena Davis is the reporter who suspects foul play.

The Muppet Christmas Carol

Sunday 11th 6pm

Kermit, Miss Piggy and the rest of that crazy gang are back for a festive tale. The storyline is from the Dickens classic A Christmas Carol.

Untamed Heart

Saturday 17th 10pm

Christian Slater is a shy restaurant worker who falls in love with beautiful waitress Caroline. Caroline has suffered in the past and is not keen to let it happen again, but...

Teenage Mutant Hero Turtles 3

Saturday 24th 6pm

They're green and they're highly popular with the kids. So for that special festive treat, sit down with your terrapins and watch the fists fly.

Swing Kids

Tuesday 27th 8pm

This group of boys had their own Jazz ensemble and have to decide whether to stay as they are or move over to Hitler's youth movement.

The Last Action Hero

Friday 30th 8pm

Arnold Schwarzenegger stars as Jack Slater, the worlds biggest film star, but when little Danny crosses over the barrier into the film, a huge adventure begins.

WIDESCREEN

Sommersby

The Movie Channel Saturday 3rd 8pm

Jodie Foster and Richard Gere play the husband and wife who haven't seen each other for years. The only problem is that Richard Gere doesn't look the same as when he left to go to war.

Bram Stoker's Dracula

Sky Movies Tuesday 13th 10pm

Nasty blood-sucking action as Gary Oldman is the Prince of Darkness. Some excellent scenes and the immortal line: "I was impotent with fear!" Also stars Keanu Reeves and Winona Ryder.

Basic Instinct

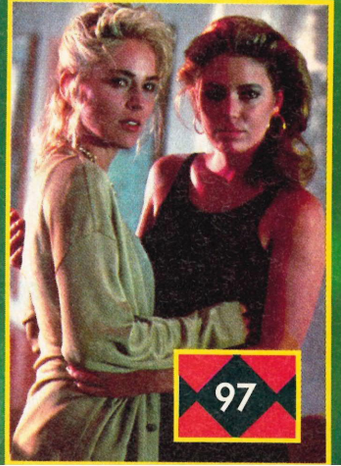
The Movie Channel Friday 16th 10pm

Sharon Stone gets all raunchy and Michael Douglas gets hot under the collar in this much hyped and talked about thriller.

The Power Of One

Sky Movies Monday 16th 8pm

A young, white South African kid takes up boxing to get away from the racist attitudes of all the other kids.



It's Showtime!

I'm a truly happy Barry, I love Christmas me! The food, the presents, the food, the James Bond movie, the food, decorating Leslie as the Christmas tree, the food, the non-stop 'world famous' Big Boy Christmas parties and, let us not forget, the FOOD!

Bob gets friendly with the GW crew. By the look of his nose Millsy's had plenty of Christmas spirit!

However, let us take a moment to remember what Christmas is really about, the GAMES! And, what better way to lap up the seasonal shenanigans, than a good read of Britain's best loved magazine? Furthermore, what better celebrity to present 'It's Showtime' than Britain's best loved Big Boy?

So, as Dave 'mince-pie-and-sherry' Perry finishes his Christmas shopping (bandanas for the writing staff and a gold-laced bandana for Bob and I), Charlene helicopters in the 86 crate loads of Christmas pudding and Leslie holds still in case his tinsel falls off, your Portly Prince of Programming delivers yet another world exclusive interview, this time with Games World's very own king-sized comedian, compere and all-round diamond geezer Bob 'Christmas Cracker' Mills!!

BARRY: First off Bob, thanks for the interview – I know that you've turned down countless second-rate magazines. Firstly Bobby, why were you picked to present Games World?

MILLSY: Simply because they couldn't find anyone else big enough to run the show?

BARRY: Well, do you enjoy it?

MILLSY: I enjoy it immensely. I love working with children and it's one of the great pleasures of my life to regularly team up with the Videators, week in, week out...

BARRY: Bob, if I may be so bold, why do you think that they picked you and not someone well, younger and trendier?

MILLSY: Because youth and trendiness doesn't MEAN anything anymore. The young people out there recognise and have respect for authority, dignity and sarcasm.

BARRY: Why are you so mercilessly evil to the contestants?

MILLSY: Hey, I'm only ever nasty to the losers, 'cause if you come on Games World and lose, you deserve to be humiliated!

BARRY: What do you think of Tim, Dave and Jez?

MILLSY: Yeah, they're all brilliant. I live in awe of their incredible qualities and talents. Next!

BARRY: Who are your favourite and least favourite Videators?

MILLSY: Favourite? Big Boy Barry of course, although I don't count him as just a Videator, he's more like a mighty 'Colossus' astride the world of games playing. I like Ragga D as well! In fact, I don't have anyone who's my least favourite, I like all the others equally, they're like family!

BARRY: Cheers Bob! (I swear that no money changed hands, during or after this interview!) What's been the high point of your job?

MILLSY: Giving the kid the pinball machine at the end of last series. The atmosphere was electric and the kid was thrilled!

BARRY: Tell us a funny 'behind-the-scenes' kind of story Bob.

MILLSY: Nothing funny ever happens. It's a very strict, almost monastic show. We're all far too busy practising and learning our lines to get up to any hi-jinks. We leave all that to lesser shows like 'Blockbusters' and 'Play Your Cards Right'. Nope, it's no fun at all, it's all discipline Barry.

BARRY: Bob, for all the readers at home. What exactly is life like on Millsy Island?

MILLSY: Well, it isn't a place for enjoyment. Obviously Tim, Dave, Jeremy and I all have quite luxurious quarters, but all the others live in very strict, monastic cells that are linked up all the time to the top games. Here all my minions do is practise, work hard and eat sparingly. Your penthouse suite is, of course, an exception Barry...

BARRY: Bobby, what does your little girl think of Daddy presenting Games World?

MILLSY: She thinks it's great! She reckons that she's the proudest kid in the world, 'cause I get to meet Big Boy Barry!

BARRY: Well, who wouldn't be! Cheers Bobby! You're a true 24 carat all-round good bloke. Fancy hoppin' in the limo for a quick bite with Arnie and I at Planet Hollywood?

MILLSY: No, thanks Bazza, I'm feeling a bit cream-crackered. I think I'll stay in bed with me dinner.

BARRY: That sounds like a good title for a show...

And with that, Charlene and I left Bob eating our dirt as we sped off into the sunset. Anyway, that's it for this issue but I'll see ya all in the New Year with more red-hot Big Boy banter. Keep on watching BTV, have a Big Boy brilliant Christmas and remember, if anyone can, the Big Boy can!! Big is BEEEESSSTTT!

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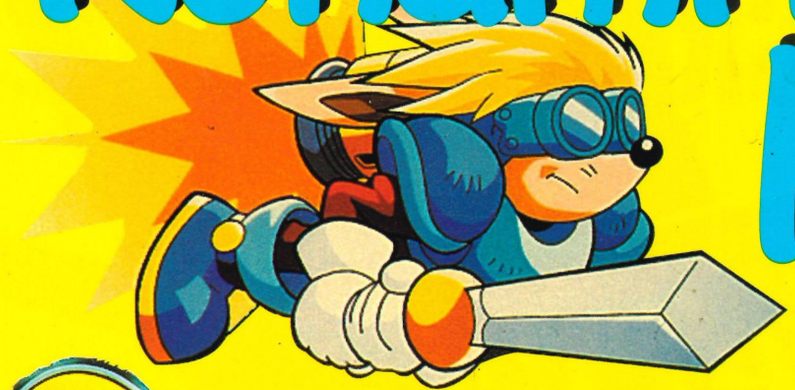

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