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GAMES WORLD

THE MEGAZINE

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Animaniacs

Spielberg's hit cartoon is set to be a console smash. Enjoy 8 pages of animated mayhem. It's another big exclusive!

Also featured:

- Theme Park
- Donkey Kong Country
- International Superstar Soccer
- Snatcher
- Iron Soldier
- Way of the Warrior
- Samurai Shodown

Sega storm Christmas...

The Mega 32X arrives: Virtua Racing Deluxe, Star Wars Arcade and Doom previewed first!

■ ISSUE 6 ■ £2.50 ■ DECEMBER 1994

SKY ONE

Paragon Publishing Ltd

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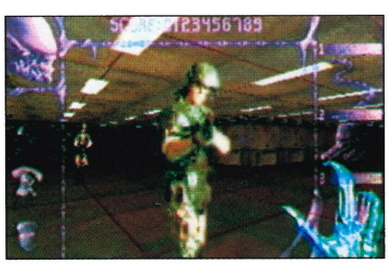
ISSUE SIX ■ DECEMBER 1994 ■ ANIMANIACS ■ MEGA DRIVE 32X ■

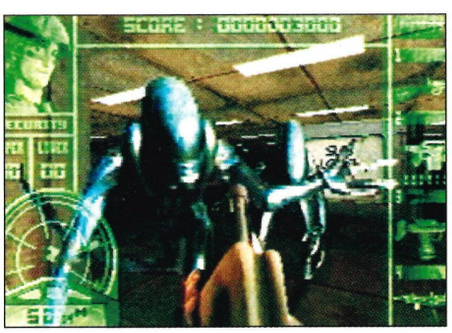
YOU CAN BE THE ALIEN.

Lunch. Toast. Dogmeat. *You're* on the menu. The Alien eats you from the inside out. The Predator's razor-like mouth parts go for the crust. ALOEN

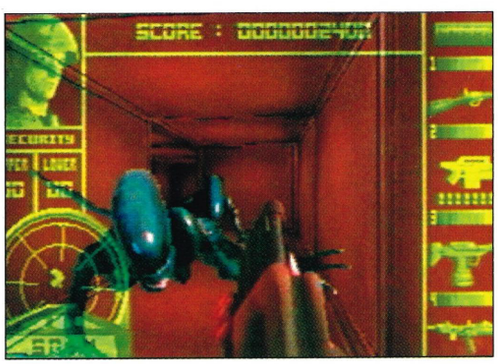
It's one thing to be low man on the food chain in a 16- or 32-bit game. But in Jaguar's 64-bit system, it takes extremely fine-tuned reflexes to stay alive. Give your reptilian hindbrain a workout. Be the



YOU'RE THE MARINE. YOU'RE THE ALIEN. YOU'RE THE PREDATOR. Be any one of them and fulfill your biological destiny; kill or be killed.



THE ALIEN LASHES OUT. His claw and tail strikes are beautiful and deadly. No such aesthetics apply to the face suckers. That's just plain sick.



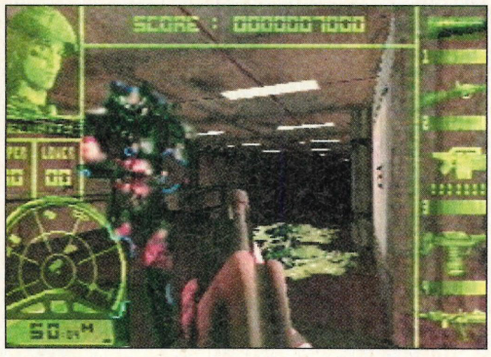
YOU'RE JUST A CRYBABY WITH A SHOTGUN TO THE ALIEN. Texture-mapping heightens the claustrophobia of the airduct. Too bad. Tell your therapist.

ATARI MADE IN THE USA

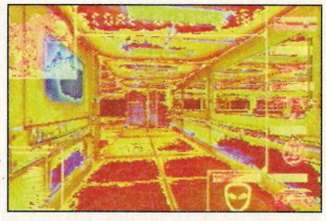
Game tips and hints: **1-900-737-ATARI**. 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA only. Atari Jaguar information is available in the Atari Gaming Forum on CompuServe. Type GO JAGUAR to access this area 24 hours a day. Atari, the Atari logo, Jaguar and the Jaguar logo are trademarks or registered trademarks of Atari Corporation. All rights reserved. Alien and Predator™ & © Twentieth Century Fox Film Corporation. All rights reserved. Used under sublicense from Activision.

PREDATOR

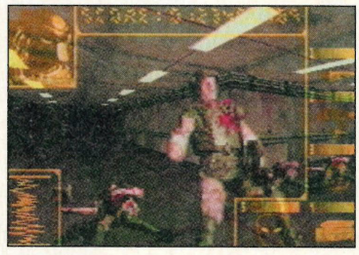
Predator or the Alien. Ancient animal senses exploit the high-resolution bit-mapping - *the better to see you.* Huge sound-sampling - *the better to hear you.* And unparalleled animation - *the better to come out of nowhere and eat you.* In a 64-bit environment, pure sensation can overwhelm. Keep a little blood in your adrenaline system, and maybe you'll survive. At least until dinner.



THE PREDATOR'S DISKS FROM HELL may outmatch your more conventional weaponry. Might be a good idea to keep your first-aid kit handy.



THE PREDATOR CAN SEE WHAT YOU CAN'T. Stay out of his view. Too many x-rays can be bad for you.



MARINE? HAPLESS VICTIM IS MORE LIKE IT. Your extraordinary bit-mapped image makes the shape of your skull look so very right to the Predator.

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INTERACTIVE MULTIMEDIA SYSTEM

...Games World...

DECEMBER

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UK's first previews from...

MEGA DRIVE 32X

Launched soon, the Mega Drive 32X is set to breathe new life into the Mega Drive. We preview the machine and:

STAR WARS ARCADE

The hit arcade release brought to life on the console. Can you feel the force? We can...

VIRTUA RACING DELUXE

Two new cars, five tracks. This will put a smile on the face of fans of the coin-op.

DOOM

The Game of the Year finally reaches the Mega Drive via the 32X. Can you take it?!

Hellooo nurse, it's...

Animaniacs

Crazy cartoon capers on the SNES and Mega Drive with the consoles' cutest newcomers. We play it first!

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WORLD GAMES

Better than FIFA?

INTERNATIONAL SUPERSTAR SOCCER

70 Could Konami's hard-tackling cart be the greatest football game ever? If you don't read on, you won't know.

Enter the Jaguar...

DRAGON, THEME PARK, CANNON FODDER, SYNDICATE, IRON SOLDIER

78-83

Surely the best Jaguar coverage in the world. Atari show us their teeth as we check out the top future releases for the big cat, first!

84 Up for grabs...

SNATCHER

Has the Mega-CD finally come of age with this brutal adventure? We have the first big preview.

"Every machine needs a good beat'em-up!"

WAY OF THE WARRIOR

High-kicking, neck-snapping action. We trade blows and dirty tactics with the 3DO's new combat kings.

GAMES WATCH

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

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EDIT

THE FUTURE, NOW!

In a few months time most of the myths surrounding the much awaited 'new wave' of games machines will have been exploded. It seems like we have been awaiting the arrival of these 'dream machines' for so long now, that I wonder just how enthusiastic the reaction of the marketplace will be when the imported versions finally show up in specialist shops over here. I am of course referring to the release of the Sega Saturn (November 20th) and Sony PlayStation (December 3rd) in Japan. Mind you, at around £599 a unit only hardcore gamers will be prepared to hand over the readies for the enviable luxury of getting a year's jump on their friends who will probably wait for the cheaper official hardware to appear. I have to wonder though at the wisdom of these companies releasing machines in one country so far in advance of another. It is obvious that these machines will find their way into the UK or Europe and almost certainly take the edge off any planned official launch. Also, it nearly always results in bad press for the format as it gets a reputation for poor software support and extortionate game prices. Surely simultaneous worldwide launches are the only way forward, perhaps modelled on the way Acclaim handle *Mortal Kombat II* and Sega are handling the Mega 32X. Anyway, apart from these commercial reasons, why should we always be last to receive these new toys?!

The funny side of all this from my point of view is that despite the fact that in a month or so we will be playing on these new systems to our heart's content, actually trying to get any information about them from their manufacturers is like trying to squeeze blood from a stone. It's all "Oh no, I can't tell you, it's top secret." Ha, come to Bournemouth and we'll let you see the machine you seem to know so little about. See what I mean? The whole situation is plain crazy.

Enjoy

Dave Perry

AN ODE TO BANDANAS

from **Marie, Kent**

Dave Perry wears a bandana,
Sad no-hopers laugh and take the mick,
When they see Dave Perry's bandana,
Tied around his d...
Now I know what you are thinking,
But please don't be misled
'cause Dave Perry's bandana
Is tied around his head!
Wear your bandana and wear it with pride!!!!!!!!

NICKO'S DODGY DISCS

Hi there all you tune chasers and welcome to another decidedly dodgy disc with me, DJ Nicko, and my collection of glitterballed corkers. This month, as I delve through the depths of my record case I pass all kinds of nasty plastic. Anyone remember 'Just Say No' from the Grange Hill Cast? When poor old Zammo McGuire started meddling with drugs back in 1986 all his school pals got together to make this song to win him back.

All the favourites are singing away on this record. Roland Browning brings up the bass while Fay Lucas and the sexy Calley do a good soprano. I even remember the video and episodes that were on telly around the same time. Does anyone remember when Roland had his sandwiches nicked by Zammo at the zoo and he ended up stuffing his face with chips in the cafe because he was so hungry? The teacher came looking for him and I felt so sorry for the little chap. But then I suppose he got his own back on Zammo by embarrassing him with this song.

Of course, we're not putting the song down, it was for a really good cause, it's just another of those ditties from the past that we all remember fondly – I think. See you next time pop pundits!

STOP OR WE'LL SHOOT!

What were once ripples have now swollen into tidal waves as the splash created by the arrival of **Games World: The Magazine** is now flooding the games industry and, it would seem, drenching a few delicate egos at the same time. It's like Gunfight at the Console Corral as the backshooting baddies attempt to take progressively more misguided potshots at the World Gamers. No problem. When you work on the country's greatest games magazine, with the UK's top games team and the world's most tuned-in bunch of readers... you always come out with both guns smokin'!

BANG! A bullet through the head for rival editors who think spreading false rumours and lies is a wise tactic whilst their own publications are losing readers by the minute. They know who they are.

BOOM! A shot in the funny bone for 'balding' games personalities who think strings of inane bandana jokes are funny, you'll see what we mean.

BLAM! A round of buckshot in the over-sized behind for Mickey Mouse magazine reviewers who attempt to provide an overview of a publication without understanding it, and then have the front to phone us up for information about games and their release dates. Perhaps you're in the wrong job, deary.

■ The problem with being a big shark is that you will always have to endure the incessant nibbling of the countless shoals of guppies that swim around your part of the ocean. Like we said, no problem. Sooner or later they all become paté. Know what I mean?!

EDITORIAL

THE WORLD GAMERS

DAVE PERRY

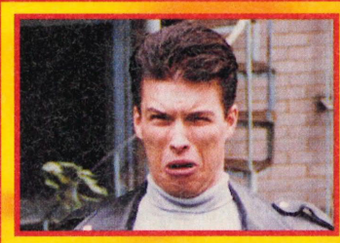
■ Suzanne Mizzi, Danni Behr... this has been a totally babelicious issue for the 'Games Animal' (not forgetting our own Cyber-babes who obviously have the hots for the console king). Dave insists that he is a one-woman man – one at a time anyway! When he is not on Sky or Channel 4, or appearing at games launches, our editor is always out visiting publishers to ensure that **Games World: The Magazine**'s readers are first to see the hottest new game releases. Hurrah!

NICK WALKLAND

■ The Lover Man was looking a little peeky after finishing the last issue. It was all those EA sports games he had to play, poor thing. Or maybe it was the actual sports he was playing on the weekends. No, I'm not talking about his over-active lovelife, our erstwhile Sheffield Wednesday fan has taken up playing football at weekends and boy, do we know it! He is a twisted ball of aches and pains on Mondays and it's not until he has had his fifth coffee that the colour returns to his face. Did he score? This is the Lover Man we're talking about!

NICK ROBERTS

■ Our Disco King has been scouring the boot sales this month in search of a new glitterball for his travelling roadshow – Weddings, funerals, parties, anything considered... But he did find time out to go mountain biking through the wild woodlands of Ludlow and, whilst reminiscing about his days as a top BMX bandit, he attempted to leap a fallen tree only to end up eating leaves. Is this the beginning of a new super-fit Nicko, especially now that his favourite sweet shop has gone bankrupt?

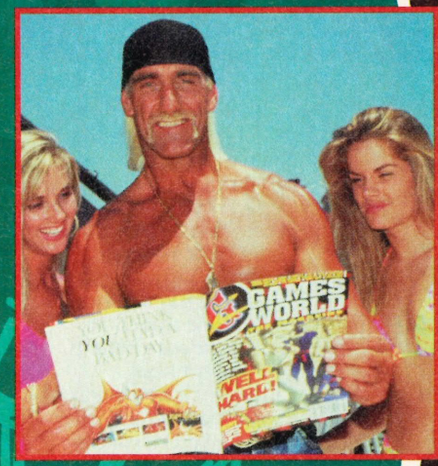


ADRIAN PRICE

■ Ade has become a TV luvvy overnight. Our 'Unstoppable Games Cub' has followed in Dave's footsteps and forced his way onto the airwaves via a rival TV show...you know the one we mean. It just goes to prove that despite having their own magazine they know where the UK's top games experts really are. Ade has been too busy being 'in TV' this month to take up any of the ridiculous dares that he's been sent. But don't worry, next month he'll be...

WHEN THE WORLD KNOWS YOUR NAME

They just can't get enough of our stuff! **Games World: The Magazine** is fast adding many of the world's hottest celebrities to its growing family of readers. There's just no stopping us...



"Eat your greens and read Games World: The Magazine."

■ Thunder in Paradise star Hulk Hogan is such a big fan that he just had to get hold of an issue for his collection. The babes were pleased to get fresh pictures of the team to ogle as well, particularly the Lover Man.

"It's for my brother, honest."

■ At the recent ECTS former Page Three girl Suzanne Mizzi just couldn't believe her luck as Dave wandered past the UBI Soft stand. A huge Games World fan she just had to have her picture taken with the infamous 'Games Animal'. "No problem, just don't crowd me," our editor exclaimed.

GAMES WORLD
THE MAGAZINE

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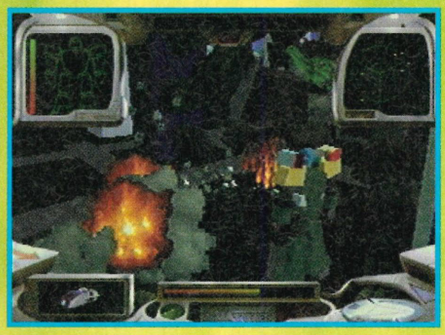
Special Thanks:
To Jon Sloane at Konami for being a tip-top geezer.

WORLD NETWORK

DONKEY KONG COUNTRY DAY

In a fit of bravado, Nintendo have brought forward the release of *Donkey Kong Country* to usurp the frenzy being created by the Mega Drive 32X and its impressive range of games. Nintendo believe this will show that SNES can perform 32bit antics on the 16bit system. *DKC* Day is November 18th, check it out but wait for our full review next issue when we get the 100% final version.

SEGA AND ATARI LINK UP!



Hot news from Atari is news that Sega have purchased an 8% stake in Atari stock worth in excess of $40 million and must also pay around $50 million for around 70 Atari hardware patents. This patent legal argument is at the crux of the matter as Atari have suits against numerous companies (including Nintendo) for using their copyrighted hardware and specialised software algorithms. Sega's main breach of patent is via its use of the 9pin controller socket, which is the same as the original Atari joystick port and a patent controlling the way in which videogame action moves across the screen.

Atari, of course, are well chuffed as this adds much-needed wonga to their coffers in time for their big Christmas marketing push, especially as the company made huge losses last year in the region of $48 million whereas Sega made a profit in excess of $400 million. More importantly for Atari, it paves the way forward to enter the juicy Japanese market with its new pal, Sega.

The best news for Atari concerning their new Sega link-up is joint software development, three games are already blue-printed for Atari with major games products like the *Virtua* series, *Daytona* and *Sonic* for the Jaguar whilst hit Jag games like *Tempest 2000* and hit Atari arcade titles will be transferred to the Sega systems.

Sega may not have really wanted to part with their hard earned dosh but fighting legal proceedings they weren't likely to win, a nice precedent has been set for Atari and a long term future assured for both of them. An old Chinese curse stated something about living in interesting times, well here we are and hey, that's just fine and dandy for everyone.

TEST MODE AND FERGALITY IN MORTAL KOMBAT II

STOP PRESS!

Are we good to you lot or what? Everyone must know the Fatalities, Babalities and Friendships in *Mortal Kombat II*, but have you heard of Fergalities? Or the Test Mode? .

To get the Test Mode, turn on the Mega Drive and go to Options Screen and move to the bottom and highlight DONE. Then press Left, Down, Left, Right, Down, Right, Left, Left, Right, Right. The word TEST MODE will appear and opens a plethora of new gaming opportunities like immediate Fatalities, Babalities and Friendships.

To get the Fergality, based on developers Probe's boss, in the TEST MODE highlight Background 6 and put a tick by Ooh, Nasty! Go out of the options screen and press Start. Make sure that one player selects Rayden while the other can pick anyone. Play the game and make Rayden win, when it says FINISH HIM! Anywhere on screen go away three times and press block. Watch the shrinkage and laugh!

Special thanks to Take That fan Vincent Ward for these tips (who claims Bad Boys Inc are his inspiration).

STRAIGHT

Core Design, Derby based software house and game development maestros are certainly moving with the times. Although they won't abandon the Amiga and Mega Drive/Mega-CD platforms from which they have rightly earned their reputation, they are now pushing ahead with Sega Mega Drive 32X, Saturn and Sony PlayStation development. **Games World: The Magazine** was invited up to check out their latest development in their swish Victorian offices.

Tee-Off! will be their first for the next generation of games machines. A golf game (see Future Screens) which will debut on the Mega Drive 32X early next year along with souped-up versions of the Mega-CD classics *Thunderhawk* and *SoulStar* before development cranks into top gear for the Saturn and PlayStation.

Before we get to what **Games World: The Magazine** believes to be the true ground-breaking game, let's see what they have in the depths of their creative minds. *Fractal Racer* is a polygon-generated 4WD bump and burn extravaganza over fully rendered landscapes. This will feature the same advanced hi-tech 3D background featured in *Tee-Off!* but nipped up to a blindingly fast rate, so it's no Sunday tootle. The best way to describe this would be *Daytona Racing* goes off-road racing. You want more info? Well, take a stomach churning hilly course, add a few rendered silicon graphics vehicles and create a race course of such blinding speed that console owners would actually believe they were in an arcade.

Next up on the agenda is *Battlecorps 2: Machinehead*, a completely revamped and adapted game for the PlayStation and Saturn of the classic Mega-CD game, but this really takes it to a new level with a massive number of real-time, fractal generated environments, with all-new missions and 24bit graphics.

Another Saturn and PlayStation game Core are currently planning is

EUROPE? WHERE THAT?

The Sony PlayStation finally has an official European release date. The date is the 1st of September, 1995. Hmm. No hang on, isn't the PlayStation being released at the beginning of December this year in Japan? No. It's been brought forward to this month at a cheaper price, and the Saturn will come out around then too! Oh good, doesn't that make you feel better – we're only ten months behind Japan.

GAMETEK HEAD FOR METROPOLIS

Gametek, better known for titles like console *Pinball Dreams* and PC *Quarantine*, are branching out into the ever-expanding area of Video CD with the announcement of affiliate label GT Cinema, bringing out 30 all-new versions of classic TV programmes and Hollywood movies by the end of December. On PC CD-ROM these include cult classics like Metropolis, Night of the Living Dead, Toxic Avenger, Class of Nuke'em High and RG Veda and things like Saturday Night Live 20th Anniversary. Controlled by an exclusive 'Virtual Theatre' point and click interface with a full index of scenes and standard video control, all you need is a CD-ROM and *Windows!*

SECOND CHANCE OF GLORY

Who says no one remembers a loser? Well, if there are any of you who watched the last series of Games World may remember a cocky, floppy-haired young man who came second in the Games World grand final, Mark Touse, who was only seconds away from fame and glory on Cash Dash but, sadly, lost. Now he has the chance to redeem himself in the National Computer Games Championship. Representing the South-East area. We've seen him play so the smart money is on Mark. If all goes well, he won't fail at the final hurdle again. So, support him for old times sake. We'll let you know the result.

COMPLETE WASTE OF TIME

Monty Python's Complete Waste of time is a strange CD product from Longman – another fancy screensaver we let you know about. This includes an interactive comedy show, favourite sketches like the Dead Parrot and Nudge Nudge, mini-games involving flying pig and flatulent chickens, sing-a-long songs and a 'Desktop Pythonizer' – for screensaver and customise your screen with over 20 elements from the original TV series. Not a game but ,as Longman tell us, it's about the 'secret to intergalactic success!' Stop that, it's silly.

MORTAL KOMBAT II SHATTERS RECORDS

Mortal Kombat II has broken all videogames records with global sales of over $50 million in its first week. The total surpasses the opening weeks receipts for such summer movie blockbusters as The Mask, True Lies and The Lion King. Of course, it should be remembered that *Mortal Kombat II* was backed by a huge £7million global marketing spend and a copy of the game costs quite a bit more than a cinema ticket but, nevertheless, it is an impressive statistic.

TO THE CORE!

Tomb Raiders. Take one girl, one lad and chuck them into an ancient pyramid. With vast interiors, perplexing puzzles, guns, gore and potentially the greatest 3D adventure to be seen on the next generation of consoles. Of course, work hasn't started on it yet.

But prepare for the *Swag Man*. This is the baby. This is so novel that we wondered what the Core development team were talking about and it's such a brave venture that it needs to be applauded even if the game won't raise its bizarre looking features until Christmas. Christmas next year. This Saturn and PlayStation specific gem is known as the *Swag Man* and it will take childhood nightmares to another plane of existence.

The Swagman is the Prince of Nightmares who creeps through the dreamworld of the night on liquorice legs, warping good and pleasant thoughts from children's dreams and bringing them visions of monsters, trolls and shadowy corners. Now he's taking all the pleasant dreams away and leaving strange and bitter nightmares for those pesky kids. When asleep you feel yourself awake in a parallel dream universe, your town takes on a strange warped appearance and the Swagman and friends are wandering around performing all kinds of nasty antics.

Very Tim Burton-esque in visual style (which is looking weird already) warping the perspective completely in the background and adding the 40 fully rendered game characters. Core are really pushing this with two programmers and three artists on the project. A role-playing adventure game of sorts with the occasional bit of platform action, this may sound hackneyed but, believe us, this is something completely new. As it is going to be a CD-based game there will be an animated film intro and FMV, which will be integral to the game. Strange stuff, but it looks like this could well be the next generation of game for the next generation of machines.

SHORTS

■ New lads on the scene, BMG have some very interesting products on the horizon. Forgetting for a moment that they handle such big 3DO titles as *Samurai Shodown* and *Gex*, and some of the hottest PC CD-ROM and Mega-CD titles, they also have some strangies for January. **Games World: The Magazine** will leave the titles for you to mull over, get ready for *Head Candy* and *Virtual Graceland*. Eeeek!

■ The great *Rise of the Robots* roundabout continues with Acclaim, the publishers of *Mortal Kombat II* and *NBA Jam*, jumping on the spinner and grabbing the SNES rights for Europe and intending to publish the game for its December release date. What we want to know is, will the game ever be released or will it simply pass from publisher to publisher?

■ JVC are becoming a major force in the computer and videogaming world, with some big products like *Ghoul Patrol*, *Return of the Jedi* and *Indiana Jones' Greatest Adventures*. We just thought you'd like to know that the games will be published by JVC and not LucasArts, who programmed them, or Virgin, who distributes them although they will be published in the UK by Virgin, who aren't... Confused? Well we just thought we'd put the matter straight as we have had a number of calls. Now we're confused.

■ *Help II*, the annual charity game compilation is to be released again in time for Christmas with some major (albeit pretty old) games. The *Help II* compilations will be a ten title CD-ROM at £39.99, a six game Amiga bundle at £29.99 and, exclusive to Dixons, a Mega Drive triple pack at £29.99. At the time of going to press the exact games for each pack haven't been finalised.

■ Whoever says consoles were bad for you had better take it up with the Royal College of Surgeons! They've received ten Super Nintendos after a plea by the Minimal Access Therapy Unit, pioneers of keyhole surgery techniques, as they improve the hand-eye co-ordination required for this surgical method. We think they just wanted to play *Mario* instead of studying anatomy!

■ Ocean, one of the few remaining large independent British software houses have had a big chunk of it bought by the massive French multi-national conglomerate Chargeurs, whose main interests in cinema, film production and TV (they own a large part of BSkyB). The deal, believed to be worth in excess of $20 million, will mean a massive increase in Ocean's cash resources to compete with the 'big boys' and super publishers whilst maintaining their independence in favour of selling-out or going public. They will probably have more of an upper hand with film licences too.

■ ELSPA, the game industry's governing body has produced a Games Players' Charter, found in a new leaflet – 'A Parents' Guide to Computer and Video Games' with two million being distributed towards the peak Christmas selling period. Full of common sense info, addressing the benefits of games, addiction, epilepsy, ratings and whether it will make you violent or not, it's worth a read anyway.

■ Philips have started to release Video CD at the same time as sell-through VHS, starting with The Firm last month, they intend to make it a regular commitment. They have also signed up a deal with VCI (Video Collection International) to join other Video-CD licensees Paramount, MGM, UA, Orion and Polygram. The VCI licence will allow Phillips to promote some of the best of British comedy on the CD-i like Mr Bean, Smith and Jones, Have I got news for you and, err, Sooty! Brill.

YOU COULD BE THE MIC

WIN THE ULTIMATE MICKEY MA AND BE THE ENVY OF ALL YO

1ST PRIZE:
- 3x Framed Mickey Mouse sketches taken from the game's original artwork.
- A copy of Mickey Mania on all three formats (Mega-CD, SNES and Mega Drive).
- A Mickey merchandising goodie bag.

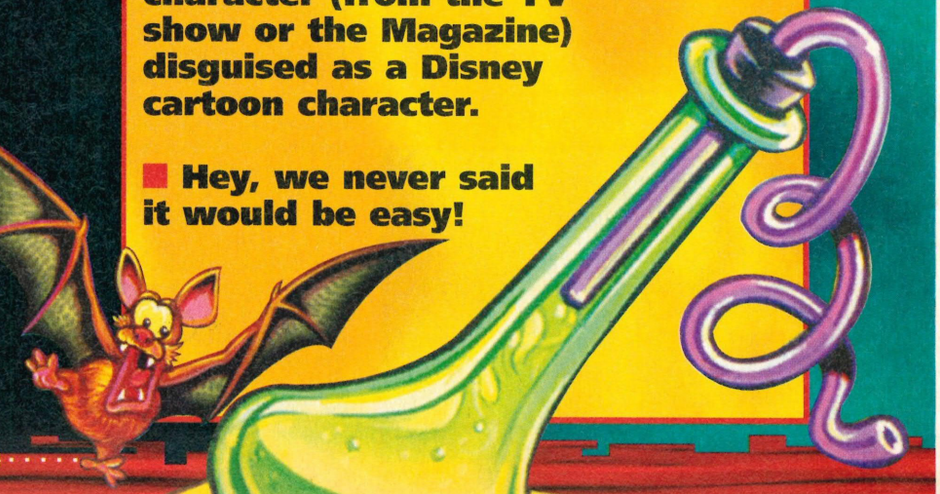
2ND PRIZE:
- 1x Framed Mickey Mouse sketch
- A copy of Mickey Mania on the format of your choice.
- A Mickey merchandising goodie bag.

3RD PRIZE:
- 1x Framed Mickey Mouse sketch.
- A copy of Mickey Mania on the format of your choice.

5 RUNNERS UP
- A Mickey merchandising goodie bag.

To tie-in with the release of Sony's brilliant Mickey Mania, we have a fantastic chance of a lifetime for Games World: The Magazine's Disney fans to win original framed Mickey Mouse sketches taken from the game itself. These sketches cannot be purchased anywhere and are exclusive to our readers.
To win one of the fantastic prizes listed above, all you have to do is:

- **Send us a colour drawing of your favourite Games World character (from the TV show or the Magazine) disguised as a Disney cartoon character.**
- **Hey, we never said it would be easy!**

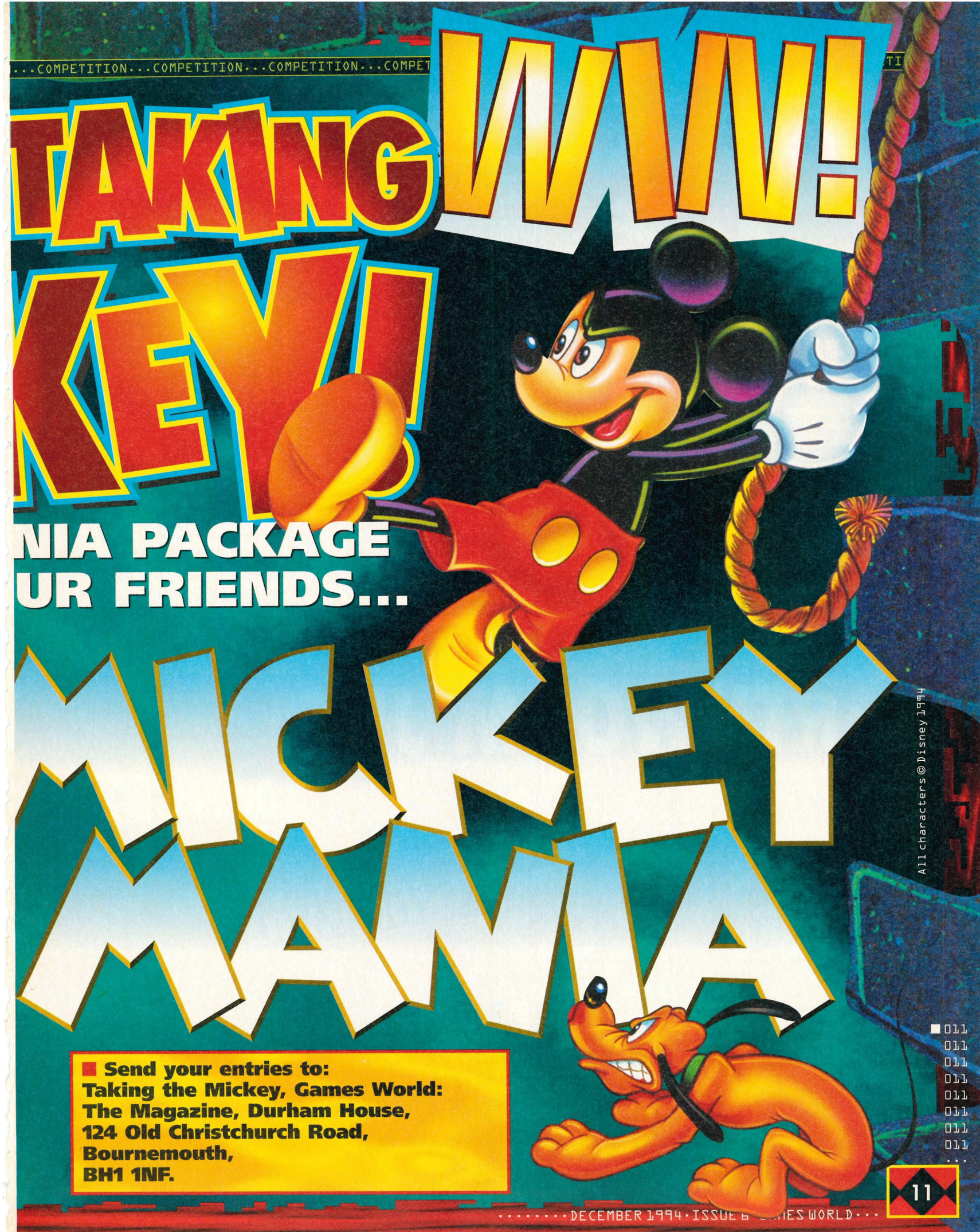


TAKING KEY!

WIN!

NIA PACKAGE
UR FRIENDS...

MICKEY MANIA



All characters © Disney 1994

■ **Send your entries to:**
Taking the Mickey, Games World: The Magazine, Durham House, 124 Old Christchurch Road, Bournemouth, BH1 1NF.

4-PLAY!

UNSTOPPABLE!

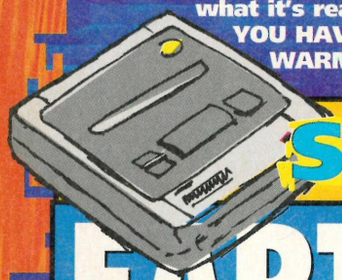
The ultimate accolade any game can obtain is the 'Unstoppable!' stamp. Awarded to games achieving 90% or more in the 4-Play section, this is the mark of a truly classy piece of software, a 'must buy' item, a possible Game of the Year.

REVIEWS WARNING

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

REVIEWED 4 YOU!

- Aladdin
- Alone in the Dark
- Alone in the Dark 2
- Brett Hull Hockey
- Brutal
- Bubsy II
- Burn: Cycle
- Desert Strike
- Desert Tank
- Dino Dini's Soccer
- Dragon
- Dragon's Lair
- Earthworm Jim
- Ecco: The Tides of Time
- Ernie Els Golf
- ESPN Baseball Tonight
- FIFA Soccer '95
- Full Throttle Racing
- Generations Lost
- Gridders
- Guardian
- Jurassic Park Rampage
- Lemmings 2
- Lethal Enforcers 2
- Madden '95
- Mickey Mania
- Micro Machines 2
- Micro Machines
- Probotector
- Psycho Pinball
- Ren & Stimpy: Time Warp
- Return to Ringworld
- Robinson's Requiem
- Rugby League Coach
- Seaquest DSV
- Secret of Mana
- Soccer
- Sparkster
- Sparkster
- Star Control II
- Star Crusader
- Tarzan
- The Adventures of Batman and Robin
- The Lion King
- The Misadventures of Flink
- The Tazmanian Devil
- Theme Park
- Tiny Toon Adventures: Wild and Wacky Sports
- Troy Aikmen
- Universe
- Vortex
- Wing War



SNES GAME OF THE MONTH!

EARTHWORM JIM

SYSTEM: SNES
PRICE: £44.99 SIZE: 24 Mbit
PUBLISHER: SHINY ENTERTAINMENT

A lot of people make feeble attempts to knock my namesake Dave Perry's continual dedication to the platform game genre, but when he is able to repeatedly turn out games of this quality, you begin to understand the method behind his single mindedness. *Earthworm Jim* is witty, addictive and very challenging. The genre may be unoriginal but this is a different kettle of worms. **DAVE**

Worms have always been seen as slimy, horrible things. Nasty to everything except birds and gullible fish. Hook them, don't love them! Then what happens? The guys at Shiny give one an alien spacesuit and, look at it – the best game character to appear in ages, the best game to appear in ages, the best graphics to appear in ages. I could go on, this is bizarre and wonderful. A must. **NICK**

I've seen some slick SNES games in the past but they're all put to shame by the sheer brilliance of *Earthworm Jim*. The mixture of platforms, 3D, humour and craziness make a game that's impossible to put down. You'll just go wow at the graphics and smooth animation all made possible by the 24 Mbits in this cart. I am very impressed with this – definitely one that deserves to be Game of the Month. **NICK R**

This is great fun and not only does it leave a lot of other games feeling inadequate in the gameplay department but it looks and sounds good too. Although it's bright and colourful, the sense of humour in here is about as black as you can get. It's got big guns and nasty monsters, but the whole thing is just a joy to look at. Contemplate buying this as soon as you can. **ADRIAN**

OVERALL 94

UNSTOPPABLE!

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

BUBSY II

Bubsy 2 contains all of those awful cat puns that featured so notably in the original but, as far as gameplay goes, it would seem that the bobcat has certainly clawed his way up the food chain. With sub-games, a choice of weapons and useful items, non-linear gameplay and a range of options to make most of its competitors blush this is worth a look, even in this platform flooded month. **DAVE**

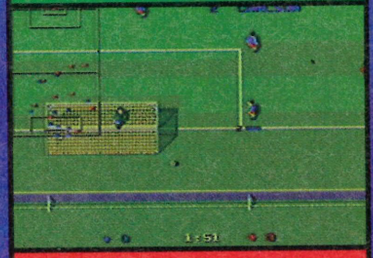
I really wish they put this furball out of its misery after its first outing. Alright, it was never a bad platformer but it's just not one I'd return to again and again. Graphically smart, with some neat sounds and speech samples, but with the addictive qualities of a damp squib. A very pretty and fast platformer, but a standard platformer nevertheless. Even the sub-games aren't prime chunk kittykins. **NICK**

I've heard a few complaints about this but I can't really see why I found the game's a riot to play. All the moans people had with the original game have been put right and there's so much variety between levels that you won't be able to put it down. My fave moment is when the bobcat gets to fly a little red plane. A great game with some lovely cartoon animation and sound effects. **NICK R**

I'm afraid Busby loses out this time to *Jim* and I can't help but wonder if some games designers are bad at their job or if someone actually tells them to make games like this. The levels are too big and sprawling and, inevitably, there will be places that you miss. The graphics no longer suit the game like they used to and Bubsy still has those annoying little sayings. Forget about this. **ADRIAN**

OVERALL 83

SYSTEM: MEGA DRIVE
PRICE: £49.99 SIZE: 8 Mbit
PUBLISHER: VIRGIN



DINO DINI'S SOCCER

A lot better than the SNES version but it still strikes me that this is just the same idea that was behind *Kick Off* dragged out and stretched until it has become so thin that it is almost transparent. First it was repackaged as *Goal!* now *Dino Dini's Soccer*, someone has run out of ideas. I think we are not wrong to expect a little more polish from soccer games these days. Very mediocre. **DAVE**

With the introduction of *Sensible Soccer* and the slow demise of Dino Dini's original *Kick Off II* as the choice of the next generation, *Dino Dini's Soccer* is a definite step in the right direction. It's like Star Trek: the Next Generation, in many ways superior but it will never be as recognised as the original. However, I love it. It's a game that takes time to get to grips with but it's well worth it – believe me. **NICK**

Nick W thinks this game is the bees-knees in soccer simulations but I can't really see it myself. Okay, the main game is quite smart with fast paced action and lots of options to keep the soccer mad gamers happy but there are lots of tatty bits and bobs that spoil the game in my book. Like when you score a goal – the ball and player go through the net! Not the best soccer sim in the world. **NICK R**

Dino Dini was responsible for *Kick Off* and now he's seen the light and turned his hand at producing football games for the 16 bitters. Just like so many football games recently, *DDS* takes an overhead view and plays the game from top to bottom. There are all the usual options like free-kicks and yellow card offences but this footy release just bores the pants off me I'm afraid. An own goal. **ADRIAN**

OVERALL 77

SYSTEM: MEGA DRIVE
PRICE: £44.99 SIZE: 24 Mbit
PUBLISHER: SHINY ENTERTAINMENT

EARTHWORM JIM

Dave Perry's earthy hero looks set to storm the market on both formats and, whilst we've chosen the SNES version as our Game of the Month, that's taking nothing away from this title. Wacky bosses, booming sound effects and some of the coolest enemies I've ever seen, this is a surreal trip into an action-packed world that will have you sat playing until your firebutton finger bleeds. Cool! **DAVE**

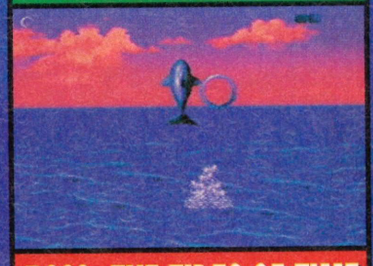
I had never done a crazy thing before in my life before that night – then it happened. I duly plugged in an innocuous looking cart and was absorbed in a game of such incredible pace, graphical delight and gameplay entertainment that I couldn't believe it. This is the business as far as shooting platformers go, it simply has everything going for it with garlands of tinsel and a pretty fairy on the top. **NICK**

Well, the Super NES version has got Game of the Month but the Mega Drive comes in a close second. This game has everything that the SNES has with some excellent animation on the little wormy fella himself and levels packed full of surprises. The music and sound effects are top notch too but the game just feels that bit better on the SNES. Definitely worth a purchase on the MD! **NICK R**

The Mega Drive version is slightly less colourful and harmonically gifted than the SNES version (which got all the honours) but it's still stunning. Jimmy boy is the sort of strange and daft hero who might just end up saving the universe one day, and for that I'll gladly play this through the night as homage to my saviour. Jim is cool and that's that. Oh, and he's in a great platformer too! **ADRIAN**

OVERALL 93

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



ECCO: THE TIDES OF TIME

Ecco was a huge success, but I can't help wondering whether a lot of that was due to novelty value. *Ecco 2* is more of the same but bigger, with much improved graphics. Many of the playing areas are stunning and there are even 3D sections with Ecco viewed from behind, swimming and leaping through rings...hang on, didn't they adopt this formula with Sonic 2? I see a pattern forming... **DAVE**

I like showing off my biological knowledge in the Games World offices, right down to arguing with Ade that Dolphins are big fish, and the fact that they have lungs is an irrelevance – just there to put us off the scent from their plans to take over the world's oceans. With *Ecco 2* my notion was backed up as Dolphins are clever, cute and can time travel. Totally excellent. But, beware the dolphin! **NICK**

Fed up with all the endless beat'em-ups and shoot'em-ups? Well, here's a swim'em-up sequel that everyone is going to love. *Ecco II* takes the addictive formula of the original game and adds new levels and a variety of sub-games to enhance the gameplay. I really love the stage where Ecco is seen from the back and jumps out of the water to go through rings – brilliantly done. **NICK R**

Is *Ecco* Tuna friendly? I don't know, but what I do know is that this game has a great big blue dolphin in it who jumps through hoops just for a barrel of fish. More of the same seaweed frolics with our salmon- smelling friend as he traverses over 20 levels of strange and distant lands still trying to stir-fry the Vortex. Still the same fast swimming about sort of gameplay – and it plays well too. **ADRIAN**

OVERALL 86

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

FIFA SOCCER '95

The main improvement on the original *FIFA Soccer* in this version is the increased realism of the gameplay. Intelligent heading, fluent passing movements, much improved animation and the elimination of that annoying C button problem. There are also lots of nice touches like being able to use your pad to initiate cheers, klaxons and fireworks just to rub it in when you score. Away the lads! **DAVE**

FIFA '95 is, to all intents and purposes, the ultimate soccer game. Solving all the original *FIFA Soccer's* gameplay problems, and giving a better selection of teams and more realistic control over the players. Although the graphics haven't changed much I love it and, so long as I can get decent competition in the office I'm happy. Unfortunately I can't. Buy it, practice it, then give me a call. **NICK**

Football games are everywhere whatever console you own and there's another big batch on the way – so which do you choose? Well from the ones I've played recently *FIFA Soccer '95* has to be one of the best. It uses a different viewpoint from the others with a 3/4 sideways view and is packed with great presentation screens and all the varied strategy options that you'd expect. **NICK R**

It never ceases to amaze me that people are still churning out these soccer games. At one point it was a diet of platform and shoot'em-ups, but now it's football games. *FIFA '95* on the MD looks the same as the first game but there are a load of differences that make this radically different from the first. The players have new animations, they're more intelligent and there are more teams. Neat. **ADRIAN**

OVERALL 91

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

JURASSIC PARK RAMPAGE

This is a game that deserves to be placed inside a microwave, not a console. They have taken the original Sega version of *Jurassic Park* and messed it up beyond recognition. The animation is jerky and the characters have a strange blue fuzz around them, as for the real stars... the dinos, they are just taken straight from the previous game. This is destined for extinction. **DAVE**

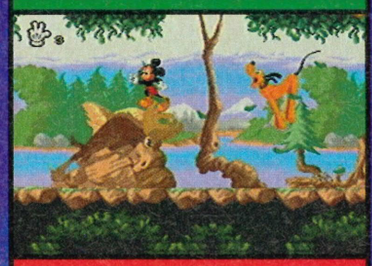
Am I supposed to say it's OK? I don't mind but I do mind. This is another average kinda game that really has no right to exist amongst the quality of games coming out at the moment – this month has the best selection since Games World came on the scene so a game has got to be good to survive. This isn't up to standard. It lacks the gameplay that would pep up the bland graphics. **NICK**

With the Jurassic Park video now in the shops I suppose it's as good a time as any to bring about another game starring those prehistoric predators. This time you get to choose between Grant and a Raptor and there are some great sequences from the original book that weren't even included in the film, like the river scene with the T-rex. A good dinosaur blaster for *JP* fans everywhere. **NICK R**

Jurassic Park Rampage is a total cash-in on the movie that was so successful last year. Unlike that film, *JPR* is not brilliant and will not earn loads of money. The graphics are not as crisp as the first game and the whole game is dull to play. The dinosaurs disappear after you've shot them and do not stay put on the floor – the way that dead things usually do! Shoot it in the face. **ADRIAN**

OVERALL 35

SYSTEM: MEGA DRIVE
PRICE: £44.99 SIZE: 16 Mbit
PUBLISHER: SONY IMAGESOFT



MICKEY MANIA

Mickey Mania follows the world's most famous rodent throughout his illustrious film career. Starting out as black and white, the game gradually becomes coloured as you progress. All very nice, but it lacks that certain excitement factor that can turn a game into a huge success, at the end of the day it is just another cartoon platformer, despite the addition of the obligatory 3D chase sections. **DAVE**

The world's a twisted place. A mouse having so much power over the ethos of the western way of thinking. This is an absolutely wonderful game, with some of the most beautiful animations with 3D and rotational effects usually reserved for Super NES games. The main quibble is its ease to get to grips with and complete on the standard level, but it looks incredibly lush. Walt would be ecststatic. **NICK**

When I plugged this cart into my Mega Drive I couldn't believe how similar to the Super Nintendo version this is. All the presentation, graphics and levels are identical down to the last attack pattern. It's a fantastic game though packed with Disney magic from start to finish, but perhaps a little too easy. I played almost through to the end on my first attempt at the game. Nice, but not very challenging. **NICK R**

Mickey Mania offers the Mega Drive an unparalleled experience with its lovely graphics. Guide Mickey through some of his previous cartoons and kill a few of those bad guys that he's encountered over the years. The game starts off simply enough, but later the tempo is stepped up providing more of a challenge. Better than most platformers, *MM* will have you entranced. **ADRIAN**

OVERALL 86

SYSTEM: MEGA DRIVE
PRICE: £44.99 SIZE: 12 Mbit+J•CART
PUBLISHER: CODEMASTERS

MICRO MACHINES 2

Apart from the many new courses and vehicles to control, *Micro Machines 2* is also the latest Codemasters release to utilise the J•Cart which means that up to four players can join in the race without needing an external adaptor. Although many of the new tracks seem a little too skiddy for my liking, this is massive, fun, and won't disappoint. It even has Jeremy Daldry in it. Cool! **DAVE**

Micro Machines was always one of my favourite two player games. It may not have had the looks but it positively bubbled in the gameplay stakes. So how can it improve? By adding another two suckers into the action, that's how. Four players means double the fun – a great laugh but I would have liked to see more of a graphical improvement instead of Codies resting on their laurels. **NICK**

I was totally in love with the original *Micro Machines* playing it do death. Now, this stonking sequel is here and has taken the highly addictive game engine and thrown in all sorts of new options and graphic additions to blow your mind. You can now have up to eight players on screen at any one time with two on each joypad – now that's one for parties! this is an essential purchase! **NICK R**

It's not very often that sequels are better than the original but this definitely is and not only does it take the biscuit for doing so but it dunks it in a warm frothy mug of cocoa as well. With up to an astonishing 16 players... all at once, *MM2* really is the race game of the year on home formats with some smart graphics and great racing fun. Purchase this new release immediately. **ADRIAN**

OVERALL 90

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

PROBOTECTOR

■ A kick-ass game on the SNES that has long had Mega Drive owners going green with envy, the chance has now arrived for Sega players to enjoy the top-notch blasting action that this title delivers. Huge bosses, tons of power-ups and tough levels make this an adrenaline rush from start to finish and gives the Sega catalogue a game it has long been deprived of – a decent shoot'em-up. ■ **DAVE** ■

■ If you like your games with guts, explosions and challenge then this is definitely for you. Graphically very impressive as you would expect from Konami, *Probotector* will challenge the most hardened gamer. It's a shame Konami changed the characters to robots as I'm sure you'd like to rip out his still beating heart out of his chest so he can see how black it is before he dies – wouldn't ya? ■ **NICK** ■

■ This has got to be one of the slickest Mega Drive games that I have ever played. All the animation, backgrounds and sound effects are simply faultless. There's just one area that it falls down on, the difficulty level. Even when I was playing at my very best I kept on getting killed early on in the game. This bumped up the frustration level too far for me but I still kept coming back for more. ■ **NICK R** ■

■ Is there really a need for this many explosions? I mean there are explosions and then there are *Probotector* explosions. It's the same with other Konami titles. Maybe this is to hide the ferociously difficult gameplay that's hidden underneath all these detonations and the extreme amount of gunfire that is let off in this game. One for hardcore shoot'em-up fanatics only as the rest of you might get scared. ■ **ADRIAN** ■

OVERALL 89

SYSTEM: MEGA DRIVE
PRICE: £44.99 SIZE: 12 Mbit
PUBLISHER: CODEMASTERS

PSYCHO PINBALL

■ An interesting release featuring an armadillo called Psycho as a pinball, being flipped and buffeted about. This is the best pinball sim you are going to find for your Sega console, but I still don't really understand why anybody would want to play pinball on a TV screen. For me there seems to be very little point to the whole exercise, but if that's what you want then this is the cart for you. ■ **DAVE** ■

■ It's pinball and it's got an armadillo in it. Anyway, forget the armadillo-type thing, beneath the gloss you'll find a pinball challenge of an incredibly high calibre. Smooth graphics, kerchinky sounds and addictive appeal. And the armadillo parts? Well, there are the occasional sub-games if you want them. Me? I'd rather flip between tables. The best pin-table sim on a home console. ■ **NICK** ■

■ Codemasters have got me hooked again! *Psycho Pinball* is simply the best pinball game you'll ever be able to buy for your Mega Drive. There are four main pinball tables to play, packed with different features and boasting highly realistic ball control. Each has it's own sub game too and these are what kept me coming back for more. Perfect pinball – you'd be a fool to miss out on this! ■ **NICK R** ■

■ Pinball games have to be terribly good if they are to succeed in life, after all, they're simple things that gobble money in arcades. So if it's going to work then it's got to be good. Sadly, it is. I say sadly as Codemasters keep bringing out these brill games and I can never fault them. There are four tables and four sub-games so that should keep you happy for a while... hopefully. ■ **ADRIAN** ■

OVERALL 84

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

SPARKSTER

■ Always a dark horse, Konami's rocket powered possum may not be as high profile as many of this month's red-hot platform releases but he packs a powerful punch. This Mega Drive version is the most action-packed of the two and is certainly going to appeal to hardcore gamers who like their D-Pad fun frantic and tough. *Sparkster* picks up right where *Rocket Knight* left off. ■ **DAVE** ■

■ The Rocket Knight is back, this time with loads more powers against the killer pigs and things. The original was great but this is far better with smooth and colourful graphics and varied tasks and the sounds are typically hippy chick platform jingles. Possum fans will be pleased, people with no knowledge of the little creatures will be pleasantly surprised. Swish platform action. ■ **NICK** ■

■ *Sparkster* is a very strange game. At first it looks just like any other platform shoot'em-up but after a couple more plays you'll soon find out that this is anything but ordinary. The moves the main character can pull off are unique to this game and some of the level layouts are really tricky – I actually got completely stuck a couple of times. A nice looking game but one to play before you pay. ■ **NICK R** ■

■ Sparkster. That loveable rogue (or rodent, even) returns for yet more fine platform fare and is up against a larger horde of beasties than before. The gameplay on *Sparkster* is nothing new, but the way that the whole game is put together makes it extremely enjoyable to play. It's colourful and sounds great and is a hard enough challenge to make it a worthwhile buy. ■ **ADRIAN** ■

OVERALL 87

SYSTEM: MEGA DRIVE
PRICE: £44.99 SIZE: 24 Mbit
PUBLISHER: DISNEY SOFTWARE

THE LION KING

■ Splendid platformer that remains faithful enough to the movie to guarantee success. Enough variety and surprises to keep you interested right to the end, this cart is so polished that it positively dazzles on-screen. Surprisingly challenging and predictably charming, it will be interesting to see which out of this, *Earthworm Jim* and *DK Country* sells the best. Check it out. ■ **DAVE** ■

■ Just as swish as the classic *Aladdin* with marvellous animations and bold sounds, *The Lion King* has one big improvement – gameplay. While it may well be a platformer to yo and, me this has a challenge that goes up as you progress through the game. A release that will appeal to everyone with its bright and brash colours, and happy characters. Also, it's so damn cute! ■ **NICK** ■

■ Disney Software have done another excellent job with the Mega Drive version of *The Lion King*. The animation has come directly from the people who actually created the movie so you know you're in for a treat. The main moan I have with the game is that the early levels are a bit tricky. The appealingly bright and cheery colours hide a tough challenge. A good-looking game though. ■ **NICK R** ■

■ Apart from a few cosmetic changes, *The Lion King* on the Mega Drive is no different than the SNES version with little Simba scurrying around like a fast scurrying thing. The sound isn't as good as the SNES, but it is very good indeed – pat on the back to young Elton! Graphically, it's good and it plays very well. Just scurry along and test it out for yourself if you don't believe me. ■ **ADRIAN** ■

OVERALL 86

SYSTEM: SNES
PRICE: £49.99 SIZE: 8 Mbit
PUBLISHER: VIRGIN

DINO DINI'S SOCCER

After a tidal wave of second-rate soccer games this summer, along comes one that makes you think you were a little harsh on all the others. Poorly animated, no feeling of atmosphere or excitement and a constant stop-start style of gameplay that kills any flow, I am disappointed after being such a big fan of the *Kick-Off* games years ago to see the same formula being so badly messed up now. **DAVE**

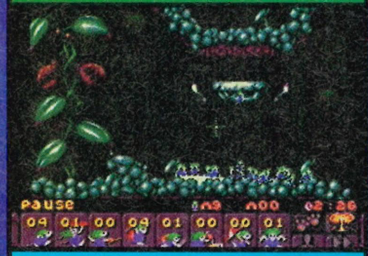
It's like people only do things for money, and that's really sad. However, why not? This is why not. It wouldn't be a shame if *Dino Dini's Soccer* never made its appearance on the SNES. Unlike its Mega Drive namesake this is shallow with less features, dodgy artificial intelligence and it isn't done by Dino Dini – and it shows. This has plenty of sensible opposition that's a whole heap better... **NICK**

I don't know what it is with me and soccer games but whatever I seem to do I get absolutely thrashed! This new one from Dino Dini has some neat touches that others I've played haven't included like a ref that actually gabbles as he tells you off and two views of the pitch – one close up and one from further away. It's a really slick game that all fans of console soccer will be instantly at home with. **NICK R**

Apart from the *FIFA* range of games, soccer games and I do not get along at all well as a rule. *DDS* is another fine example of our mutual hatred for one another. looking at the game from an aerial perspective, you play from top to bottom and well, kick the ball into the back of the net. It's a football game that has a lot of potential Brian but, sadly, only soccer fanatics will appreciate this. **ADRIAN**

OVERALL 58

SYSTEM: SNES
PRICE: £59.99 SIZE: 16 Mbit
PUBLISHER: PSYGNOSIS



LEMMINGS 2

Everyone who has been waiting for the sequel to *Lemmings* will be more than impressed with this cart as it brings a twist to the original game. But for me, I don't think *Lemmings* works particularly well on the console, it was designed to be played with a mouse and can be a bit of a struggle with a joypad. Also the sprites on this version seem to be the smallest ever. Buy it if you must. **DAVE**

Lemmings. Little fluffy wuffy things that like to jump off cliffs. Good for them, live and let die. Yet once more we have to stick our meddling fingers in and save them from a fate worse than they wanted – famine, disease, pestilence. Anyway this is the console version of the ageing Amiga sequel and it shows. Nice and cute graphics, an over-fiddly game system but addictive fun nevertheless. **NICK**

I really enjoyed the original *Lemmings* game, of course it was an original idea then and everyone went wow over it. Now the second in the series has come to the consoles and there is so much more in it – you won't believe it! All the visuals are small but perfectly formed with lots of new animations for the new tools that the Lemmings can use. This is one game that's going to keep me up late at night. **NICK R**

More Lemming fun now as we are subjected to more and more of these tiny suicidal critters. This time though, there are 12 tribes each with their own terrain. There's a Space, a Beach, and a Highland tribe with more and more tribes scattered around. Point and click on the little suckers to make them do what you want and, voila, instant game. Stay away if you hate the lemms. **ADRIAN**

OVERALL 71

SYSTEM: SNES
PRICE: £44.99 SIZE: 16 Mbit
PUBLISHER: SONY IMAGESOFT

MICKEY MANIA

Mickey arrives on the SNES in a colourful game (well, after the first few screens anyway), that looks set to be a big seller over the next few months. Faithful to many of the rodent's most famous cartoons, this will please Disney fans but may prove a little too bland for many gamers' tastes. A competent platformer that never catches fire, this quality release just lacks an edge. **DAVE**

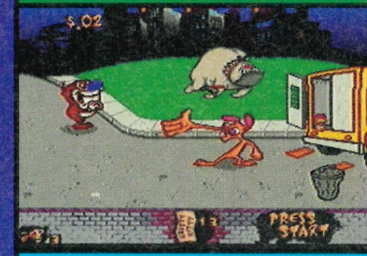
Vermin as the heroes of Western nations, now that's sad. And going back HOW MANY years? Well this celebration is probably the best Mickey Mouse game yet. The animations are splendid and the graphics are bright, and colourful with some great effects thrown in. However, the gameplay gets stuck in the challenge mousetrap and even on the hard level it is really far too easy. **NICK**

Good old Mick, you can count on him for an excellent game. I simply adored *Mickey's Magical Quest* on the SNES and this platform extravaganza is even better! It's clever the way each level is a different Mickey cartoon, the animation in some is almost identical to the original with Steamboat Willie making an appearance from the very first MM cartoon. It's squeakin' brilliant! **NICK R**

The three-fingered mouse has another game that's sure to please all the Disney fans amongst you. Some smart graphics and lovely sound complement the pleasant gameplay rather well. It starts off on the 'strip' of Steamboat Willie and goes through more familiar cartoons – you can even interact with some of the scenery. A most delightful little game that deserves some attention. **ADRIAN**

OVERALL 85

SYSTEM: SNES
PRICE: £44.99 SIZE: 12 Mbit
PUBLISHER: T•HQ



REN & STIMPY: TIMEWARP

Attempting to take surreal cartoon characters and transfer their humour to a game format never really works. Apart from the usual array of amusing comments and facial expressions, this is a dog of a game that suffers from bad collision detection, confusing objectives and no real polish. I can appreciate what the programmers were trying to do, but it just hasn't come off. **DAVE**

The psychotic duo make their appearance on the SNES in what I thought would be a dodgy conversion – I wasn't holding out too much hope. However, *Ren & Stimpy: Time Warp* came as a pleasant surprise. Not the greatest game – I wouldn't rush out and buy it – but it has some novel features, true to the show and plenty of humour to keep your belly jiggling at a frequent rate. **NICK**

If you're a fan of this nutty duo then this SNES cart is right up your alley. All the crazy antics of the TV show are included in the game with zany animation galore. I particularly like the way two players can play on screen at the same time, helping each other out as they go along. Ren can jump on the back of Stimpy and go for a piggy back or poor Ren can be used as a weapon – Mudskipper-tastic! **NICK R**

They're mad and they look stupid, but Ren and Stimpy have another mind-bending game for you to play. Guide either Ren or Stimpy through horizontal scrolling landscapes while avoiding the various nasties. The look of the game is similar to that of the actual cartoon and the crazy sounds are good too. However, *R & S* is a bit simple and might just bore the more proficient among you. **ADRIAN**

OVERALL 78

SYSTEM: SNES
PRICE: £39.99 SIZE: 16 Mbit
PUBLISHER: NINTENDO

SECRET OF MANA

Viewed from above as console adventures of this type usually are, this game benefits from having a much higher level of player interaction than most. You play it almost like a hack 'n' slash game, using the firebutton to cut down bushes or swipe at enemies. Meantime, you still have to interact with characters and solve problems along the way. Recommended. **DAVE**

Secret of Mana has been out on import since early this year but us Brits get it ages afterwards, it's so annoying. Anyway it's a good job this game is a corker or I would have flipped. *Zelda*-esque, with three cutesy characters, this is a RPG with balls – and a difficulty curve that pokes you in the eye. It gets tricky later on in the game so you're certain to be burning the midnight oil. **NICK**

If you loved *The Legend of Zelda* on the SNES then you're going to go wild for *Secret of Mana*. It's along the same lines with a story you'll instantly fall in for and small but perfectly formed graphics throughout. There's so much in the game, you'll never get bored and the difficulty level seems just right. I've completed *Zelda* so I'm looking forward to getting stuck into this new Nintendo masterpiece. **NICK R**

Zelda is highly regarded as one of the finest RPG's on the SNES and there really haven't been any contenders to kick Link and Co off the top of their pedestal. Now comes *Secret of Mana* and, like *Zelda*, this is full of nasties, magic items, and all manner of people to get busy interacting with. The graphics are very colourful and the sound is decent enough. Check this out if you liked *Zelda*. **ADRIAN**

OVERALL 87

SYSTEM: SNES
PRICE: £49.99 SIZE: 8 Mbit
PUBLISHER: KONAMI

SPARKSTER

Over-shadowed by the huge amount of hype surrounding some of the higher profile platform releases this month, *Sparkster* is what's known as a 'sleeper'. It may not have all the fuss surrounding it that its competition has, but it delivers big time in the game stakes and might just prove to be the best buy for more serious platform gamers looking for a real challenge. Try it out, you'll be glad you did. **DAVE**

New and fresh-faced on the Super NES, *Sparkster* makes a stunning debut. In my opinion it's better than both the Mega Drive version because the game itself has so much more thrills and nibbles to chew on. Graphically excellent, with plenty of surprising graphics level tweaks and different sprite actions. It's a game I would play again and again. How do I know that? Because I already have... **NICK**

There's something about *Sparkster* that doesn't appeal to me but I can't really put my finger on it. The controls are a little weird at first and the abilities of the main character will be alien to fans of platform shoot'em-up games but these niggles are soon put right after a few plays. The visual effects on the water look great though. An action-packed game that I'm sure many will love. **NICK R**

Sparkster's not your average everyday kind of possum. Sparky (as he's affectionately known in the office) is a Rocket Knight and that means he can fly all over the place with his fancy backpack. Each of the levels are absolutely huge and they're gorgeous to look at. *Sparkster* is a brill game with some really neat features like the power-up rocket and the flip attack. Great fun. **ADRIAN**

OVERALL 86

SYSTEM: SNES
PRICE: £59.99 SIZE: 16 Mbit
PUBLISHER: KONAMI

THE ADVENTURES OF BATMAN & ROBIN

Excellent graphics do not a great game make. Stunningly faithful animations that hark back to *Batman the Animated Series* give this cart an instantly modern appearance, but even though it is better than any other batman game before it, the flashy visuals cannot hide that this is a game with dodgy collision detection, lost somewhere between scrolling beat'em-ups and platformers. **DAVE**

This has quite simply some of the neatest graphics and animations – they don't look much in the still screenshots but they move with amazing fluidity. The game captures the mean and moody feel of the animated story and the diversity of Batman's arch rivals. Yes, I like this, and as a game it really does pose a serious challenge to your gaming skills. Holy macaroni, this is good! **NICK**

On the surface this game seems like just another cash-in on a comic book licence but after a few plays I'd completely changed my mind. There are so many neat touches in the game to enjoy. I especially like the roller coaster where the viewpoint switches from sideways to straight on in one swoop – excellent. If you're a Batman fan get this now, you won't regret it. **NICK R**

This is the game of the animated series and by heck is it tough. Like the caped crusader, this is just as hard to crack with some fierce levels that will easily catch you unawares should you dawdle around expecting a walk-over. It looks good and the sound is as perfect as anything I've ever heard. All the favourites like the Joker and Poison Ivy are here each with their own level. Don't miss it. **ADRIAN**

OVERALL 83

SYSTEM: SNES
PRICE: £49.99 SIZE: 24 Mbit
PUBLISHER: DISNEY SOFTWARE

THE LION KING

This version of Virgin's game of the hit Disney movie certainly does the soundtrack the most credit. It also contains some beautiful animations. This may be 'just' another platform game, but it is a very good one and contains some genuinely challenging sections. Why is it that every platform game at the moment seems to contain a 3D section of some kind? I think I know... **DAVE**

This is a fine showing of just what platform games should be like, visually stunning, tranquil musak, and gameplay with the challenging appeal of a tangled net – it's not that easy to start with and the learning curve is well considered. The graphics are gorgeous, bright and bold and real to the movie, and the animations are excellent. A truly ahh-inspiring game of the first degree. **NICK**

I haven't seen the Disney movie yet but if the game's anything to go by it's going to be an instant classic. The animation of Simba the lion cub is simply excellent. There are some ingenious methods of moving around the game, like riding on an ostrich's back and swinging on the hippos' tails. There's quite a tough difficulty level though that'll knock down the replay factor for many gamers. **NICK R**

All this fuss over one film, I have yet to see it, but if it's like the game then I'm in for a treat. It's lovely to look at and the sound is brilliant. As for the gameplay, it's a bit tough in places as there are some really tricky jumps to make and if you're so far as a pixel out, then you'll fall to your doom. This basically combines the good bits of all previous Disney games. I can't wait to see the film. **ADRIAN**

OVERALL 89

DRAGON

■ Mega Drive ■ £49.99
■ 16 Mbit ■ Virgin

■ The film is long gone but the game has finally arrived from Virgin. Starring that main man, Bruce Lee, this is a beat'em-up that follows his life and the storyline of the cinema hit. One feature that makes this stand out from the crowd of other beat'em-ups is the three player option! Three characters on screen at once beating the hell out of each other, smart. Not the best game around and a bit too late to cash in on the Dragon hype.

OVERALL 78%

GENERATIONS LOST

■ Mega Drive ■ £39.99
■ 8 Mbit ■ Time Warner Interactive

■ This isn't exactly the sort of platform adventure game that shouts at you from the shelves and it doesn't look like much but there's a challenging game in here if you can be bothered to give it a try. The early levels are a little off-putting though, making the casual player not want to persevere for long. There are some nice backing tracks and sound effects which perk things up a little. Nothing ground-breaking but fun for a while.

OVERALL 67%

LEMMINGS 2

■ Mega Drive ■ £49.99
■ 16 Mbit ■ Psygnosis

■ Not more bloody Lemmings, oh sorry, that's another game isn't it? We've begun to hate Lemmings after a nasty incident on level 20 – It was a tad harsh. Anyway, for those of you that like harshness in copious amounts then this is certainly for you as there are plenty of levels that will keep you wide-eyed and eager for more until the early hours. If, on the other hand you prefer jumping off cliffs for real...

OVERALL 71%

LETHAL ENFORCERS II: GUN FIGHTERS

■ Mega Drive ■ £44.99
■ 16 Mbit ■ Konami

■ More violent fun as the second in the line of Konami shooting games comes blasting onto your Mega Drive. Not only is there more bad guys, but they're western bad guys, from out of the movies and stuff, so you can kill them and not worry about it... because they're dead already! If you need to go and shoot someone then get this – you'll need the target practice. Some good graphics and a varied selection of guns makes this fun.

OVERALL 76%

■ SYSTEM: SNES
■ PRICE: £49.99 ■ SIZE: 8 Mbit
■ PUBLISHER: KONAMI

TINY TOONS ADVENTURES: WILD AND WACKY SPORTS

■ Another bunch of wacky characters challenge for the cutest toons on console. *Wacky Sports* is the polished kind of product that we have come to expect from this series but, unfortunately, although fun for a while, the silly events, like ice cream throwing and a chicken dash to the end of a cliff, lose their novelty all too soon. This may just be a little too sickly for most gamers. Too limited. ■ **DAVE** ■

■ This is weird. Now don't get me wrong but the game designers must have been on some strange illicit substance when they created this as some of the challenges are just plain bizarre, even the scoring system in four-player is a bit obtuse although it adds to the group playing fun. A smart game with lush Tiny Toon visuals and effects, but not with an 'I must play again and again' feel. ■ **NICK** ■

■ When Konami and Warner Bros get together you know you're going to get a great game out of the deal – just take a look at *Animaniacs* elsewhere in this issue! I simply loved the original *Tiny Toons* game and this takes a different approach with a semi-sports sim style, but packed with the cute toons and great graphics. The only moan I have is that there's just not enough of it! ■ **NICK R** ■

■ Sports games have never really been my forte and are normally relegated to the back of my cupboard. *Wacky Sports*, however, is just that bit different to warrant some serious investigation. It's colourful and bright, just like the cartoon show, and the games are fun, and at times difficult to play. The only real problem is that all of these levels will become a tad boring after a while. Good, but not great. ■ **ADRIAN** ■

OVERALL 79

■ SYSTEM: SNES
■ PRICE: £59.99 ■ SIZE: 4 Mbit+SFX2
■ PUBLISHER: SONY IMAGESOFT

VORTEX

■ Originally entitled *Citadel* and expected to be the second FX chip game, *Vortex* has taken a long time getting released, maybe too long. The morphing graphics of the various vehicles and the overall pace were impressive when I first saw them a year ago, I find it hard to get excited about them now. Although I'm sure it will sell well, I am not a great fan of vector graphics. ■ **DAVE** ■

■ *Vortex* is another of those Super FX games, and another one that doesn't fulfil its potential, this is like *Star Wing* with loads of fiddly bits added on for no apparent reason, and a few more to annoy the player. I've tried and tried to get into the game but I can't. Dull and tired, if there was a Scooby Doo ending for *Vortex* it would have got away with it, but thanks to those pesky Games World kids... ■ **NICK** ■

■ When a Super-FX chip game comes in the office everyone gathers round and goes wow at the slick polygon graphics. It's only when you actually sit down with for a good play that you realise just how confusing the SFX chip can be. *Vortex* has all the slickness of *StarWing* (it's programmed by the same team) but falls down on user friendliness. Good only if you've got the patience to get into it. ■ **NICK R** ■

■ With some blisteringly large polygons flying around the screen, *Vortex* out-does itself with its level of complexity. *Starfox*, the classic FX game was a simple shooter, but *Vortex* tries to be too clever and makes it far too hard to get into. Those who like their games a tad complicated will surely get a kick out of this but those who prefer the simpler life should steer clear and try a nice platformer. ■ **ADRIAN** ■

OVERALL 75

■ SYSTEM: A1200
■ PRICE: £TBA ■ SIZE: 4 DISKS
■ PUBLISHER: ELECTRONIC ARTS

THEME PARK

■ Finally arriving on the Amiga, *Theme Park* will be a welcome release for fans of games like *Sim City* and the great *Railroad Tycoon*. A building and management sim that places you at the helm of an up and coming theme park, Bullfrog have come up trumps once again with a game that combines involved decision making with wacky graphics and a wicked sense of humour. Compelling. ■ **DAVE** ■

■ At last, *Theme Park* arrives on the Amiga and excellent it is to, fully in-depth and chunky and it will keep Amiga owners up throughout the night trying to learn the ways of a mean businessman. Have complete control over the chips, burgers and ice-cream production and test out the sickness factor of water chutes and rollercoasters – you're not serious! Of course not, it's only a great game. ■ **NICK** ■

■ I've always wanted a game like this where I can create my very own theme park and control all the rides in it. The A1200 version of the game is much the same as any other. You can build up and save out your theme parks and the amount of money you've made which is a bonus over the console versions. Sort of *Sim City* with a barrel of fun injected into it – give the bouncy castle a try! ■ **NICK R** ■

■ *Theme Park* has certainly gripped me and building my very own AdeWorld, full of ice-cream and chip shops with the largest rollercoaster ever – I've hardly slept. The concept of the game is a brilliant one and you can just place the rides and try to make as much money as you can, or take matters into your own hands and run the whole shabang. Right, who wants to ride the Plunge of Death? ■ **ADRIAN** ■

OVERALL 86

SYSTEM: PC CD-ROM
PRICE: £44.99 SIZE: 1 CD
PUBLISHER: INFOGRAMES

ALONE IN THE DARK 2

Alone in the Dark is a tough game to follow. It received rave reviews across the board and won numerous awards for originality and its technical achievements. *Alone in the Dark II* continues the saga and is more of the same. The graphics are improved but really there are no surprises here, which will please most *AID* fans, but may disappoint anyone hoping to be amazed all over again. **DAVE**

After a long wait, *Alone in the Dark 2* arrives and a real corker it is too. With some of the greatest 3D walk-about visuals ever to appear, it is frequently copied yet still to be beaten. Gameplaywise it will keep you up burning the midnight oil as you control Ed Carnby with his dodgy swagger. An excellent game that I recommend to anyone who likes a chunky adventure with top visuals. **NICK**

The Alone in the Dark games are unique. Using polygons they create games packed with adventure and excitement and keep you coming back to replay that last scene. This sequel on the PC CD-ROM certainly had me hooked with lots of sword fighting and detailed locations. If you want an adventure that's going to keep you engrossed for months, this is the one. **NICK R**

Following on from the success of the first game, *Alone in the Dark 2* gives you more of the same polygon people turned detective. Walk through the big house with the trap doors and other fiendish things that are all out to kill you. Some of the rooms have many camera angles in them and when you're moving around the angles will change showing you a different side. Not a bad sequel. **ADRIAN**

OVERALL 84

SYSTEM: CD32
PRICE: £34.99 SIZE: 1 CD
PUBLISHER: CORE DESIGN

UNIVERSE

A game that models itself on the likes of *Flashback* and *Another World*, this beautiful graphic adventure suffers only from being just that little bit too fiddly to really draw you into the action. Still, I'm sure those CD32 owners who enjoy a good looking challenge with more than a little puzzle-solving will lap up this latest offering from Core in the same way that many Amiga owners have. **DAVE**

Universe is a truly tricky graphic adventure that will have you in tears of joy and frustration. This certainly isn't a push over as it will take you absolutely ages to complete. With fancy hand-drawn visuals, some swish animation and a learning curve that goes right up through the roof. So the intro is a little naff in places, this is still a top choice for all adventure fans out there. Foxy. **NICK**

I raved over the Amiga version of this adventure game with its hand painted backgrounds and engrossing storyline. Well, on the CD32 it's even better with a CD quality soundtrack playing in the background as you adventure through the sci-fi story. It still has the problem that you can get well into the game and then die quite quickly before you know what's going on. **NICK R**

Now this is an adventure. It's a bit tough – the game is a tad on the large side, so if you think you're gonna finish this in a matter of days then think again. The graphics look okay for this sort of game and, although they are small, they're not so small as to be insignificant. You should only be thinking of getting this title if you like getting involved deeply with your games. For explorers everywhere. **ADRIAN**

OVERALL 86

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

LETHAL ENFORCERS II: GUN FIGHTERS

Sure to prove popular with all those gamers who are sitting in their bedrooms wondering what to do with their 'Justifier' pistols from the last game. This time round you go cleaning up the Wild West. There are gunfights, stage coaches and bar room shootouts and a wide range of weapons like Winchester rifles and cannons to collect, but basically this is just more of the same. **DAVE**

It's another shooting, blasty thing that always seems to go down well for some reason. This is just aimless in my opinion, shooting at grainy sprites as they pop up. It's not too bad with the Konami Enforcer but with the joypad it is totally ridiculous. And the voice samples grate past in a sum total of two, horrible seconds. Just get it away from me man, it's sucking away my will to live. **NICK**

I really enjoyed this. It takes me back to the seaside arcades of my youth where I used to spend ages playing the shooting games and getting totally soaked! On the Mega-CD it's a total riot. The graphics are a little on the grainy side – that's to be expected on this format – but the gameplay is top-notch with non-stop gun slinging action. Prepared to step outside mister? **NICK R**

If you've had a perverse fantasy about being in the Wild West then you should immediately rush out and get this as there are plenty of cowboys and Indians just waiting to be shot at. The game is improved with the addition of the light-guns that came along with the first game. Playing with the joystick just doesn't have the same effect as waving a gun in someone's face. **ADRIAN**

OVERALL 78

THE MISADVENTURES OF FLINK

Mega Drive £39.99
8 Mbit Psygnosis

Here's a prime contender for game with the most attractive graphics of the year. Every level in *The Misadventures of Flink* has beautifully detailed backgrounds and excellent animation on Flink and all the other characters. There are some very impressive meanies around too with special graphic effects that we thought were only possible with the snazzy chips in the Super NES. A very pretty release from Psygnosis that could enchant you.

OVERALL 82%

BRETT HULL HOCKEY

SNES £49.99
12 Mbit Sony Imagesoft

This isn't near as playable as *NHLPA* but it does have some classy running commentary that is constantly telling you about the game. When you play the game you play it from a slightly from behind view. Now, while not being really fast, the players are very big and move smoothly enough, but for sheer fast excitement you can't beat a good old game of *NHL Hockey*. Sorry Brett.

OVERALL 61%

BRUTAL

SNES £49.99
16 Mbit Gametek

When you think of beat'em-ups on the SNES I bet the first ones that come into your head are *Street Fighter II* and *Mortal Kombat*. Well, stop thinking that way! There are some other great fighting games out there and *Brutal* is definitely one of them. The cartoon graphics give the game a unique feel and add to the playability. You can actually stretch your opponent's face as part of a special move! Great fun, especially with two players.

OVERALL 74%

DRAGON

SNES £44.99
16 Mbit Virgin

Dragon on the SNES looks very good and has some life-like Brucie sounds, and it also has a really neat three-player option where up to three people can fight together. But...The moves are pretty limited and once you've mastered all of the available moves the game then becomes a bit dated. A decent game that's swamped by all the other top-notch beat'em-ups at the moment. Oh, and Jackie Chan could have Bruce in a fight anyday!

OVERALL 77%

ESPN BASEBALL TONIGHT

SNES **£54.99**
16 Mbit **Sony Imagesoft**

Baseball is hardly the most popular of sports over here, at the last count, Baseball lagged behind tiddley-winks in the popularity stakes. So it comes to us as no surprise when *ESPN* strolls into the office, lays down its coat, and gets stepped on by the work experience kid. With its naff graphics and abysmal gameplay *ESPN* is hit out of the park by a cricket-bat toting tiddly-winker who just had a dodgy hot-dog.

OVERALL 48%

FULL THROTTLE RACING

SNES **£49.99**
16 Mbit **Gametek**

If you fancy taking a nice shiny new motorbike for a spin or splashing about on a jet-ski then this is the game for you. The player gets to choose between these two mean machines and then can get straight out there and see what they're made of. There's a nice split screen two player mode that will add to the playability of the game and everything jogs along nicely. Not exactly a cart that's going to break new ground but fun none the less.

OVERALL 73%

MICRO MACHINES

SNES **£44.99**
4 Mbit **Sony Imagesoft**

The world famous Codemasters game has at last been snapped up for release on the SNES. And how is it? Well, it's basically everything that the original was – a fast and fun racing game for up to four players at once! All the cars are small but perfectly formed but with the Sega Mega Drive one jump ahead with *Micro Machines 2* out this month SNES owners might feel cheated.

OVERALL 82%

TROY AIKMAN NFL FOOTBALL

SNES **£54.99**
12 Mbit **Sony Imagesoft**

American Football peeked in popularity a few years ago, but somehow it has started to decline. Maybe this is due to the fact that we've all seen through the shallow game with the big geezer wearing big shoulder pads to stop himself getting hurt. Apparently, Troy is the man of the moment after leading the Cowboys to victory in last season's Superbowl. The game doesn't really reflect this as it's a waste of time and money. Buy *John Madden '95* instead.

OVERALL 55%

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

ALONE IN THE DARK

Another PC conversion, *Alone in the Dark* was one of the most important role-playing releases of the year. I can't help feeling that this game is a taste of things to come and looks even better on the 3DO. Admittedly there are more than a few glitches in the state-of-the-art animation and control method, but they are well worth putting up with to play this excellent adventure. **DAVE**

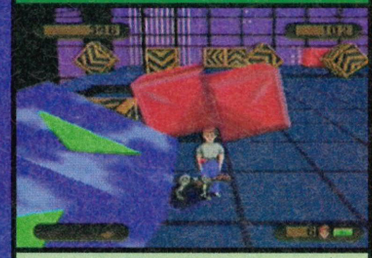
Infogrames have come up a treat with the 3DO conversion of this PC classic, it just fits the system like a glove. Without the dubious trials and tribulations of a PC clock speed this potters around in a slick, well presented manner giving the player one monster-sized meaty challenge. It comes highly recommended and the best adventure game on the 3DO so far – more like this please. **NICK**

This is the one 3DO game that has kept me playing longer than all the rest. The unique graphics and mysterious setting just made me want to keep playing and finding more clues. It has a save option so you don't have to go through the same scenes over and over again and the presentation is excellent. There are a few minor bugs but this is still a must for all 3DO gamers. **NICK R**

The first game was great on the PC, but somehow I just don't have the same enthusiasm for the 3DO version as I do for this. Everything is here but it just doesn't seem to play as well as it did. You get to walk around a big large house on your own, that er, has no lights on... and hence the name, *Alone in the Dark*. This is a good buy if you like 3D adventures. **ADRIAN**

OVERALL 89

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



GRIDDERS

I have to admit that I like the graphics on *Gridders*, but that is about it. It is, at best, an original attempt at producing a visually interesting puzzle game, but the action is more than a little thin and tedium sets in quickly. More like a sub-game than a stand alone title, this is another 3DO release that struggles to show off the machine at the expense of any real gameplay. Who tests these programmes? **DAVE**

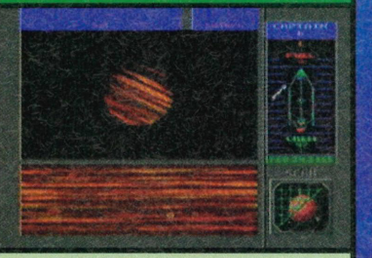
What is essentially a basic and potentially a really addictive game is bogged down by some of the naffest graphics ever. It's not that they're simple, it might have worked if they kept it to the minimum, but the sprites and animations are so amateur I'd rather sit and play with playdoh. A stupid character and stupider dog distract from something that could've been good – but isn't **NICK**

Giant 3D cubes in different colours and a dog that follows you about everywhere! You've got to be joking, haven't you? You're not? Oh dear, this doesn't make much of a game does it? I was bored after a few plays of this and dreamt of playing fun 3DO games like *Road Rash* and *Alone in the Dark*. Basically, don't waste your money on this. There are much better CD's to buy. **NICK R**

As far as I'm concerned, this belongs in a sweaty, dank, PD library somewhere in the North East of Malta. *Gridders* is a boring game that makes you walk around, with some sort of pop-up dog, while avoiding large blocks that are continually falling down the screen. If this was a game in France it would be sent to join the Foreign Legion. Do not buy this, because you'll regret it if you do. **ADRIAN**

OVERALL 37

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



STAR CONTROL II

'Prepare yourself for an epic adventure' the box says. Well, you can't say that you weren't warned. *Star Control II* is a huge drag of a game that sees you guiding a minuscule spaceship through galaxies, conversing with aliens and building an intergalactic empire. In fact, I've made it sound more exciting than it really is. An old PC game, *Star Control II* is huge, bland and just plain dull. **DAVE**

Going back a few years I remember this on the PC and, although I played it to death, I never really understood what all the fuss was about, it played alright but didn't get me in raptures. And so the same can be said of the 3DO version. Don't be conned by the fancy graphics flashing around about this game – they're just from the intro. Not a dog but 3DO owners ought to expect better. **NICK**

I thought the idea behind the 3DO was to give more impressive graphics that everyone could go wow over while retaining the gameplay. Well, *Star Controll II* has some nice presentation and music as you'd expect from a state of the art videogame, but the actual game itself didn't keep my attention for long. Planet-hopping in a ship that would lose a race to a 2CV isn't my idea of fun. **NICK R**

Nick has a much better game than this on his Macintosh, and that was free! *Star Control 2* doesn't break any new barriers at all and it really is a wonder why anyone should want to make a videogame like this. The combat scenes are really small and confusing and the rest of the game is just empty. Not really one of the games that's going to show off the 3DO 's true potential. **ADRIAN**

OVERALL 71

020 020 020

■SYSTEM: CD-i
■PRICE: £44.99 ■SIZE: 1 CD
■PUBLISHER: PHILIPS

BURN: CYCLE

■ This is the first game that really looks as though it has programmed to show off the Phillips CD-i player to maximum effect and as a result could wind up putting the machine well and truly on the map. Involving storyline, atmospheric Blade Runner-style graphics and a tense atmosphere. This is a game that's finally worthy of standing next to your copy of *7th Guest*. ■ **DAVE** ■

■ Who would have ever believed it? A playable CD-i game with atmosphere, addiction and real lastability. With *Burn: Cycle* it's finally arrived and it's a stormer. Slick graphical action, half-decent acting (just for a change) and a challenge that will tickle your brains to death. If you've got a CD-i you must get *Burn:Cycle*, quite simply your CD-i would be naked without it. Essential. ■ **NICK** ■

■ I had the privilege to do the four page feature on *Burn: Cycle* a couple of issues ago and I think it's one of the most impressive games I've ever come across, especially on the Philips CD-i. The visuals are stunning with a futuristic, feel that perfectly suits the story. If you have a CD-i then you've got to get yourself a copy of this. Let's hope there's more to come from those designers at Trip Media. ■ **NICK R** ■

■ This is the game that the Philips CD-i has been waiting for to show the world that it's not the ugly duckling everyone thought it was. With a plot that would put some science-fiction books to shame, *Burn: Cycle* makes you scurry around the dark and scary neo-landscape in search of a cure for the bomb in your head. You know something, this might just stop me from playing *Voyeur!* ■ **ADRIAN** ■

OVERALL 92

■SYSTEM: GAME GEAR
■PRICE: £29.99 ■SIZE: 2 Mbit
■PUBLISHER: CODEMASTERS

ERNIE ELS GOLF

■ Without doubt the greatest handheld golf game I have ever seen. *Ernie Els* delivers a quality similar to that of the original *PGA TOUR* games on 16bit and is packed with options, courses and features. Easy to use, tough to beat and well thought-out, this game delivers in all departments. You will be very shocked at the high graphical quality of this cart on the Game Gear. A must for golf fans. ■ **DAVE** ■

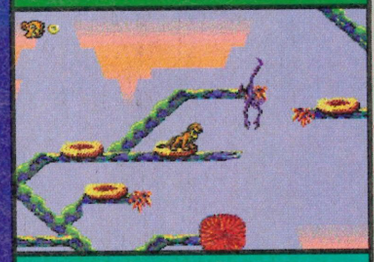
■ This is stunning. It may not look much above, but GG owners won't know what's hit them when they slot this into their handheld. The quality of the graphics and gameplay is absolutely stupendous – you'd be hard pushed to find a better golf sim on a high-end PC a few years back – it really is that good. Far and away the best golf game on any handheld and I can't see it being bettered. ■ **NICK** ■

■ I've always wondered what sort of person golf games are actually aimed at. Is it the executive who is too busy to make it to the golf course or the real gamesplayer who probably couldn't afford the annual membership fee? Whoever the game's aimed at this new one from Codies is about the best you'll get for the GG. The graphics are clear and well drawn and I found this entertaining. ■ **NICK R** ■

■ HOORAH! Yet another chance to wear some daft trousers with an odd check pattern on them. *Ernie Els Golf* is another neat horse from Codemaster's stable of games. Taking the familiar view from behind the golfer, you have to slice, chip, and drive the ball up to the green. Some great golfing action on the handheld and one that should not be missed... or sliced. A real hard driver. ■ **ADRIAN** ■

OVERALL 88

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



THE LION KING

■ A nice addition to the Game Gear's catalogue, *The Lion King* is a beautiful platformer that offers a wide variety of challenges to platform experts. This version contains a few modifications over the 16bit releases, mainly the use of outcrops which Simba swings on to reach higher levels. That aside it is pretty much a straight conversion of its larger cousins. Colourful and lively. ■ **DAVE** ■

■ *The Lion King* on the Game Gear features the same cuddly lion and not-so cuddly animals but in a remarkably good conversion. So the graphics aren't as soothing as the other versions but they're clear enough and it certainly makes up for it in the gameplay factor, which is quite fast and entertaining. If you want a platformer for Christmas, this has to be the only worthy one for the Game Gear. ■ **NICK** ■

■ No matter which console or handheld you own you've got a version of *The Lion King* for you, and this Game Gear one is looking really great. The graphics aren't exactly up to the standard of the Mega Drive but they still move smoothly and have some nice animation frames from the blockbusting movie. All I've got to do now is go out and see the latest Disney classic at the cinema! ■ **NICK R** ■

■ This is a surprising and refreshing change to all the saddo platform games that have appeared on the Game Gear in recent years. The Game Gear version may not be as mouth-watering as the 16bit versions, but it can hold its own against the stiffest of competition. If you have done *Sonic* to death and have had enough of all the rest, then *The Lion King* could well cheer you up. ■ **ADRIAN** ■

OVERALL 85

ROBINSON'S REQUIEM

■ **A1200** ■ **£34.99**
■ **7 Disks** ■ **Silmarils**

■ Okay, so this game comes on seven disks. That will put most people off straight away – there's lots of swapping to be done. Everything moves very slowly too, unless you take down the resolution and screen size. The adventure itself has potential. It's got a gripping storyline and will appeal to all hardened Amiga adventurers. Boasting all the options and statistics needed to simulate the human body, this is a riot of a game!

OVERALL 77%

RUGBY LEAGUE COACH

■ **Amiga** ■ **£29.99**
■ **1 Disk** ■ **Audiogenic**

■ Ever thought that the press were a bit hard on Graham Taylor after he sent us crashing out of the World Cup, well, if you think that you could do better, have a go with this. It's not football, but Rugby, and if you're to succeed then you have to drag lowly Thorne up to the dizzy heights of the first division. Plenty of stats and a wealth of teams. Rugby fans will be lining up for a scrum with this one.

OVERALL 76%

RETURN TO RINGWORLD

■ **PC CD-ROM** ■ **£44.99**
■ **1 CD** ■ **Time Warner Interactive**

■ *Ringworld* is a futuristic place where you can enjoy a huge adventure and meet strange people, the only drawback is that *Ringworld* is a boring and, at times, rather predictable RPG that breaks no new ground. The graphics are of a standard nature and although the game is big, you're not really going to want to play this much unless you're a hardcore RPG'er. Still, you could always go and read the Hobbit, or something.

OVERALL 66%

STAR CRUSADER

■ **PC CD-ROM** ■ **£39.99**
■ **1 CD** ■ **Gametek**

■ Looking almost like *Inferno*, *Star Crusader* puts you in control of a spaceship that is the token ship set against a whole armada of bad guys. *Star Crusader* looks good, but really there is not a lot except flying around and shooting lots of space type things. Not a real contender for any sort of crown, but more of a middle of the road kind of game. It would probably be better for you to wait for *Inferno* to come out as it's more involving.

OVERALL 81%

GUARDIAN

■ CD32 ■ £29.99
■ 1 CD ■ Acid Software

■ It's finally happened. Polygon graphics games have come out of the arcades and arrived on the CD32 — and they're looking impressive in the shape of *Guardian*. Everything is fast and furious with ten planets to explore and lots of mindless violence to keep trigger frenzied gamers happy. This is one of the best CD32 shoot'em-up titles you'll come across, a real winner and one no CD32 owner should be without.

OVERALL 80%

DRAGON'S LAIR

■ 3DO ■ £39.99
■ 1 CD ■ Elite

■ *Dragon's Lair* was one of the biggest arcade cons that there has ever been. Put in £1 and a few seconds later it's all over. This is because you have to know exactly which direction to move in at exactly the right time or it's game over for Dirk. The 3DO game has exactly the same cartoon graphics as the laser disc found in the arcade so you can't fault it visually, the gameplay element is very suspect though.

OVERALL 28%

DESERT STRIKE

■ Game Boy ■ £24.99
■ 2 Mbit ■ Ocean

■ Helicopter, tank, tank, helicopter. Helicopter action meets middle eastern psycho. In fact, as this is written, Mr Hussein is back to his old tricks in Iraq, what a marketing ploy! *Desert Strike* is the good old game that lets you fly your chopper around and shoot loads of enemies. The missions are varied and the choice of weapons is limited, but it does make for a satisfying blast. Top chopper fun on the Game Boy.

OVERALL 86%

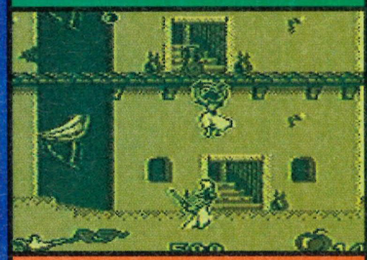
JOHN MADDEN '95

■ Game Boy ■ £27.99
■ 2 Mbit ■ T•HQ

■ American Football fans will rejoice when they hear that John Madden is coming to a Game Boy near them. All the playability of the game has been brought along to this version. If you've played any of the other games before then you'll know exactly where to start scoring touchdowns. Everything is here and that is some remarkable feat. Get out your crash helmet, and scream down the road to buy it.

OVERALL 83%

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



ALADDIN

■ Another faithful conversion from console, *Aladdin* would be a real treat for GB owners if only the animation wasn't so slow, as it delivers an accurate mini version of the original. Obviously a lot of the graphical subtleties of last year's big hit are lost on the handheld, but that said this is still an impressive cart and well worth plugging into your machine if you are a fan of the hit movie. ■ **DAVE** ■

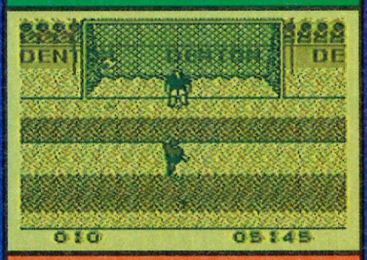
■ It may have taken a year to arrive on everyone's favourite pocket jiggler but the boys at Virgin have 'done good' with this *Aladdin* conversion. So it misses out on all the colour and large sprite action of the Mega Drive original, but in the animation stakes it can't and doesn't go wrong which is quite remarkable. The gameplay itself is addictive for a time but slightly stale after a further play. ■ **NICK** ■

■ This game has been a long time coming. The *Aladdin* hype is long gone, Disney have now moved on to *The Lion King*, so why is this game doing the rounds now? It looks similar to the Mega Drive or SNES game graphically, except for the colour of course, and has even got enhancements for the Super Game Boy. If you feel the need to be Aladdin then give it a whirl. ■ **NICK R** ■

■ *Aladdin* is up against its celluloid cousin *The Lion King* and seeing as Aladdin was boy of the moment last year, Simba looks set to take the lion's share over Christmas. *Aladdin* is full of platforms and is more similar to the Sega version than the SNES version. Climb dangling ropes, throw apples and generally beat up the sneaky faqirs. If you like classic platform fun then you'll love this. ■ **ADRIAN** ■

OVERALL 78

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



SOCCER

■ I don't think there has been a particularly playable football game on the Game Boy, until now. At first this cart seems to be a little slow, but the simple two-button control method and reasonably large sprites mean that you are very easily drawn into the match and are soon stringing lengthy passing movements together. The sound effects are also surprisingly good considering the GB's limitations. ■ **DAVE** ■

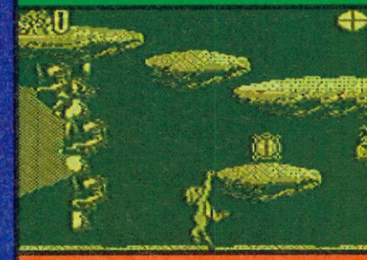
■ This looks awful to start with. Then you battle on against your better judgement and change your mind, this is great and like a vine, it crawls up on you and strangles you for more attention. Alright, so the visuals are mediocre and the sounds not much better but in the gameplay stakes, the game is real attention grabber. An excellent soccer sim that you'll be able to play at half time. ■ **NICK** ■

■ Yet another soccer game to add to the never-ending collection, this time it has come from Nintendo themselves so you'd expect something special wouldn't you? Well it's not half bad! The scrolling is a bit jerky but the animation on the players and detail is great. There are loads of options for all soccer fans to drool over too. A very nice soccer sim for the hand-held Nintendo. ■ **NICK R** ■

■ I'm not too sure if the World Cup is still in everyone's mind, but there seems to be loads of footy games flooding out onto all the formats at the moment. Here we have *Soccer* and it's a fair little game that reminds me a lot of *Striker*. The view is similar but on a screen the size of a Game Boy's it just doesn't seem to work too well as you can't see what's going on. Not the best there is. ■ **ADRIAN** ■

OVERALL 81

■ SYSTEM: GAME BOY
■ PRICE: £TBA ■ SIZE: 2 Mbit
■ PUBLISHER: DISNEY SOFTWARE



THE LION KING

■ This is a surprisingly faithful conversion to the Nintendo handheld but probably because it uses such impressive graphics the game animation is a little on the slow side. That said there is pretty much everything from the console versions in here and the cart itself definitely represents value for money. Once you get used to the playing speed and ignore the tinny sound effects you'll enjoy this. ■ **DAVE** ■

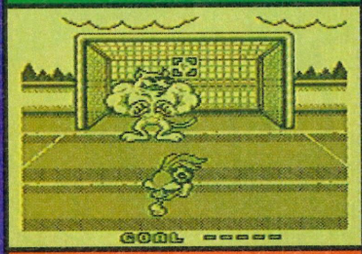
■ Simba as a cub is cute, Simba as an adult is cute. This whole game reeks of cute. It is also devilish at the same time, this isn't a game that can be whizzed through in a matter of hours, thought is needed and an accurate sense of gameplay motions. Although the animations are pleasant enough the game seems to stutter along in places and slows down to a sluggish pace for no reason. ■ **NICK** ■

■ Faced with the choice of *The Lion King* and *Aladdin* this Christmas this game is going to win hands down. Not because it's technically or graphically any better than the other but all the hype surrounding the film is going to push it straight to the top. It's looks and plays great with some really challenging levels and is definitely one that will be in my collection for a very long time. ■ **NICK R** ■

■ Disney are beginning to monopolise the cute platform game genre with their highly contagious games about their animated films. *The Lion King* is no exception to the rule and with Simba running all over the giraffes and hippos, *The Lion King* becomes even more appealing. Although the Game Boy isn't the best at displaying graphics, it does look excellent. Well worth considering. ■ **ADRIAN** ■

OVERALL 83

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



TINY TOONS ADVENTURES: WACKY SPORTS

I loved this. Whilst I thought the console version a little too limited and cute, the chunky graphics and simplistic yet compelling gameplay makes this an ideal game for the Game Boy and I can see myself spending hours on this cart whilst whiling away long boring journeys and breaks in filming. Great fun and addictive, this works but may still be a little too cute for some people. **DAVE**

Tiny Toons Wacky Sports on the Game Boy is one neat game, another example of what the Game Boy does best. With fun gameplay, crystal clear graphics and an un-put-downable factor that the SNES version doesn't quite capture. It's also a good laugh with the different characters, and even the sounds are of a top-notch calibre. Play this and your expenditure on batteries will multiply ten-fold. **NICK**

This is my idea of the perfect Game Boy game. It's packed with mini-games that you can play to your hearts' content while on a boring bus journey or in the back of a car. Penalty shoot-outs, a gunfight and a clever water catching game where you must wake up Dizzy Devil and put him into a spin. All your favourite Tiny Toons characters are here too – what more could you possibly want? **NICK R**

More Tiny Toon fun as the assembled cast get together for yet another array of sporting events that needs a careful hand when wiggling the cursor. There are plenty of different sporting events and the word sporting is used loosely as the events are really small sub-games bolted together. This should provide you with a few hours fun, but after that the novelty might wear off. **ADRIAN**

OVERALL 85

SYSTEM: ARCADE
PRICE: £1 PER CREDIT PLAYERS: 1
PUBLISHER: SEGA

DESERT TANK

Why not take *Daytona Racing*, whack a tank in there, lots of guns and stick it in the desert?! Well, that's what they have done here, sort of. *Daytona* quality graphics but from the perspective of a big tank with sections to complete in a certain time limit and tons and tons of enemies to shoot at. Helicopters, armoured vehicles and even oil refineries that go up when hit with an explosive shell. **DAVE**

Don't worry about the horrors of war simply whiz through a hazardous danger zone wiping out as many of the enemy as possible whilst dashing to the checkpoint. Graphically similar to *Daytona*, the game play is fast and frenetic. So if you've got those peacetime blues scout out some of the better arcades and seek and destroy those enemy tanks until you feel kinda better. **NICK**

Wow – this is what I can fun! You feel privileged to be playing this machine in the arcades because it's so big and booming. You sit down and take the controls of the tank and every missile you fire just rockets the whole machine and jolts your arms. With lots of missions to complete and some of the most impressive graphics since *Daytona USA* this is going to be another Sega classic. **NICK R**

If you watched the gulf war and thought that tank warfare was a piece of cake try this. Get in your tank and blow everything to smithereens as you hurtle along the desert not having a care in the world. 60, 70, there's a tank, who cares? Blow it up anyway. 80, 90, oh look, it's a checkpoint, fire a shell. Good tank fun that looks like *Daytona* and plays like an obedient puppy. Deserves a look. **ADRIAN**

OVERALL 90

SYSTEM: ARCADE
PRICE: £1 PER CREDIT PLAYERS: 1 OR 2
PUBLISHER: SEGA

WING WAR

Dogfight with any of a number of aircraft from a choice of four perspectives, not too dissimilar to *Virtua Racing*. Werewolf helicopters, Harrier Jump jets even old tri planes, all have their own weapons and attributes and so must be flown accordingly. It is in two player that the game comes to life as you can take on a friend as you soar across a variety of landscapes Budda Budda! Tally ho! **DAVE**

Take to the air in this all new Sega arcade machine – this is quite an entertaining rompette. The league system of battles works really well as you start at the bottom, defeating the opposition to move onto the next round. Rendered in wonderful smooth 3D with plenty of landscaping effects of trees, skyscrapers and enemies, Sega have certainly got their arcade act together. **NICK**

At first glance I thought this was going to be the best out of the two new Sega arcade machines but after playing it for an hour my opinion change. The graphics are *Virtua Racing* style with 3D polygons whizzing around all over the place. As this is a flying game these polygons don't work as well as on the ground though making it confusing at times. Still doesn't beat *Desert Tank*. **NICK R**

Virtua Racing with wings, that's what this is, except that it's only fun for about five minutes and at a quid a credit it should only cost you a fiver at most to have a bash. After a few credits were eaten I managed to finish the game after beating the UFO I did finish it with the porky hard chopper that fires loads of weapons and not with any of the wimpy craft but I did finish it! **ADRIAN**

OVERALL 79

LEMMINGS 2

Game Boy £29.99
2 Mbit Psygnosis

If *Lemmings* was a virus, it would be a very ugly virus that would spread to all machines, in fact, it has spread to all machines just like a virus and it's almost upsetting the way that they kill themselves with such abandon. That's where you come in and you must help them by using your cursor to assign them jobs before they hurl themselves into traps and off ledges. Loads of levels should ensure that you keep pulling your hair out for weeks to come.

OVERALL 78%

SEAQUEST DSV

Game Boy £27.99
2 Mbit T•HQ

Oh dear! The TV series was a bit of a let down and to be perfectly honest with you if this game was a submarine it would leak as soon as water went near it. Unlike the TV show you can't ignore this once it's finished as you'll have wasted money on it. The SeaQuest submarine looks more like a whale and its movement is like a fish with one fin... sad. Don't hold your breath if you're expecting a TV-quality game.

OVERALL 42%

TARZAN

Game Boy £24.99
2 Mbit Gametek

Once upon a time there was a computer called a Spectrum and there were lots of cheap and cheerful platform games on it for £1.99 – they sold like hot cakes! That's exactly what *Tarzan* looks like, except that you have to pay £24.99 for this game. There's nothing in here that hasn't been seen before on the Game Boy. A simple platformer with small but well defined graphics that'll amuse you for a while. Nothing to write home about!

OVERALL 59%

THE TAZMANIAN DEVIL IN ISLAND CHASE

Game Boy £24.99
2 Mbit Sunsoft

Taz Devil is back – again! This little Game Boy adventure has some excellent looking sprites and backgrounds. The characters are large and well drawn as a good Warner Bros game should be. The level layouts are a little tricky to conquer at first though, you have got to be really careful where you use Taz's spin move or he will fall into the water or off a high cliff. A nice looking game though – give it a spin!

OVERALL 79%

The big 10 high 5

CHARTS COMPILED BY GALLUP

CONSOLE CHART

1: MORTAL KOMBAT II – MD/SNES/GG/GB
2: JUNGLE BOOK – MD/SNES/GG/GB
3: FIFA INTERNATIONAL SOCCER – MD/SNES
4: SONIC THE HEDGEHOG – MD/GG
5: DONKEY KONG – GAME BOY
6: SONIC THE HEDGEHOG 2 – MD/GG
7: SUPER MARIO LAND 3 – GAME BOY
8: MORTAL KOMBAT – MD/SNES/GG/GB
9: TETRIS 2 – GAME BOY
10: ALADDIN – MEGA DRIVE/SNES/GG

16/32 BIT FLOPPY CHARTS

1: FRONTIER: ELITE 2 – AMIGA/PC
2: LEMMINGS 2 – AMIGA/PC
3: ON THE BALL: WORLD CUP – AMIGA/PC
4: SIM CITY 2000 – PC
5: TIE FIGHTER – PC
6: CANNON FODDER – AMIGA/PC
7: THEME PARK – PC
8: INTERNATIONAL SENSIBLE SOCCER – AMIGA/PC
9: TACTICAL MANAGER – AMIGA/PC
10: X-WING – PC

TOP FIVE SNES
1: MORTAL KOMBAT II – ACCLAIM
2: FIFA INTERNATIONAL SOCCER – OCEAN
3: SUPER MARIO WORLD – NINTENDO
4: STARWING – NINTENDO
5: JUNGLE BOOK – VIRGIN

TOP FIVE MEGA DRIVE
1: MORTAL KOMBAT II – ACCLAIM
2: SONIC THE HEDGEHOG – SEGA
3: FIFA INTERNATIONAL SOCCER – EA
4: JUNGLE BOOK – VIRGIN
5: SUPER STREET FIGHTER II – SEGA

TOP FIVE MEGA-CD
1: TOMCAT ALLEY – SEGA
2: FIFA INTERNATIONAL SOCCER – EA
3: ECCO – SEGA
4: LETHAL ENFORCERS – KONAMI
5: PRINCE OF PERSIA – SEGA

TOP FIVE AMIGA
1: ON THE BALL WORLD CUP EDITION – ASCON
2: FRONTIER: ELITE 2 – GAMETEK
3: CANNON FODDER – VIRGIN
4: INTER SENSI SOCCER – RENEGADE
5: TACTICAL MANAGER – KOMPART

TOP FIVE AMIGA CD32
1: SIMON THE SORCERER – ADVENTURESOFT
2: FRONTIER: ELITE 2 – GAMETEK
3: NIGEL MANSELL'S WORLD CHAMPIONSHIP – GREMLIN
4: ZOOL 2 – GREMLIN
5: SUPERFROG – TEAM 17

TOP FIVE PC
1: SIM CITY 2000 – MAXIS
2: FRONTIER: ELITE 2 – GAMETEK
3: TIE FIGHTER – LUCASARTS
4: THEME PARK – EA
5: LEMMINGS 2 – PSYGNOSIS

TOP FIVE PC CD-ROM
1: THEME PARK – EA
2: REBEL ASSAULT – US GOLD
3: ENCARTA – MICROSOFT
4: SAM AND MAX HIT THE ROAD – US GOLD
5: THE JOURNEYMAN PROJECT – GAMETEK

TOP FIVE GAME BOY
1: DONKEY KONG – NINTENDO
2: SUPER MARIO LAND 3 – NINTENDO
3: MORTAL KOMBAT II – ACCLAIM
4: TETRIS 2 – NINTENDO
5: KIRBY'S DREAMLAND – NINTENDO

TOP FIVE GAME GEAR
1: MORTAL KOMBAT II – ACCLAIM
2: SONIC 2 – SEGA
3: MICKEY MOUSE – SEGA
4: ALADDIN – SEGA
5: SONIC THE HEDGEHOG – SEGA

TOP FIVE CD-i
1: THE 7TH GUEST – PHILIPS
2: EARTH COMMAND – PHILIPS
3: PALM SPRINGS OPEN – PHILIPS
4: LITIL DIVIL – PHILIPS
5: VOYEUR – PHILIPS

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LETTERS...LETTERS...LETTERS...

the best football game is *Sensible Soccer*. The graphics may be small but the game is great. Possibly the greatest videogame of all time and yet even Sensible are pushing it a bit with an *International* Version at forty odd pounds.

Please, no more football games for the Mega Drive or my machine will get the one-two out of the window and I will burn my local football club down to the ground. Oh no, another football game named *Goal!* That's it! Where's my rubber duck, my Games World mag and my copy of Men Only, I'm going to jump off the flyover!

■ **Ray From Never Never Land, South Wales**

■ *Hold on, hold on, you might damage that copy of Games World! I agree that the market has been flooded by poor soccer releases this summer but I think that that was probably to be expected, what with the World Cup and all. Hopefully, it will all calm down a bit now and we can look forward to footy releases with a little bit more thought put into them in the future. I agree with you that the whole attempt to cash in on the World Cup was unfortunately at the cost of quality in a great many cases, and I think that it is interesting to see that a top sports game producer like EA decided to keep out of it and wait until the dust died down before releasing FIFA '95. But don't lose your head over it, think of the duck.* ■

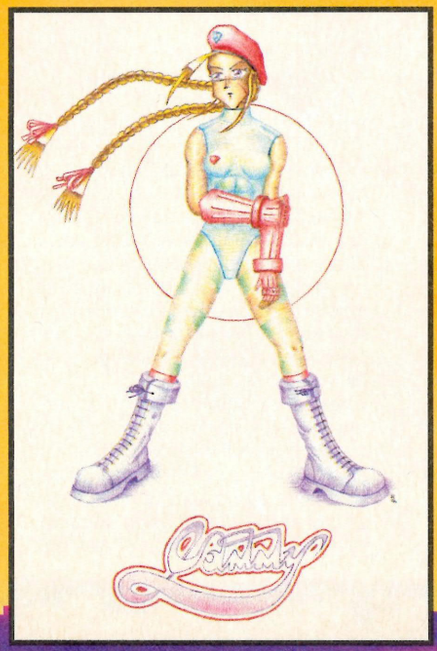
LETTER OF THE MONTH

■ We've finally got around to printing this smart *MK II* pic by **Michael Oscar**.

the most intelligent answers to everybody's questions. Not like Total, NMS or GamesMaster who answer games questions in a joke or put something like "...it's really hot today, I wonder if..." That gets me so annoyed that I've decided to leave GamesMaster out for the rest of the year.

I hope that the many issues to come are really great and you review more Super NES games as I have a Super NES and Game Boy. Keep up the good work Dave.

■ **Janine BKS, London**

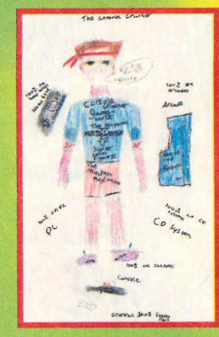


■ *Janine, thank you for your vote of confidence. Of course we give the most intelligent replies to reader's questions, we have the most intelligent, highly skilled, professional team of gamers in the country. I am also glad to see that you have decided not to buy that other mag anymore, this shows that you too possess an outstandingly high degree of intelligence and are a welcome addition to our growing family of well-informed readers. Together we can rule the world...* ■

■ What a little stunner! **Russel Elder** of **Paisley** sent this pic of Cammy.

READERS' VIDEATOR CHALLENGE

Round Two of our 'Create Your Own Videator' contest and this month's match-up looks like being a real humdinger. Live from the offices of **Games World: The Magazine**, Fight Night's Dave Perry hosts our latest reader's challenge...



■ "No fanfares tonight, it's just straight down to business for the formidable Console Crusher. Created by **Barnaby Kistruck** of **Suffolk** the Crusher stands 6' 1" tall and snarls at the audience 'Big Boy Barry's History!' But it is not the funky fatboy that he'll be playing tonight, it's the reigning champion, the laid back surfer dude, Mr Cool created by **Chris Hobley** of **Norfolk**. The cocky champion struts onto the stage to the pounding beats of Wipe Out and glances at his opponent unconvinced. 'You just ain't cool enough dude.' He sneers. It seems we've got a grudge match on our hands folks and they'll be playing the awesome *Mortal Kombat II*. All their stats have been fed into the state-of-the-art Games World computer so that now we can only wait for our digitised videators to begin their battle.

Mr Cool will play as Liu Kang, but The Console Crusher has been boasting about dating Mileena, so we'll let him take control of his supposed sweetheart. Fight!"

The 'Survivor's Guide to Arcade Combat' can be purchased through our back issues department – it comes free with a copy of issue #1, price £2.50+ P&P.

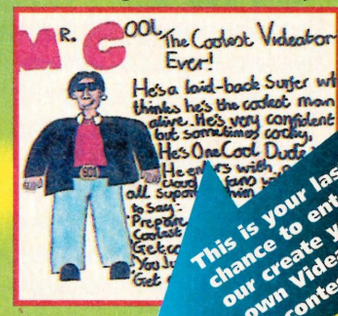
ROUND ONE

■ "The Crusher instantly launches into a Cannonball Roll at his unimpressed adversary, knocking him off his feet before he even has time to block, but pushes his luck with a second only to be deflected and then given an Uppercut on the rebound. Mr Cool follows up with a Flying Kick and moves in with a flurry of punches followed by a Fireball. One brisk leg sweep and Mileena is helpless. A kick to the chest and it's one match to the champion and Liu Kang!"

MR COOL WINS

ROUND TWO

■ "Lightning fast fingers ensure that once again it is The Console Crusher who gets the first hit in against his opponent. Forward, Forward, Low Kick and Mileena is dropping from the top of the screen onto Liu Kang staggering him with her stiletto. Once, twice, three times he repeats this move until Mr Cool manages to block him, the Crusher lets a Sai Throw move go but Liu Kang has leapt over it and lands a High Kick followed by a Rolling Throw. Fireball, Low Fireball, High Fireball, Concorde Kick, it's an incredible comeback by the champion. A final Leg Sweep and Mileena stumbles, it's all over, FINISH HER! Down, Forward, Back, Back, High Kick, and Liu Kang turns into a towering Dragon and stoops to bite his opponent in half."



RESULT: MR COOL IS STILL OUR CHAMPION!

This is your last chance to enter our create your own Videator contest.

VIDEATOR STATS FILE

Your Name .....
Videator's Name .....
Height .....
Weight.....

You have a total of 15 points to assign to the attributes listed below so that our computer can decide what his strengths and weaknesses will be when facing other Videators. Assign each point by crossing a box opposite that attribute:

Arrogance	☐	☐	☐	☐	☐	027
Reflexes	☐	☐	☐	☐	☐	027
Aggression	☐	☐	☐	☐	☐	027
Dexterity	☐	☐	☐	☐	☐	027
Intelligence	☐	☐	☐	☐	☐	027

027
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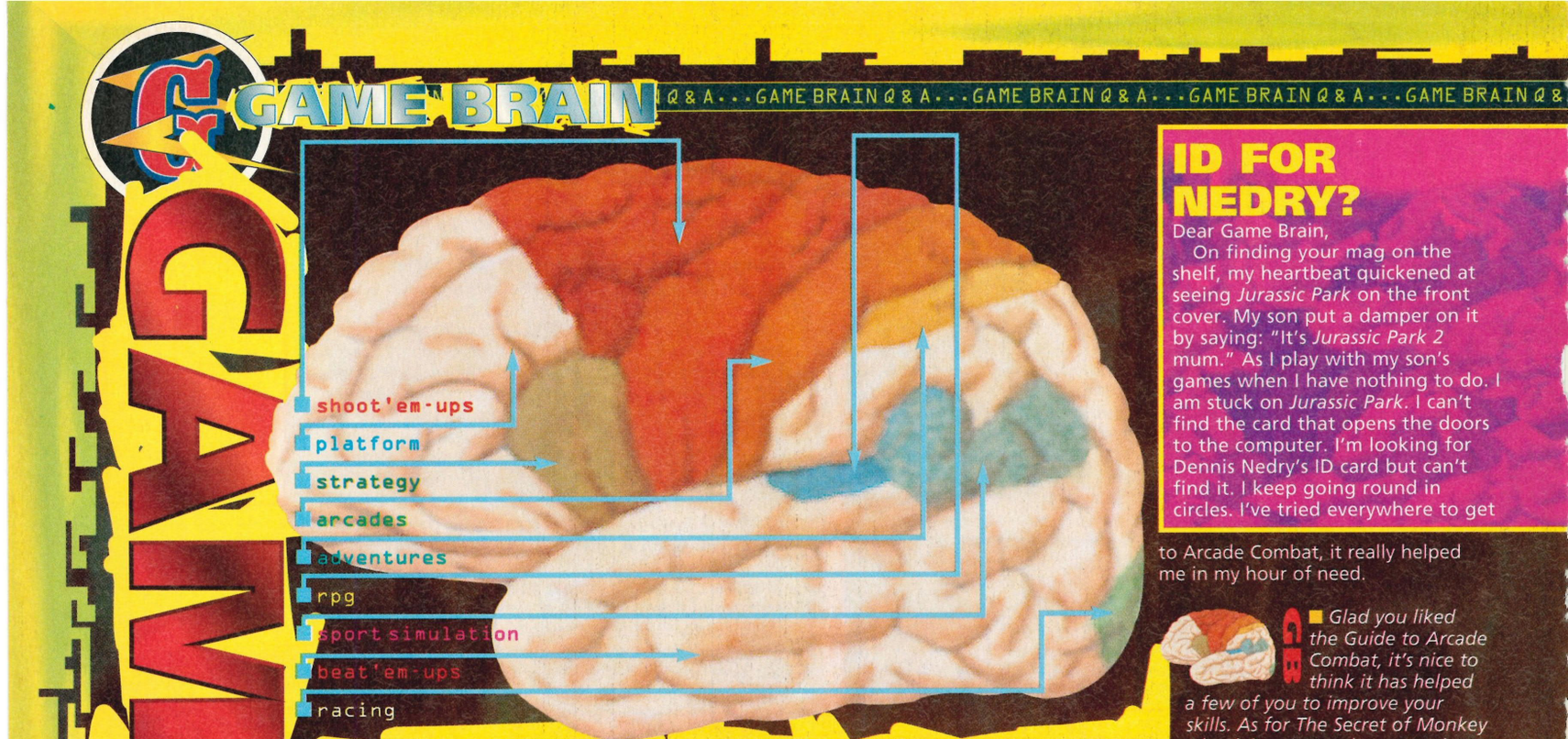
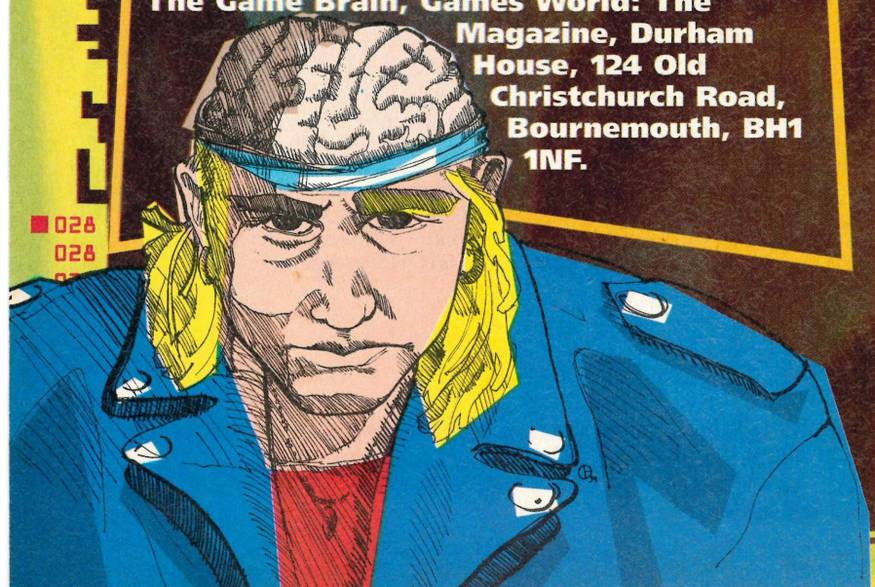
■ **Send this form with your Videator profile and sketches to: Byte Back, Videator Challenge, Games World: The Magazine, 124 Old Christchurch Road, Bournemouth, BH1 1NF.**



GAME BRAIN

"Insane in the Game Brain..." Don't you just love Cypress Hill? Well, the Game Brain does and as he slips out of our editor's over-sized cranium he can often be heard muttering his own lyrics to the Hill's latest tunes. But enough of that, let's get our minds on something far more important – games! To aid you in hour of gaming need, the country's only games master (who is literally out of his head) takes time off from watching old Steve Martin movies to answer your questions. If you have a problem that those lesser mags can't answer and your friends can't solve, just drop him a line at: The Game Brain, Games World: The Magazine, Durham House, 124 Old Christchurch Road, Bournemouth, BH1 1NF.



ID FOR NEDRY?

Dear Game Brain,

On finding your mag on the shelf, my heartbeat quickened at seeing *Jurassic Park* on the front cover. My son put a damper on it by saying: "It's *Jurassic Park 2* mum." As I play with my son's games when I have nothing to do. I am stuck on *Jurassic Park*. I can't find the card that opens the doors to the computer. I'm looking for Dennis Nedry's ID card but can't find it. I keep going round in circles. I've tried everywhere to get to Arcade Combat, it really helped me in my hour of need.

GB Glad you liked the Guide to Arcade Combat, it's nice to think it has helped a few of you to improve your skills. As for The Secret of Monkey Island, it seems so long ago that I cracked this one, but I'm sure I can help you to progress past the level you're stuck on.

The first thing you must do is make a soup for the hungry crew. To do this you will need the soup recipe which is hidden inside the locked cabinet in the pantry. To open the cabinet look inside the cereal box and examine the plastic toy that it contains. This is a key which you can use to open the cabinet and take the recipe list. All the ingredients you need will be on the ship, throw all the items into the pot and a short animation will appear telling you what to do next. Basically, you have to blow yourself over to the island by using the cannon, but that's another matter entirely. Don't worry about the lookout tower, it serves no real purpose in the game.

SECRET SOUP

Dear Game Brain,

I'm mega stuck on *The Secret of Monkey Island* for the Amiga. I can get past part one: The Three Trails but I can't get past part two: The Journey. Could you PLEASE! tell me how to get the crew to work for me and how to open the lock on the captain's cabin and what the hell the lookout tower's for?

See ya later,

Steven Penkethman

PS: Congrats on the Survivor's Guide

WHAT NO £500 NOTE?

Dear Game Brain,

Could you answer a few questions I have:

1) Why are there not any decent games for the CD32?

2) Do you think that CD32s are rubbish and that I'm really stupid for wasting all my hard earned cash on one?

3) Does the keyboard need the SX-1 thingy to work or will it work all by itself? Is there a disk drive built into this?

4) Will *Mortal Kombat* or *Mortal Kombat II* come out for CD32?

5) Is it true that you are not going to Earl's Court?

6) Why doesn't someone sack that Bob guy off Games World – you know, the one with shoulder pads so big he needs planning permission to put his coat on? Then they could hire you to do his job as, not only do you appear to know what you are talking about, but people actually like you as well!

Marie, Kent

GB Oh, flattery will get you everywhere, especially with Dave. An ego that big is always hungry for more morsels of praise. Now, let's get down to business.

***1)** To say that there are no decent games for the CD32 is a little unfair. There are certainly one or two worth playing but I think ultimately it has never really been taken seriously as a stand-alone format and so has never been individually supported.*

***2)** Rubbish is a little strong but I certainly wouldn't consider buying one myself unless it had a £500 note hanging out of the top of it. But no, I don't think you were stupid wasting your hard earned cash on one. You simply made a purchasing decision that unfortunately didn't work out*

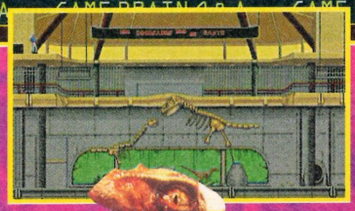
tips or a book, but the books are all sold out.

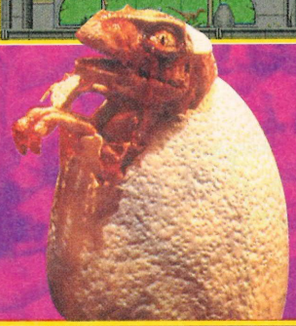
Can you help?

■ **Mrs Roberts (57), Aberdeenshire**

PS: My son can't find it either.

GB ■ *Those dinos can give you some real grief sometimes huh! The ID card you are looking for can be found on the Ground Floor in Utility Shed B. You'll also need John Hammond's ID card from the roof of the Visitor's Centre to boot up the computer. Sorted Mrs R!* ■





PASS THE TISSUE

Dear Game Brain,

I own a copy of the game *Beneath a Steel Sky* on the PC. I think I'm close to completing it but have become stuck at one point and don't know what to do next! Could you please help?

I'm located in the Android Production Area (Linc Co). Joey/Ken has his new rubber android shell and his hand has stuck to the hand panel. I have the computer virus which is located on Anita's card. I have hung the cable from the pipe support into the creature feeding area (but the cable is still unsafe to use). I have a frozen tissue sample which is held by the tongs.

Could you tell me what needs to be done next? Or, if I'm really close to finishing, could you tell me the solution to the end?

Keep up the excellent work!

■ **Damian Stothard, Sheffield**

GB ■ *Damian, you are very close to finishing this game, so here is what you need to do to progress past this annoying section.*

Put Anita's card into the machine that is connected to the tank full of tissue. The tissue you have is pointless, it is this virus tissue that you need to drop into the orifice and open the door. Unfortunately for you, that is as much as I'm going to tell you because you are so close to finishing (and believe me, it really doesn't feel as good if you haven't done it yourself). ■

WISH UPON A BRAIN

Dear Game Brain,

Your mag is great and will hopefully cause GamesMaster magazine to close down. How could you ever put up with being on the same show as Dexter Fletcher?

Anyway, do you know of anyone who wants to swap a 386/486 PC for a Mega Drive with six games, because I would like to swap my Mega Drive, which is in excellent condition.

Good luck with your mag.

■ **Simon Cook, Wigan**

PS: Isn't *Theme Park* excellent!

GB ■ *Yes, Theme Park is a superb game. But seeing GamesMaster magazine closing down would be a bit sad, as I always look forward to having a good chuckle at it every month, know what I mean?! As for poor old Dexter, he really is a great guy but that was his first job as a television presenter and I feel that he became the scapegoat for a fall in viewer ratings that began long before he arrived and soon went back up again after the format was changed to the Team Championships. Let me tell you, there are much worse people to appear on a show with than Dexter.*

As for swapping a PC for a Mega Drive I'm sorry but I don't think I know anyone quite that gullible but if you find someone, send me their address. ■

quite how you planned. You were probably given bum advice or something, that's why I worry about people making rash decisions over buying some of the new formats that are about to appear.

***3)** A CDTV or A4000 keyboard will just plug into a CD32 using a small connector. However, if you want to plug a disk drive into the console you will need a SX-1 or ARCHI interface from Multi Media Machine.*

***4)** At this moment in time there don't seem to be any plans to release either of these two excellent games on the CD32.*

***5)** Yes, we feel we are too big for that venue now and will probably hold our own show in Madison Square Gardens once the sponsors agree to Dave's personal demands.*

***6)** Aww! Bob's really good as the show's host and, anyway, Dave would look silly in that suit...in fact, I don't think Dave's actually ever worn a suit. But, thanks for the compliment, I'm sure he'll be extremely happy.* ■

COMPO WINNERS

JUST DESERTS

■ The Winners of Issue 2's *Desert Fighter* competition are:

● 1ST PRIZE

Leather Bomber Jacket, A10 Model Aeroplane, Copy of Desert Fighter, Limited Edition T-Shirt, Huge Game Poster: David Marston, Middlesborough

● 10 RUNNERS UP

F15 Strike Eagle Model Aeroplane, Limited edition T-Shirt, Huge Game Poster:

- **JL Ryman, London**
- **Paul Clark, Crawley**
- **P McIntosh, Manchester**
- **John Donaldson, Northumberland**
- **D Worrall, Cheshire**
- **Pamela Price, Milton Keynes**
- **Paul Goddard, Huddersfield**
- **Russell Elder, Paisley**
- **Andrew Hilsdon, Stafford**
- **Mark Pearson, Lancashire**

JAGUAR ADVANCED GAMER

Thank you for the hundreds of Readers' Surveys that you sent in from Jaguar Advanced Gaming. The five lucky winners of the new-look Jaguar baseball caps and T-shirts are:

- **Matthew Quinn, Surrey**
- **Les Smith, Humberside**
- **Amy Reeves, Notts**
- **M Hartshorn, West Midlands**
- **Martin Cubitt, Essex**

Right. Back into Dave's head for me for another month, so he can abuse my talents playing Mortal Kombat and Bubsy 2 into the early hours. I'm a celebrity now, I should get my own jar, somewhere with a view and a flash sportscar and lots of gold chains like Big Boy Barry. Sometimes I think that I'm wasted here, what about my own TV show and...

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FUTURE SCREENS

STARGATE
ACCLAIM

Based on what is anticipated to be one of the movie blockbusters when it's released over here, *Stargate* take gamers on a 16 Mbit intergalactic journey as Colonel Jack O'Neil, the commanding officer of the mission to investigate the Stargate found during an archaeological dig in Egypt. Transported to another world, gamers must solve the mystery of the pyramid, defeat the evil Pharaoh King Ra and make it back to Earth.

The movie Stargate is a true blockbuster, costing in the region of $70 million to produce with the largest sets since the epic The Ten Commandments (it stars Kurt Russell and James Spader). Naturally, the game will be true to the movie with digitised character animation and backgrounds, together with sub-game bonuses to keep the players on their toes. *Stargate* could be yet another coup for Acclaim.

information...
- ACCLAIM
- SNES/MEGA DRIVE/GAME BOY/GAME GEAR
- JANUARY

SYNDICATE 2
BULLFROG

It has finally been announced that work has started on the sequel to the award winning cult blasting game, *Syndicate*. The developers at Bullfrog Productions, the guys behind such genre setters as *Theme Park*, *Magic Carpet* and Games World's own *IT* promise to retain its unique blend of arcade action and serious strategy with the same moody 'noir' ambience.

New for *Syndicate 2* is a unique, realtime rotating viewpoint letting the player view the game from any angle, light sourcing of buildings with the true effects of street lamps – ie menacing shadows – making *Syndicate 2* even more nail-biting and atmospheric than its predecessor. If the buildings aren't to your architectural sensibilities then you can always knock them down in the newer version.

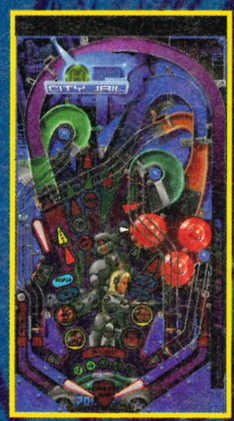
Excited? Can't wait? When can I get it? For the masses of *Syndicate* fans out there you're in for one long wait, Bullfrog have no plans to release it until Winter. Winter 1995. Prepare by oiling that mini-gun.

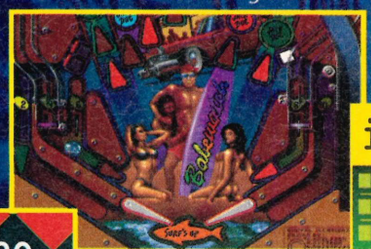
information...
- BULLFROG
- PC CD-ROM
- WINTER 1995

PINBALL ILLUSIONS
21ST CENTURY ENTERTAINMENT

Pinball Illusions is the third in the highly successful range of the classic computer pinball series, following on from *Pinball Dreams* and *Pinball Fantasies*. This time the tables include Babewatch, complete with scantily clad babes and hunks, Extreme Sports, with terrifying bungee jumps and other silly 'sports', and Law 'n' Justice, where the table is filled with cyborg cops from the future.

New to *Illusions* is the manic multi-ball feature where three balls whiz around on screen simultaneously, left and right nudge-table buttons and high-res hot keys where you can flick the screen mode to track the action. *Pinball Illusions* looks like setting a whole new standard for computer pinball games.



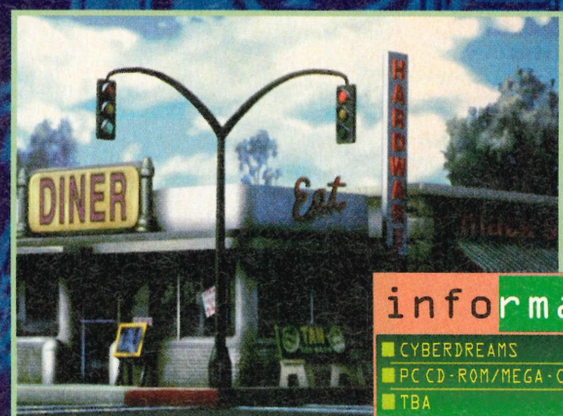


information...
- 21ST CENTURY ENTERTAINMENT
- AMIGA/CD32
- NOVEMBER

DARK SEED II
CYBERDREAMS

Dark Seed made its debut press showing almost three years ago and left many a young journo and reader gob-smacked at what it attempted to do. Finally released last year it won awards and plenty of 'it's so weird!' responses thanks to the input of HR Giger, the surrealist academy award-winning artist.

Dark Seed II takes off where the original left off. Incorporating loads more of Giger's artwork, it involves more of the bizarre machinations of the denizens of the 'Dark World' especially as it intends to take full advantage of the latest computer hardware to feature more digital speech, audio and slick animations in a game framework of an expanded storyline and an improved puzzle structure. At the moment it's still in the early stages of development but there is little doubt that the game will cause a stir when it's released next year.



information...
- CYBERDREAMS
- PC CD-ROM/MEGA-CD/SATURN
- TBA

FIGHTER WING

MERIT STUDIOS

Winter always seems to bring out the cream of the years' crop in flight simulations, don't ask us why but they always seem to come out of the woodwork around then. Anyway, *Fighter Wing* is a new breed of flight combat simulation using the world's top fighter aircraft but without the steep learning curve of standard flight sims. Expect a top notch 3D graphics engine and real-time terrain generation, a massive number of missions and local network link-up capabilities allowing for one to three players to compete against the computer, or up to 16 people in two teams. With missions in most of the world's hot spots and a selection of the top fighter aircraft this game also includes actual video footage from the TV show 'FirePower' from the Discover Channel. With three scenarios and training missions, you should be able to try this out for yourself very soon.

information...
- MERIT STUDIOS
- PC CD-ROM
- NOVEMBER

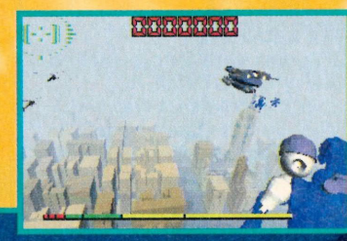
CHAOS CONTROL

INFOGRAMES

information...
- INFOGRAMES
- CD-i/PC CD-ROM
- DECEMBER

In 2071 anarchy prevails in the universe. The Kesh Rhan armada has destroyed the colonies on Pluto and Mars, and now they have regrouped around Earth itself. Playing the role of Jessica Darkhill, leader of the only surviving fighter unit on Mars you have gathered in a base beneath the Empire State Building. The final invasion is imminent and only a counter-attack on the enemy will help. Unfortunately, they outnumber you five-to-one.

Chaos Control is a fully rendered real-time extravaganza complete with full original soundtrack and in excess of 30 minutes of 3D and cinematic cutaway sequences. Flying through and fighting on the island of Manhattan uses more than two million polygons rendered with Silicon Graphics machines and with three different flight modes you shouldn't have time to get bored. This 3D fighting fest will be released in time for Christmas, how prepared are you to deal with the 20 images per second real-time action?



I HAVE NO MOUTH, AND I MUST SCREAM

CYBERDREAMS

I Have No Mouth, And I Must Scream takes you on a mind-bending journey into the belly of a super computer to face what is a weird and ever-changing world. Taking on the personae of five different characters, you have to defeat the super computer who, apparently, has destroyed all of humanity just for a laugh.

I Have No Mouth, And I Must Scream is quite a title but this isn't made up specially for the game. It's based on the classic short story of the same name by Harlan Ellison, one of the world's most celebrated fantasy writers, having written over 48 books and screenplays for classic TV shows like Star Trek, Alfred Hitchcock Hour and The Return of the Twilight Zone. Cyberdreams (the guys behind *Dark Seed*) have been working on this project. A massive game, it will arrive on CD-ROM PC's and Mega-CD's very soon.

information...
- CYBERDREAMS
- PC CD-ROM/MEGA-CD
- EARLY 1995

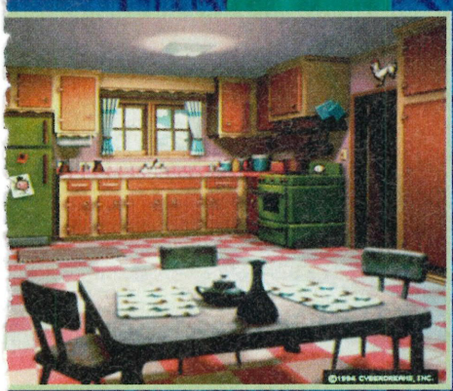
information...
- ROCKET SCIENCE
- PC CD-ROM/MEGA-CD/3DO
- DECEMBER/DEC/TBA

LOADSTAR

ROCKET SCIENCE

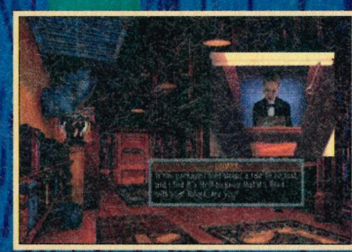
Created by new boys, Rocket Science, *Loadstar – The Legend of Tully Bodine*, is supposed to be the first episode in the most original space epic since Star Wars. Essentially, it's a game of flying around trying to escape a moonbase with a load of contraband – contraband camels! Set in the 22nd Century, you play the role of Tully Bodine taking the captain's chair to escape from the base. This requires lightning reflexes especially as you have to dodge rival truckers, traffic accidents and avoid contraflows, whilst keeping an eye on the police patrols. Sheriff Wompler is after your butt and you don't want to give it him.

With more FMV cinematic storyline than most games, it even has two major American actors Ned Beatty and Barry Primus to give the game a definite Hollywood ring to it. Due out on both the Mega-CD and PC CD-ROM in December, a 3DO



NOCTROPOLIS

ELECTRONIC ARTS



Noctropolis is another game with a difference. Aimed at the older player who has grown up with computer games but who now demands more mature themes from them. *Noctropolis* is set in a dark and surreal future where comic books and characters are the be-all and end-all of life and two super heroes, Darksheer and Stiletto are more than simple cultural icons. As the manager of a comic shop you are devastated when you discover that the Darksheer and Stiletto comic is being phased out.

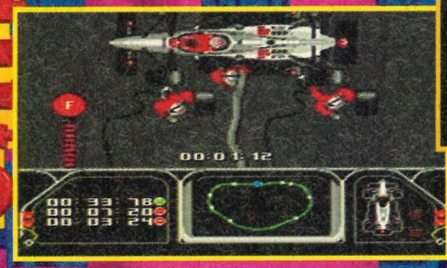
However, you receive limited editions continuing the adventures of Darksheer and Stiletto which actually drag you into their fantastical lands and the sinister city of Noctropolis. But beware, certain anti-heroes are plotting against you, the duo and the city itself.

Electronic Arts have created a game where the characters flow out towards you with absolute realism, fully hand-painted backdrops, stunning music and in excess of two hours of character interaction all slapped together with a unique point and click interface using two mouse buttons and a special dialogue icon.

This has been developed by Brent Erikson, the guy behind one of the first true realistic graphic adventures, *The Martian Memorandum*, if you're eager to try it out you won't have to wait long. *Noctropolis* is due out at the end of November.

information...
- ELECTRONIC ARTS
- PC CD-ROM
- NOVEMBER

FUTURE SCREENS



DARK RIDE
ROCKET SCIENCE

Take a glimpse at this and imagine the tracks twisting and turning up and down at a ridiculous pace and you still won't get the idea of this experience – this is like the black hole rollercoaster rides but slightly more deadly. Unfortunately, at the moment the team behind the game are perfecting the smooth scrolling of the ride before concentrating on giving it the gameplay. But from what we've seen already it's bound to be a big dipper of a game, plunging your belly into your mouth before you can order another fizzy drink.

information...
- ROCKET SCIENCE
- 3DO
- EASTER 1995

NEWMANN HAAS RACING
ACCLAIM

Newman Haas Racing or, to give it its full title, *Newman Haas Indycar Racing featuring Nigel Mansell*, is more than a bit of a mouthful. This is Acclaim's big push into the driving game genre with a game that takes all the thrills and action of the Indy Car circuit with arcade-style fun or more of a strategy element – endure the agony of slow pit stops or try out different suspension settings on the qualifying laps to go faster in the race. It seems a trifle strange to us that they have Nigel Mansell sponsoring the product as he usually slings his hook sharpish – and it's looking like he'll leave the Newman Haas team soon, too. However, for the moment, this looks like its going to be a racing game that won't rest on its laurels on both the SNES and Mega Drive – a fast and furious racer that will keep driving game fans entertained for quite a while.

information...
- ACCLAIM
- SNES/MEGA DRIVE
- NOVEMBER

THE FORTRESS OF DR RADIAKI
MERIT STUDIOS

Doom with fancy rendered graphics? Well, it certainly looks that way with Merit Studio's latest release, a 3D carnage experience in blood and gore that doesn't take itself too seriously. With animated backgrounds and a bizarre series of adversaries from sword-wielding samurai and star-throwing ninjas through to the very strange toaster-headed robots and mutant rat men.

Set in the Fortress of a certain Dr Radiaki just after the Cuban Missile Crisis, you play UN Special Agent Mack Banner who has to find out what's happened to some missing uranium. Armed only with a baseball bat you discover its whereabouts on the island of nuclear physicist, Dr Radiaki, and must get to meet the deformed mutant himself. Weird stuff and if mutated alligators and *Doom* are your thing, then take a look at this 15 leveller.

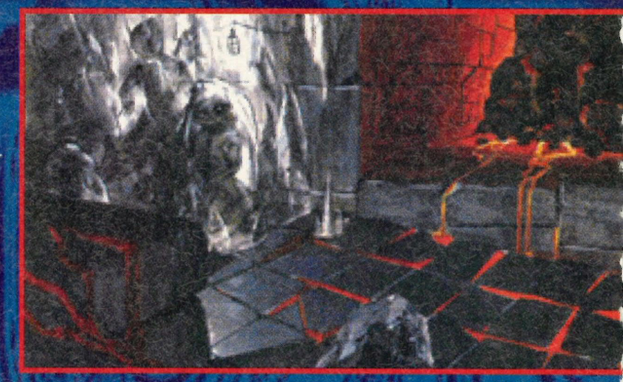
information...
- MERIT STUDIOS
- PC CD ROM
- DECEMBER

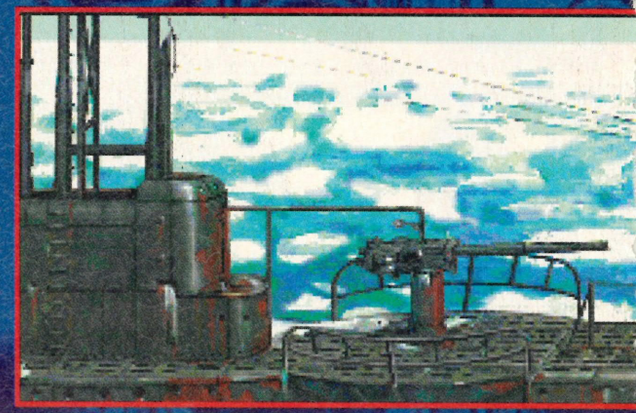
PRISONER OF ICE
INFOGRAMES

It may be cold outside where you are but bare in mind what celebrated explorer Peter Hamsun has to put up with at the South Pole, this game's a chiller in more ways than one. Set in 1937, this Infogrames graphic adventure has Peter and his son Bjorn escaping on a dog sled from a secret Nazi military base with the help of Royal Marine O'Leary. The sled has three crates marked 'Streng Geheim' – Top Secret.

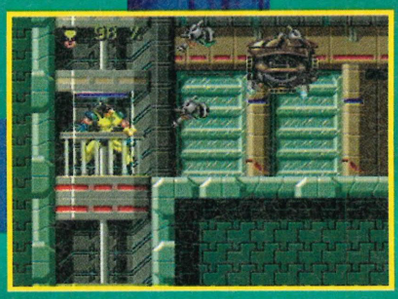
One of the crates falls off, as O'Leary picks it up a vile tentacled monster emerges, drags him into the case and disappears beneath the ice. Peter approaches the gaping hole but is faced with O'Leary floating back up, his face projecting a terrifying gaze. The horrified father and son run off and are rescued by a Royal Navy submarine but back on the Nazi base, rude teutonic incantations are uttered as an unconscious O'Leary is recovered and the Captain of the submarine has to make some decisions about the eldritch plans of the Nazis – Infrogrames games just seem to get spookier and spookier!

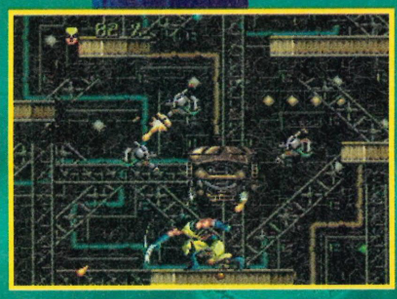
The latest in their 'HP Lovecraft's Call of Cuthulu' series, based on the novel Mountains of Madness and the real-life events of the Nazi Ahnenerbe – a secret division of scientists assigned to study occult and magic practices – *Prisoner of Ice* has over 1,500 animations and character close-ups in more than 150 settings as diverse as a Submarine, the Falklands, Buenos Aires and good old Illsmouth. Chatting to people isn't straightforwardly linear and there's a choice of different subjects to enquire about and Infogrames also offer the player a choice of a happy or a tragic ending! *Prisoner of Ice* is looking like a real meaty adventure but dare you break the ice?

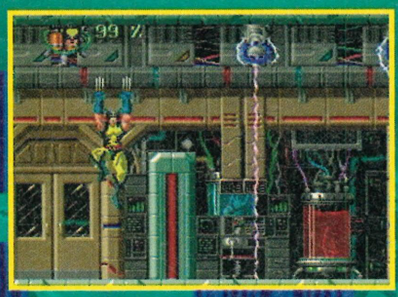




information...
- INFOGRAMES
- PC
- DECEMBER







WOLVERINE

ACCLAIM

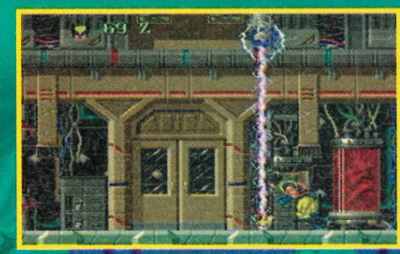
information...
- ACCLAIM
- MEGA DRIVE/SNES
- DECEMBER

Wolverine is Acclaim's latest Marvel Comics tie-in and it's no surprise that it's a monstrously huge platform beat'em-up, shoot'em-up frenzy that's packed with drop kicks, flying punches and nail scratches akimbo.

Working alone away from the X-Men team, Wolverine has to discover the truth about his identity (was he really just your average Canadian Soldier?) with the game leaning heavily on the storyline aspect with comic book-style scenes cutting away after each level. Intending to stop him are his arch enemies, known simply as 'the villains' lead by the nefarious, shape shifting and intangible Shinobi Shaw.

This is one enormous platform adventure, with six absolutely huge levels to sink your claws into. Wolverine's all-powerful persona isn't going to be swamped in this massive romp either as he can perform some of his trademark slicing moves plus several secret manoeuvres that Acclaim have slipped into the cart to improve playability, and don't forget to check out hidden rooms and locations!

This is a huge, varied comic-book title and a massive leap forward from Acclaim's first Marvel Comics tie-in, *Spiderman*. It's looking very smart and is one of the few platform rompettes that we are getting excited about due for a December release.



SENSIBLE SOCCER

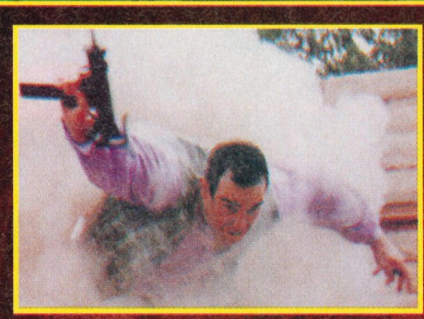
TBA

The classic soccer game of the past few years, *Sensible Soccer*, is about to come on as super sub for the Atari Jaguar. Complete with all the new and improved features from recent years, *Sensible Soccer* will be like a breath of fresh air for Atari Jaguar owners starved of soccer games. Then, soccer games don't get much better than this modern classic. Faithful to all the versions, with the tiny character sprites, manic running abilities, and spectacular goal-scoring opportunities. With battery back-up to save your favourite team and league positions, we shall keep you informed on further developments on the this soccer supremo.

information...
- TBA
- JAGUAR
- EASTER 1995

DRUG WARS: CRIME PATROL 2

AMERICAN LASER GAMES



Following on from the amazing success in the arcades of *Crime Patrol* and recently *Crime Patrol 2*, American Laser Games are converting the classic to three CD formats in the PC CD-ROM, 3DO and the Mega-CD.

Targeting the entire illegal drug distribution chain, *Drug Wars* takes you through it all, from small town traffickers right up to the big city organised cartels. Involve yourself with the border patrol tracking international drug runners and, if you survive as a hot shot, you'll be assigned to South America to destroy the drug factories and capture the drug lord himself. CD owners will simply have to hang on in there until early next year when it makes its official debut.

information...
- AMERICAN LASER GAMES
- PC CD-ROM/3DO/MEGA-CD
- EASTER 1995

KICK OFF III

IMAGINEER

With *Dino Dini's Soccer* reviewed in this very issue, it's interesting to see how his first baby has progressed over the years into *Kick Off III*. Following on from the original classic, Anco (now called Imagineer) still have the rights to the title but following an acrimonious split with Dino Dini, they aren't going to leave it alone – after all, *Kick Off II* still has its fans even with *Sensible Soccer* eventually earning more plaudits.

Kick Off III has a closer to the action viewpoint than *Kick Off II* and the name alone should still bring in the fans. Improved set-plays, tackling, team set-ups and formations, more teams and individual stats are all promised in the final version and it's certainly looking like it's going to give the likes of *Sensible Soccer* and co a run for their money.

information...
- IMAGINEER
- AMIGA/SNES/MEGA DRIVE
- JANUARY

PHANTASY STAR

SEGA

Originally released on the Master System back in 1987 it was one of the first and best of console Role Playing Games. Now its sequel is about to make a return and this time it's not going on the Master System (although there is a separate version for that - but it's in Japanese) or the Mega Drive but on the trusty Game Gear. The best news is that it is currently being translated into English.

Considered a priceless gem by fans of the RPG genre, Game Gear owners will get this monstrously huge 4 Mbit cart officially when it's released early next year by Sega but if you can't wait that long it should be winging its way to an import retailer near you by Christmas.

information...
- SEGA
- GAME GEAR
- DECEMBER

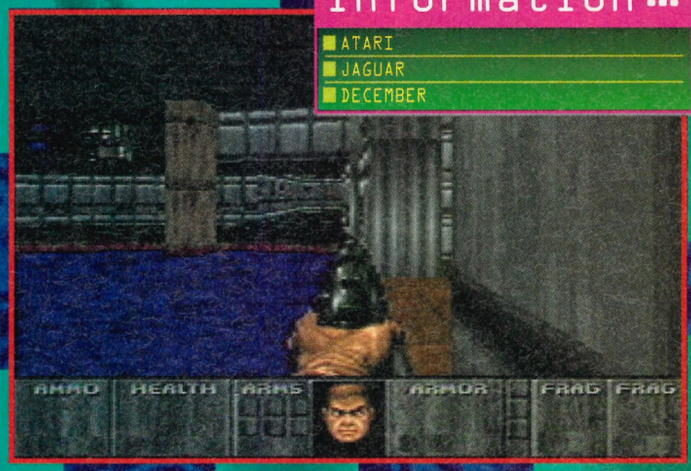
FUTURE SCREENS

DOOM

ATARI

We all know that *Doom* is to appear on the Jaguar but Atari have announced that the game will be something special on that system. Well we've heard that one before but this time it won't simply be *Doom*, but *Doom* with knobs on. Featuring more levels, bigger areas and some specially designed caverns, *Doom* on the Jaguar will be a special edition of the original version with extra sections. It's also fast. *Wolfenstein 3d* on the Jaguar showed how nippy it was and now *Doom* adds the element of gameplay to the speed. Keep your eyes peeled for Atari's big Christmas push.

information...
- ATARI
- JAGUAR
- DECEMBER



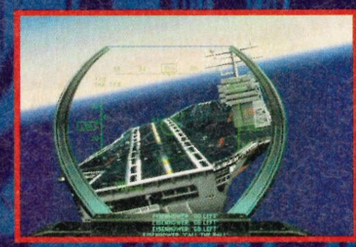
US NAVY FIGHTERS

ELECTRONIC ARTS

US Navy Fighters is the first in Electronic Arts' 'Air Combat' series of high-end PC CD-ROM games that will deliver stunning graphics and sound effects to create an unrivalled flight sim environment. Developed by the team that brought us the classic *Chuck Yeager's Air Combat* this is a modern fighter pilot simulation set aboard a US Navy aircraft carrier, the Eisenhower.

Radical nationalist forces have ousted Boris Yeltsin and are leading a crusade to absorb ethically Russian areas in neighbouring republics. When the United States agree to protect the Ukraine – its recent ally in the region – the Eisenhower is deployed in the Black Sea and you, as the player, must use skill and judgement to repel the Russian invasion.

Set over 50 missions, you are required to fly escort missions, air patrols, close air support, suppression of enemy air defences and loads more. The eight-track digital stereo sound effects and samples and the seamless multiple graphics modes create a great atmosphere. Fully texture-mapped aircraft, ships and land vehicles add to the realism, as do the rear-view mirrors which are found in real aircraft but which have never been used in a computer conversion. Also new is 'track view' which simulates the pilot's head movement and has already been heralded as easier to use than the 'virtual cockpit' found in other games. Due for release at the end of this month, or the beginning of the next, this game is destined to knock you for six in time for Santa.



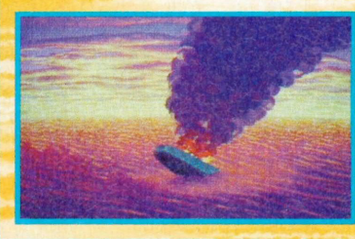
information...
- ELECTRONIC ARTS
- PC CD-ROM
- NOVEMBER/DECEMBER

CARRIER ACES

GAMETEK

Battle in the air for control of the sea in the Far Eastern oceans as either an American or Japanese World War II pilot attacking enemy ships in fighters, dive bombers or torpedo bombers. Outfit your squadron, decide whether to attack or defend the islands, or battle one-on-one against a friend or the computer.

This SNES December release features a split screen mode-seven display for its fancy graphics and as flight combat sims are a rare game type on the Super NES this is bound to go down well with flight sim-oholics. So, get your digits ready to outwit entire squadrons as you take on the role of an aerial ballerina, twisting, turning and generally shooting hell out of anything else in the sky.



information...
- GAMETEK
- SNES
- NOVEMBER

TEE-OFF!

CORE DESIGN

Tee-Off is a state-of-the art golf game for the next generation of games machines. This is the future, and we've seen it now on the Mega Drive 32X, with versions for the Saturn and PlayStation just around the corner. Before you shout out 'but a golf game is a golf game!' *Tee-Off!* may just change your mind, this is designed as a golf videogame and not as a golf simulation, giving it a certain pick up and play feel of coin-op golf games with a friendly and simple to get to grips with control system. The game is split into two parts, Amateur and Professional, comprising of four courses of eighteen holes each – two amateur and two professional courses. If you find this realistic, 3D landscape a trifle flat, players will be able to choose the height surface they wish to play on from flat, normal, hills or 'just plain crazy'.

Tee-Off! will start each hole with a smart FMV fly-through and there are three different types of camera view per hole. There is also a fly-by camera on the outset of their selected hole. The number of options you are offered is quite varied, you can even adjust the driving, chipping and putting statistics of each of the four player sprites to your own taste. You can practice, indulge in either a tournament, skins match or match play or, if you wnat a change, try your luck in three special options like the Derby Scramble, a Shoot Out or the Core challenge where a special prize will be on offer.

The engine controlling the landscape is still having its final touches added but the design is already lush in its sheer smoothness.

Tee-Off! is the closest thing yet to an arcade-perfect golf game and for those who are going to dash out and purchase the Mega Drive 32X add-on you'll be able to indulge in a game of balls around Easter next year.

information...
- CORE DESIGN
- MEGA DRIVE 32/SATURN/PLAYSTATION
- EASTER 1995

034 034 034

SLIPSTREAM
GREMLIN INTERACTIVE

Gremlin Interactive are trying to push their new corporate identity with high-end production values and their latest release, *Slipstream*, a game that uses the latest in 3D visual production techniques of rendered and texture-mapped graphics and animations.

Slipstream racing started in 2015 as an illegal and highly dangerous street racing movement where the stakes were high and the outcome was anything but predictable.

Race against ten weird and wonderful slipstreamers with bags of personality, their own unique styles of racing and different aircraft over ten race circuits. With a split-screen mode option with a link-up mode and full action replay facility, *Slipstreamers* is looking like it's going to be one heck of an atmospheric racing rompette.

information...
- GREMLIN INTERACTIVE
- PC
- DECEMBER

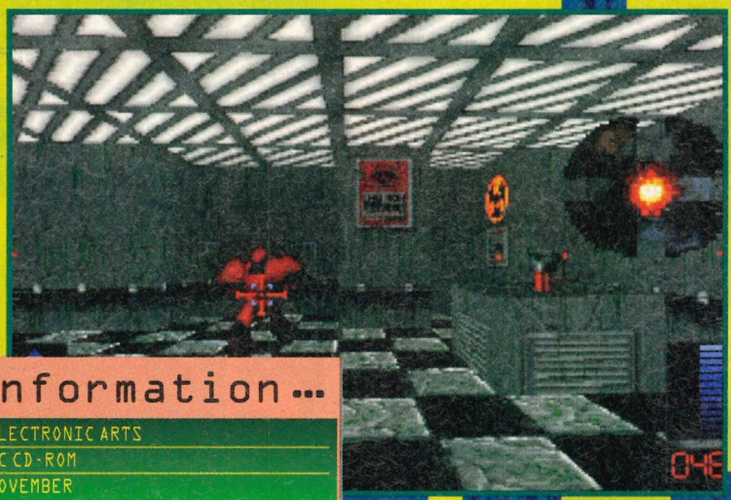
LOST EDEN
VIRGIN

information...
- VIRGIN
- CD-i/PC CD-ROM
- MARCH

Lost Eden has been on the boil for a long time now, not quite since the Jurassic period, but it feels like it. However, it's still being given the final polish during development for most CD formats. Set in a fantastical kingdom where man is at war with the dinosaurs, *Lost Eden* is a concession to the on-going dinosaur craze. The world is in deep trouble as the mean and merciless Tyrannosaurs (created in 3D Studio) have gobbled up most of the available humans and the last survivor is holed up in a citadel.

Play the part of Adam who can converse with the creatures whilst ensuring the human race can survive for a few more years, *Lost Eden* is developed by French team Cryo, the makers of the CD version of *Dune* and *KGB*. A point and click adventure with stunning graphics and an involving storyline, *Lost Eden* ought to appear around March next year.

CYCLONES
ELECTRONIC ARTS



information...
- ELECTRONIC ARTS
- PC CD-ROM
- NOVEMBER

CyClones looks like yet another *Doom* kind of clone but EA are quick to deny this as, although *CyClones* is a first person perspective 3D scrolling blaster, it has more in the way of adventure and strategy – especially as the game would take over 40 hours to complete!

Earth has been observed by a hostile alien race. Abductions and UFO sightings (plus cattle mutilation and the odd bit of rectum coring) are widespread and the human tissue samples taken are being used to create the ultimate Cybernetic warrior – the CyClone. You are sent out, complete with an army equipped with high tech weaponry, to save the human race from probably its greatest threat yet!

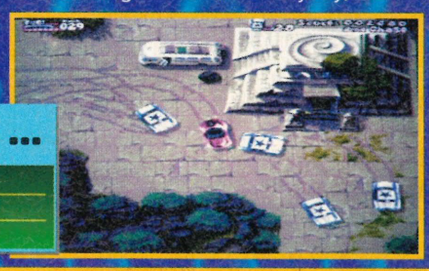
Players are offered five missions of varying degrees of difficulty together with three random optional missions giving players of all levels of ability the chance to show off. Full of digitised speech, full motion video sequences and a sweeping musical score, this monster-sized game should provide bags of atmosphere.

PID
TERRAMARQUE

Set in a world called Muhmulandia, a massive crime wave is sweeping over the land and the police are swamped and resort to calling in a group of bounty hunters. The sources of such a sudden surge in the crime rate is traced back to a burglary at the museum of crime, Dr Basilika stole the genetic material of past criminals for his evil purposes, cloning an army of the wickedest crooks who ever lived to bring chaos and disorder to Muhmulandia with the intention of taking it over for himself.

PID (standing for Private Investigator Dollarally) involves you as a private investigator and bounty hunter who has to earn wonga, survive and save Muhmulandia. Of course, the cops don't want an amateur to get all the glory so you have serious competition from the law enforcers as you drive around the streets causing a rumpus.

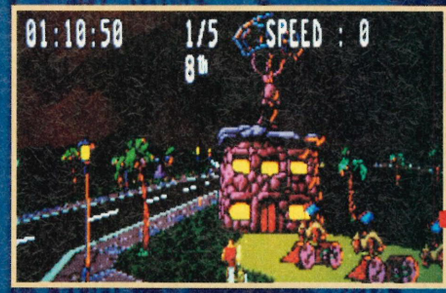
Looking good from a small company, Terramarque, this driving game with a difference should be coming out soon. As they say, *PID* gives you the chance to do 'everything you always wanted to do with your car, but never dared!'



information...
- TERRAMARQUE
- PC
- DECEMBER

BC RACERS
CORE

BC Racers is Core's next big Mega Drive 32X release along with *Tee-Off!* featured this issue and it's looking smart. Very *Mario Kart*-esque in the bump and burn aggro on course as you control Chuck Rock, Gary Gritta and Co on a manic dash through prehistoric times. Bedrock this ain't but they've discovered the wheel and the internal combustion engine at the same time – which is more like a turbo engine as this version positively flies, the speed is incredible!



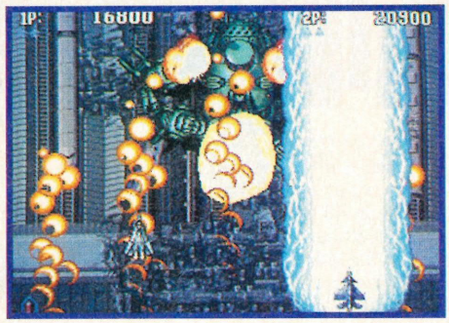
Millionaire playboy caveman Millstone Rockafella has arranged a wild n' wacky BC bike race, the winner of which receives the Ultimate Boulderdash Bike. With more than a passing resemblance to the classic style of *Super Mario Kart*, *BC Racers* is bound to turn more than a few heads. Not only should you be able to get your mitts on the Mega Drive 32X soon but you will also only have to wait until Easter next year before you can burn some serious granite.

information...
- CORE
- MEGA DRIVE 32X
- EASTER 1995

IMPORT

Forget your tickets, don't bother packing and don't take any travel sickness pills. We can take you on a trip around the world from the comfort of your armchair with a little help from the Games World correspondents in the USA and Japan...

YOU GOTTA FIGHT!

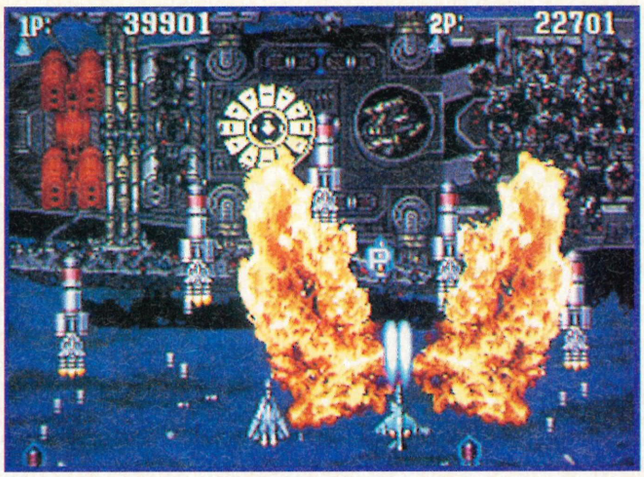


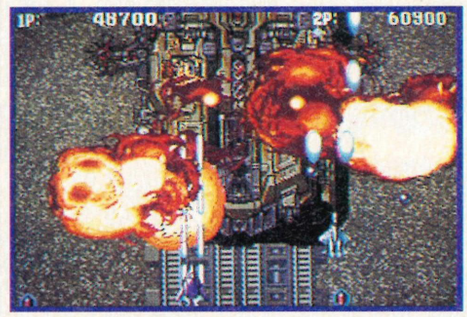
The action is hot on the old Neo-Geo this month with lots of games to choose from on American import. Of course, most of them are beat'em-ups because that's all you ever seem to get on this deluxe, top of the price range console so it's quite a bonus to discover that the latest in the *Aero Fighters* series is now available.

Packing a massive 102 Mbits, *Aero Fighters 2* is a right good blast. It's a horizontally-scrolling shoot'em-up with four different planes to choose from including an F-117 and an F-15. You can choose which pilot you'd like to take to the air with and select between a one and two-player game.

Each level is crammed to bursting point with all the things that make good arcade shoot'em-ups such a thrill to play. Giant tanks rumble along the ground belching out cannon fire, other planes zoom around the screen and mega weapons and missiles can be picked up and zapped in the enemy's general direction.

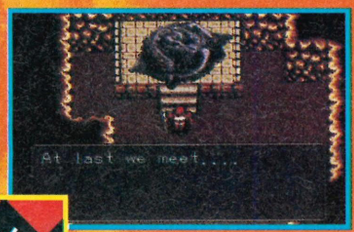
This is quite a tough challenge. It certainly had us hooked and I'm sure it will hook you too, as long as you can afford to fork out around £195 for the privilege of playing it!





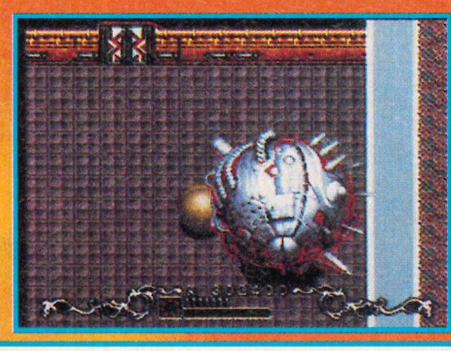
OH LORDY! IT'S...

The kings of the role playing adventure, Enix, are back again with another game to lose a few weeks of your life to, this time on the SNES. *Brain Lord* comes from the creators of *The 7th Saga* and is a *Legend of Zelda* style game packed with tricky puzzles, mysterious beasts and a gripping fantasy storyline.



The main character has taken upon himself the quest that his father failed to complete. His father was convinced that many years ago men used to fly around the skies on the backs of dragons but he could never prove this in his lifetime. Now it's your task to find the dragons and silence the people who thought that your father was insane.

With a story like that how can this game loose? It's a great RPG that you'll simply love if you were a fan of *Zelda* or the *ActRaiser* series.



FATAL ATTRACTION

Packing a punch with 32 Mbits of game inside a SNES cartridge, *Fatal Fury Special* is more of the same – and why not? The Japanese seem to love their beat'em-ups, splashing their hard earned yen in the general direction of Takara software every time they bring out a new game.

This looks a good conversion of the Neo-Geo title and weighs in at a hefty £89.99 on import. For this amount of money you get everything the first game had but this time there are lots of new characters and special moves to master. There are all the usual beat'em-up controls; light punch, hard punch, light kick and combinations to access special moves. Rather than being a game that needs strategy to overcome an opponent this is much more of a 'bash and hope for the best' cart.

If you're a fight game fiend, this could knock your block off!

036 036 036

scene

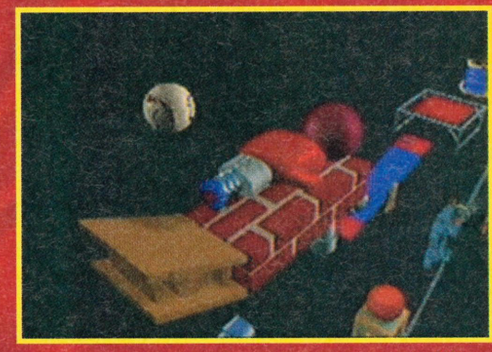
JAPANESE WHISPERS

There may not be much software around for the Panasonic REAL 3DO in the UK at the moment (we're assured that this will soon change) but in Japan they have got all areas of the market covered. We've seen some mighty strange titles this month.

For a start there's *Editing Design*, where you get to become a 'virtual' photographer. Lots of pretty Japanese models go through the motions in front of the camera, and it's all captured in 3DO Full Motion Video. Yes, this is an actual piece of software in Japan and not just an excuse for us to print screen shots of girls in their underwear! Well, okay, there might be a little truth in that. Still, we can't wait for a finished game to play.

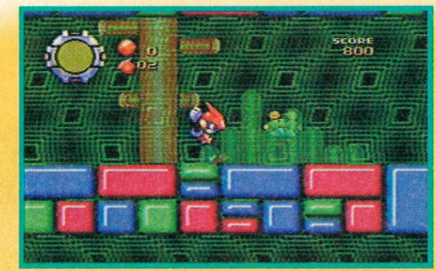
There's a new golfing sim available too called *The Masters*. It's from golf stalwarts T & E Soft. The main attraction is of course the new true-to-life courses in the game. If you don't want the hassle of getting up and going for a brisk walk around your local golf course this one could be just the ticket.

Originally from Sierra on the PC and PC CD-ROM the next game is *The Incredible Machine*. The difference on the 3DO is that everything is created in 3D. The game involves all kinds of weird objects that, when put together in the correct order, make a machine that performs a task like moving a ball around. Sounds incredibly boring? Well, take a look at these screen shots and you'll see that it's far from it.



The final game in our 3DO lucky dip this month is a role playing affair known as *Powers Kingdom*. It's doing the rounds in Japan now but, of course, everything is in Japanese. Luckily the game is about to be released in America with fully translated text so give your local importer a call for that one.

FEEL THE PULSE



Rocking the Sega Mega Drive in Japan as we speak is a new superhero aiming to push Sonic and Knuckles to one side. He's called *Pulseman* and he's a little geezer in a hard suit that has electricity running through his veins!

The game is in the standard Sega platform mould with sprites, backgrounds and animation very reminiscent of any Sonic game. It's quite handy having a character who's made from electricity as he can do extra clever things like turn himself into pure current and pass through wires to the next level.

The stages are each set in a different country, kicking off in Japan and moving across the world to India. There's a task to be completed in each and, of course, the usual end of level bad guys to defeat.

There are lots of nice little graphic touches in the game with psychedelic backgrounds, jumping frogs and a groovy looking wild western background sprawling away into the distance.

Difficulty levels seem to be going up in Japan though because this is quite a challenging game to play. We're not sure at the time of going to press whether or not *Pulseman* will ever make it as an official UK release but if it does you can bet your bottom dollar they'll go and make the game easier! If you want the pure, undiluted *Pulseman* get down to your importer and get a copy now.

MANY THANKS TO THE VIDEO GAME CENTRE, BOURNEMOUTH FOR THEIR HELP AND ADVICE ON THE IMPORT SCENE. YOU CAN PHONE THEM FOR ALL YOUR IMPORT NEEDS ON (0202) 527314.

MAXIMUM firepower

maximum firepower

What? Another section of Maximum Firepower for you to drool over? And it only seems like last month that we did the last one. We throw caution to the wind and suggest that if you have any tips or cheats you'd like to share with the world, then write to Maximum Firepower, Games World: The Magazine, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth, BH1 1NF. If your tips are original and they work, then you'll be rewarded. Big time!

SHADOWRUN

SNES

Infinite Cash

On the title screen when the Start message is flashing press A, B, B, A, C, A, B and then press Start to play the game. While you're playing, press A to call up your menu of items and scroll past the Load and Save options until you come to an invisible option that, when selected, will give you infinite cash and health.

JELLY BOY

SNES

Various Cheats

Here are some top tips for this wobbly platformer:

20 Lives

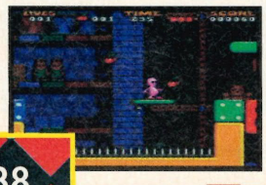
STSHT NRTCLW FHSMGS SHLWTN

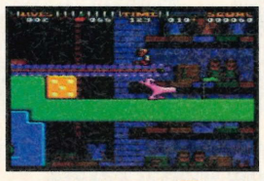
All Locks Open

MTBCNM MTGWTT PMYWIC TSMFTM

Special Cheat

HHMHCP DHTWHW MFMTHT SCHMLM





SUPER EMPIRE STRIKES BACK

Start With Force

At the start of the game you haven't got much Jedi juice but if you would like to be able to use the force straight away, just enter this code on the title screen; X, B, B, Y, X, A, A, X, and Start.

SNES

SNES

STUNT RACE FX

Computer Controlled Cars

Here's a neat little trick that will allow you to sit back and watch the SNES race both cars. On the game selection screen, choose the Battle Trax option and select the car you wish to race. Start the game but don't touch any of the controllers. After a few seconds, the SNES will start driving the uncontrolled cars around the track. All you have to do is sit back and watch!

SNES

SUPER METROID

Defeat The Maridia Boss

At the end of the Maridia section of the game you will have to fight against Dorigon. There is a pathetically easy way of dispatching this guardian so long as you have the Grappling Beam to hand. In the room that you will be fighting in there are a load of electric panels that will stun you should you touch them, this will work to your advantage when Dorigon grabs hold of you. Simply shoot your Grappling Beam into one the electric panels as he holds onto you and he will soon be toast.

ACTION REPLAY CODES

SNES

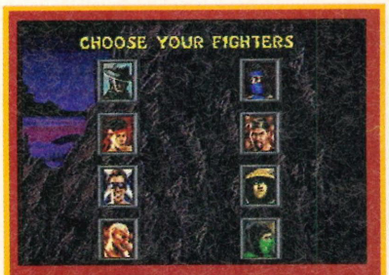
JUNGLE BOOK

7E010B04 – Infinite energy.
7E010405 – Infinite lives.

ACTION REPLAY 2 ONLY

MORTAL KOMBAT II

80870CA1 – Use this code before using any of the following.
7E2EFAA1 – Infinite energy for Player One.
7E30A8A1 – Infinite energy for Player Two.
7E2EE405 – Special two-player combat mode.
7E022E08 – Unlimited time.
83A74480 – Unlimited finish time.
85E31B00 – All Characters are black shadows.



MORTAL KOMBAT II

Extra Battle Mode

GM MASTER CLASS

Now this is sure to spice things up a little bit and add a whole new dimension to playing this game. Hold down the Left and Right buttons on the top of controller one and keep them held down. Instead of the normal title screen, Shao Kahn will walk onto the screen and mutter. Then Kintaro will walk onto the screen and begin to demolish the Acclaim logo. Keep holding the Left and Right buttons and press Start. A new screen will appear that looks like it belongs in the first *Mortal Kombat*, press Start again and you'll come to a new fighters screen. With this option you can choose any four characters to play against any four characters. As soon as your first fighter dies the second will instantly appear and so on until the last fighter dies. The first person to lose all four fighters will, uncannily enough, lose. When you want to start again, press and hold the Left and Right buttons and press Start. If you press Select when holding Left, Right and Start, you'll get a random selection of fighters.

SNES

THE SETTLERS

Cheat Code

Type PASSIVE on the title screen and you'll be able to select and play any of the 30 levels

WONDERDOG

AMIGA

Level Codes

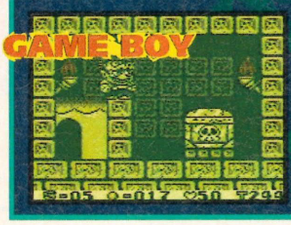
Here are the level codes for *Wonderdog* that will let you reach the later levels of the game:

Level 2:	**LEMONADE**
Level 3:	**PHARMACY**
Level 4:	**ULTIMATE**
Level 5:	**DANIELLE**
Level 6:	**LUCOZADE**

SUPER MARIO LAND 3

Power-Ups

Start the game as normal but whenever you feel like a bit of help and a big power-up pause the game and press Select 16 times. A square cursor will appear at the bottom of the screen and move over to Wario's head at the bottom of the screen. Now when you unpause the game Wario will have been powered-up with a different head. Each time you do this cheat, Wario will have a different head. The heads cycle like so: Wario-head, Bull-head, Jet-head, Dragon-head, Mini-head and back to Wario-head again.

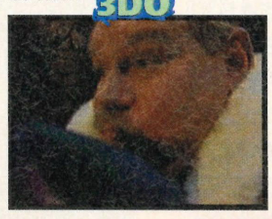


THE HORDE

View FMV Footage

While you are playing the game, press and hold Up, A, and B. Now while you're holding all of these, press P, to pause the game, and press Right, A, Left, Left, A, Up, B and then P to unpause the game and commence watching the FMV clips. At any time you can skip through by pressing a button.

3DO

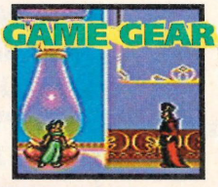


ALADDIN

Passwords

Level 1: AJGJ
Level 2: LAEA
Level 3: ASNF
Level 4: DMIA
Level 5: INSI
Level 6: NEUA
Level 7: AALG
Level 8: BLTO
Level 9: UIAN

GAME GEAR



REBEL ASSAULT

PC

Repair/Sequence Skip/Level Codes

At the beginning of the game where the LucasArts logo appears input this 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 your damage and will restore your health to 100.
The Escape key will allow you to skip you to the next mission or cut a scene.
Pressing 1-9 on the keyboard will skip you to any of chapters 1-9.
Pressing A-F skip you 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

CORRIDOR 7

PC

Full Power-Ups

If you press the W, A, X keys simultaneously (like *Wolfenstein 3d*'s cheat) you'll receive: All weapons with 200 rounds and 100 alien charges and a full bar of health, 25 proximity mines, the complete map and both keys for your level.

REBEL ASSAULT

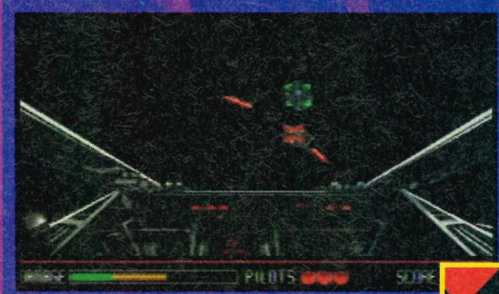
Level Codes/Sequence Skip

Right at the start of the game when the animated LucasArts logo appears, press the following buttons: Up+A, Down+A, Up+A, Up+A, Left+A, Right+A. Now whenever you press the following buttons you will be able to cheat your way through the game.
Pressing the C button will skip you to the next mission or cut sequence. Pressing Start to pause the game will list the Menu from where you can select to restore your health, then press A and Start to get back to the game with your health back at 100%.

Here are the Passwords for the game:

Chapter	Easy	Normal	Hard
2	BOSSK	BOTHAN	BORDOK
3	ENGRET	HERGLIC	SKYNX
4	RALRAA	LEENI	DEFEL
5	FRIJA	THRAWN	JEDGAR
6	LAFRA	LWYLL	MADINE
7	DERLIN	MAZZIC	TARKIN
8	MOLTOK	JULPA	MOTHMA
9	MORAG	MORRT	GLAYYD
10	TANTISS	MUFTAK	OTTEGA
11	OSWAFL	RASKAR	RISHII
12	KLAATU	JHOFF	IZRINA
13	IRENEZ	ITHOR	KARRDE
14	LIANNA	UMWAK	VONZEL
15	PAKKA	ORLOK	OSSUS
End	NORVAL	NKLLON	MALANI

These level codes will also work for the Macintosh version of the game.



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CASTLEVANIA BLOODLINES

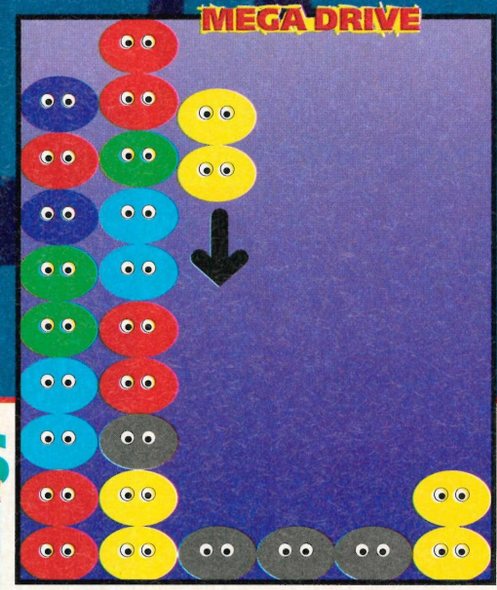
Extra Lives/Extra Level

Enter this cheat so that you can have a total of nine lives and also the ability to choose an extra hard expert level. Enter into the options screen and set the options to the following: BMG setting to five, and the Sound FX to 73. Now wait until the title screen appears and when it does press Start. Now press Up, Up, Down, Down, Left, Right, Left, Right, B and then A. You will now hear a chime and when you return to the options screen you can select nine lives and also an expert level that's really tough.

MEAN BEAN MACHINE

Strategy Tips

Thanks to **James Morley** of **Welshampton** for his lovely set of tips on *Mean Bean Machine*. When you're playing against the first six characters, just use your favourite strategy. However, a really useful ploy is to build up one side of the playing area, in blocks of three interlinking sets of colours. This allows you to set off Yeehaas or Yippees, by activating the bottom colour. The other advantage of this is that if your opponent sends you an unwelcome present of black beans, you will have sufficient space on the other side of the playing area so that you can withstand the attack. If you get past the Pig boss, all subsequent opponents will dramatically change their strategies, they'll appear slower but more calculating in their attacks. Change your tactics from three interlocking blocks into two sets, sitting just above each other. See accompanying diagram:



ACTION REPLAY CODES

MEGA DRIVE

MORTAL KOMBAT II

FFB6230078 – Infinite energy for Player One.
FFB7130078 – Infinite energy for Player Two.
FFF4570015 – Infinite credits.
FFAB960099 – Infinite time.
00661A5555 – Unlimited time for fatalities.

TOEJAM AND EARL II

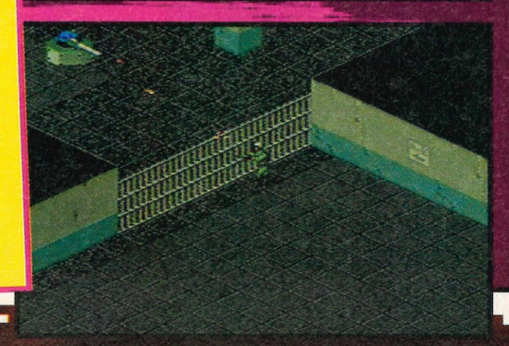
FFA9290001 – Infinite funk for Player One.
FFA9210001 – Infinite funk for Player Two.
FFA9B00001 – Infinite super giles.
FFA9F00001 – Infinite panics.
FFA9270003 – Infinite continues.

URBAN STRIKE

Level Codes

MEGA DRIVE

Hawaii Level One:	YZ9NHLWVNBF
Oil Rigs:	CNHLGBR4NBF
Inside Oil Rigs:	ZLGBWD3PFZD
Mexico:	9BWDR6MJYNM
San Francisco:	NDR63P7VZLT
Inside Alcatraz:	H63PMJT4SYL
New York:	LPMJ7VSXFZR
Las Vegas:	GJ7VT4FKYNM
Inside Casino:	BVT4SXYC2LT
Underground Casino:	WR63PMT4SYL
Win Screen:	D3PMJ7SXFZD



MEGAMAZE

CD-i

■ **Level Codes**

A Horsley from **Bishops Stortford**, again, has devoted his life to gaining these codes for *Megamaze* for us. We don't have space to print them all but here's every fifth one:

Level 10:	4847
Level 15:	5288
Level 20:	6029
Level 25:	4398
Level 30:	0152
Level 35:	6685
Level 40:	5566
Level 45:	8651
Level 50:	2212
Level 55:	3262
Level 60:	0155
Level 65:	6676
Level 70:	6761

KETHER

CD-i

■ **Special Save Game**

According to the ubiquitous **A Horsley** from **Bishops Stortford**, there is a handy level select tucked neatly into the game. Fly into the black hole and through the coloured star, when you've done that, press the eject button to eject the disc. Now when you reload and load up the saved game, you will always return to the temple selection with four lives. Very handy!

CAESARS WORLD OF BOXING

■ **Easy Opponents**

Make sure you have one of the CD-i controllers plugged in for this one. Plug the joypad into the rear socket, then switch on and load *Caesars Palace*, pick Exhibition bout and select two players. Quit and go back to the main menu and unplug the joypad from the rear to the front and continue a previous career. Now when you play your opponents will stand still so all you have to do is batter them around the head to win. Thanks to **A Horsley** from **Bishops Stortford** for that.

DINO DUDES

JAGUAR

■ **No Timer/Infinite Lives**

Two great cheats so that you can cheat your way through the game. When you're at the password screen press AC, this will clear the screen. Enter the code TIME STANDS and you'll hear a sound when you OK it. Press AC again and enter STILL FOREVER, as the new code. When you OK this you should hear a belch! This now means that the in-game timer has been deactivated.

The second cheat will give you infinite lives. Using the same principle as before, press AC to clear the password screen and enter ONCE DEAD, OK this and press AC again. Now put in TWICE BORN and OK this. You will now be blessed with infinite lives when you play the game.

WOLFENSTEIN 3d

JAGUAR

■ **Various Cheats**

Here are a few codes that should help you to enjoy your game of *Wolfenstein 3d* that little bit more.

Sound Test

When there is a sphere at the start of the game, press the # key.

Level Select

On the game select screen hold down 1, 3, 7, 9 and you'll be able to go to any level. Level 6, Stage 7 is a secret level.

Enter these two cheats while playing the game and have some porky hard gameplay at your disposal:

4668: God mode.

4996: Maximum firepower.

SUPER STREET FIGHTER II

ARCADES

■ **Play As Akuma Long**

At last it's true! You can be the legendary and hidden character Akuma Long. Mr Long to you, son.

Here's how to get Akuma to come out and play. Make sure the machine that you're playing on has a setting that will allow you to select speed three, press a fierce button to select when Ryu is highlighted. Once you've selected the speed with the fierce button, pause the marker for a few seconds then move the marker over to T Hawk. Pause for a few seconds and move to Guile, pause for two seconds, then move to Cammy by moving over Dhalsim, pause, then move to Ken and after pausing go back to Ryu. Pause for a final two seconds and press all three punch buttons and the Start button together. Akuma will replace Ryu's picture and you will be able to play the fabled one.

Akuma has had his powers toned down for player use and he can only throw one mid-air fireball, but apart from that Akuma is a pretty rock-hard geezer.

GM MASTER CLASS

WE HAVE A WINNAH!

Respect is certainly due to **A Horsley** from **Bishops Stortford** for his highly original CD-i tips (what a top lad). He sent us a well presented set of cheats. In return we're going to send him the copy of *Hotel Mario* that he requested, all thanks to our friends at Philips. Want a game? Then send in those tips, to us... first!

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
JAGUAR HELPLINE	(0839) 994460

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ANIMANIACS

Saturday mornings have never been the same since a crazy cartoon trio bounced onto our screens and shouted 'We're cute, but we can't help it!' The Animaniacs were an instant hit with their corny gags and witty one-liners. Now it's time for them to conquer the consoles. Be afraid, be very afraid...

Famous director and producer Steven Spielberg has created some movie marvels in his time. He brought the dinosaurs to life in Jurassic Park and wowed us all with films like ET and Close Encounters of the Third Kind. Well, now he's got a new trick up his sleeve that takes the mickey out of all of those films — the *Animaniacs*.

The story goes like this... Back in the Thirties nutty animators at the Warner Bros cartoon studios created three cute and cuddly characters; Yakko, Wakko and Dot – the Warner Brothers and the Warner Sister. They were immediately labelled DANGEROUS and imprisoned in the water tower high above the studio lot to keep them out of trouble. Somehow, these crazy puppy-like characters have managed to escape and are now causing havoc once again, this time in the Nineties.

They are Ralph the security guard's worst nightmare as it's his job to keep the little tykes locked up and the studios running smoothly. He'll do anything to recapture them (and frequently does throughout the game).

In the hit cartoon show shown every Saturday morning on ITV's 'What's Up Doc?' there are hoards of sub-characters who star in their own mini-cartoons. Two of these cameo toons are Pinky and The Brain, two laboratory rats whose goal in life is to conquer the world. They've really gone for it this time by stealing the top secret script of the latest Warner Bros epic movie, hoping to make it themselves and earn lots of money which will then enable them to take over the world...

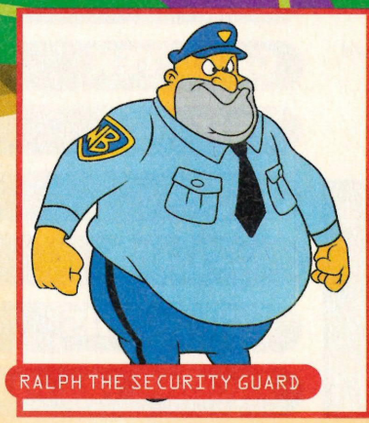
As you can imagine, the CEO (director of Warner Brothers) doesn't think

VITAL STATISTICS

NAME	ANIMANIACS
PUBLISHER	KONAMI
SYSTEM	SNES
PRICE	£49.99
SIZE	16 Mbit
AVAILABLE	DECEMBER

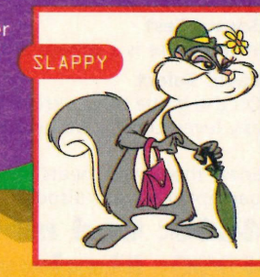
CARTOON CAMEOS

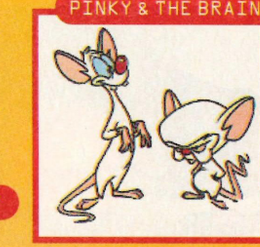
Just like the TV show the Super Nintendo game also stars a cast of cameo characters. They appear on TV in mini-cartoons after the main Animaniacs feature with short stories to tell. In the game, most of them are found simply running past as the Animaniacs go through their paces. The pigeons can be seen sitting on the iron girders of the water tower and all of the crazy toons have their faces in the reels of the bonus slot drum. See which ones you can recognise...


RALPH THE SECURITY GUARD

THE NURSE

DR SCRATCHANSNIFF


SLAPPY


PINKY & THE BRAIN

EXCLUSIVE

SPECIAL FEATURE

Animaniacs Family Album

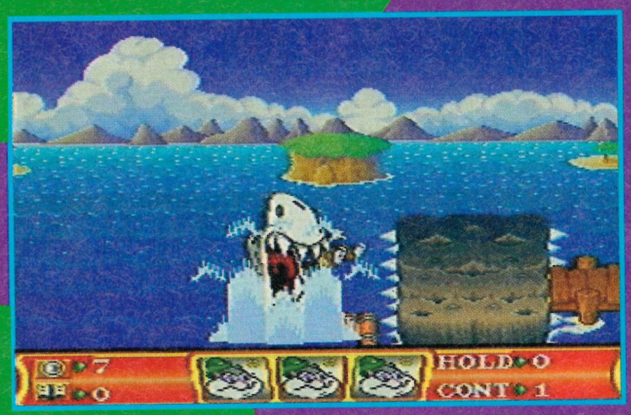
If you haven't come across the crazy Animaniacs family before you're probably wondering what on earth in going on! What are they? Who are they? And why do they look like puppies?

Well, the trio are fresh from the imagination of the Warner Bros animators and Steven Spielberg. They're hilariously hip and absolutely bonkers and they've got their very own TV show that's screened on Children's ITV every Saturday morning.

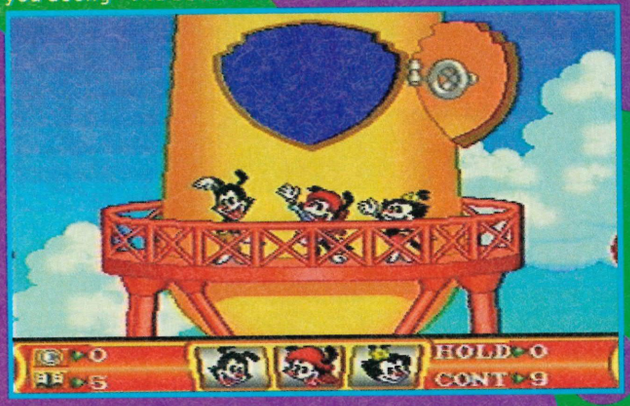
The three are inseparable, going everywhere and doing everything together. They've all got their own catch phrases too. They started out as throw-away gags in the cartoon but will soon be seen in the shops adorning all kinds of merchandising to cash in on the cartoon's success.

Let's take a look at these three cuddly toons...

Above: Hello nurse! The boys go nutty over the studio nurse while Dot looks on in total disbelief.



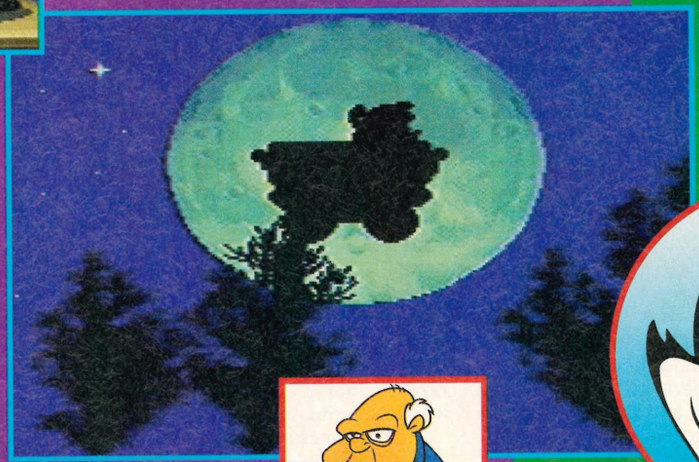
Above: On the Aquatic level the 'Jaws' shark chases you along. One bite and it's back to the water tower.



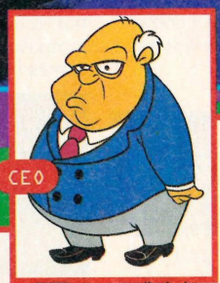
much of this scheme and, after exhausting all the other options, he calls upon the Animaniacs to retrieve the script. The silly rats have somehow managed to scatter 24 pages of it around the studios, so it's a mad dash through each one to discover all the missing bits. Unfortunately for the trio, filming is taking place making the task more than a little hazardous (not to mention very funny).

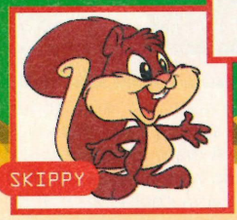
All the controls can be user-defined if desired by going to the options screen from the main menu. The three Animaniacs stand at the corner of the screen and act out what each button does for you as you swap between them. You can also cycle through all the tunes in the game from here.

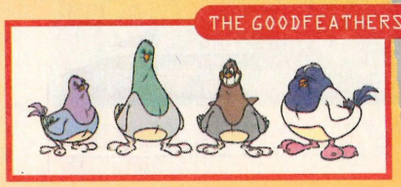
The action then kicks off in the Warner Bros Corporation office with the CEO looking slightly cheesed off. ▶



Remind you of any movie in particular? Each studio is packed with parodies of famous films.







Yakko

Yakko is a born leader and tends to take over from the others whenever he can. He's a fast talker and an ideal big brother, always looking out for the other two. He takes the lead role in one Animaniacs adventure after another and is the character that you start out with in this barmy game.

Catch phrases Yakko has got landed with are 'I like him, don't you?', 'Time Out!' and the one that he shares with his little bro, 'Hello nurse'. This gets shouted whenever the Warner Bros staff nurse comes along or a pretty girl is in a scene.

There are no major differences between the characters in the game but Yakko is always a handy one to have around, being taller than the other two. When faced with a particularly high platform to reach you can jump into a stack and use Yakko to get that extra bit of height.

Being the eldest, Yakko tends to look a little serious and straight-laced especially when compared to his nutty brother...

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REELS OF FORTUNE

The great thing about *Animaniacs* is that it's full of little quirks that will put it streets ahead of the competition. One of these features is the fruit machine slot drum at the bottom of the play screen. This is full of all the characters from the TV show and spins whenever five silver or one gold medal is collected. The reels can be stopped by pressing the Left button or by waiting for them to stop automatically. The combinations you get will give you various bonuses:

1. YAKKO-WAKKO-DOT
If you line up the three cheeky tykes when any of the Animaniacs have been captured by Ralph the guard, the caught one will be restored on screen.

2. PINKY-PINKY-PINKY
The nasty factor of the game is Pinky and The Brain. Line up three Pinkys and ten of your nice shiny medals will be lost from the bank.

3. BRAIN-BRAIN-BRAIN
If you thought that Pinky was nasty, check Brain out. Line him up three times and half the medals you've collected will be forfeited.

4. RALPH-RALPH-RALPH
Uh-oh! Ralph is on the warpath once again. Line up three of him and he'll do some serious damage! He loses you all of your hard earned medals.

5. CEO-CEO-CEO
The CEO may look like a nasty piece of work and he's always bossing people about but line up three of him and you gain one continue!

6. NURSE-NURSE-NURSE
She's a real cutey this one, and handy if you line up three of her in a row. She'll make the leading Animaniac invincible from enemies for a fixed time.

7. SKIPPY-SKIPPY-SKIPPY
Now this is rather more like it. Skippy is a cuddly little squirrel so lining up three of his face will gain you 20 medals. Very nice!

8. SLAPPY-SLAPPY-SLAPPY
Slappy is Skippy's aunt and is of course much bigger. Perhaps that's why landing three of her will gain you a precious 50 silver medals.

9. CHICKENBOO-CHICKENBOO-CHICKENBOO
ChickenBoo is an odd character. He appears in his own cartoons in the TV show and collecting three of him will double your medal tally – wow!

PLAY AWAY!

This amazing Animaniacs game is made up of seven main stages, four of which can be played in any order. The four main studios each have a particular theme and include many parodies of famous movies and references for you to spot. Let us take you on a whistle-stop trip around the highlights of the game...

SCI-FI STUDIO

Here's one for all science fiction fans with a dark, sinister feel to each stage and music to match. Some of the nasty goings on aren't all they seem though and there are lots of hidden bonuses and secret rooms full of medals to find.

01. The dreaded face-huggers from the Alien films pop out of their pods and will stick themselves to Wakko, Yakko or Dot's face given half a chance. Keep an eye on them though as some pods turn out to contain harmless little chicks!

02. Moving along you come across a golden robot. Wasn't there a similar one in Star Wars? Don't hang around for too long though as a giant slobbering alien monster will come along and one bash from him will make you see stars.

03. Climb the stairs and jump the boxes and who should be waiting for you but – Dusty Bin! Or is it supposed to look like R2D2 from Star Wars? Keep dashing into the side of him and he'll drop lots of medals to stock up the fruit machine.

04. A tricky section this one. As the little puppies dash down the slope they've got to jump up and collect the medals in the air. Unfortunately there are giant balls that look strangely like the Death Star following them down – look out!

05. Every level has to have a section with Ralph the Guard in it. He comes along and will grab as many of the Animaniacs as he can get his sweaty hands on. Keep out of his way by jumping over his head when he comes near. He'll stop when...

06. An alien ship starts to land on screen scaring Ralph into running away. A giant hand will point into the ship and, if you walk into the beam, your characters will be beamed aboard. I wonder if these creatures are green?

07. It's bound to be very dangerous inside alien space ships – so don't get beamed up! This one has zappers on the floor of the lift that'll knock you out instantly and then more huggers that start to fall from the ceiling. Whatever next?

08. Don't ask us how an Acme oil lorry got inside an alien space ship but it did and it's heading straight for our little heroes (and heroine). Dash out of its way and jump the gaps in the floor and the Animaniacs may just survive for the next stage.

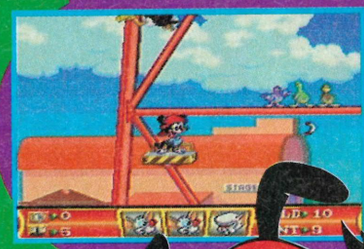
09. A nasty robot on fire will scorch the puppies given half a chance. There are three levers on the right hand side of the screen but how do you work them? You'll have to keep trying out various different combinations to stop this metal head.

10. The Acme company have certainly got a lot to answer for. Not only do they keep sending Wile E Coyote crazy contraptions but they provide some nastiness for the Animaniacs. This giant cog can be a real pain in the neck if you don't avoid it!

EXCLUSIVE

SPECIAL FEATURE

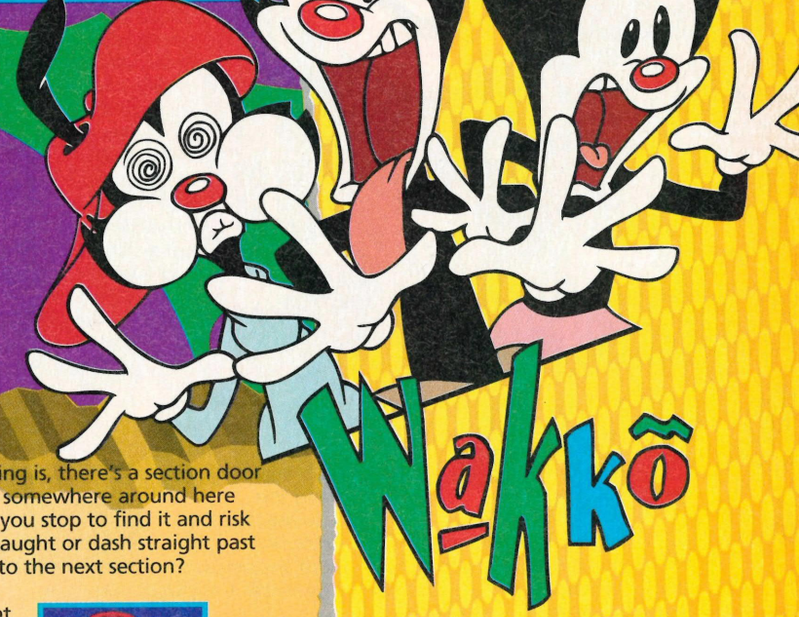
Animaniacs Family Album



Above: Dotty makes light work of disposing of this King of Hearts character. She's cute and boy does she know it!

This is a practice stage where players can get to know the controls and try out all the abilities of the Animaniacs. They each move in the same way with push, dash and character swap controls. There's also a special stack option where the three stand on each other's shoulders to reach higher platforms. After a mad dash out of the window behind the Warner Corporation's in-house counsellor, Dr Scratchansniff, it's off to the studios, avoiding the guard who's always on the prowl.

From the main map of the game four studios and the water tower level can be entered with the final level kept a secret until the others have been completed. Each studio is crammed with parodies of famous films, many made by Steven Spielberg himself. ▶



Wakko

AQUATIC STUDIO

If you're scared of the water or don't like killer fish then this certainly isn't the level for you. The Animaniacs can't be very good swimmers either because one touch of the water in this Aquatic Studio and they end up in Ralph's big hairy arms!

01. It's quite tricky to stay on the raft in the early sections of the studio. The other Animaniacs stay safe and dry on the shore as one brave hero tackles the level.

02. Barrels come next and need a bit of practice to master. Walking the opposite way will start the barrel rolling. You can control the direction and collect the fish medals that jump out of the water as you go by.

03. Uh-oh! Who could forget the classic scary movies starring Jaws the killer shark. Well Warner Bros haven't because they've got the little fishy in this stage. Keep dashing on the rafts to keep out of the mouth of this hungry beast.

04. This slimy octopus appears a few times in this studio. Of course he's only mechanical – this is the movies you know! Luckily, one of the pirates on the ship left a cannon pointed directly at the horrid beast. I wonder what you're supposed to do?

05. Just as you think life's becoming a bit easy these wicked pirates come onto the scene. They swing about the place on ropes and can knock our heroes down one of the cargo hatches if you're not careful.

06. Perhaps there's a whale down below because there is a tricky section to conquer with water spouts shooting right up into the air. Pressing the jump button while on the spout will make the character fly higher into the air and reach the other side.

07. Here he comes again! Ralph is back so start yer jumping! The only thing is, there's a section door hidden somewhere around here but do you stop to find it and risk being caught or dash straight past and onto the next section?

08. That horrible octopus is back again. This time he's got the captain with him and he means business. You might be able to fire something at him to scare him off but his tentacles really thrash about the deck this time!

09. Yes! We've found a piece of the script that Pinky and The Brain stole. Now there are only another 23 pages to find and the game will be complete. Sounds easy? You've got to be kidding!

10. Here it is, the ultimate goal on the Aquatic stage. Find the exit (which looks strangely like a lift) and push up to end the level and go back to the main map screen – but did you collect all the pages?

The name says it all really, doesn't it? Wakko is the younger Warner brother who for some reason talks with a John Lennon Liverpudlian accent. He's full of slapstick jokes and japes and is always on the look out for food. The hungry little chap is definitely where most of the fun and frolics come from in the TV show and he has some crazy catch phrases to prove it.

Watch any of the cartoon shows and you'll hear Wakko crying out, 'Faboo!' and 'Deelicious!'. He always comes out with silly questions when faced with a serious situation and gives lots of laughs. In his red cap (on back-to-front), blue shirt and with his tail poking out at the back and his tongue always hanging out in front he certainly looks the part.

Wakko's role in the game is the same as the other two, but he always adds comic touches to jolly things along. On the water studio level, for example, he stands on the quay side waving good-bye as one of the other Animaniacs takes the dangerous route. But not even Wakko is as cute as...

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Above: Feeling hot? Ralph will put you back in the cooler with one touch of his water hose.

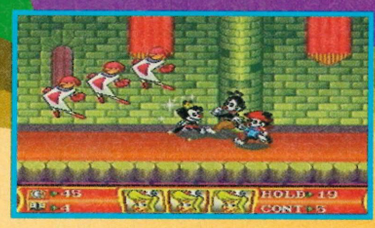
The Sci-Fi level has face-hugging aliens, a dustbin robot on wheels, a slobbering alien and a run away Death Star. Over in the Aquatic studio giant sharks jump out of the water and pirates swing around on ropes. The Fantasy studio has a white rabbit with a pocket watch, a flying bear creature in the clouds and playing card soldiers – the Adventure studio has the feet and fists of a giant gorilla stomping around.

To add even more spice to the game there are secret rooms to discover in every stage. Dashing into the furniture, enemies or walls will reveal doors that weren't there before. Enter these and you come out in a balloon bonus stage. There are lots of these with medals galore to collect and a door at the end that will take you back to the main level.

The Animaniacs have silver and gold medals to collect along the way. These are used in the fruit machine style bonus selector at the bottom of the play screen. Silver medals are worth one unit with five needed for a spin of the reels while gold medals automatically spin them. Collecting extra gold medals stores a spin of the reels until the last has finished. It takes about three seconds to spin. The reels can be left to click into place automatically or stopped with the Left button on the top of the joypad. Depending on the combination of characters all kinds of bonuses are regularly dished out including invincibility, extra medals and the all-important extra continues.

Falling foul of any of the traps or foolishly letting your character get caught by the guard takes that Animaniac out of the game and locks them back in the water tower leaving the remainder of the crew to continue the level. When back on the main map screen the Water Tower level can be played to rescue the imprisoned member – or you can just leave them there!

Of course, no action-packed cartoon game would be complete



FANTASY STUDIO

This studio is where most of our childhood dreams come true with tales of wonder, magic and make-believe – yuck! Stuff that, take no notice of the cuddly rabbit and whispy clouds, this is one tough level.

01. The three troopers jump onto handy broom sticks and chase a rabbit with a pocket watch over logs and weaving in and out of trees. A little bit like Alice in Wonderland perhaps?

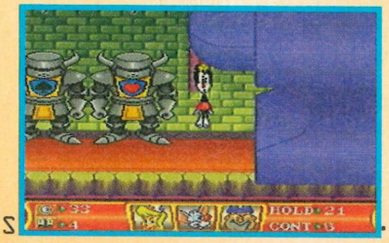
02. The fluffy bunny can easily fit through the small gaps in the walls but you must line up with them perfectly to get your character through. One step too far to the left or right and they'll be painfully splattered.

03. Now this is where things really get tough (as if they weren't before). This big white bear creature flies in and out of the clouds and the Animaniacs can ride on his back but they mustn't go under the clouds with him.

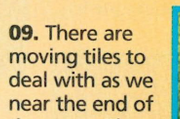
04. Just to make matters worse the dreaded vultures then fly in from the right. Jump them or they'll knock you off the bear and through the clouds to Ralph who's waiting beneath.

05. Running along the castle battlements collecting medals and avoiding the gaps in the floor is easy but when the floor starts to crumble away things start to get tricky. Dash and jump to the right and sneak through the doors to survive.

06. The whole screen starts to shake and this is the culprit. A giant anvil smashing up and down will make a right mess of any cartoon character who gets underneath it. The only safe way past is to dash under at exactly the right time.



07. More Alice in Wonderland references with the soldier playing cards. They move around in a set pattern so they are easy to get past, dashing into them will give you medals and sometimes open up another secret door, so it's worth stopping for a fight.



08. Now it's time to go for a bounce on even more playing cards. These are really useful because they get you out of the way of Ralph the Guard and you must jump at the same time to reach higher up the level.

09. There are moving tiles to deal with as we near the end of the stage. They have arrows on them to show which direction they're going to move in next but you don't know when they'll move and must jump before they do.

10. The final showdown with the King of Hearts. He can't be dashed into or jumped on, but there's a handy giant anvil right next to him – I wonder if you could persuade him to stand under it?

ADVENTURE STUDIO

This studio has bits and bobs from all the great adventure movies of all time. I wonder where the giant gorilla ideas came from, or the fast-paced mine cart ride? Don your adventuring hat, grab a bull whip and walk this way...

01. The giant mechanical feet of the gorilla have gone mad and will squash Wakko, Yakko or Dot if they get trapped underneath them. Dash past to survive.

02. There's a little geezer in the control box who doesn't want our heroes to succeed in this game. He's in control of the giant gorilla fists that stomp about the level and then slap together trapping anything in their path. Grab the coconuts and throw them at him!

without end of level bosses and this game has some particularly nasty ones. A giant octopus with a pirate on his head will do some damage with his giant tentacles. To kill him off a cannon must be fired at his head. The King of Hearts comes along and must be squashed under a giant anvil, an enormous Acme cog must be dodged and don't be surprised if Count Dracula swoops in for a fight. Defeating them once is a piece of cake. It's when you've completed each studio and move to the final level, The Editing Suite, that things really hot up. They all come back, bigger and badder than before for a final farewell!

The other characters from the fantastic cartoon don't have much of a part to play in the game other than making cameo appearances now and then. Pesto, Bobby and Squit the would-be acting pigeons appear sitting on the water tower along with Solley the Godpigeon. Rita and Runt the homeless dog and cat duo scamper across the screen now and then and you'll also come across Mindy, the little four year-old girl and Buttons the dog who's always trying to protect her from danger. The Warner Brothers staff nurse is in here too. Find her and Wakko and Yakko will instantly fall in love while Dot just looks on in disgust!

Luckily you don't have to actually complete the game from start to finish in one go. Those kind people at Konami have included a great password system (well, it's more of a pass cartoon star scramble really). A grid full of the Animaniacs characters appears and must somehow be written down, drawn or memorised to take you straight back to the level that you were last on.

It is possible to complete the game without finding all 24 of the missing script pieces but the ending changes if you don't, giving more of an incentive to get back out there and do some serious searching.

There's no need to even mention how much of a winner Konami and Warner Bros look to have got with this wacky game. Faster than Linford Christie, smoother than Stephen Fry and with more gags than Bob Monkhouse, *Animaniacs* is almost too cute for words. We have no taste... but we love this!

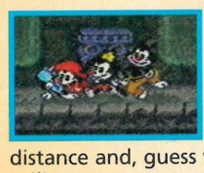
Below: The CEO points the way. He seems to get a bit annoyed when Dot, Wacko and Yakko dance on his head. Strange guy.

03. More mechanical monsters to deal with, this time they're crocodiles but there's nothing false about their teeth. If any of the Animaniacs land in the water they'll come snapping along and will soon put an end to their quest.

04. In great platform game tradition the logs high up in the forest start to fall as soon as you land on them. The best way past is to jump off them and onto the next as soon as you land.

05. Swinging through the trees is a matter of timing and luck. The ropes all swing at different speeds so it's usually just a jump of faith that'll get you across. Miss the next one and you'll fall down into the crocodile pool again.

06. Poor Mindy is lost again and Buttons is trying his very best to help her. If you guide the little four year-old back to safety there might be a bonus in it for you.



07. Just as you think it's time to take a breather a rumbling sound starts up in the distance and, guess what? The ceiling starts to come down on top of the Animaniacs. Dash to the right and find a safe spot to stop.

08. The floor starts to collapse again to confuse matters. You'd better have mastered the dash control before you get here because you're going to need it.

09. Whether you've got one, two or three Animaniacs still in play they'll jump into this mine cart and go for a ride down the track. It's more like a roller coaster though and there are nasty creatures who drop rocks on the track.

10. To polish off the level it's a battle with Count Dracula himself. Jump over the Count and then move underneath him, avoiding his deadly fangs. It's a pity you didn't bring any garlic or crucifixes along for the ride.

EXCLUSIVE SPECIAL FEATURE

Animaniacs Family Album

Dot

She's a dainty, cute and deliciously witty little sweetheart who everyone loves – and she knows it too! With a flower pressed between her ears and pink skirt she has to be the best dressed of the three! This little treasure isn't the silent type either. If she doesn't like something she'll pipe up and tell you and she can have a nasty temper.

Crazy catch phrases she's been known to come out with are, 'Give us a kiss kid', 'I'm the cute one' and 'I can't help it if I'm cute!'

She often gets a little annoyed with her two brothers. When they start drooling and shouting 'Hello nurse' as a pretty female comes into the cartoon she'll give them a foul look of disgust. She does have her rather more refined side as well though. She can often be found in Dot's Poetry Corner in the cartoon show, reciting a deep and deeply meaningful poem for the audience. What a little smasher!

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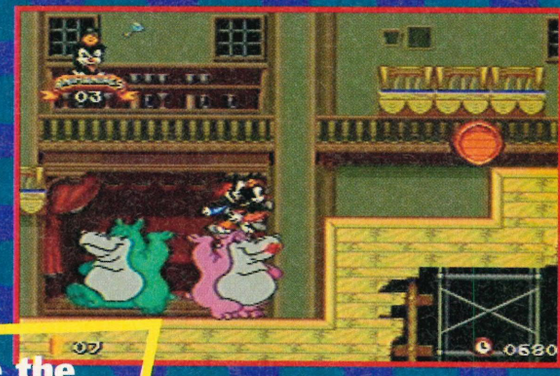
ANIMANIACS



It's safe to dance about on the hippos, Marita and Flavio, but you'll have to avoid the barrels that are rolling down these steps or they'll knock you over.

As the song goes: "We're the Animaniacs, we've got baloney in our slacks..." The zany antics of these puppy-faced cartoon characters have captured the hearts of kids aged four to forty and now they're going to set the Mega Drive alight with a cracking platform puzzler. Definitely dumber than advertised and totally dee-licious!

Legend has it that the Animaniacs were created by a crazy Warner Bros cartoonist in the Thirties. They started causing chaos around the Warner movie lot so they were locked high up in the Warner water tower never to be seen again – until they managed to escape some 50 years later. Now they've run amok again, closely pursued by the security guard who's job it is to lock them back up... Produced by none other than Steven Spielberg, this cartoon trio can be seen every Saturday morning on ITV's 'What's Up Doc?'. The three zany pranksters are Wakko, Yakko and Dot otherwise known as the Warner brothers – and the Warner sister!

All Ralph the security guard wants is a quiet life, but if that means having to slam the Animaniacs back in the Warner Brothers water tower then he'll do just that! Avoid him at all costs during the game.

SPECIAL FEATURE

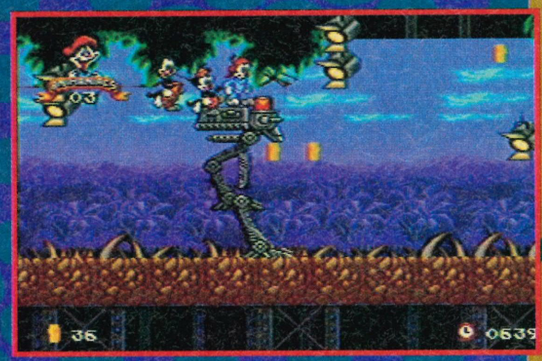
MOVIE MANIA

■ Right: A bonus gambling game that allows you to amass more points.
■ Below: This elephant will ferry you about.

VITAL STATISTICS

NAME : ANIMANIACS
PUBLISHER : KONAMI
SYSTEM : MEGA DRIVE
PRICE : £39.99
SIZE : 8 Mbit
AVAILABLE : DECEMBER

■ Below/Left: Ralph takes a tumble so you'd better leap over him as he rolls.



The top rated cartoon consists of a main story from the trio and mini-cartoons starring all kinds of characters. These cameo toon characters also make an appearance; there's Pinky and The Brain, two laboratory rats who attempt to take over the world in each episode, the Mafia pigeons who are good for a chuckle and the cuddly dog who's job it is to look after a mischievous little girl. Baby-sitting the angel would be easy if she'd sit still but she's always crawling along swinging girders into cement mixers or around just about anything that's extremely dangerous.

In this platform puzzler Wakko, Yakko and Dot have decided that they want to start up their own pop-art film memorabilia shop and need items to stock their shelves. This starts them on a quest around the film studios on the look-out for specific items. At any time you can swap between the three crazy characters to use their different abilities (detailed below).

After completing the intro level the trio are given a choice of four studio lots to enter. Each has a different parody of a top film being made. There's 'Bloodmask Part 32' with spooky gravestones and an appearance from Death himself, 'Swing 'em Low, Hang 'em High' with cowboys and Indians, 'Space Wars' with ships and meteorites and the Indiana Jones style 'Adventures Of Dirk Rugged'. All these levels are packed with lots of tricky puzzles to solve and with passwords available on completion of each level there are no annoying restarts to be endured here!

With jokes galore and cool animation, *Animaniacs* looks like the closest thing to pure cartoon entertainment you can get for your Mega Drive. Intense.

The Animaniacs get to select the film set they want to bound into after the first level. There are parodies of Star Wars, Indiana Jones and Friday The 13th with lots of movie-style goings on in each:

■ Here's the CEO, the head of the Warner Brothers studio. He always looks disgruntled probably because our three wacky toonsters keep escaping form their confinement to mess up his lovely studio!

■ Runt the homeless dog is an awkward obstacle (his pal Rita is ahead of him as usual). Brute force is unlikely to shift this meat-head but, you never know, a bit of tender loving care might do the trick...

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X-CELLEN

THE ARRIVAL OF THE MEGA 32X - THE START OF SOMETHING BIG?

Pretty soon now you will be noticing a shiny new piece of hardware sticking out of Mega Drives all over the country. The Mega 32X looks set to be this Christmas's big seller and, for the next eight pages, we will be giving you a tantalising taste of things to come...

This month Sega shrug off the challenge of the new wave of games machines entering the market with the launch of their new baby, the Mega 32X. A 32 Meg add-on for the Mega Drive, at £169.99, this peculiar looking piece of hardware is not cheap but it's certainly not as expensive as the other 'super' consoles that are appearing – and at least you don't have to discard your whole games collection if you buy one. While everyone speculates about the possible capabilities of this and that console, and indeed while Sega themselves continue to develop their own Saturn machine, the Mega 32X is a formidable addition to anybody's games set-up and may just prove too much of a temptation for all those who have been saving their hard-earned pennies for next year's dream machines.

Sega invited us to visit them in London and to be the first magazine to play on one of only two machines in the country at present and, while many people saw early versions of the first three releases for the new add-on we were afforded the luxury of being able to sit down and play the recently finished versions and, in this eight-page feature, we hope to answer many of the questions that you may have about this incredible piece of hardware.

SPECIAL FEATURE

IT!

The Mega 32X fits snugly onto either the Mega Drive 1 or 2, with the aid of a removable plastic collar and comes complete with its own 4 Mbit of RAM to add to the memory already sitting inside the main console. It also uses its own power supply, which can be a little annoying, particularly if you already own a Mega-CD as you'll need three power points to run a complete Sega set-up. It does, however, feature two Hitachi 32bit RISC processors that run at a fantastic 23MHZ, visibly increasing the performance of the two old consoles (particularly the Mega-CD, which is able to boast sharper graphics and more realistic video), using the Mega Drive's own 68000 chip as co-processor. This enhancement probably makes it worth the inconvenience alone. A new Visual Display Processor working hand in hand with the machine's 32bit processors allows 32,768 colours to be displayed on-screen at a time, as opposed to the 64 colours of the stand-alone Mega Drive and combined with dual frame buffers and improved processing power, the Mega 32X will be able to render polygons at a rate of 50,000 per second and allow super smooth graphics rotation and scaling. Sega owners will for the first time be able to enjoy arcade quality gaming in the comfort of their own homes.

Initially, the 32X will not be packaged with any software but it will be released alongside three huge titles – *Virtua Racing Deluxe*, *Star Wars Arcade* and *Doom*. All of these games will be on 24 Mbit carts and their price, we are assured, will relate directly to normal Mega Drive carts of the same size. So once you've bought the hardware, you will get enhanced, faster, more colourful games for exactly the same price as your old Mega Drive carts. Very smart!

Barry Jafrato, Sega's European Products Manager comments:

"Mega 32X will give consumers access to the 32 bit gaming experience, for true arcade quality gaming at an affordable price and in a way that allows Mega Drive owners to use their existing systems. We are known as being successful innovators in the games business and by providing the best game experience at the right price Mega 32X will give consumers the technology they demand."

This certainly seems like the safest bet for Sega owners who are eager to jump on the new technology bandwagon and it will allow them the time to sit back and wait for machines like the PlayStation and Saturn to develop enough software support to become viable games machines. Once again, the golden rule is try before you buy but with only a few weeks to wait, you will be able to make your own mind up about the Mega 32X very, very soon.

WHAT ABOUT SOFTWARE?

Here is a list of some of the many titles currently being developed specifically for the Mega 32X:

- BC RACER
- CYBER BRAWL
- DOOM
- FRACTAL RACER
- GOLF MAGAZINE'S 36 GREAT HOLES STARRING FRED COUPLES
- SOULSTAR
- SPECIAL FORCES
- STAR WARS ARCADE
- STELLAR ASSAULT
- SUPER AFTERBURNER
- SUPER MOTOCROSS
- SUPER SPACE HARRIER
- TEE-OFF!
- TEMPO
- THUNDERHAWK
- COLLEGE BASKETBALL
- METAL HEAD
- VIRTUA RACING DELUXE
- FARENHEIT CD
- MIDNIGHT RAIDERS CD
- SURGICAL STRIKE CD
- WIREHEAD CD

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Virtua Racing deluxe

MEGA DRIVE 32X

The smell of burning rubber, the high pitched screams of turbo-charged engines and the adrenaline-pumping thrill of the race. Prepare to play the game that has set the arcades alight. Get ready to get virtual in the comfort of your own home. Games World: The Magazine whisks you into the VIP pit enclosure and lets you take a peek under the hood at the powerhouse that is Virtua Racing Deluxe.

Virtua Racing was a storming success in the arcades due to its revolutionary polygon graphics and its super-fast racing thrills. Now, with the imminent arrival of the Mega Drive 32X, you can enjoy racing in Formula Fun once more. Although *Virtua Racing* has already been out on the Mega Drive, it was quite expensive due to the DSP chip that was necessary to shift all the flash polygons around the screen. This new 'Deluxe' version doesn't need the special chip and even manages to include a wide range of new options.

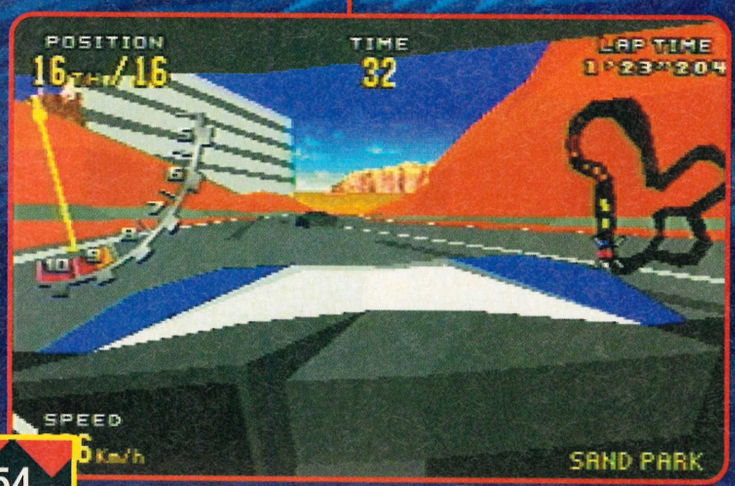
The original game had just three tracks and one type of car, but that has been changed to add two new tracks and two new cars. The tracks that have remained the same are the Big Forest track that is simple and for the beginner driver, the Bay Bridge area that gives a more challenging ride and finally the Acropolis that is a tough challenge even for the pro driver. The two new tracks that have been included to add some extra longevity to the game are Highland and Sand Park. You'll have to put in a fair few laps before you can get to grips with their twisty corners and faster competition. Apart from the Formula One design, there will be a Stock Car (similar to the cars in *Daytona Racing*) and also a Prototype car that is sleek in design and very quick. Both of these are exclusive to the Mega Drive 32X and won't be found in any other games.

It's not as if the changes stop there – with the addition of the new courses and cars there are also different types of game to play. There's now a Time Trial option that lets you race against the clock and set lap records and a Championship Mode where you can race through different tracks and try to become the champ. When you do accept the laurel wreath and bottle of bubbly there's a hi-score table that will record your most excellent victories for re-viewing whenever you like and boasting about to your mates. There's also the two-player split screen race where you can choose the cars and tracks to race on (this is only head to head racing with no CPU controlled cars on the circuit).

Like most racing games there are loads of controls to get to grips with, especially if you're playing with Manual gears instead of Automatic. The advantage of choosing Manual gears is that the acceleration is a lot quicker and the top speed is a lot higher. Automatic is usually for those who can't be bothered with all that fiddling about or for learners who haven't figured out how to race properly yet. There's an Edit option to define your own buttons so that the controls suit you and you get maximum control over the car.

Virtua Racing is still going strong in the arcades at the moment with crowds of people flocking to play the link-up game where four machines can race simultaneously.

■ Caning it down the straight at 286 Km/h should help you to catch up with the pack who are way ahead of you at the moment.



BIG FOREST

■ The first track that slowly introduces you to the forthcoming thrills and spills that wait for you on the later tracks. You should be able to race around this at full speed and only need to come off the accelerator for a second or two. A good circuit for testing out the handling of the cars.

SKID RATING: ■■■■■

BAY BRIDGE

■ With a lovely bridge that spans the harbour, the Bay Bridge track provides a challenge for all those who have had enough of the rather easy Big Forest. There are a few tricky turns and a nasty section that will catch you unawares should you not be ready with the brakes.

SKID RATING: ■■■■■

SPECIAL FEATURE

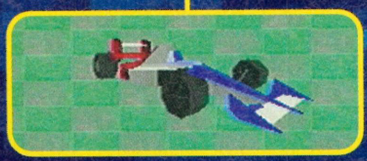
START YOUR ENGINES!

These three cars will take some serious knocks but they'll still keep going. Fasten your seatbelts, slam the accelerator to the floor and don't stop for anyone...

FORMULA ONE

■ The classic *Virtua Racing* car returns for more fast-paced racing. Quite quick and with adequate grip, this is for more mature *Virtua* racers. An ideal all-round car.

SPEED: ■■■□□
GRIP: ■■■□□



STOCK CAR

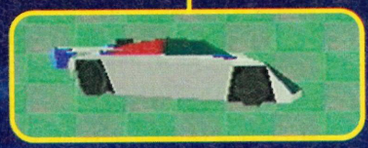
■ Catering more for the beginner (but it can be used as well as a top racing vehicle) this really sturdy car can take a whole load of punishment. While not being quite as fast as the other cars the grip more than compensates for this as you can take the corners at much higher speeds.

SPEED: ■■□□□
GRIP: ■■■■□

PROTOTYPE CAR

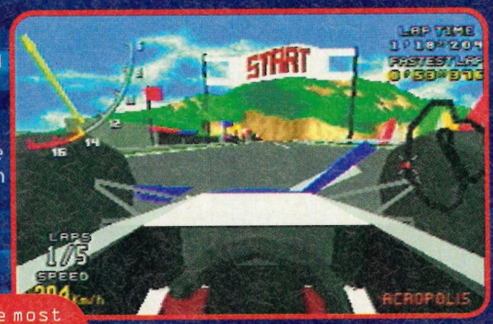
■ The hardest car of all to drive, due to its fast acceleration and top speed, the Prototype car doesn't grip the road too well and is prone to sliding off the track on tight corners. Even if you've mastered the other cars, handle this one with respect. The plus side to the lack of grip is that you can often oversteer and slide the corners, making for excellent lap times.

SPEED: ■■■■□
GRIP: ■■□□□



Sadly, there won't be any such option available for the Mega Drive 32X version... well, not yet anyway! Maybe at some point in the future someone will bring out a virtual chair compatible with *VR Deluxe*, it would certainly give that feeling of movement.

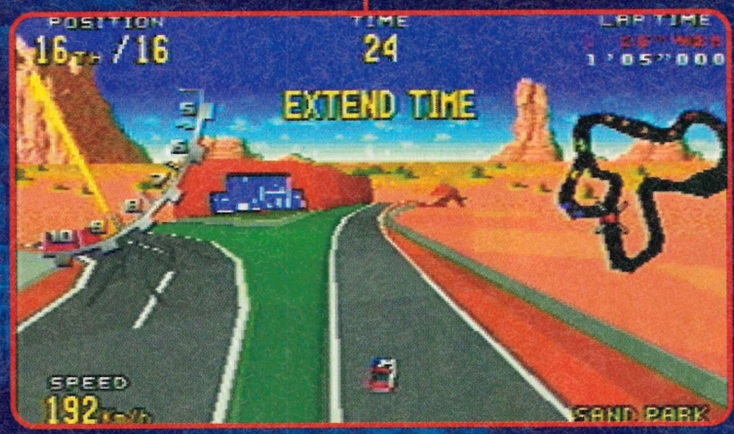
When the Mega Drive 32X is released later this year *Virtua Racing Deluxe* should be in pole position to drive away with the honours as the top game for this eagerly awaited piece of kit.



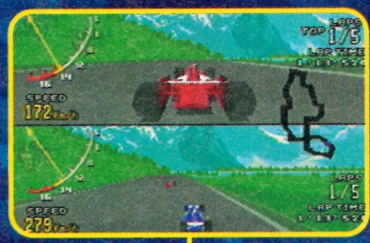
VITAL STATISTICS

NAME: VIRTUA RACING DELUXE
PUBLISHER: SEGA
SYSTEM: MEGA DRIVE 32X
PRICE: £TBA
SIZE: 24 Mbit
AVAILABLE: NOVEMBER

■ This twisty, turny, slippery track is Sand Park, the most difficult circuit to figure out of the five you can race on in *Virtua Racing Deluxe*. Try using the stock car at first.



■ Take corners too fast in the Prototype car and you could get a flying lesson.



ACROPOLIS

■ The meatiest of the original circuits, Acropolis poses the toughest challenge of the three. Taking the shape of an oval there is a section of the track that has an extremely acute hairpin that will slow you down and return you to the faster paced oval-shaped track.

SKID RATING: ■■■■□

HIGHLAND

■ The first of the two new tracks, this is the only circuit that crosses over itself. Designed as a figure of eight, Highland has a few sections that gently curve around allowing you to keep accelerating until you come to the sections that need a rather slower and more thoughtful approach.

SKID RATING: ■■■■□

SAND PARK

■ Right, you think you're really hot then do you? Well try this one for size. Sand Park is full of tricky turns and hazards that you really shouldn't send cars hurtling towards. If you're looking for the full on challenge to test your skills to the max, book yourself in for a spin at Sand Park.

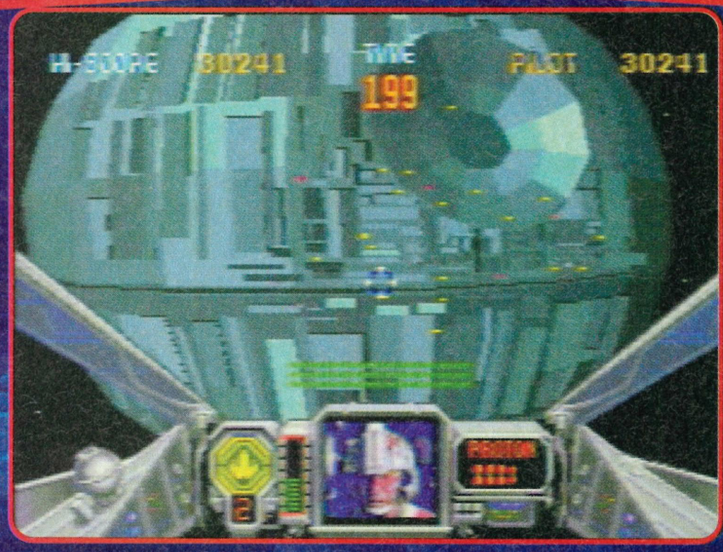
SKID RATING: ■■■■■

BACK ON TRACK

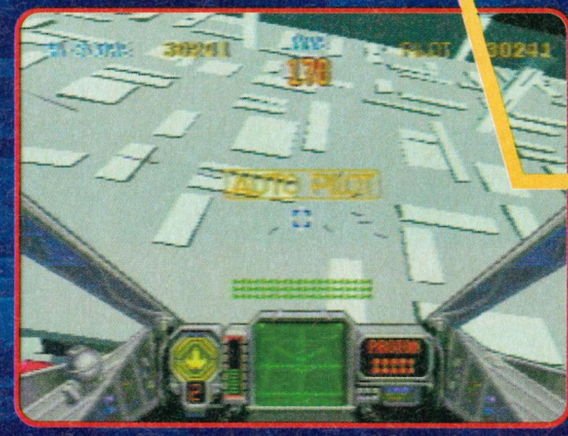
The three original tracks are in *Virtua Racing Deluxe* as well as two new tracks that will test your cornering skills to the absolute limit.

Star Wars was one of the greatest sci-fi films ever made (it even had two great sequels). Not content with just letting it be a great film, Sega have made an arcade that lets you pilot an X-Wing fighter. Now they've converted it to their spanking new Mega Drive 32X, with some added features to make it that little bit better. Games World uses the Force to catch a glimpse of this new game.

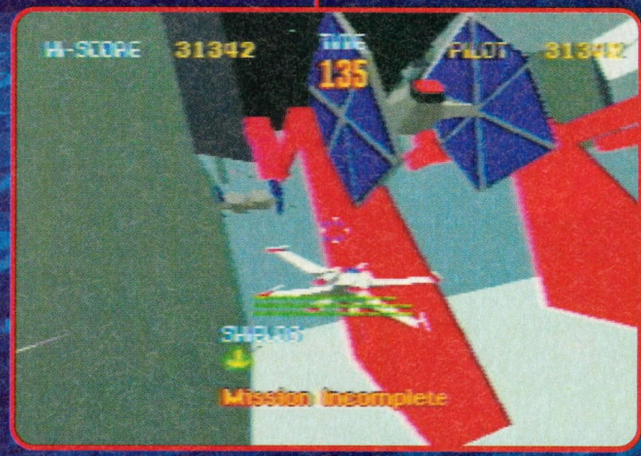
MEGA DRIVE 32X



Coming under heavy fire from behind, your fighter attacks two cruisers.



There's some hectic flying going on here as your X-Wing whizzes through a swarm of TIE fighters.



The mighty Death Star that must be destroyed to save The Rebellion.

The latest version of Star Wars has you flying an X-Wing through Imperial territory either by yourself, or with the capable assistance of a friend doubling up as your gunner. You're not actually Luke Skywalker or any of his associates, but think yourself lucky that you're on the right side. There are two versions included on the new MD 32X cartridge, one is the original arcade game and the other is the new and improved MD 32X version that features harder gameplay and more features. Both games feature four levels that are designed to test your reflexes as a pilot as they're full of Imperial TIE fighters ready to blast you into space dust.

If you play the original game then you'll get just that, the arcade version in all its glory. Starting off in your weedy X-Wing with just your lasers and proton torpedoes, you must defeat 20 TIE fighters before your eight shields get depleted, or the time limit expires. The first level will take a while to get used to as TIE fighters aren't weaving in and out in front of you – the sneaky blighters are hovering behind you. You'll have to slow right down using your brakes and let them fly out ahead of you. If you get a lock on them, fire a torpedo, if not just shoot them with your lasers.

Later levels in the game let you fly around the surface of the Death Star while trying to defeat yet more hovering TIE fighters and shooting-up power structures that are dotted around the surface. While playing, you can fly anywhere you like. There are a few sections where there is a predetermined flight-path but you can still fly about to avoid missiles and obstacles. Most of the time you can go wherever you like, so long as you get the job done.

There are two views that you can employ when you play; one is the standard cockpit view that gives

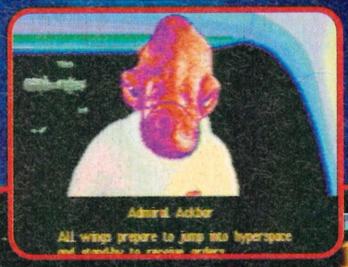
SPECIAL FEATURE

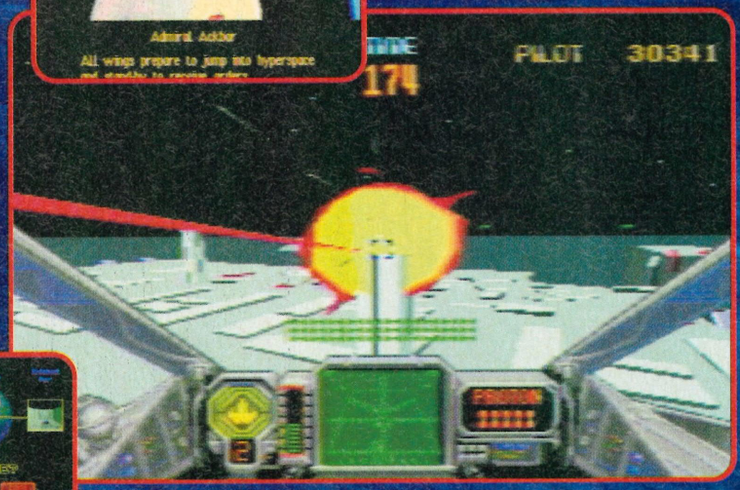
STAR WARS ARCADE

VITAL STATISTICS

NAME: STAR WARS ARCADE
PUBLISHER: SEGA
SYSTEM: MEGA DRIVE 32X
PRICE: ETBA
SIZE: 24 Mbit
AVAILABLE: NOVEMBER

■ The all-round favourite for two-player games, the Y-Wing has more shields. It looks pretty slick as well.





■ After taking a direct hit up the rear exhaust it's game's over man!

you a better idea of where you're going, but less of a view as far as shooting TIE fighters is concerned, and the other is slightly to the rear of your ship and shows the X-Wing in fully textured polygons flying through space – giving you more time to attack.

Following in the wake of *Rebel Assault* all Sega owners are bound to look forward to getting another crack at the Death Star, especially now they can take a gunner along for the ride.

DOOM

MEGA DRIVE 32X

Fantastic amounts of violence and an unhealthy amount of guns made Doom probably the best first person perspective shooting game of all time on the PC. But with an appetite for destruction reaching abnormal levels, Games World: The Magazine tries out Doom on the Mega Drive 32X to quench this dreadful desire.

■ Collect this green armour and you'll be much better protected for the blasting good times that lie ahead.

There is a storyline in *Doom*... but who cares about stories when the action is so obviously geared towards death on a grand scale? The only details you really need to know are where are the bad guys and how many of them are there? The answers are: Probably behind you, and lots of 'em!

But, just for die-hard blurb fans, we'll tell you the storyline anyway. You're a marine who has been garrisoned on Mars. A few hours ago all contact between the moons of Phobos and Deimos ceased. After securing the perimeter of a research lab and sending an assault team to investigate, you hear their final battle cries over the radio. With all the equipment 'in there', and only your poxy little pistol for defence, you have to get all the remaining equipment to survive. When you kill the enemy, they'll often leave behind ammo so that you can replenish your supply and keep on blasting.

When you play *Doom*, you play it as if you're looking through the eyes of a marine who has to find his way home. Every time you walk along the dimly lit corridors and passages, the screen bobs up and down to give you the feeling of movement. The 32X's movement is just as quick as if you were playing on a high-end PC – and just like the PC, there's loads of blood and guts spilled all over the floor.

There are a couple of differences that set this first console version apart from the PC version, one is the way that the game's laid out. The original has three chapters with 10 levels each, on the 32X the levels flow straight through, one after another (more like *Doom 2* on the PC). You'll also discover that in places the long-distance graphics are not quite as clear as on PC but this adds to the illusion of depth. However, all the familiar sprites are here ready to drain away your energy if you don't blast them with the shotgun first.

Warning: Some people may find this game, not just offensive, but plain old addictive. Could this next generation games machine spawn a whole new generation of *Doom*-aholics? Seek help immediately or, alternatively, look forward to some top pump-action action.

■ This Marine Private is trying to nail you with his rifle. Watch out for the secret door that others pour through.

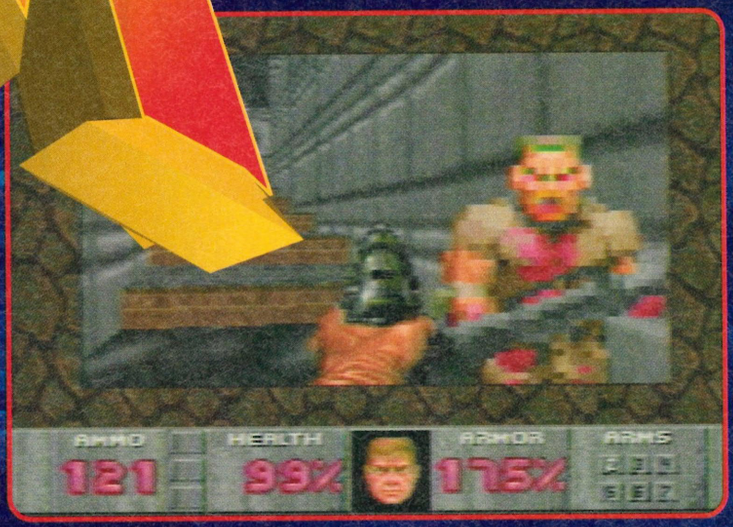
058 058 058

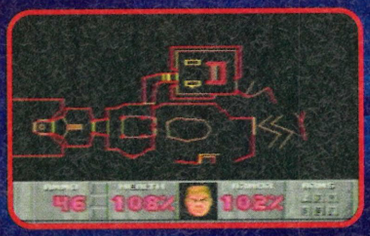
DOOM

SPECIAL FEATURE

VITAL STATISTICS

NAME : DOOM
PUBLISHER : SEGA
SYSTEM : MEGA DRIVE 32X
PRICE : £TBA
SIZE : 24 Mbit
AVAILABLE : NOVEMBER





■ No, we weren't kidding when we said there was a whole army of mutants to fight. Most of them are waiting on this platform.

■ Against the aristocracy of hell even the faithfull chaingun isn't a lot of use. These Barons fire deadly green bolts that eat through your armour. Pray you've got some rockets left.

■ This is what Cacodemons (commonly called Beholders) look like after you've shot the stuffing out of them. Uglee.

■ This guy's on a charge. Luckily, he can't run and shoot you at the same time. Open up on him now.

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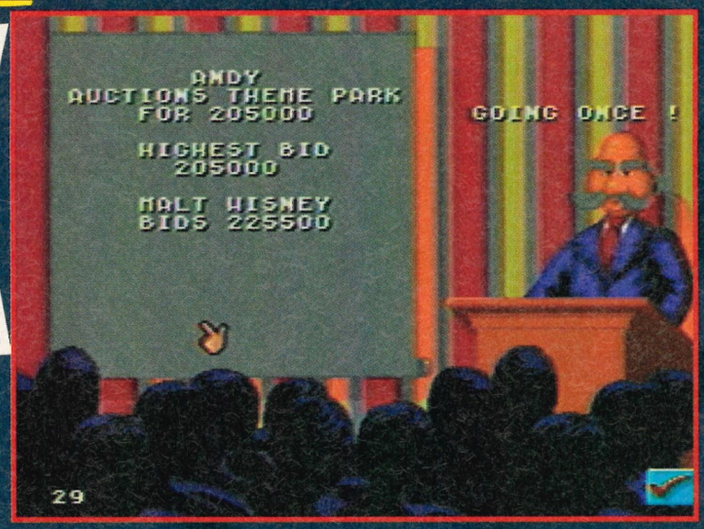
Roll up, roll up! Come and experience the game of a lifetime. Let your imagination run riot creating all the thrills and spills of your very own fantasy theme park. Go on, enjoy yourself!



Left: Build a thriving park then auction it off to the highest bidder.

There can't be many fun-loving people out there who haven't at some time or other dreamed about running their own theme park. Buying the rides they would like to ride on, putting up stalls selling their favourite foods and setting the speed and height of the roller-coasters to suit their individual tastes. Well, now it can all come true for console thrill-seekers with the ingenious *Theme Park*.

Starting out with nothing but an empty piece of land and an entrance, everything in the park must be created from scratch. Pathways have to be placed around the land and then trees, bushes, lakes and fences can be put in to split the park area up into different sections – only then can the rides, shops and facilities be selected.

The size and excitement factor of the rides you can put into your park depends on the money that you have at your disposal. On your first game you'll be lucky if you can afford a bouncy castle or two but start making lots of money from these and you can do research into bigger rides and start to really develop your park. As well as being able to put the rides and shops anywhere you like you can also adjust the settings on each. The speed of the pirate ship can be increased, for example, but take care not to go too fast or you'll have people flying out! The sweetness of the ice cream can also be altered, as can the salt in the chips. Watch out though, meddling about with the food usually results in your punters being sick, meaning you'll have to invest in more toilets to cope with the overload!

The game started out life on the PC and was so involving and unique that a console version seemed far from plausible. But with a team of top programmers, artists and developers behind it, this Mega Drive version is looking excellent.

There are of course some differences in the Mega Drive version of the game, good and bad. Unfortunately, you can't save out any of your creations like you can with the home computer versions although you can save to battery back-up the amount of money made from the sale of your parks and the level you have reached in the game, so all is not lost.
Features unique to the console versions include even more rides to choose from. There are now 27 in total, four of which are user definable (the roller coaster, car ride, mono rail and water ride). The system of researching into each ride before you can buy it has been simplified so that it's easier to build more ambitious attractions and there are now different landscapes for each of the 24 locations around the world.

Bullfrog have created a game that will make many console gamer's dreams come true. As in the world of *Theme Park*, capture the hearts of the punters and you're well away.

Correctly placing the paths around your park is very important. Remember, the punters don't like walking too far.

theme PA

GAMES WATCH

VITAL STATISTICS

NAME : THEME PARK
PUBLISHER : EA
SYSTEM : MEGA DRIVE
PRICE : £TBA
SIZE : 16 Mbit
AVAILABLE : FEBRUARY

■ Above: The teddy bear shop makes a cute addition to any theme park, a nice lake will give the people somewhere to feed the ducks too.

■ Left: A map of the world. When you earn lots of money you can try out some more exotic locations.

TICKET TO RIDE

The first thing most people will want to know when they hear about *Theme Park* is what rides are included in the game. The Mega Drive version gives you a choice of 27 rides in total. There's a ghost train, big wheel, roller coaster, pirate ship, dolphin act, snake slide, clown ride and spinning octopus – and much more besides. Take a quick spin on some of the most popular attractions:

HAUNTED HOUSE

■ Always popular with the kids, you can place spooky trees around it for added effect.

OCTOPUS SPIN

■ Quite cheap to purchase and loads of fun, you can fit a few punters into this ride.

BOUNCY CASTLE

■ Simple but effective, this is the ride you'll usually start out with because it's cheap.

GHOST TRAIN

■ Always good for a laugh the ghost train is filled with cobwebs and unscary skeletons.

SPACE SHUTTLE

■ This one doesn't need very much explaining. It looks like the NASA Space Shuttle and it tends to move around a bit!

PIRATE SHIP

■ The classic theme park ride that takes your stomach and throws it overboard!

SKELETON KR

In the normal course of events if you kick the bucket, you're left for a worm feast – but not in Core's Skeleton Krew. A company conspicuously known as DEAD Inc have taken up the business of body reanimation but the by-products of this aren't at all like Casper the ghost – friendly they ain't!

DEAD Inc, standing for Deadly Enforcement Aggressive Destruction Incorporated, has taken over an ageing cryogenics plant on the outskirts of Monstro City. Strangely enough, bizarre and horrific cryogenic mutations start appearing in the streets and before long the city finds itself under siege from these creatures known simply as Psykogenix.

Special military teams are dispatched to clean up the mess but they are all slaughtered by the deadly Psyko Machine. Families are upset, mass panic sets in and drastic measures are called for. But what do you do? Of course, in the year 2062 you can always call upon the services of the Skeleton Krew, a band of morbid mercenaries who believe that they can handle absolutely any death and death situation.

The Skeleton Krew (not renegades from *Mortal Kombat)* are made up of three diverse characters with their own stats; speed, power level, constitution, weapon selection and individual specialities. These three Krew members are a vegetarian's nightmare going by the names of Rib, Joint and Spine, they're about as undead as the DEAD Inc minions.

Choosing one or two from the three Krew members, you'll find yourself travelling through six massive levels in locations as diverse as Earth, Venus, Mars and the Psyko Machine-formed Psykogenesis planet. With a severe and well designed difficulty curve, this game certainly won't be a push over, peaking at the end of the sixth level where you come face to face with the dreaded Psyko Machine itself.

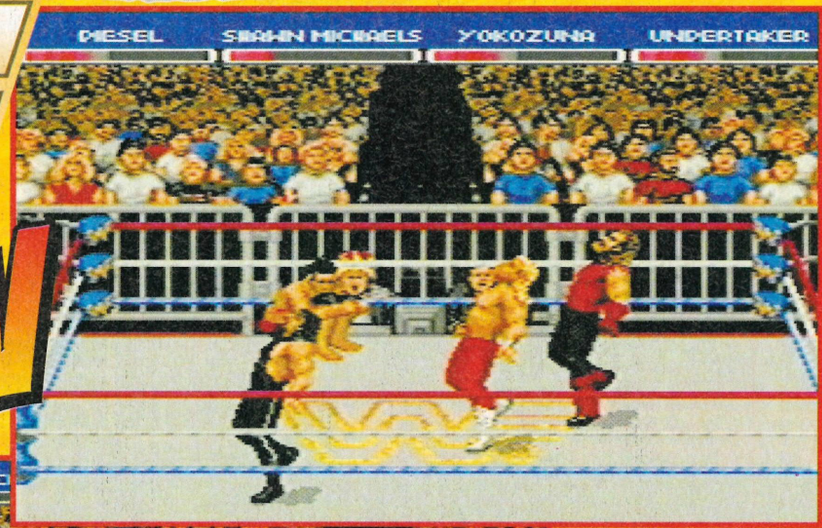
The action is viewed from an isometric angle and one of the neatest aspects of the game is the control of the Krew members, as the sprites are actually divided into an upper and lower element so they can move in any of eight directions whilst simultaneously shooting in any eight directions too. Another smart touch is, once you've been killed off, you can briefly reposition where you want your hero to restart – so you don't necessarily get stuck in with the zombie-heads who killed you last time.

With huge levels to get absorbed in and plenty of secret locations to tease you, *Skeleton Krew* is looking fabulous and darkly atmospheric (and a smart conversion of the soon

■ The least of your worries is falling down these stairs, keep blasting!

WWF RAW

There may be some sad people who believe this game has something to do with protecting Pandas and White Rhinos. If so, where have you been? This has nothing to do with endangered species and everything to do with characters like the 1-2-3 Kid, Doink and the lovely first lady of Wrestling, Luna Vachon.



■ Above: Is it a bird? Is it a plane? No, it's the flying Yokozuna.

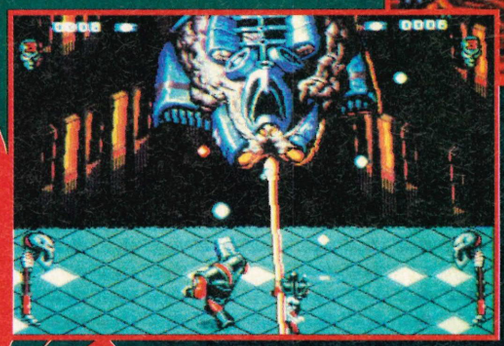
■ Left: Luna Vachon shouldn't be allowed in a ring with men, especially when she hits the referee.

GAMES WATCH

KREW

Below: It's at times like this that Spine gets the shivers. Has he made any remarks about Joint's weight recently? You wouldn't shoot a krew mate...

to be released CD32 original). So load that big gun and have one major laugh obliterating the festering, maggot-infested Psyko scum – with one or two players, it's an absolute scream.

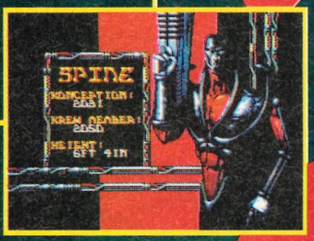


VITAL STATISTICS

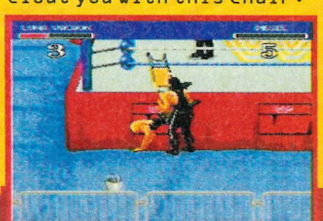
NAME : SKELETON KREW
PUBLISHER : CORE DESIGN
SYSTEM : MEGA DRIVE
PRICE : £TBA
SIZE : 16 Mbit
AVAILABLE : JANUARY

MEET THE KREW

Below are the three Skeleton Krew members you have to select from to undertake the mission:



Below: Okay honey, stay right where you are while I clout you with this chair.



VITAL STATISTICS

NAME : WWF RAW
PUBLISHER : ACCLAIM
SYSTEM : MEGA DRIVE
PRICE : £TBA
SIZE : 24 Mbit
AVAILABLE : NOVEMBER

Based on the ever-popular Monday Night Raw series of the World Wrestling Federation TV Shows (which can be seen on Games World's TV channel, Sky One) this no-holds barred wrestling frenzy is on a bigger scale than anything you'll have seen before.

Stuffed onto a 24 Mbit cart, it should offer plenty more space to cram in more moves than any of its previous two award-winning predecessors. It may look very similar but there are some of the newer WWF All-Stars to play like Owen Hart, Diesel, Doink, the 1-2-3 Kid and the lady from 'the other side of darkness', Luna Vachon. There are plenty of new moves added too, like Belly to Belly Suplexes, Overhead Tosses, Crucifixes and Rag Dolls – not forgetting all the WWF's all-star signature moves.

There are far more combat options to choose from when compared to the previous two wrestling games, *Royal Rumble* and *Super Wrestlemania*, with the addition of a more extensive tag team theme, like a four-player tag-team tournament, 'gang fighting' mode (where you can attack anyone you like) and a co-operative tag-team event which employs both members of a team.

Now all of the wrestlers are varied with the addition of four attributes; strength, stamina, speed and weight. These all affect the way that the wrestlers feel and act through the joypad – as you are trying to recover from a pin or a splash you get the chance to alter the amount of damage inflicted and avoid the follow-up signature manoeuvres.

The players have more interaction in the ring, outside it and with items around it – like a chair and bucket, you can even slam your opponent's head into the bell! Now you can also climb any of the four turnpikes and execute superhuman 'mega moves' like Blur-Speed Clotheslines, Whips out of the ring and Earthquake Mat-Splashes with a few secret key presses.

There will be no claims of fight fixing in this WWF romp as, just like its TV show namesake, 'anything can happen'. With all the best attributes of the now classic wrestling games kept in along with some additional tasty elements, *WWF Raw* should keep wrestling junkies happy from Monday to Monday.

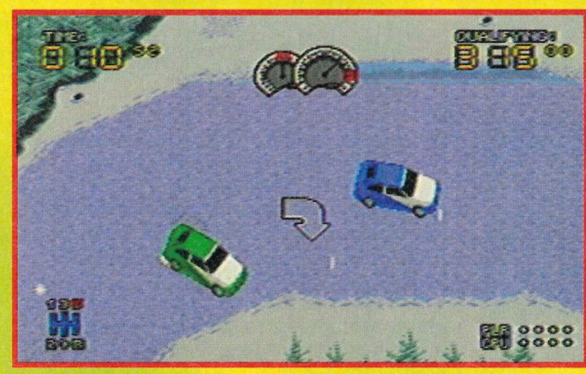
065 065 065 065 065 065 065 065 065 ...

POWERDRIVE

Get your crash helmet on, buckle-up and prepare to go rallying with the professionals. The latest US Gold driving experience will get your pulse racing with fast and frantic driving action!

■Left: Wait for the starter to wave his flag – and they're off! Two minis battle it out for first place, make it around the first corner in one piece and you might survive the rest of the race!

■Below: You get to choose which car you'd like to rally in. Make enough money and you can move on to the next class of cars.



■Left: The icy forest roads are a hazard that you could well do without. Just a couple of smashes into the other car and your steering will go absolutely haywire.

Rallying is a sport that many love to watch on TV or as a spectator on the roadside but very few get to take part in. Well, that can all be put right now with a little help from Rage Software and US Gold.

Loosely based around the rally championships this game puts you in the driving seat of some of the most powerful rally cars around. Various types of race are on offer; a speed stage where you race against the clock for the fastest time, rally cross with a competitor car to nudge out of the race and special skill tests to manoeuvre your vehicle around.

Players start the game with a car from the lowest competition class. Either a Mini Cooper or Fiat Cinquecento are up for grabs and entry to the first race is free. Win this and you are given a sum of money to spend on repairs to the car. After winning a few races there's the option to move up a car class and invest in a meaner machine – Vauxhall Astra GTEs, Renault Clios, Escort RS Cosworths and Toyota Celicas are all in the garage just waiting to be taken out for a spin.

All the road and weather conditions you'd expect to find in a rallying game are here. Ice, rain and snow cause steering problems while pot-holes and obstacles in the road can easily cause some damage to your suspension. Believe it or not, the worst hazard is the other driver! You can guarantee he'll smash into the side of your car at the start of a race, putting your steering out of whack before you've even begun!

With coned slalom courses, reverses in front of a judge and hand-brake turns to master there's plenty in this cart for motoring enthusiasts. The only thing missing is the voice of Jeremy Clarkson droning in the background.

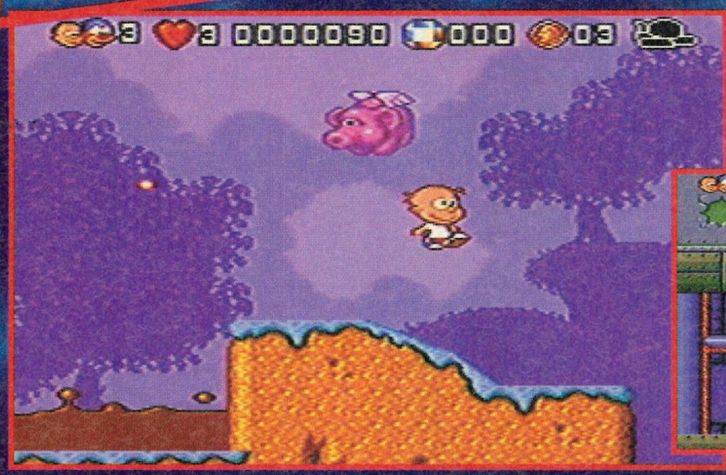
VITAL STATISTICS

NAME	POWERDRIVE
PUBLISHER	US GOLD
SYSTEM	MEGA DRIVE
PRICE	£44.99
SIZE	8 Mbit
AVAILABLE	NOVEMBER

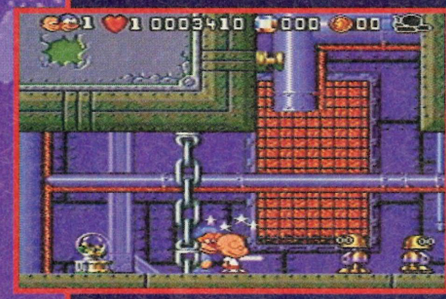
BUBBLE AND SQUEAK

GAMES WATCH

Here's a tale of gumballs, bubbles and cats with nine tails. Starting out life on the Amiga, the excellent Bubble & Squeak is now ready to rumble onto the Mega Drive!



■ Left: The pink flying pigs can knock you into the brown goo.



VITAL STATISTICS

NAME	BUBBLE & SQUEAK
PUBLISHER	SUNSOFT
SYSTEM	MEGA DRIVE
PRICE	£39.99
SIZE	4 Mbit
AVAILABLE	DECEMBER

Far, far away on the planet Grool, a wicked cat is enslaving the Grooleans and stealing their tails for his private collection. He has the power to command armies of aliens and has put the poor inhabitants of the planet to work in his Bozo Domes, mining (would you believe it) porridge!

The only two heroes daft enough to attempt a rescue mission for Grool are Bubble and Squeak – a little kid and a cat who get their super energy from bubble gum machines! It's a tough mission as there are loads of levels to conquer and thousands of stars to collect but the infamous 'Kat of Nine Tails' must be stopped at all costs.

Players get to take control of Bubble in this potty platform game. The idea is to collect all the stars on a level and help Squeak reach the exit before the whole place fills up with water. Squeak will follow you if you ask him along, if you don't he just stands in one place until told what to do next. You can give him special powers by slotting a few coins into a gumball machine so that he'll throw you up to higher levels or give you a piggy back ride!

There's a strong puzzle element to the game. Collecting the stars is simple, finding out how to get your cat pal to the exit is the tough part. There are tubes that you can kick him through pinball style, lifts to bring you down to his level and huge crevasses that you have to make him jump over.

With thirty levels to conquer and a special bonus game where you both get to travel about in a submarine, shooting torpedoes at the nasty Kat, this should take a while to complete. Bright, colourful graphics and cute animation are the icing on the gameplay cake. A game that's packed with challenge, after all, have you ever got your cat to do anything but lie on the sofa and look decorative?

DOUBLE TROUBLE!

Bubble and Squeak are the craziest double-act you'll ever see in a console game. Completing each level is impossible alone but by combining the skills of B & S higher platforms can be reached and the evil Kat of Nine Tails defeated. Take a look at some of their crazy antics:

1. PIGGY BACK RIDE

■ Pop a couple of gumballs into his mouth and Squeak will give Bubble a ride around the game!

2. SHAKING HANDS

■ When a level has been completed the two friends shake hands in a gentlemanly fashion.

3. PINBALL SPIN

■ If getting Squeak to the exit seems impossible, kick him through a nearby tube and watch him fly!

4. SUB RIDE

■ If you collect the icon hidden away in each level you'll go into a sub-marine 'sub' game where the Kat can be destroyed... for a while.

5. BOOST

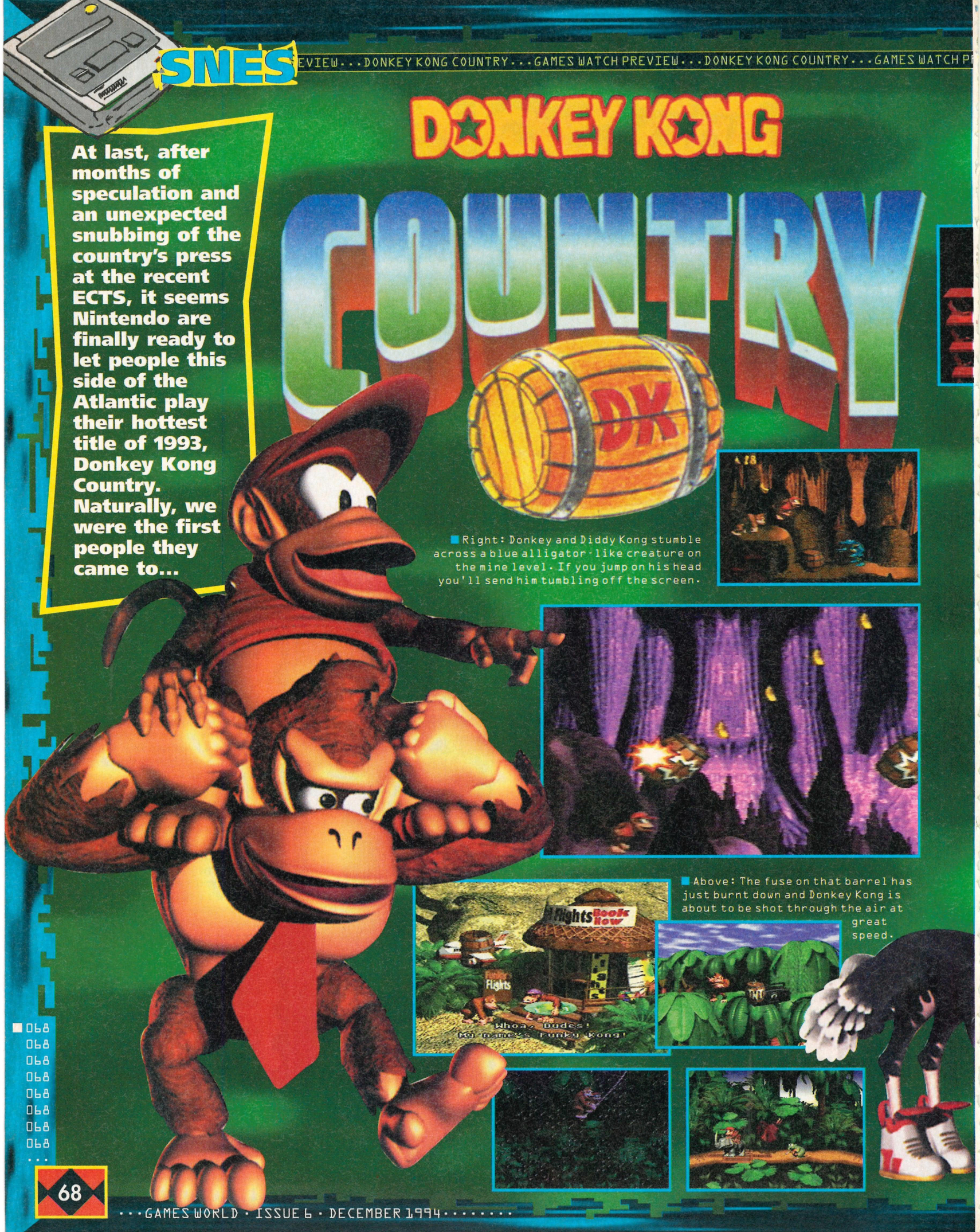
■ Ask Squeak to stand in one place, then get him to throw Bubble into the air so that he can reach other platforms.

■ Above: The Smash robots are a real menace. Get your ray gun out and zap them before they can put an end to Bubble & Squeak's Groolean quest.

■ Above: To move Squeak to the higher platforms, give him a big kick up the rear!

DONKEY KONG COUNTRY

At last, after months of speculation and an unexpected snubbing of the country's press at the recent ECTS, it seems Nintendo are finally ready to let people this side of the Atlantic play their hottest title of 1993, Donkey Kong Country. Naturally, we were the first people they came to...



■ Right: Donkey and Diddy Kong stumble across a blue alligator-like creature on the mine level. If you jump on his head you'll send him tumbling off the screen.

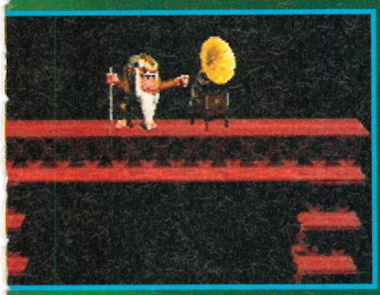
■ Above: The fuse on that barrel has just burnt down and Donkey Kong is about to be shot through the air at great speed.

GAMES WATCH

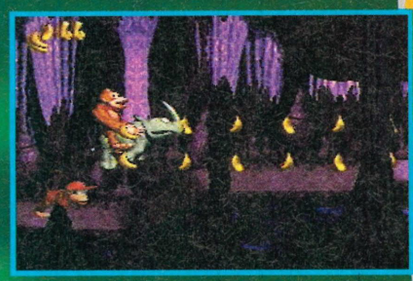
VITAL STATISTICS

NAME: DONKEY KONG COUNTRY
PUBLISHER: NINTENDO
SYSTEM: SNES
SIZE: 32 Mbit
PRICE: £59.99
AVAILABLE: NOVEMBER

Above: You'll need to collect three of the fish, frog or ostritch icons to ride these creatures later on.



Above/Right: Diddy hitches a ride on En-garde the sword-fish in search of more points from collecting spare DK barrels. Watch out though, that prickly sea urchin is rapidly catching up!



Above: Donkey Kong takes his Rhino out for a banana-grabbing spree.
Below: Living life on the ledge.

On two-player mode one player controls Diddy and the other uses Donkey Kong, but not at the same time. You can swap who is playing by making the two pals slap hands so that your mate takes over, tag-fashion.

Even though we gave four pages of extensive coverage to this top banana in issue three of **Games World: The Magazine**, we felt that Nintendo owners really would want to see more pictures of Nintendo's big release before it goes on sale especially as (to coin an over-used phrase), people have been going 'ape' over *Donkey Kong Country* since reports from the Chicago CES first filtered over here through games mags. A 32 Mbit cart featuring the rejuvinated king of the swingers, could *Donkey Kong Country* really be good enough to warrant all this attention? And, more importantly, where are the donkeys?

It was the computer rendered graphics that left us all open-mouthed in Chicago and indeed, *Donkey Kong Country* is the first game to fully use this technique but in the Games World offices on a dreary Friday morning in Bournemouth it was the gameplay that had us all hooked. This platformer really is a gorilla thriller and, judging by our own inability to put it down, thankfully seems to have the addictive qualities to back-up some of the best 3D graphics and FX that you will ever experience on your humble Super Nintendo. Add to that over 100 levels of beautifully rendered, treacherous landscapes, containing a vast number of secret rooms and bonus sections and it seems that *Donkey Kong Country* is really going to liven up Nintendo's Advent as it's being released before Christmas (on November 18th) to steal a month on Sega.

Apart from the one-player mode, you can play as rival, or co-operative two players, switching control between characters to take over whichever sprite will be best at the task in hand (DK is strong whereas Diddy is more agile). If the wasps catch you out there is a save option to stop you having to go all the way back to the beginning. Whatever game you choose to play, you will swing through jungles, ride rhinos, swim with sharks, hitch a lift with a swordfish called En-garde and even take a roller-coaster ride in an old mine cart.

Whilst we will be reviewing this game next issue, we have no hesitation in telling you that we were extremely impressed with this huge piece of monkey madness. But for now, let's let the pictures do the talking, safe in the knowledge that you won't have long to wait for the 'prime primate' to appear.

069 069 069 069 069 069 069 069 ...

So you think you know a good SNES soccer game do you? Well, you haven't seen anything yet. This is the latest in football action from Konami and it's got ball control that would turn Ryan Giggs green with envy.

International SUPERSTAR SOCCER

Originally released in Japan under the name *Perfect Eleven,* this soccer game blew the minds of all console footy fans. But now it's over here and ready to do the business. After playing endless games with tiny players scampering around the pitch this will bowl you over with large, well animated soccer stars and lots of quirks and tricks rarely seen on console.

There are 26 teams to choose from with all the major ones from around the world and some European favourites thrown in for good measure including Wales, Scotland and Denmark (for some strange reason). Each follows a specific formation and has its good and bad points. Some teams have a strong attack while others have a good goal keeper.

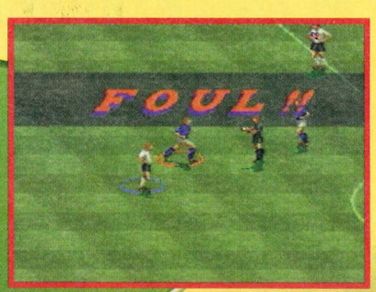
In the Open Game mode one player can play the computer, you can have a two-player match or you can even select two computer players to battle it out against each other. There's also a version of the World Cup in which you play against 23 teams in an international league, hopefully winning through to the final.

Lots of thought has gone into creating *International Superstar Soccer*, right down to the fact that soccer players tend to train quite a lot. It's advisable to go through a training session before playing the main game to learn the different joypad combinations for special soccer moves. In training, the footballer on-screen must weave in and out of flags to learn dribbling, pass to his team mates, learn to defend, shoot and practice corner kicks. There are various levels to the training mode too and you only progress when you've completed each level perfectly.

Another special feature is the Scenario Mode. The computer gives you the scenario of a famous match and it's then up to you to win the game for the designated team. There's a Holland vs Brazil game to play where Holland are 2-1 up and there's only one minute left on the clock to score two goals and an Argentina vs Romania match where your top striker has been sent off and you have got to take Argentina through to the quarter finals.

To top things off there are 29 digitised samples of a hyper-active commentator screaming encouragement as you play. He yells 'Kick Off', 'Goal', 'Good Cross' and other suitable football-inspired phrases with the crowd cheering in the background.

If you're thinking of splashing out on a new soccer game for your Super Nintendo don't miss this, it looks quite remarkable.



■ Above: Foul a player in the goal area and the game changes to a special penalty-taking view point. You can have full control over the goal keeper – so keep that ball out of the net at all costs!

OPTIONS GALORE

In the middle of your game of soccer everything can be frozen at any time to access the statistics and options screens. From here you can select all kinds of formation and player behaviour options to adjust your strategy and tactics:

GAMES WATCH

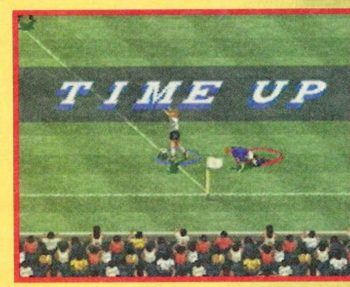
TRAINING CAMP

To increase your console soccer skills you can go through a training session. This is split into various levels and one must be completed perfectly before you can move on to the next.

■ Left: Weaving in and out of these flags with the ball improves the player's dribbling skills and lets them master the joypad controls.

■ Right: Reach the end of training and you'll have to score a goal to round-off a perfect session.

■ Above: If you score an impressive goal you can view it again by going into the action replay mode with pause, reverse and fast forward controls.



■ Left: That's it – the final whistle has blown and you've messed up your team's chances of winning the cup.

■ Above: FOUL! The ref books you while the injured player rolls around in agony.

VITAL STATISTICS

NAME	INTERNATIONAL SUPERSTAR SOCCER
PUBLISHER	KONAMI
SYSTEM	SNES
PRICE	£49.99
SIZE	8 Mbit
AVAILABLE	JANUARY

■ Player one can tell the forwards to attack more or bring the defence back to stop a particularly nasty team from scoring.

■ Then it's player two's turn to adjust their playing tactics and combat the formation that player one has just selected.

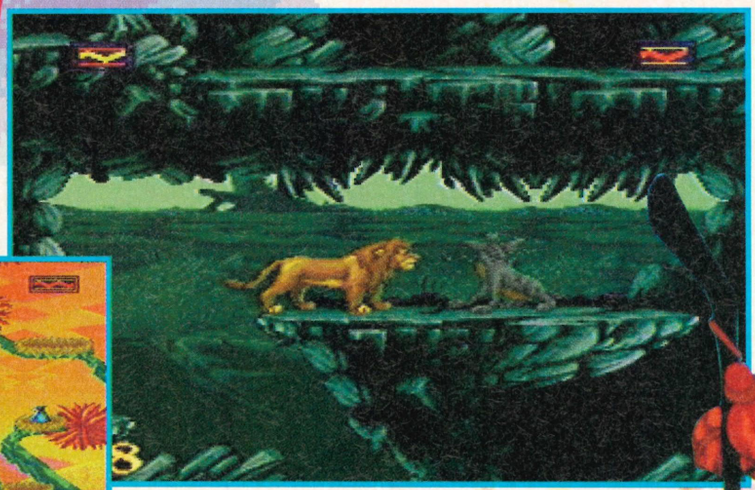
■ All the teams in the international league are displayed along with the details of who is playing who in the next set of matches.

■ You can halt the game at any time and substitute your injured players for uninjured ones sitting it out on the bench.

Disney

THE LION KING

With Walt Disney movie magic sweeping the country this month, you can easily overdose on The Lion King. Now, to add to the hype here comes the videogame – roar!



Have you seen the film yet? Well, in case you haven't, here's the storyline. Set in the mysterious jungles of Africa *The Lion King* follows the little lion cub Simba as he attempts to regain his rightful place as king of the jungle. His evil uncle Scar banished him into the wilderness where he finds salvation with Pumbaa the warthog and Timon the meerkat.

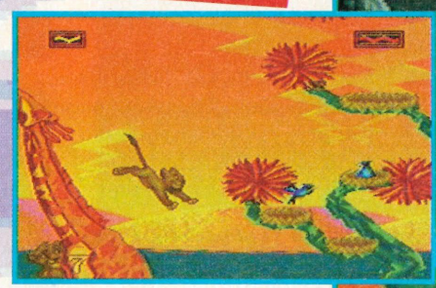
The console game is split into ten levels, half of which are played as the lion cub and half as the adult Simba. Then, inbetween these levels there are bonuses that let you play as Simba's mates (if you've picked up the correct icons along the way).

Disney Software have gone for quite a tough difficulty curve with this game. Things are certainly not easy at first but once you have sussed out your surroundings and got to know the reactions of the various jungle animals things soon become clear.

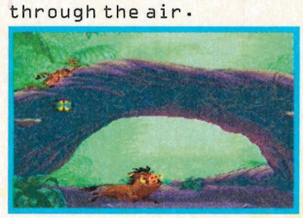
The animals not only make the levels look appealing but they also each have their uses. Monkeys hanging from the trees will throw the little cub around, allowing him to reach new sections. Rhinos flip him into the air, hippos have tails that are great for swinging on and giraffes' heads can be jumped on – but watch out because they soon tilt!

As well as a jump move the little Simba has a mini-roar that is enough to send some of the smaller creatures running. Spiky porcupines are impossible to stamp on until you roar to flip them over first. There's plenty of variety in the levels with all kinds of obstacles to get around. The elephants' graveyard has nasty bones that crack when you walk over them and hyenas that attack from all directions. Then there's a stampede with wildebeest trying to trample the poor cub underhoof.

After the success of *Aladdin* on the SNES, Virgin and Disney have a winning formula for console games which they've used again for *The Lion King*. With 2000 frames of excellent animation and all the hit tunes from the film this looks like yet another winner.



You can't stay on the giraffes' heads for long as they tend to tip up, sending Simba flying through the air.



In the first bug-catching bonus game Pumbaa the warthog has to run along below snaffling up the bugs as they fall.

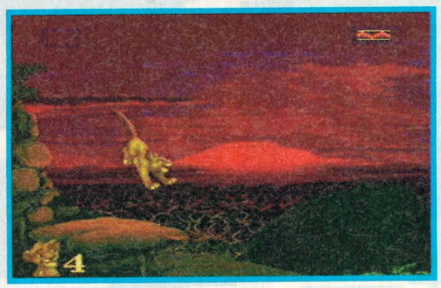
Left: On a trip down the water-fall poor Simba looks terrified!

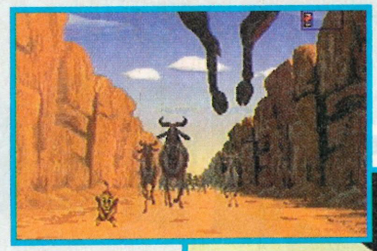
All Lion King characters © Disney.

Left: Timon the meerkat can be controlled in this, the second of the bug-eating bonus stages. Catch the bugs for extra points.

GAMES WATCH

Above: The spooky elephants' graveyard is no place for a small cub to be playing around in.





Right: ROAR! Little Simba tries hard to frighten the other animals with his roar, without much success.

CAN'T WAIT TO BE CUB!

The Disney animators have really gone to town on *The Lion King*. All the African jungle creatures have been brought to life and look wonderful as they go through their paces. Here's the low-down on all your favourites from the film:

1. SMALL SIMBA
- The first part of the game is played as the young Simba.

2. LARGE SIMBA
- Then he grows up into a much stronger adult lion.

3. PUMBAA
- Simba's warthog pal comes along in the bonus bug catch game.

4. TIMON
- Then Timon the meerkat has a go at catching some bugs.

5. GIRAFFE
- Jump onto the heads of these to move along the level.

6. HIPPO
- You can stand on their heads or swing from their tails.

7. HYENA
- No laughing here, just stamp on their heads to knock them out.

8. VULTURE
- These feathered beasts are easily stopped when they land.

VITAL STATISTICS

NAME	THE LION KING
PUBLISHER	DISNEY SOFTWARE
SYSTEM	SNES
PRICE	£49.99
SIZE	24 Mbit
AVAILABLE	NOVEMBER

theme PARK

Forget Alton Towers, The American Adventure and Disneyland. They all fade into total insignificance when you discover what you can create with the latest console corker from Bullfrog...

Above: The ghost house is a favourite with the kids. Place a couple around your park and you'll make lots of money.

Above: The bigger attractions are user definable. You can place the grey kart track anywhere but watch out! If you make the corners too tight you'll have accidents.

NO PARK LIKE HOME

There are 24 locations around the world that you can build theme parks in. You start out in good old England with a piece of land for free but after creating a park and auctioning it off for a tidy profit you can always move on to other locations. A feature that's unique to the console games is a change in terrain when moving to a different part of the world:

GRASSY

This is the normal mode to play the game in, England and most other temperate countries look like this.

DESERT

If you decide to open up your theme park in Egypt then it will probably look a bit like this – all sandy.

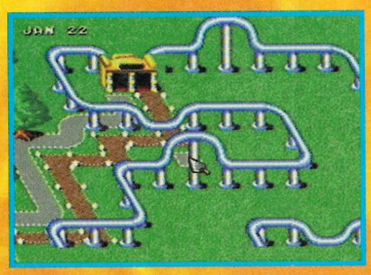
SNOW

I don't know anyone who would want to go to a park covered in snow but this is what it would look like!

The top PC game *Theme Park* will hit the streets in console form in February and it's looking like a right hot cookie. The SNES and Mega Drive versions are virtually identical in content and graphics but the Nintendo game naturally has more colours.

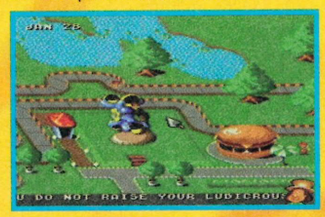
Of course, the general idea is to build up your own theme park from scratch and make it as attractive as possible to the general punter. They've got to be kept happy so that they'll spend their dosh and make you richer. All kinds of crazy attractions and side stalls have been packed into the 8 Mbits of the SNES cart (half the size of the Mega Drive but with the same content). There are 27 dinner-churning rides, four of which have user definable tracks; the roller coaster, monorail, cars and water rides. You dig your own water courses, lay your own roads and then watch the little people flock from miles around.

All the artificial intelligence of the PC game has been incorporated into the SNES version. When the little people get on a ride they will react in various ways. They sometimes feel sick, get excited or become sad – miserable gits! You can also tell what they're thinking as they walk around your park. Little think bubbles appear above their heads with icons representing hamburgers, drinks, toilets and the exit.



Left: The monorail should cut down on your punters' shoe leather tramping about so they'll be happier.

Above: Once you've built-up your funds you can choose from an assortment of shops and side shows.



If your people are hungry, build another burger bar to satisfy them.

In addition to the rides and shops you can also employ people to do specific jobs around your park. Guards can be brought in to deal with any thugs, mechanics are essential to repair rides that have broken down and entertainers come in all shapes and sizes to ensure that the customers have a ball.

With all this going on and 22 different tunes playing away in the background (depending on which rides you are near at the time) *Theme Park* on the SNES is looking like a unique game that'll provide all the fun of the fair.

GAMES WATCH

VITAL STATISTICS

NAME : THEME PARK
PUBLISHER : OCEAN
SYSTEM : SNES
PRICE : £TBA
SIZE : 8 Mbit
AVAILABLE : FEBRUARY

ALL YOU CAN EAT!

No theme park would be complete without all those shops selling things that are terribly bad for you but nobody ever cares! Check them out, they're delicious:

BURGERS

100% pure synthetic beef with added lard. Change the meat content and make your punters sick.

FRIES

Dripping with lots of grease, these will really get your mouth watering. Add more salt to sell more drinks.

DRINKS

All that salt should get them gasping for a nice drink. But they'll be lucky to get one here!

ICE CREAM

Add as much sugar as you like to the ice cream but, watch out, this decision might come back up again!

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X-MEN

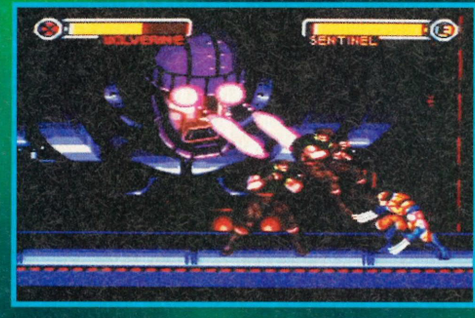
VITAL STATISTICS

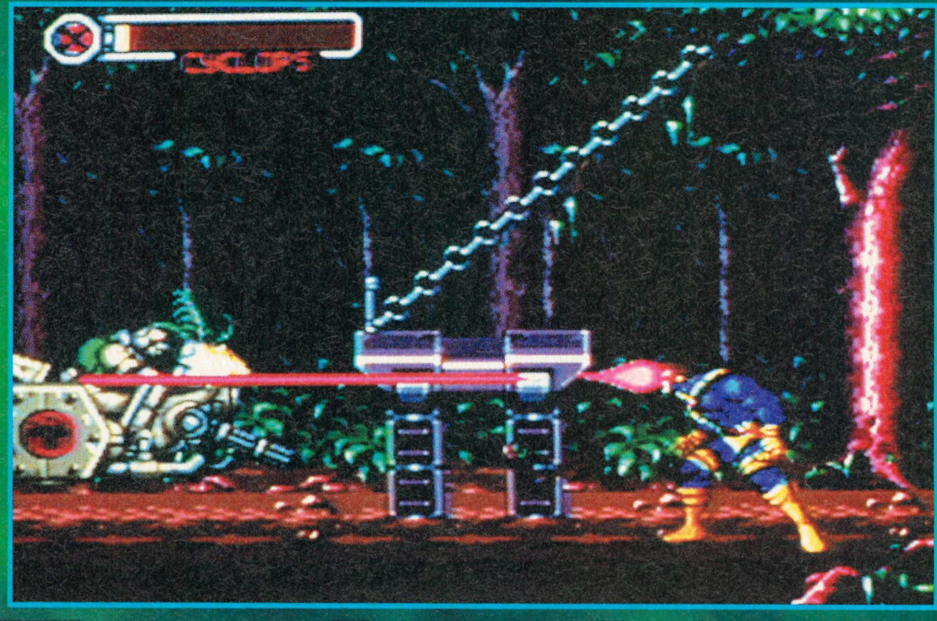
NAME	X-MEN
PUBLISHER	CAPCOM
SYSTEM	SNES
PRICE	£TBA
SIZE	16 Mbit
AVAILABLE	DECEMBER

The X-Men comics are one of the most successful range of comic books ever to be written with their impressive line-up of action heroes. Now they've even got their own computer game that's due for release very soon. Games World checked out just how super these superheroes are...

■ Below: As you can see, some supervillains like O-Brood tower over our X-men heroes.

■ Below/Right: Cyclops stops the evil Juggernaut in his tracks.
■ Below/Left: Sentinel sends some thugs to soften-up Wolverine.





Remember The Fantastic Four? You must have heard of The Justice League? Well, there's a new group of superheroes in town and, by way of a licensing agreement between comic book supremos Marvel and videogame experts Capcom, they'll be flying, leaping and teleporting onto a console near you ver soon. 'The X-Men' has been one of the most popular comic book series ever and with all your old favourites like Wolverine, Cyclops, Gambit, Beast and Psylocke in on the action even the most fanatical of comic book buffs should be satisfied that this game is authentic.

The action kicks off with the X-Men being summoned by Professor Xavier to undertake a hazardous mission. Apparently, racial strife has arisen between the humans and mutants and, wouldn't you know, it's up to the X-Men to sort things out and, naturally enough, crack a few heads in the process. Perhaps unsurprisingly, the supervillains who have hatched this scheme to ruin race relations and take over the world aren't going to stand idly by and let the X-Men do the business without trying to lob a spanner, fist, energy bolt or whatever comes to hand into the works. Be on the lookout for Magneto, Apocalypse and the rest of the evil supergang.

X-Men is a side scrolling beat'em-up in which our superheroes have to take to the air, punch and shoot power bolts to get through the hordes of mutated villains and thugs. If things are getting tough you can always get Wolverine to whip out his claws or Cyclops to energy blast an object to do the baddies some extra harm. You may need all of the team's superpowers to survive the onslaught of eight supervillains who are looking for a fight.

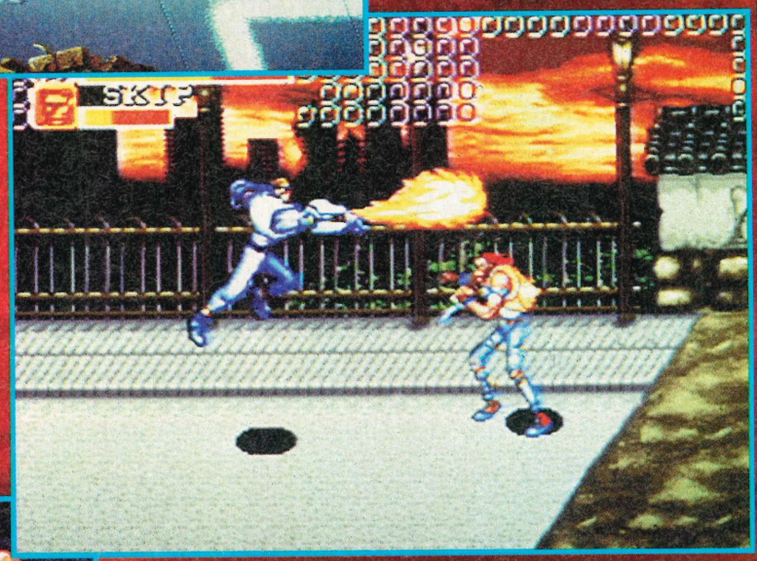
Captain COMMANDO

GAMES WATCH

VITAL STATISTICS

NAME : CAPTAIN COMMANDO
PUBLISHER : CAPCOM
SYSTEM : SNES
PRICE : £TBA
SIZE : 16 Mbit
AVAILABLE : NOVEMBER

Captain Commando is an arcade-perfect conversion of the hit 1991 scrolling beat'em-up coin-op. Now, due for release initially on import, arcade game fans can enjoy all of the same co-operative fighting action and adventure to be found in the original arcade game.



Below: From left to right, Baby Man, Ginsu, Captain Commando and Mack the knife.

Slotting in snugly between Capcom's existing library of hard-hitting arcade punchers like the *Final Fight* and *Street Fighter* series, *Captain Commando* could well serve to bolster their highly rated position as top fight game producers.

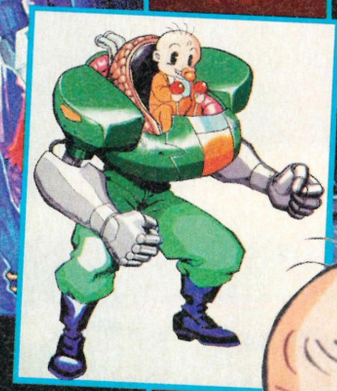
The Earth has been eyed-up as the perfect place for the alien group Scumocide to base its vile hordes. You, as one of four superheroes, have to stop this invasion. How? Well, the aim of the game (as with most side-scrolling beat'em-ups) is to punch, kick and special move your way through multiple stages in this one or two-player title.

Featuring the four original characters to choose from the coin-op classic including such die-hard arcade scrappers as Mack the Knife, Captain Commando, Ginsu and the strangely underdeveloped Baby Man this should be a slashing and beating extravaganza.

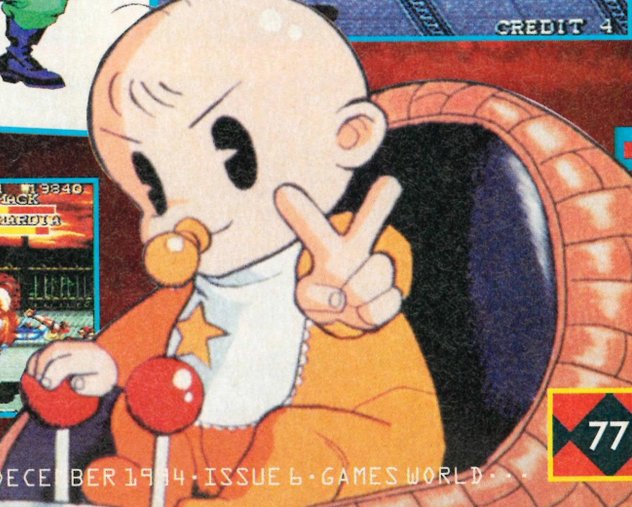
Helping you along in the task and giving each character extra gumption and power are customised weapons. These weapons are geared to each hero, uniquely aiding him or her in the battle against that evil Scumocide organisation and its alien horde. Of course, you don't always have to use weapons as your fists can be a pretty potent force.

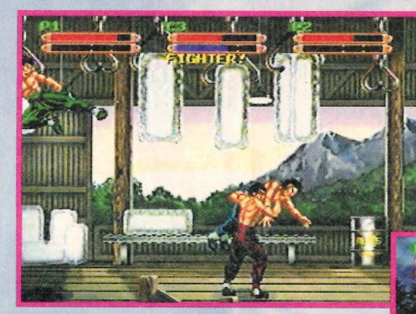
Captain Commando is looking like a top notch arcade conversion, created in the distinctive bright and colourful Capcom style with plenty of action to keep stalwart fighting players more than happy. Likely to be officially released early in the new year, initially only on import, we doubt that *Captain Commando* will have to wait long before it's snapped up for an official UK release. When we get hold of a finished version you can be sure we'll give it a good once over.

Above: Captain Commando turns on the heat to barbecue one of the stupid, mean, ugly thugs who always seem to get in the way of our clean cut, better-armed hero.



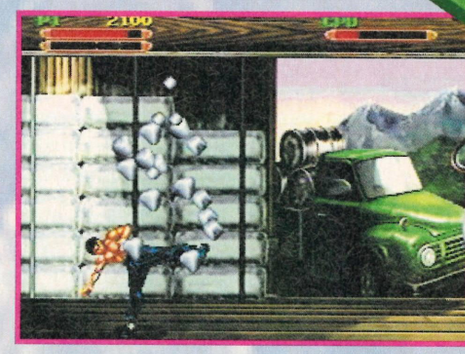
Right: Mack shows off his spinning, slicing attack that made him a big favourite with arcade gamers. One sharp guy.





■ Right: Whatever anyone says about Bruce Lee's style of fighting – a pair of nunchakus would come in handy just now. Below/Left: The chef gives a new meaning to 'Chop-Suey!'

■ Above: A Hollywood set where Brucie stars in a movie with two leather-bound babes. So that's why they call her Thumper!



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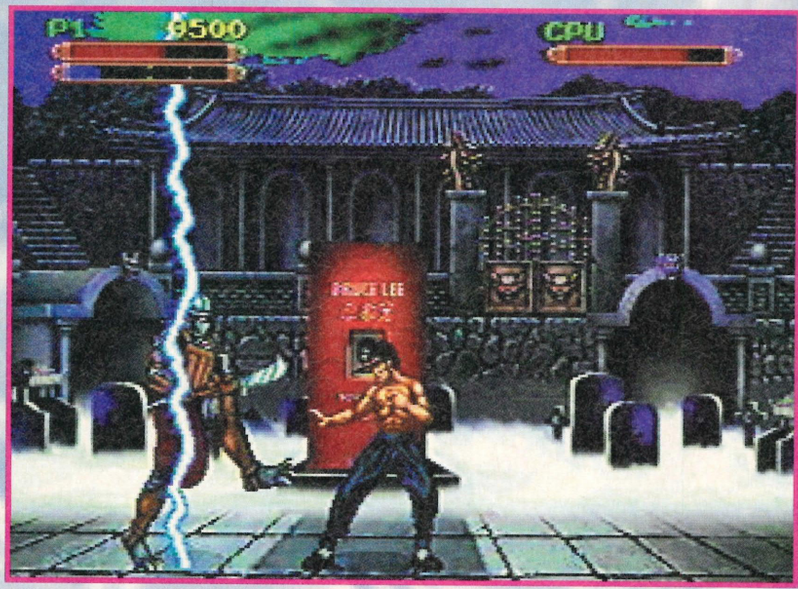
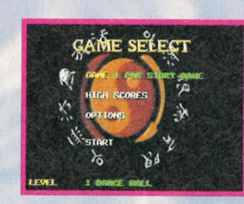
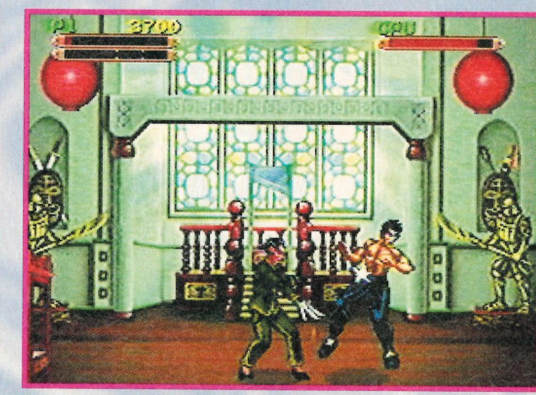




■ Above: Practice your skills on some blocks of ice until you get to the big boss.



■ Right: Bruce on Bruce action as blue Bruce dives in with a blur attack. Left: Take that you bitch! This guy's nails have been manicured into deadly weapons.

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Based on last year's big martial arts movie, *Dragon* is all about the life story of Kung-Fu star Bruce Lee. Playing as Bruce Lee, the game starts in Hong Kong and follows the route of the star's rise to fame, riches and glory in Hollywood and, strangely, his final confrontation with an evil spirit called the Phantom that has haunted his ancestors through the ages.

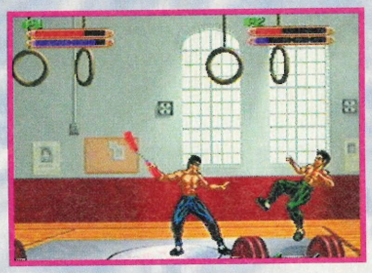
Let's face it, Bruce Lee was one of the hardest blokes ever to walk the face of this earth (even if he did die after an allergic reaction to aspirin) and in this release he even gets to kick in leggy PVC-clad babes and obnoxious sailor-types – not just the expected Kung-Fu masters.

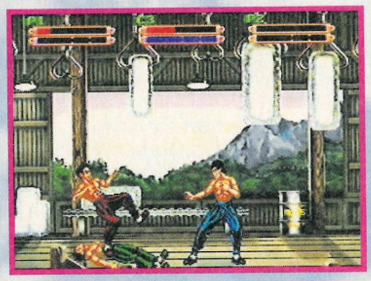
In fact, Bruce Lee faces over 30 different opponents; chefs with super-sharp meat cleavers and American sailors complete with fists and chains. Many of the foes from the movie are found in the game, with several original characters like the leather-clad Stick Woman who uses her acrobatic fighting skills to deal out deathly blows.

Brucie has over 40 attack and multiple combination moves at his disposal as he weaves his way through 10 levels of top Kung-Fu action in the story mode. There's also a training level so the players can get to grips with each of the moves and learn Bruce's way of fighting – Jeet Kune Do!

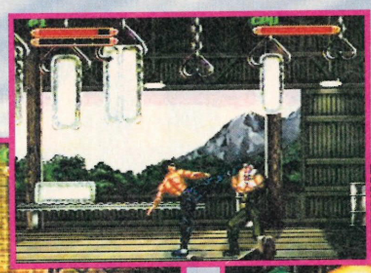
There are in excess of 2000 frames of animation to keep you enthralled, with absolutely huge sprites, bright and colourful backgrounds, in-game movie sequences directly from the movie and the opportunity to take on more than one opponent at a time. This multiple player option certainly offers you more in the way of gameplay thrills, as two players can battle it out together or against each other and with CPU controlled nasties thrown in there to make things even worse for both Brucie mark one and Brucie mark two.

GAMES WATCH

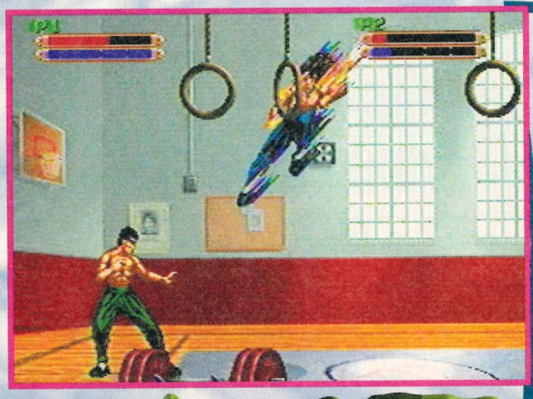




■ Below: Bruce plays piggy in the middle with two guys wielding meat cleavers. Painful.
■ Below/Left: A pile-up of Bruces in three-player mode.



RAGON



Master the way of the dragon! Well, the way of the Jaguar more like, as Jag owners finally get the chance to bite into one of the meatiest beat'em-ups of the year so far. Games World: The Magazine gives you an exclusive glimpse at the biggest Jag beat'em-up.

VITAL STATISTICS

NAME	DRAGON
PUBLISHER	VIRGIN
SYSTEM	JAGUAR
PRICE	£TBA
SIZE	16 Mbit
AVAILABLE	DECEMBER

The game starts in Hong Kong at a Lantern Festival when a rough 'n' ready sailor starts a fight in a typical fashion by stating 'are you looking at my bird?' – or something similar – and just before the fisticuff action begins, a few screens from the actual film are flashed before your eyes before you fight against an opponent. That should actually be opponents with an 's' because, in very little time, the yellow bellied sailor-boy screams out for help and then there were two! Hardly fair, but then you are Bruce Lee.

Depending on how well you fight the blue on-screen bar (beneath the power bar) will increase or decrease and earn Brucie extra moves. These can also be improved by the subtly introduced bonus levels where your skill will also boost up the bar. First stop is the 'fighter' status with faster speed and a dizzying 'thousand-hand punch' before you eventually earn a pair of nunchakus. Once you get to that stage you can make the most of their twirling attack by pressing one of the numbers on the joypad or, for old times sake, use your fists and feet to break your opponents in half – don't expect any fireballs, dragon punches or flying torpedo attacks though as Bruce Lee was, despite claims to the contrary, only human.

From what we've seen, the Jaguar version is already superior to the SNES and Mega Drive games with greatly improved graphical quality, more colours and a sharper feel and (more importantly) the gameplay and reaction speed is bumped up to make it a darn sight more playable. Even the Jaguar control pad's telephone dialling keys are quite useful (for a change).

Due out around Christmas, *Dragon* is looking like it's going to be a nice foil for the Jaguar's other big fight game release, *Kasumi Ninja* as these games should appeal to two different types of fighting fan. Ninjas beware – as we all know, the guy in black slippers is unbeatable.

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CANNON FODDER

War, as they say, has never been so much fun and where better to be posted than Sensible Software's all-action war game. Now to appear on the Jaguar, this should lift the blues from those enlisted in the Jaguar cause with a game of pure military precision.

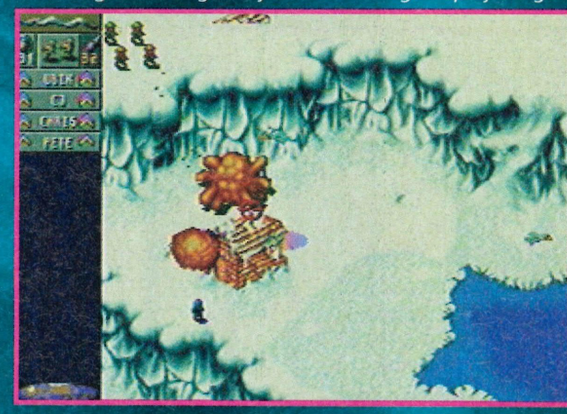
Embellished, fancy intro sequences and inbetween game graphics make do for the fact that the in-game graphics are little different from the Amiga original, or any other version for that matter. Before you slam the magazine down in a huff shouting, 'but I've got a 64bit machine!' consider that gameplay is paramount in *Cannon Fodder* and it literally sputters out like an Uzi from this version.

Certainly not one for the conscientious objector, *Cannon Fodder* is a game, to quote a certain TV personality, with guns in it. Yes, *Cannon Fodder* is a flippant shoot'em-up viewed from above, split into a number of comically entitled missions, each made-up of several smaller phases. The aim is to generally destroy all enemy soldiers and their buildings or rescue a band of hostages, both of which need to be completed with an allocated supply of soldiers. Lose them all to the hands of the enemy and that's it, a bungled mission.

Throughout the game you can collect extra ammunition to spray away at your enemies with, a handy machine gun or, for more devastating effect, hand grenades to chuck into the fray (easy to do with a double key press on the joypad). However, if you blow up a building or two, don't forget to keep your distance from the flying roof.

As you progress from a lowly private 'fodder' you rise through the ranks to the higher echelons of corporal and general. Not only does this make you feel proud for Queen and country, it also improves your overall shooting accuracy and, when and if you die, a position high up in the Boot Hill cemetery is your reward, as you have to wipe away a tear for a faithful comrade in arms.

Cannon Fodder is a true gameplayer's game without needing to try and be cocky on the graphics front. It harbours no pretensions and is, even at this rather early stage, one of the most addictive romps you'll find on the Jaguar.



Come home to a real fire. Lob a grenade, then relax and warm your hands.

Had enough of assassinating people in Syndicate? Already sick to the back teeth of being a god in Populous? Even being a Sim City Mayor can be a bit depressing when you've populated every spare square with Arcologies. You just want some old-fashioned fun. Well, you just might be in luck...

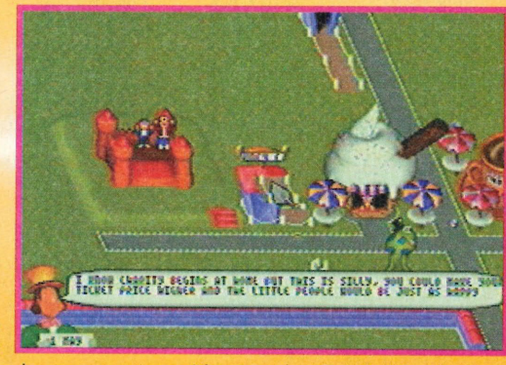
theme PARK

It's big, it's deep and it's probably the most in-depth game to appear on the Jaguar to date. In *Theme Park* you get to build your theme park anywhere in the world, no matter what varied social, economic and climatic factors come into play – but the UK is certainly a good place to start.

There are three types of challenge. Firstly, there's the Sandbox mode, with an on-screen tutorial and the basic aim to build a simple theme park from scratch. Secondly, there is the Simulation mode where you not only have to build the park but also keep the punters safe and happy.

If you really want to go the whole hog then there is the Business Simulation mode. Similar to the Simulation mode but now you have to try to become the world's number one park, negotiate wages, forge contracts and buy and sell shares in rival theme parks – but avoid being bought out or declared bankrupt yourself.

With 32 purpose-built rides from the trusty bouncy castle to space rides, and six user-created rides (where you decide where and how big and how tall – like the Water Rapids and Big Dippers) you can't fail to turn a few punters' heads (and stomachs). How much research time you devote to each ride will affect its overall performance as you learn more about adding the thrill and avoiding the vomit factor.



Speaking of sick-inducing rides, there are 16 different shops you can build to raise the extra dosh and here you can adjust the taste of the products to suit your park's needs. Add tons of salt to the chips to make the grunts thirsty, add loads of sugar to ice cream – but ensure they're not too close to spinny rides, or at least provide enough toilets just in case.

Of course, it's all swings and roundabout (or rollercoaster loops and twists if you prefer) as you can't have fun all of the time. With a reputation to earn, you still have to add trees and ponds for aesthetic effect, hire and fire security guards and childrens' entertainers and basically be a mean business man. You have to juggle making a fast buck and keeping the park's fun reputation.

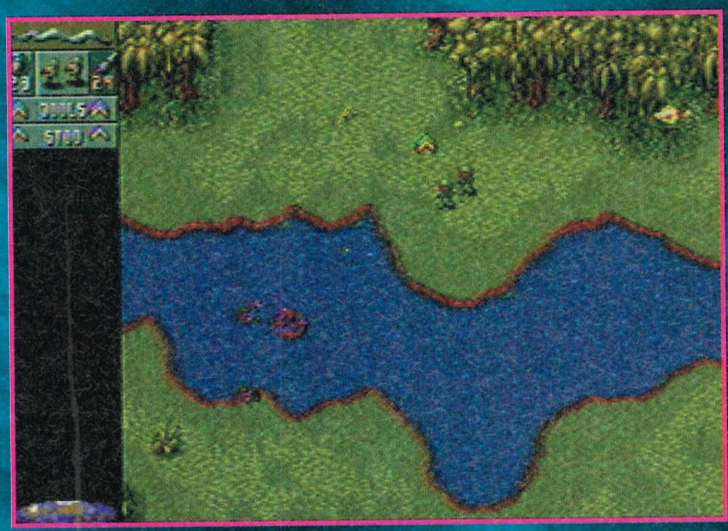
More than a standard strategy game, Bullfrog have created a management sim par excellence for Ocean – a breath of fresh air for the new system as it shows it can run games that don't simply require lightning reactions.

GAMES WATCH

This is no far-fetched football result, it tells you how well the squadron are doing and also shows a nice cemetery for your dead.

Above: Don't hesitate to blow the water rats out of the river – they may well be sneaky snipers.

Above/Right: Shed a tear for fallen comrades in arms after each mission.

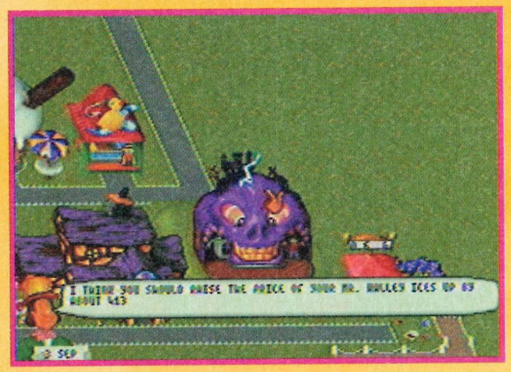


VITAL STATISTICS

NAME	CANNON FODDER
PUBLISHER	VIRGIN
SYSTEM	JAGUAR
PRICE	£TBA
SIZE	16 Mbit
AVAILABLE	TBA

Right: How nice of the enemy to line up just to provide you with a bit of target practice.

Left: It's all upstream for your weary troops, swim faster or die!

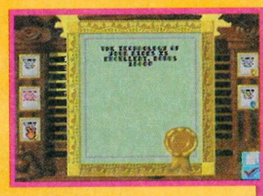


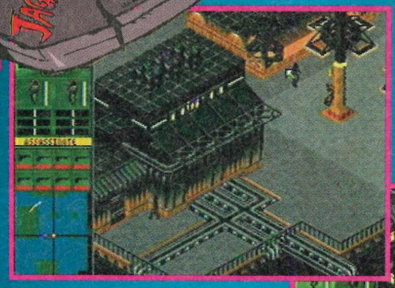
Below: Put a shooting gallery at the edge of your park so that you can work off all the pressures of being a top business tycoon.

VITAL STATISTICS

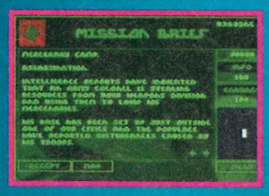
NAME	THEME PARK
PUBLISHER	OCEAN
SYSTEM	JAGUAR
PRICE	£TBA
SIZE	16 Mbit
AVAILABLE	DECEMBER

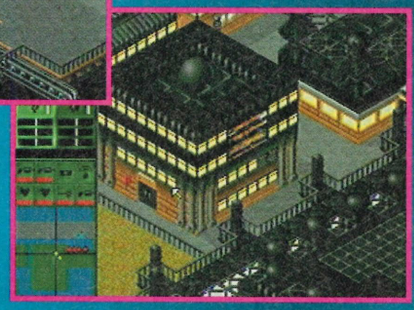
Right: Awards are nice but keeping the punters happy is more important.

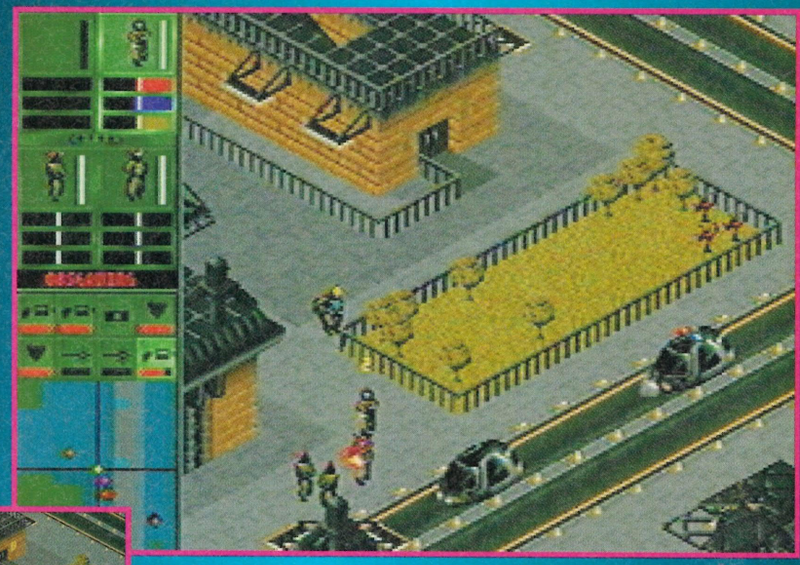




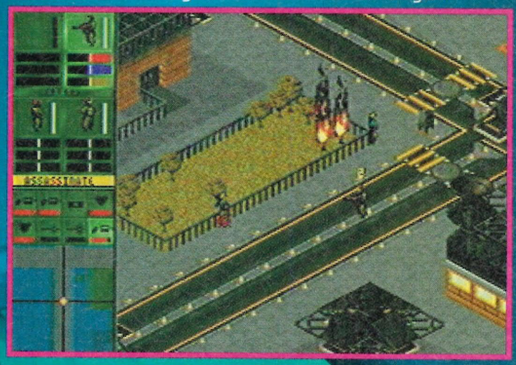
Left: Your mission is to assassinate a top scientist who is attempting to defect. At the moment, cyborg number one is hiding behind a pillar.

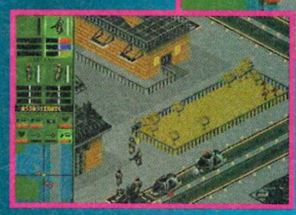




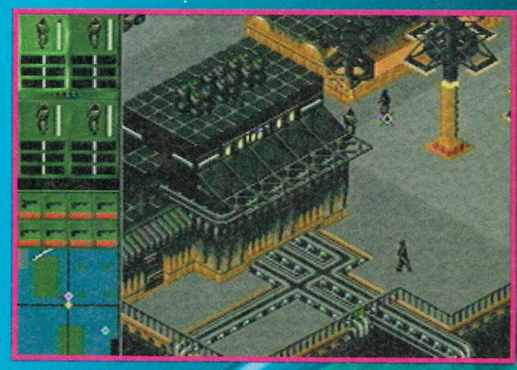


Below: It's dying time! Your number two cyborg has already made a bloody mess of several of the guards with his shotgun.





Top Left: It could be an ambush – watch out for the car that's just arrived. Bottom Left: Get more cash and you can re-arm. Try on that mini-gun for size.



Imagine a world where deceit and deception are rife and most of the population are controlled by an implanted computer chip... You are now imagining Syndicate, a game where violence is the only way to get the job done and if it doesn't then failure means death, for you that is. The World Gamers stalked their next victim...

Syndicate has been well received on nearly all of the major formats and it's about to hit the Jaguar in a big way. It all started out on the Amiga, rapidly spread to the PC and will shortly burst onto the Mega Drive and SNES. Can the Jaguar handle the gore?

The aim of *Syndicate* is to completely take control of the world by using a team of special cyborgs armed to the teeth with all manner of hi-tech weapons and super upgradable body-parts. Using these cyborg agents, you have to infiltrate enemy areas that are shown as countries on the world map and complete specific missions. If you succeed, you will automatically gain control of the country and all of the lovely taxes that go with it. Taxes will help you to research better weaponry and will allow you to deal with later levels that have more enemy agents. If, however, you tax your new territories too much, the population will revolt and you'll lose control and have to deal with them again (so it's no good hiking taxes up to 100% and expecting your citizens to hold a parade in your honour).

One of the touchy subjects that has caused much controversy on other formats is the amount of violence that is portrayed in the game. The fact that the gameplay involves arranging drive-by shootings, killing innocent civilians and police officers with ever more deadly weapons like shotguns, uzis, mini-guns and flame-throwers has enraged almost all do-gooders silly enough to poke their heads into the high intensity line of fire.

As you're playing the game you look down at a 45° angle, with some of the playing area being obscured by various buildings and bits of scenery. There is handheld radar that will show you where all the enemy agents are (as well as civilians and police officers). The radar will also lead you to your next objective. If you are making a simple assassination attempt then you just have to kill the person but, if it's a rescue, you'll have to locate the hostage and escort him or her to a safety point.

The Jaguar version of *Syndicate* should be just as gory and bloodthirsty as the Amiga and PC versions while retaining that all important gameplay element. So the next time you see some dodgy geezer with a long brown coat walking towards you, run.

VITAL STATISTICS

NAME : SYNDICATE
PUBLISHER : OCEAN
SYSTEM : JAGUAR
PRICE : £TBA
SIZE : 16 Mbit
AVAILABLE : DECEMBER

SYNDICATE

iron Soldier

GAMES WATCH

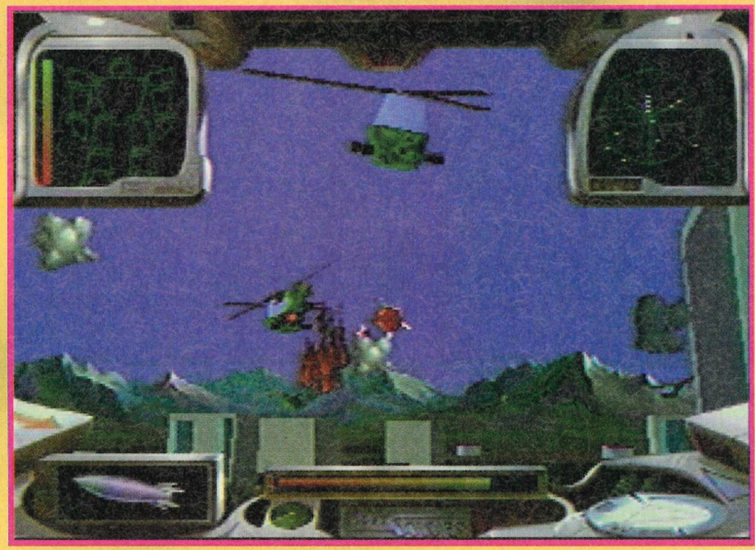
Iron Soldier is one of the strangest titles of the flagship Atari Jaguar range what with robot skyscrapers wandering about swatting all-comers in true Godzilla style. Similar to the many polygon-based games of the last year or two, this takes the Jaguar's graphics capabilities to a new level.

Above: Whoops! You just torched part of the city you're sworn to protect.

Above: Things are starting to hot up. Luckily your mech warrior is heat resistant.

Below: An all-out air-attack. Select missiles and blast those puny choppers out of the sky!

Above: Decisions – just where should the mech warrior about-town wear his gatling gun? Below: Those choppers won't be back in a hurry.



VITAL STATISTICS

NAME	IRON SOLDIER
PUBLISHER	ATARI
SYSTEM	JAGUAR
PRICE	£TBA
SIZE	32 Mbit
AVAILABLE	JANUARY

The Iron Soldier itself is a skyscraper-sized mech-warrior mercenary who has been roped in by the world's governments to protect the major cities in times of crisis – ie, now! An insidious group of terrorists, megalomaniacs and drug barons are holding the world to ransom. If they aren't paid a huge sum of dosh, the capital cities and other major centres of world commerce will be destroyed by air, land and sea attacks.

As the Iron Soldier, you can pick and choose which city you want to protect at any given time. He's not just a lumbering piece of scrap though, this mech warrior has a wide range of explosives and weaponry at his beck and call that he must use wisely if he is to destroy all the enemy tanks, helicopters and mech warriors running riot.

The right selection of weaponry is vital for the Iron Soldier because, if he doesn't sort out the enemy, they will wreck the city under his protection – if he misses his target too often then his shots may well destroy more of the city than the enemy forces (bad mech warrior, no Castrol for you today). Luckily, the wide selection of weapons; smoke canisters, surface to air missiles, chainsaws, rifles, grenades (and even a cruise missile for extra devestation) should see him through.

The game is viewed from the head of the Iron Soldier who lumbers around, looking up and down, rotating left and right and accelerating forward until something blocks his path. This may sound sluggish but the explosions and attacks take place at a devastating rate, literally. When you unleash a cruise missile, you guide it from the built-in camera and the speed is incredible. The tardy movement of the Iron Soldier just gives an indication of his size and weight.

An absolutely massive 32 Mbit cart, this German developed game is a monster. Each city-based level is just ridiculous in its sheer size and the problem is, you're supposed to protect it, not trash it.

SNATC

Ever since the arrival of Arnold in the film Terminator, there have been a plethora of games with cyborgs threatening man's existence. Luckily for us here at Games World Konami's new game, Snatcher, should dispel any of our fears about world domination by psychotic metal mainiacs.

Gillian Seed is your average sort of guy. He has a lovely house and a lovely wife (who he doesn't see much of these days). Oh, and he also can't remember much about his past either. So what does he do? He joins a crack unit of Junkers who track down Snatchers (cyborgs who clone their victims and replace them) and generally make the whole world a safer place. In a word, Gillian's a geezer.

The entire game is viewed as an 'Interactive Anime Movie' (a term that the boys at Konami use with some reluctance). However, the game does have oodles of options and, although not every reply is spoken, all the key scenes use actual speech from the CD. *Snatcher* is based on an old PC Engine CD game and uses anime graphics rather than the fuzzy and often jerky FMV clips that have dogged many a Mega-CD game in the past.

The game starts off with you arriving at Junker HQ and finding your way around the building with the help of the beautiful Mika (who somehow manages to resist all your blatant attempts at seduction). After being shown your new home and a computer called Jordan that will help you with your investigations, you get to meet your new partner, Metal Gear. Not, as you might imagine, a gigantic robot that has the ability to crush tins cans with its teeth, Metal Gear is a skinny bi-pedal robot that has sensors to detect heat and movement and some helpful advice on what course of action to take. Metal Gear has a built-in videophone that you can use to make calls to your wife, reply to advertisments and even dial up seedy phone lines... if you have the right numbers.

There are loads of scenes to investigate and plenty of trouble to get yourself into. *Snatcher* is split up into three sections, rather like chapters of an anime film, and there are so many different avenues of play in this game that if you were to play through as quickly as possible it would still take you well over eight hours to complete. Although it is fairly linear, there are enough varied responses to make the game different each time you play.

Expect decapitated heads and a few choice smatterings of blood being strewn about *Snatcher*, so don't be surprised if this arrives on console with an 18 certificate. Its anime style and gutsy storyline could make this the Mega-CD's finest eight hours.

Gillian Seed

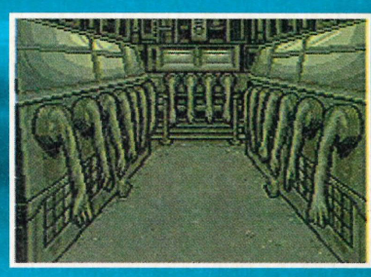
■ This is you and that's what you look like. Be sure to pick up your blaster and robotic partner before going out .

■ Below: Gillian looks a trifle disgusted at the evidence.

■ Right: It could have been you. Gillian stumbles across the mutilated corpse of a fellow Junker.

MEET THE SNATCHERS!

At the start of the game you'll be given a short story telling you about how the Snatchers have arrived and how all hell is breaking loose on planet earth. Here, for your delight, are a few choice scenes from that special intro:



GAMES WATCH

SNATCHER

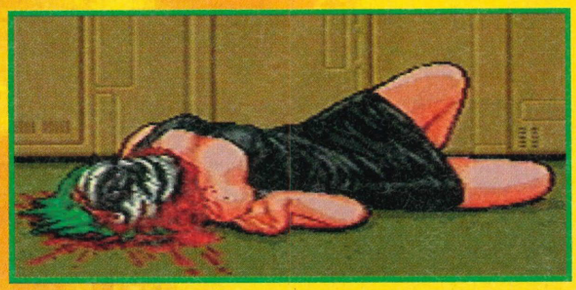
Metal Gear

■ This is your partner and the most useful 'person' in the game. Metal Gear is also your save game and allows you to access a wealth of info.

The Chief

■ The head of the Junker organisation and overall fat lad. If he tells you to jump you ask how high and out of which window.

■ Below: Even the more attractive looking Snatchers can't be allowed to live.



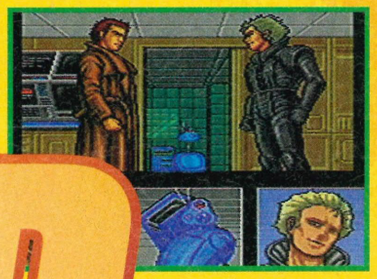
Mika

■ The love interest in the game. You must attempt to chat her up at all times. Why? because she's a babe of course!

■ Below: "When they said you were a robobabe this wasn't quite what I had in mind..." Gillian has to have nerves of steel and heart-strings to match.

Napoleon

■ Not the famous French general that had a three pointed head but an informer who you will need to track down so that you can obtain vital information.



■ Above: Seed is saved from a good throttling by our mystery man.

VITAL STATISTICS

NAME	SNATCHER
PUBLISHER	KONAMI
SYSTEM	MEGA-CD
PRICE	£39.99
SIZE	1 CD
AVAILABLE	DECEMBER

The Engineer

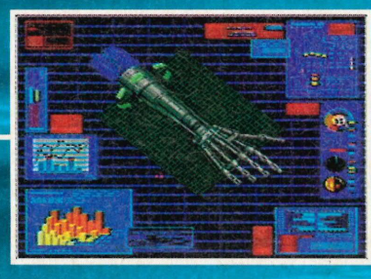
■ This man will provide you with Metal Gear and your blaster, he's also pretty useful when it comes to helping you out with retrieving information. Always take time to talk to the Engineer.

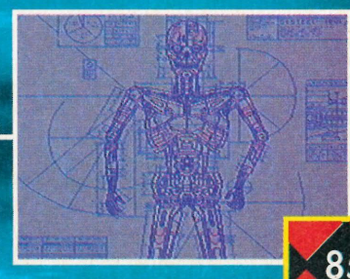
The Mercenary

■ A bit of a dark horse but as all the mercenaries are allowed to come out and kill Snatchers, you must help them. How can this strange character help you?

MEET THE GANG

Throughout the course of your anime adventure, you will need the assistance of a few people in the know. Try and listen carefully to what all the characters are saying and you might get to live that little bit longer.





It's a tough life being a wizard and it's even tougher if you're nothing but a measly apprentice doing all the dirty work for your master and getting absolutely no thanks for it (snivel, snivel).

The Apprentice

On the outskirts of Little Tiddlington in Shropshire lives the great wizard Gandorf S Wandburner III – GSW to his friends. He's rich and powerful and has lots of friends. Unfortunately, the game isn't about GSW, it's all about Marvin, his apprentice.

Poor little Marvin lives in the gloomy kitchen of GSW's large castle. He's the lowest of the low in the magic circle and is forced to do all the boring and dangerous jobs that his master can't be bothered to do himself.

This cold, damp home is shared with Snuffles, GSW's dumb pet cat and Randalph the raven who sits perched on GSW's shoulder most of the time. This game is the story of a week in Marvin's pitifully sad life.

Six levels have been crammed onto the CD, with three stages in each and only ten minutes in which to complete each stage. If these are completed a huge end of level boss comes along and must be defeated before the task GSW has set can be attempted. The reward for all this hard work? A nice rest on the mattress under the kitchen sink.

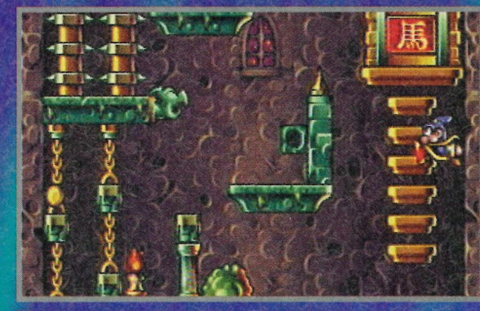
Amazingly, our Marvin is a multi-talented chap. He can walk, swim, jump and fly depending on the type of level that he's in. He's also blessed with a different weapon for each level – these are described before the level starts.

Various types of bonuses are dotted around the platforms. Invincibility makes our hero sparkle and protects him for a while, an angel protects from one enemy attack, an alarm clock gives one minute extra and coins are worth 100 points.

Will Marvin survive and get the good rest he deserves? No fear! An apprentice's work is never done.

Collect all the money bags and coloured keys you can find, you'll need them later on in the level.

Below: Harmless looking parts of the scenery can be deadly to the touch.



Below: This huge axe swings as Marvin passes underneath. The only way past it is to dash as it's on its upward swing. Time it wrong and he'll lose his head!.

Later on in the game there are underwater levels to complete. The dangers here include killer sharks and giant snails that run around faster than you might expect.

VITAL STATISTICS

NAME	THE APPRENTICE
PUBLISHER	PHILIPS
SYSTEM	CD-i
PRICE	£34.99
SIZE	1 CD
AVAILABLE	NOVEMBER

MUTANT RAMPAGE BODYSLAM

Far into the future, human beings as we know them today have become very rare. Radioactivity and genetic tampering have created mutants stronger and more vicious than any human. Now they have an arena in which to test their fighting abilities – the Bodyslam!

The year is 2068 and the Millennium wars have virtually destroyed the world's cities leaving only rubble and chaos in their wake. To make matters even worse the Great Tremor plague killed a third of the population and radiation from nuclear meltdowns altered the gene pool creating mutant babies.

As technology advanced, the bioengineers created animal/human hybrids to use in athletics that were stronger, faster and tougher than any human being. Every living creature on the planet is now connected to the Cybernet by fibre optics carrying endless streams of information from business news to light entertainment and the latest rage on the net is the Bodyslam, a TV tournament where the strongest and fittest new world dwellers get to show off their abilities.

Each round of *Mutant Rampage Bodyslam* is introduced in a cartoon style with superb sketchy animation and CD speech. To kick off with, the player gets to choose from one of three tournaments; LA Free Radicals, Animorpha Roma and Beijing Fire Dragons. These all have different mutants to fight against and various backgrounds that scroll by.

There are up to seven lives on offer and three difficulty settings plus a save/load feature which can be used at any time, so that cuts out those horrific trips back to the start of the game. Three fighting characters can be selected, each with their own special moves and combat style, from the light-footed but powerful Tory Swift to the chunky Rack Saxxon with his fists of steel.

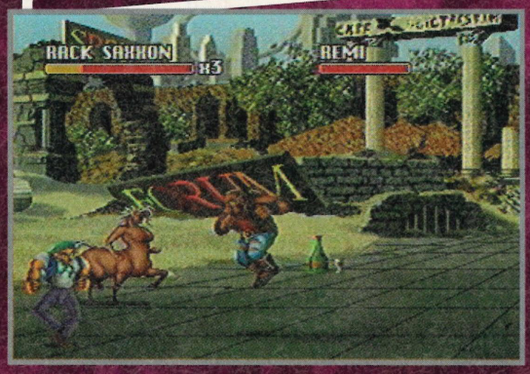
Food and weapons are dotted about the early levels but you'll have to get to them first or the mutants will snaffle your nosh! There are also tag markers that allow you to call up the character selection screen so that you can swap fighters halfway through a game if the going gets tough.

There aren't many combat games on CD-i and *Mutant Rampage Bodyslam* is looking tough enough to start a whole new trend of kicking and smacking gameplay.

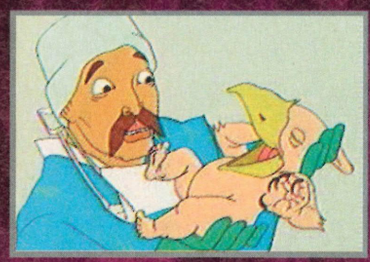
GAMES WATCH

VITAL STATISTICS

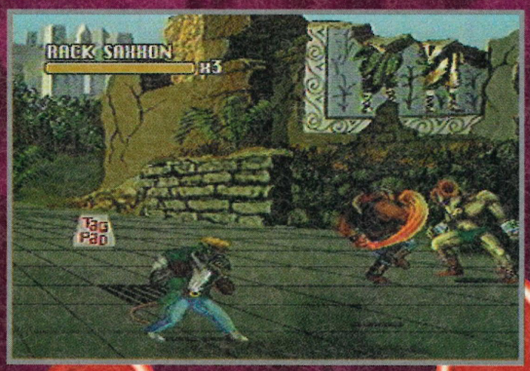
NAME : MUTANT RAMPAGE BODYSLAM
PUBLISHER: PHILIPS
SYSTEM : CD-i
PRICE : £39.99
SIZE : 1 CD
AVAILABLE : NOVEMBER

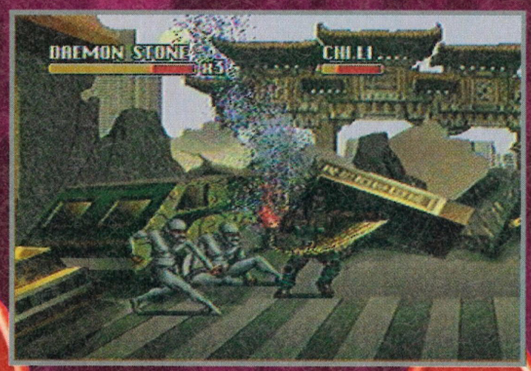


Above: Rack Saxxon takes on a centaur in the ruins of a Greek temple. Grab that wine bottle (left of centre) before the bad guys guzzle it down.



Above: Don't let her cat-like charms overcome you as she will quite happily scratch your eyes out!





DAEMON STONE

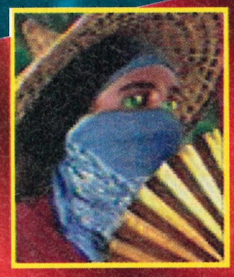
TORY SWIFT

RACK SAXXON

HUMAN HUNKS

To take on the horrid mutants you get to control three of the toughest humans on the block. With plenty of special moves to master and fighting quirks to enjoy, they'll keep your joypad busy for hours!

THE NINJA
Nationality: Japanese
Real Name: Unknown
Age: Unknown
Height: 6' 2"
Weight: 190 lbs
Close Moves: Elbow, Throw, Head Butt and Roll



KONTORI
Nationality: Japanese (of American descent).
Real Name: Jeremy Cash
Age: 28
Height: 5' 10"
Weight: 102 lbs
Close Moves: Backhand, Hat Butt, Fan Slap and Fan Slash

MAJOR GAINES
Nationality: British
Real Name: Simon Gaines
Age: 38
Height: 5' 10" or 7' 3" (with steroid implant).
Weight: 285 lbs
Close Moves: Ear Swat, Suplex, Knee and Knee Drop

SHAKY JAKE
Nationality: Australian
Real Name: Jake Querious
Age: 28
Height: 5' 6"
Weight: 146 lbs
Close Moves: Pole Jab, Push Away and Bear Hug

THE DRAGON
Nationality: Chinese
Real Name: Chin Liu
Age: 23
Height: 6' 0"
Weight: 164 lbs
Close Moves: Nosebreaker, Spin around, Knee and Shoulder Throw

DIGITISED DEVILS

Forget Kano, Rayden, Ken, Cammy and Co, there are some new hard guys on the block. Check out their statistics and prepare to do battle with the meanest warriors in the videogame world.

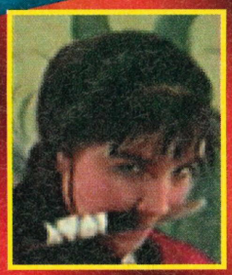
WAY of the WARRIOR

If you've mastered the moves in Street Fighter II and seen all the fatalities in Mortal Kombat II then prepare yourself for the next phase of combat action. With slick digitised characters and plenty of gore, this is a game to die for!

High on a mountain top in the Himalayas lies the Book of Warriors. In this are scrawled the names of the greatest warriors the world has ever known – and the next name written in magical blood on its hallowed pages could be yours!

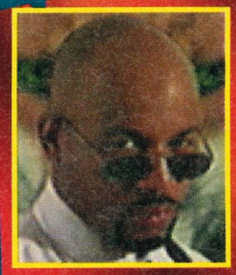
Watched over by the Guardian of the Book you can enter your name and date of birth and then

GAMES WATCH



NIKKI CHAN
Nationality: Chinese
Real Name: Nikki Chan
Age: 19
Height: 5' 0"
Weight: 94 lbs
Close Moves: Suplex, Knee and Roll Throw

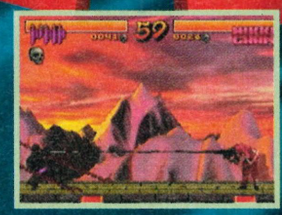
NOBUNAGA
Nationality: Japanese
Real Name: Nobunaga
Age: 19
Height: 5' 10"
Weight: 161 lbs
Close Moves: Chin Crack, Push Away and Hand Throw



FOX
Nationality: Algerian
Real Name: Malcolm Fox
Age: 28
Height: 6' 6"
Weight: 224 lbs
Close Moves: Shoulder Break, Knee and Knee Grab

CRIMSON GLORY
Nationality: American
Real Name: Crimson Smith
Age: 24
Height: 5' 9"
Weight: 114 lbs
Close Moves: Elbow, Suplex, Hold Up, Head Butt and Back Break

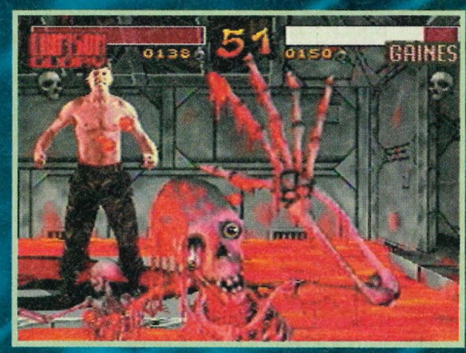
■ Right: The screen zooms in and out of the action as you deliver your blows.



■ Above: Crimson gives Gaines the quick 'one-two.'
■ Left: The full story of *Way of the Warrior* in stunning 3DO-Vision.

■ Below: One level is played entirely in silhouette.

■ Above: Fox introduces Shaky Jake to a wrestling-style back breaker.
■ Below: Crimson lives up to her name after being thrown into the lava pit.



VITAL STATISTICS

NAME	WAY OF THE WARRIOR
PUBLISHER	UNIVERSAL INTERACTIVE STUDIOS
SYSTEM	3DO
PRICE	£59.99
SIZE	1 CD
AVAILABLE	OCTOBER (IMPORT)

do battle with nine deadly characters. These warriors are the toughest hombres from the worlds of good and evil, mortal and immortal and you can choose any of them as your combat character.

As you'd expect each has special moves and fatalities designed to show the opposition who's boss but unlike other games the fighting arenas can also cause a few problems with lava pits for you to fall into and gravestones to trip you up.

Performing special moves in *Way of the Warrior* will earn you skull points. These points can be saved up and used to perform magic spells to increase your energy and decrease your opponent's. This way, you can dispose of the scum with the minimum of fuss. Fatality moves are particularly rewarding. When an opponent is left reeling on the ground and the commentator shouts 'End it!' or 'Put him down!' you can whip their head off, rip their heart out or perform some equally gruesome move.

As with other 3DO games the background music has been created by real bands and recorded, with 'perfect digital quality', onto CD. Universal Interactive Studios have signed up the American band White Zombie to create the thrash metal style soundtrack that complements the action perfectly. You even have the option to adjust the sound effects and music levels to suit your personal taste, which is a relief if your eardrums are feeling a mite delicate – very likely if you've just had your head ripped off!

SHADO

WAR OF SUCC

Pit Fighter started it all off and then Mortal Kombat came along and showed everyone how it should be done. Now, it seems that digitising people and sticking them in fighting games is all the rage. The World Gamers checked out the latest in a long line of releases wanting to be proclaimed 'Top Bruiser'.

When a fully armed helicopter swoops menacingly through the night and hovers outside the headquarters of the world's largest criminal organisation and proceeds to destroy the building, you just know that there's a game hidden away under all of this. And so there is. In the attack on the building the head honcho of SHADOW was killed and the hunt is now on for his successor. Seven of his closest lieutenants have assembled to fight to the death and the winner will become the new Shadow.

There are three difficulty levels that greet you when you first start the game; easy, normal and hard. Choose one of these and the game proper begins. After picking one of the fighters, the computer picks an opponent for you unless you have a chum that's in for the action. When the game begins there are the usual pleasantries exchanged between the fighters, most of which boil down to nothing more than a few insults and gestures. Combat's a different matter as there are only three buttons to fight with, one for punching and kicking and the other for blocking. Some of the fighters don't just use their fists and feet, a few have weapons as well. Erika has a sword that slashes gallons of blood out of her opponent, Carlos has a shotgun that he tends to use quite often and Riggs has a concealed knife that he'll pull out when he's right up close to inflict maximum damage.

When *Mortal Kombat* first appeared it was a major hit due to the 'life-like' graphics that were used. *Shadow* uses a similar looking style of graphics and is sure to be closely compared to *MK* when it's officially released over here.

With there being so many beat'em-ups around at the moment, especially appearing on the 3DO (*Samurai Shodown*, *Way of the Warrior*, and *Super Street Fighter II*), *Shadow* is really going to have to practice its combo's if it's to survive.

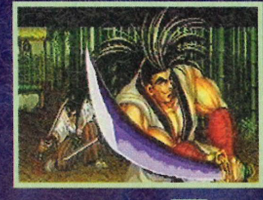
■ Left: Plenty of blood and gore as Anvil and Riggs take their frustration out on each other. Each fighter has a few special moves with which to attack.

SAMURAI SHODOWN

Take twelve of the hardest fighters ever and stick them in a fighting game and what do you get? Wrong. Not Street Fighter, but Samurai Shodown. Probably one of the only games that is good enough to topple those two outstanding beat'em-ups, Street Fighter II and Mortal Kombat II.

■ Top: Jubei blocks a whirlwind from Haohmaru while below, Haohmaru gets it in the belly.

■ Left: Galford gets tangled up with the tricky Kyoshiro. Below: inbetween bouts Haohmaru branishes his sword.



GAMES WATCH

SHADOW OF SUCCESSION

Below: The old Shadow. Right: Viper and Gabriella put on an *MK*-style fighting display for us. Gabriella throws a fireball and Viper ducks.

1. Riggs
2. Carlos
3. Gabriella
4. Anvil
5. Erika
6. Sasha
7. Viper

IN THE BLUE CORNER...

The seven fighters in *Shadow* are expert killing machines and, if you value your rib cage, you'll handle them very carefully:

VITAL STATISTICS

NAME : SHADOW: WAR OF SUCCESSION

PUBLISHER : TRIBECA DIGITAL STUDIOS

SYSTEM : 3DO

PRICE : £49.99

SIZE : 1 CD

AVAILABLE : OCTOBER (IMPORT)

Above: One of the most visually impressive special moves in the game. Below: Charlotte sweeps in with a flashy move that catches out her opponent. Below/Left: A vicious foot sweep.

Using the traditional formula of a side-on view, *Samurai Shodown* has large, colourful graphics and authentic fighting sounds that create the ideal atmosphere for a bit of combat. Each of the twelve fighters has an individual set-up, with different speed, dexterity and power settings. Each combatant is also blessed with a variety of special moves and weapons that are used to defeat the opposition. Only the most experienced warriors who have mastered all of these moves will become the overall champion.

The success of *Samurai Shodown* in the arcade (it was a spectacular Neo-Geo title) has something to do with the diversity of the characters and the polished gameplay. Most of the twelve characters fight with just their weapons and fists but a few have alternative methods of engaging the enemy. There's Gen-An, who spews forth poison that will burn you and take your damage down, Hanzo is a ninja who throws stars at you and then there's Jubei who has two swords and uses them to maximum slicing effect. Apart from these roguish types, there is the usual assortment of good guys to balance things out. There's Galford who, at any time, can send his dog to attack you and while his canine pal is distracting you he'll leap in to do some damage himself. Haohmaru is the Ryu-like fighter who is easy to get to grips with and is quite powerful as well.

VITAL STATISTICS

NAME : SAMURAI SHODOWN

PUBLISHER : CRYSTAL DYNAMICS

SYSTEM : 3DO

PRICE : £TBA

SIZE : 1 CD

AVAILABLE : DECEMBER

Charlotte brings a much needed female element to the game and she also brings along a big sword with a line on the end for ensnaring opponents so there's no lack of variety here.

The view of the game is also subtly different as the screen will zoom in and out depending on whether the action is face to face o from across the screen. There's also a power meter at the bottom of the screen and when it fills up you can unleash a rather nasty (and sometimes violent) special move that will drain buckets of your opponent's life force.

With the success of the arcade and Neo-Geo versions, the 3DO game looks likely to draw the same amount of praise as its illustrious arcade cousin.

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FIFA INTERNATIONAL SOCCER

FIFA International Soccer is regarded by many as the finest soccer game on the home console formats, but surely not on the Game Boy? We donned our kit, laced up our boots and decided to give it a lengthy kick around the park.

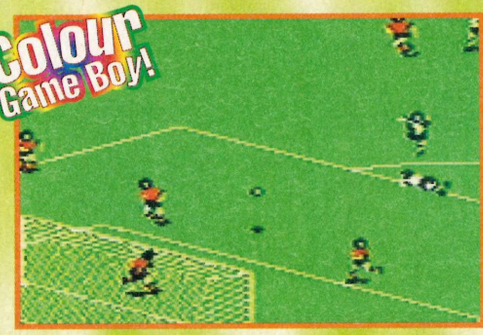
Developed by the world-renowned Probe Software who, with the basic code from EA's Mega Drive version have somehow managed, with the help of special equipment and software compression techniques, to accurately bring together all the excitement, thrills and features of the original Mega Drive version.

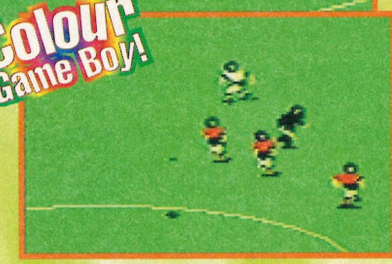
Like the original, you can select from 50 different international teams each with corresponding team strengths and abilities. Full FIFA international competition rules are applied throughout, although there is always the option to turn aspects of the game off using the various option menus. Even the special moves are packed in (looking like they're being viewed on a miniature black and white television) just like the real thing, so you'll be able to perform scissor kicks, long distance banana shots and cheeky little chips over the goalie's head.

All the strategy elements are still there so you could go for the long ball antics of Wimbledon or play the pretty attacking football of Sheffield Wednesday via an option screen that can be called upon at any time. Formation and coverage of the team will also feature heavily.

Of course, for all these features to be contained in one Game Boy cartridge it has to be big, and big it is, weighing in at a whopping 4 Mbits! If the monochrome viewpoint is too much, you also get full Super Game Boy colour compatibility where the game comes into its own with the green pitch and easy to view characters and balls – not forgetting a pretty screen border (although this is still to be implemented).

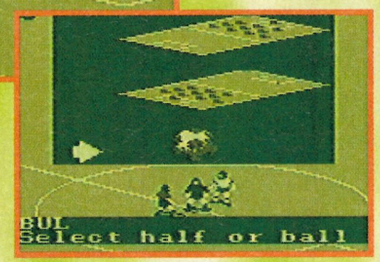
It's been a longish wait for Game Boy owners who may well have thought that they would never get their eager mitts on it. As we speak, the game is having its final polish before going off to Nintendo for approval. Game Boy owners won't have to wait long for a pitch of their very own.

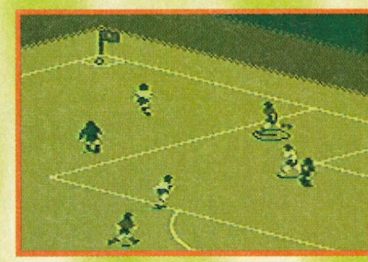


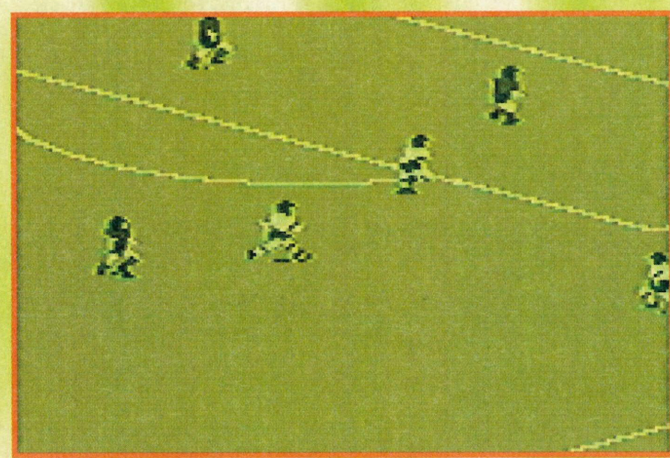


■ Left: Look at that scorching shot hurtling towards the near post. What a goal!

■ Above: It's just like the 1966 World Cup Final. The screen is black and white and Geoff Hurst's strike bounces down off the crossbar. Did it go in?







VITAL STATISTICS

NAME	FIFA INTERNATIONAL SOCCER
PUBLISHER	TH•Q
SYSTEM	GAME BOY
PRICE	£TBA
SIZE	4 Mbit
AVAILABLE	DECEMBER

GAMES WATCH

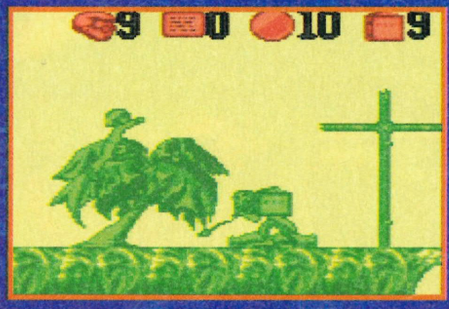
The Pagemaster

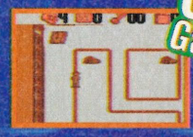
VITAL STATISTICS

NAME	THE PAGEMASTER
PUBLISHER	FOX INTERACTIVE
SYSTEM	GAME BOY
PRICE	£TBA
SIZE	2 Mbit
AVAILABLE	DECEMBER

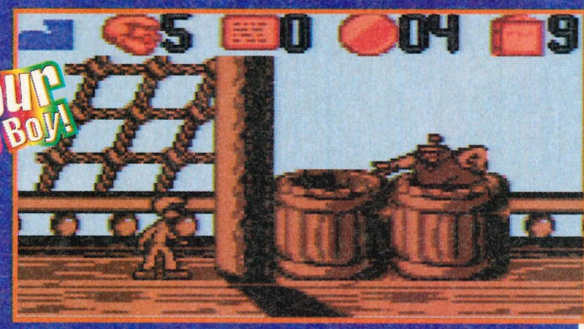
Above: A dark and spooky graveyard is probably the best place to dump young Richard Tyler.
Below: On Treasure Island even the chests attack him.

Above: Tyler swings through the trees and bumps into a vulture along the way.
Below: A library card. How exciting.





Below: On the Super Game Boy the colours change all of the time with a gaudy border of animations.



Above: All alone on a pirate ship. Where have all the pirates got to? You can be sure that the ugly, peg-legged critters are waiting below decks.

Macaulay Culkin, love him or loathe him, he certainly gets around. The pocket-sized brat now gets the digital treatment on the pocket-sized Game Boy in the game, The Pagemaster, a fantastic voyage via, erm... the recesses of a public library.

The Pagemaster is an action adventure platform romp based on the Twentieth Century Fox movie starring Macaulay Culkin, Christopher Lloyd and Whoopi Goldberg and this is supposed to be the first time that a game and a film will be released on the same day. This sounds like a good thing as it's about time that we had the games of movies coming out less than half a year after the event.

In *Pagemaster* you get to play Macaulay as Richard Tyler, the world's safest kid. A kid who's nervous of a nuclear attack, earthquakes and life in general. On the small screen of the Game Boy he can jump, run, slide, fall and hang to name but a few of his numerous sprite manoeuvres. Macaulay is armed with a diverse selection of weapons as well – like gooey eyeballs for throwing or clashing pirate swords – depending on which part of the game he finds himself in.

Created by developing supremos Probe, *The Pagemaster* is a truly massive title, basically consisting of three stages from the film, based on the book genres of Horror, Adventure and Fantasy, with a whopping total of 74 levels in all to get involved in.

The graphics are smart, with real animation from the film – yes, even in this Game Boy version! There are actually more animation cels used in the game than found in that classic animated spectacular, *Aladdin*.

Although by nature a platform rompette, there are additional gameplay styles to give the game more depth. These include action and puzzle variants and three 3D flying bonus levels. A nice touch is the unique navigational map that allows you to select the level you wish to play.

One of the best things about the game is the sheer number of hidden bonus levels to discover. Find a hidden bonus token and you get to play a bonus memory or reflex game. Complete a level without losing a life and you can play the secret bonus chamber. You'll be able to find secret exits and enter worlds no one else has seen, or discover the special help books to enter new worlds based on 20,000 Leagues Under The Sea and Alice in Wonderland.

The amount of gameplay crammed into this cart is quite remarkable, especially considering its accuracy to The Pagemaster movie. Tipped by many to be one of the dark horse film hits of the Christmas season, it will be interesting to see how the game jumps on the bandwagon. From what we've seen it should certainly be able to stand up on its own.

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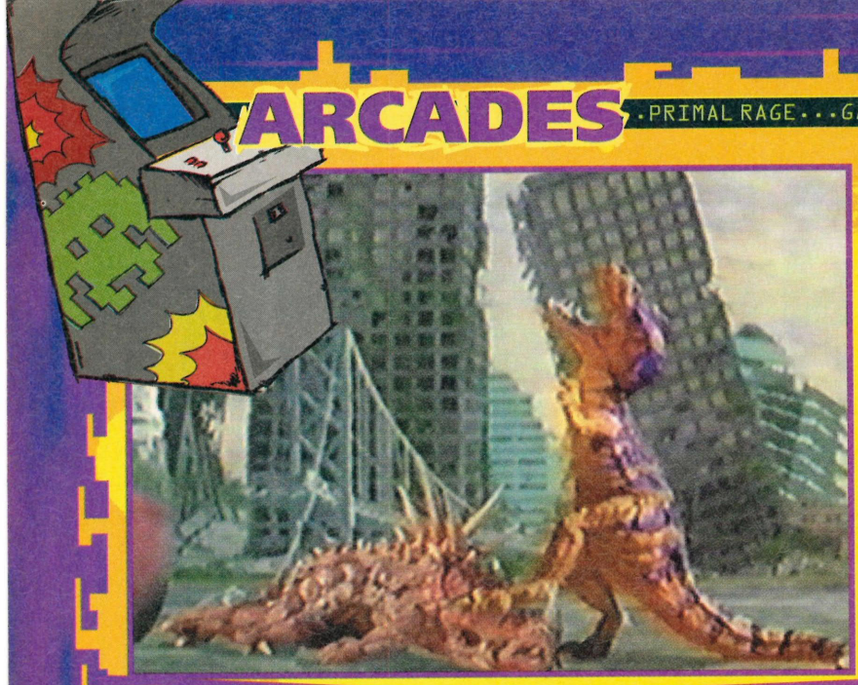
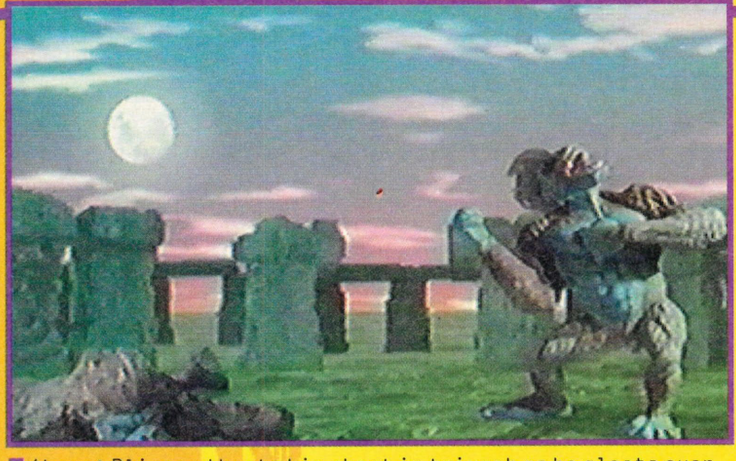


PR RE

With the success of Jurassic Park and the ever-present attraction that dinosaurs hold for people of all ages, it was inevitable that someone, somewhere, would produce a prehistoric beat'em-up. It could have been cringeworthy, but Primal Rage is drawing huge crowds at arcades across the country...



Above: Blizzard beats his chest in triumph as he gloats over yet another resounding victory for apekind. As you can see, it is possible for both players to use the same characters.

Left: Talon sinks his razor-sharp teeth into the neck of the hapless Vertigo and his victim shrieks out in pain.

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GAMES WATCH

PRIMAL RAGE

VITAL STATISTICS

NAME: PRIMAL RAGE
PUBLISHER: TIME WARNER INTERACTIVE
SYSTEM: ARCADE
PRICE: £TBA
PLAYERS: 1-2
AVAILABLE: SEPTEMBER

■ Above: Sauron uses his superior strength to lift Talon into the air. All the while he is sinking his teeth into the little dinosaur's neck.

■ Above: The mighty Sauron prepares to do battle with Blizzard.

If, like the World Gamers, you are a fan of all those trashy Japanese monster movies that pit huge, evil-looking creatures against one another again and again, then it's inevitable that, like the World Gamers, you will very shortly be pumping your hard earned coffers into a certain arcade machine called *Primal Rage*.

Originally conceived as a Tyrannosaurus Rex battle game, its designers quickly realised the overall potential of the concept and set about designing a whole host of non-human combatants (some based on actual dinosaurs, others purely fantastical) to battle it out in a primeval landscape. The result is a ferocious, roaring, screaming game that takes the one-on-one combat genre to a whole new level of brutal intensity. No karate kicks or wrestling moves here, just savage attacks that see the monsters lunging at each other with razor-sharp teeth and huge claws. This is the classic fight to the death that has existed in the animal kingdom since the dawn of time...

Well actually, it's not quite that simple. Each creature has its own set of followers that run around its feet as it fights not just to survive, but to gain control of the 'Urth'. Each monster gets strength from these worshippers and, in lapses in the action, it's great fun to reach down and crush, chew or slash a few of them – not just to annoy your opponent but to reduce the amount of mana he gets too. These ape-like humans running about also manage to give the game's central characters a greater feeling of scale and emphasise their mighty size.

Never before have prehistoric creatures looked or moved so realistically in a videogame. This is because, for the first time, the animations were created using stop-motion filming, a technique very rarely seen outside of huge budget Hollywood movies. Combined with the stereo sound effects provided by the unit's 'Total Immersion Audio' system, Talon, Blizzard and co really do seem to come to life at your fingertips.

The game itself, apart from all the standard tearing and biting, also involves learning a number of special moves and finishing combinations that will please more hardcore arcade fans. A nice fatality is when the giant ape, Blizzard, knocks his opponent into a daze and then proceeds to hammer him on the cranium until his feet become sunk into the ground so that he can land a truly devastating blow to his head – tearing it clean off and sending its contents spilling all over the place. Oh yes, very satisfying. All the moves are pulled off using a simple four button control system that allows beginners to play easily and more experienced arcade fighters to perfect super-fast combinations and master the 'power' hits that are mapped onto both the top and bottom button combinations. There are also all manner of secret items hidden within the game which must be accessed by reaching certain levels of excellence or simply pulling the right move off at the right time.

Set to appear on most home formats in 1995, *Primal Rage* is already being heralded as the successor to *Mortal Kombat* after the fantastic reaction it has received from gameplayers the world over. Prepare to make the Earth tremble and your opponent's worshippers cower in terror as you roar, stamp and slash your way across the screen. It's just a pity that you can't destroy Tokyo in the process.

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Access All Areas

Hello You! Adrian's desk has been simply swamped with videos this month so to get out of tidying up the mess he decided to do a bit of a video spectacular. Put on your shades and prepare to be dazzled...

VIDEOS TO BUY

Addams Family Values

- **Released:** November 7th
- **Certificate:** PG
- **Price:** £13.99
- **Plot:** Fester, Gomez, Wednesday, and of course Pugsley all return in this sequel to the spookily ookily, film that reminded us of the delights of black magic. Anyway, there's a recent addition to the family and Wednesday and Pugsley want it out of the way. Highly funny in places and a rather jolly film to watch. ■

Demi Moore Boxed Set

- **Released:** November 7th
- **Certificate:** PG
- **Price:** £15.99
- **Plot:** Now this is what we like to see, more Demi Moore. This boxed set looks likely to include the films Indecent Proposal and Ghost although this hasn't yet been confirmed. You can be sure that whatever the final selection this'll never be off the GW video. ■

Totally Bill Hicks

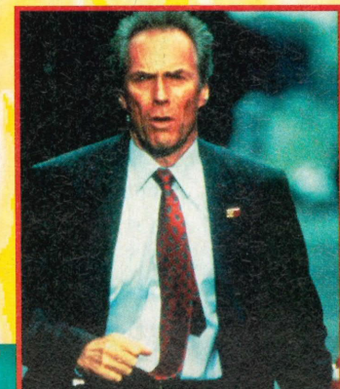
- **Released:** October 10th
- **Certificate:** 18
- **Price:** £12.99
- **Plot:** Bill Hicks was one of the finest comedians ever to grace this earth. His routines were very topical and very funny. This video has one of his final stage shows and contains some great lines about UFO's, Jesus, JFK and the Gulf War. It's a pity there won't be any more of him. You should definitely buy this tape, not only to cheer yourself up, but as a tribute to the great man. ■

Groundhog Day

- **Released:** October 10th
- **Certificate:** PG
- **Price:** £12.99
- **Plot:** Bill Murray and Andie MacDowell star in this strange comedy about one man who wakes up at the same time every day and relives the last 24 hours over and over again. It's a process of trial and error for Murray as he tries to get it together with MacDowell. If she thinks he's a creep, no problem, just get killed and try doing something differently. A top film that's worthy of your attention. ■

In The Line of Fire

- **Released:** September 26th
- **Certificate:** 15
- **Price:** £13.99
- **Plot:** Clint Eastwood plays a presidential guard who blames himself for the death of JFK, and thinks that he should have caught that fatal bullet(s). He's now protecting a new president and trying to catch the new psychopath on the block, John Malkovich, who's intent on creating 'grassy knoll' panic all over again. ■



The Most Unpleasant World of Penn & Teller

- **Released:** October
- **Certificate:** 15
- **Price:** £12.99
- **Plot:** Those outrageous magicians Penn and Teller have recently had a glorious, if somewhat bloody, outing onto Channel 4. Now there's a video for all you sadists who like to see Teller get submerged in water for over seven minutes while John Cleese becomes rather worried. Other favourites include the rats that chew on Teller's meat-smeared face and the highly hysterical watch incident with Stephen Fry and the bottom-feeding Grey Mullet. This video will certainly please those who can't get enough of this insane magic.

After speaking to Penn about showgirls and being told an unprintable joke concerning toiletries, he revealed that a new series could be back on Channel 4 soon and is likely to be even bloodier than before with new tricks, stunts and some singing. Hopefully, it'll make Paul Daniels's somewhat synthetic hair turn grey once and for all. ■

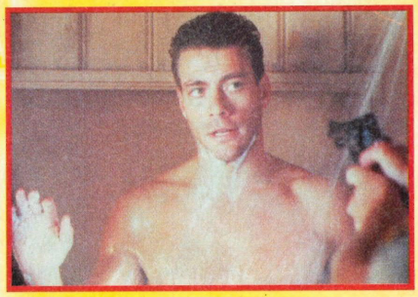
VIDEO

No Escape

- **Released:** November 9th
- **Certificate:** 15
- **Plot:** Ray Liotta stars as an ex-marine who is imprisoned on an island for life when he is found guilty of a murder. There are two rival factions led by Stuart Wilson who leads a horde of vicious thugs, and the other by Lance Henriksen who leads a band of reformers. Plenty of explosions and action as Liotta decides whose side he's on. ■

Nowhere to Run

- **Released:** September 19th
- **Certificate:** 15
- **Price:** £11.99
- **Plot:** John Claude Van Damme is a fugitive who seeks refuge with a young mother (Rosanna Arquette) and her son. Plenty of kicking and punching as you'd expect from the muscles from Brussels as he randomly breaks ribs and snaps necks all in the name of entertainment. ■



Mrs Doubtfire

- **Released:** October 31st
- **Certificate:** PG
- **Price:** £13.99
- **Plot:** Robin Williams plays the loving dad who just has to be near his kids – even if it means becoming their nanny. Manic fun with old Popeye himself. ■

S TO RENT

Striking Distance

■ **Released:** October 26th
■ **Certificate:** 18
■ **Plot:** Bruce Willis stars as a cop who drinks too much and is put on River Patrol, due to the fact that he 'grassed' on his partner. Everyone in the police force hates him and, just to make things even worse, the serial killer who killed his father is now out to kill him. A high octane film that has a delectable Sarah Jessica Parker as Willis's leading lady. What no Demi? ■

Four Weddings and a Funeral

■ **Released:** November 2nd
■ **Certificate:** 15
■ **Plot:** The most successful British cinema film of all time is about to be released on video. Hugh Grant and Andie MacDowell star as two people who are destined to fall in love on their way up the aisle. An off-beat comedy that did good in the old US of A. ■

Jurassic Park

■ **Released:** November 21st
■ **Certificate:** PG
■ **Price:** £14.99/£19.99/£39.99
■ **Plot:** There are three different packs, the normal video for those who aren't too fussed about their vids, a special Rock-pack that has a rockfaced sleeve and contains a book all about the film, and the special expensive video that has a silver-plastic briefcase for the packaging and gives you a watch, a map, a security pass and a DNA book. The last two are limited editions so get ready for a bit of a rush. ■

CINEMA

Dream Lover

■ **Released:** November 11th
■ **Certificate:** 18
■ **Plot:** James Spader is in search of the perfect mate and finally gets to meet the girl of his dreams in the shape of Madchen Amick. After marrying her though, things don't seem so perfect after all, has he made a big mistake? ■

Final Combination

■ **Released:** November 18th
■ **Certificate:** 18
■ **Plot:** Gary Stretch plays a killer who starts off the film having just beaten two girls to a bloody pulp. Michael Madson, from Reservoir Dogs, is the LA cop on his trail. ■

The Specialist

■ **Released:** November 11th
■ **Certificate:** TBA
■ **Plot:** Sylvester Stallone and Sharon Stone are put together in this taut thriller about intrigue and betrayal. Stallone is an explosives expert and Stone is a beauty, both are up against Colombian drug dealers. Smart. ■

The Shadow

■ **Released:** November 18th
■ **Certificate:** 12
■ **Plot:** Alec Baldwin plays the mysterious Shadow who fights crime in a fictional 1931 metropolis. Lamont Cranston is the man from Tibet. ■

Corrina Corrina

■ **Released:** November 25th
■ **Certificate:** PG
■ **Plot:** The weepy story of a young child who has lost her mother at an early age. Whoopi Goldberg is the caring nanny who goes out of her way to create touches of magic for the young child. Keep the tissues handy for this. ■

PREMIERES

Below are some of the best movies that will get their first showng on Satellite TV this month:

SKY MOVIES

Indecent Proposal

■ **Saturday 5th** ■ **10pm**

Demi Moore and Woody Harrelson get in a bit of financial strife, and only one man can make it go away. Robert Redford is the one with the indecent, but highly lucrative, proposal. Demi looks good, while Woody mopes around a lot.

Alive

■ **Saturday 19th** ■ **10pm**

A rugby team on a tour of South America are involved in a terrible plane crash and have to try and survive until rescue comes. Can all of them survive for 72 days without food? No. They eat each other which is a bit scary.

Boxing Helena

■ **Friday 11th** ■ **10pm**

The ever-so delectable Sherilyn Fenn is caught up with a psycho Doctor played by Julian Sands. After an accident that leaves her with a broken leg the infatuated doc chops off both her pins so she can't do a runner. After slapping him for ruining her body, he cuts her arms off as well. Grim.

Joshua Tree

■ **Sunday 20th** ■ **8pm**

Dolph Lundgren flexes his muscles again as he goes in search of the real killers of a policeman who he was originally charged with murdering. After breaking out from jail he manages to get into a truck and chase down the baddies, one of whom turns out to be a cop.

THE MOVIE CHANNEL

National Lampoon's Loaded Weapon 1

■ **Saturday 26th** ■ **9.30pm**

Emilio Estevez and Samuel L Jackson star in this spoof of the Lethal Weapon films. Parodying all major films that have appeared recently like Wayne's World and Basic Instinct, this really does churn out the jokes.

Sommersby

■ **Sunday 13th** ■ **8pm**

Jack Sommersby (Richard Gere) leaves town with his violent streak and returns later a subdued and generally nicer man. His wife (Jodie Foster) is rather sceptical about her husband's true identity and is reluctant to let him back into her life.

WIDESCREEN

Fried Green Tomatoes at the Whistle-Stop Cafe

■ **The Movie Channel**
■ **Tuesday 1st** ■ **10am**

Kathy Bates and Jessica Tandy star as two friends. Bates is a middle-aged wife who needs a bit of adventure but the only way she's going to get some is to listen to Tandy's marvellous stories about life in the roaring Twenties and Thirties.

The Fisher King

■ **Sky Movies**
■ **Thursday 3rd** ■ **9.30pm**

Jeff Bridges is a radio 'shock-jock' whose rather offensive comments encourage someone to kill a load of diners at a yuppie restaurant. After losing his career, he attempts to commit suicide but is saved by a homeless Robin Williams. Both then set out to try and repair their shattered lives. Directed by Terry Gilliam.

Star Trek VI

■ **Sky Movies**
■ **Saturday 19th** ■ **12.00am**

Kirk and all of his buddies try to save the universe as we know it by preventing all out war between the Federation and the Klingons. Stars William Shatner and Leonard Nimoy.

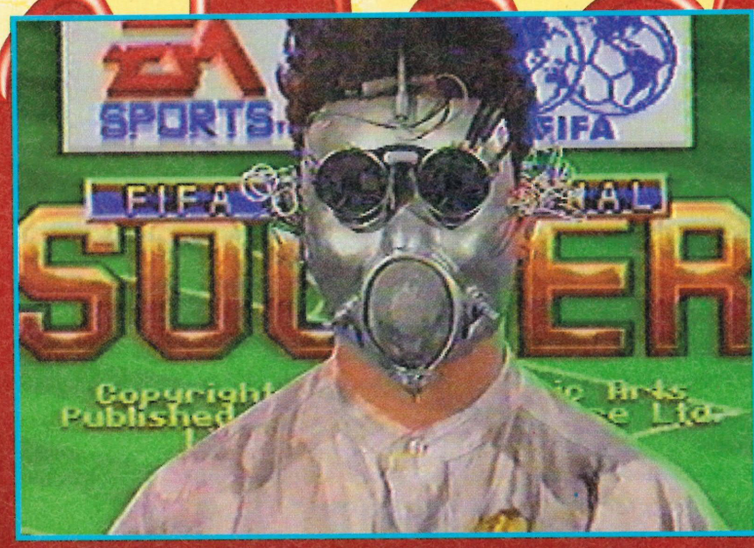
Final Analysis

■ **Sky Movies**
■ **Wednesday 23rd** ■ **10pm**

Psychiatrist Richard Gere is treating Uma Thurman but needs to delve further into her past. So, like all respectable shrinks he decides to meet her sister, played by Kim Basinger. After embarking on an affair that is kept secret from her husband, and Uma, a murder brings Basinger into court and all is revealed

It's Showtime!

Ya better believe it, your 'Tubby Titan of Tea Time Telly' comes bouncing back with another Games World: The Magazine exclusive! As Games World launches into full swing, Prime Time Barry grasps a stunning 97% of all viewers' ratings in the USA and Bob Mills continues the search for a tailor who can actually see, your house-sized hero still finds time to roam Millsy Island's spacious scrap yards to dredge up the world's first interview with Games World's hottest new videator, Electric Eddy...



New to Games World, this 'Master of Disaster' has already proven himself worthy by winning his first couple of Fight Night contests but his public still wants to know more, much more, and your Number One Videator has risked a severe electric shock to bring this interview to you. So, without further ado, this is what Eddy had to say for himself:

BARRY: Eddy, firstly, the question that's on everybody's mind. Who are you and where the heck do you come from?

EDDY: As you may know Barry, I was struck by lightning sometime ago in a hideous, freak accident. Since then I've needed raw electricity to survive. I charge my internal power board anyway I can; playing videogames, or feeding off an electric atmosphere. My power board contains my internal CPU without which I just couldn't function.

BARRY: Why do you hide your face behind an electronic mask?

EDDY: A lot of people ask me what lies behind the mask. At this moment in time I'm not prepared to answer that question. When I'm ready the world will know the truth but not until then, so stop hassling me! People think I'm all machine but I have feelings like anyone else!

BARRY: So, are we supposed to feel sorry for you or something? So far you haven't shown the contestants much compassion!

EDDY: Listen Big Boy, none of the humanoids in the crowd can possibly match my powers, therefore, I have no respect for them.

BARRY: Well, why do you bother coming to Games World then?

EDDY: I thrive off the energy generated by the crowd and the games, they charge me to the MAX! I have nothing to prove, my abilities are beyond the dreams of any mere mortal!

BARRY: What is your opinion of the other videators?

EDDY: Some of them are good, most are not. Many of them hassle me on Millsy Island. Not only can Ragga D not play games to save his puny little life but he takes up all the existing power sockets with his feeble Ghetto Blasters. I need those sockets to survive, NOT for mindless entertainment. My neural net almost crashed thanks to his primitive music machines! Bob Mills and Tim are pretty cool though, they don't bother me much so I don't nuke them.

BARRY: Eddy, what are your favourite games?

EDDY: Currently I'm playing *Mortal Kombat II* – the blood gives me a good vibe. Rayden and I have a lot in common – if you know what I mean. Six o'clock is too early for me to express my inner violence so I have to settle for a mere videogame, you can get away with it on console. I definitely favour beat'em-ups. There isn't enough brutality in platform games.

BARRY: What about your family, how have they handled your meteoric success?

EDDY: I'll never be the man I was before my accident and I have come to accept that. I haven't had much time to think about them since the start of Games World but as soon as they can accept me for the man that I am, I will return home. At the moment though, I detest the company of mere mortals.

BARRY: Eddy, we're coming to the end of the article, a closing statement perhaps?

EDDY: As soon as people wake up to my powers Games World will become a better place. You cannot conceive the power that I'm capable of, just one false word out of Bob Mills, Tim Boone or that bandana-headed Editor, Dave Perry, and they'll soon regret their foolish mistake. Ain't nobody gonna steady Eddy!

BARRY: Thanks very much for the interview Ed!

EDDY: Can I offer you some refreshment? I've got Duracell, or Ever Ready if you're counting the calories Barry?

BARRY: Er, thanks, but no thanks! I have an interview with Bernie from the network in ten minutes. Cheers anyway Double E and thanks again.

So, there ya have it folks. Everything you needed to know about the most highly charged of Games World's new videators. Well, I'm off to edit next week's edition of Prime Time Barry (the yanks are lapping it up!) but I'll catch you again REAL soon. Keep playing, keep watching and, don't forget, if anyone can, Big Boy can – BIG IS BESSSST!

SOL CUTTER HAS SOMETHING ON HIS MIND...
...IN TWO HOURS IT'S GOING TO EXPLODE!

BURN:CYCLE

"...AN EXPERIENCE NOT TO BE MISSED."
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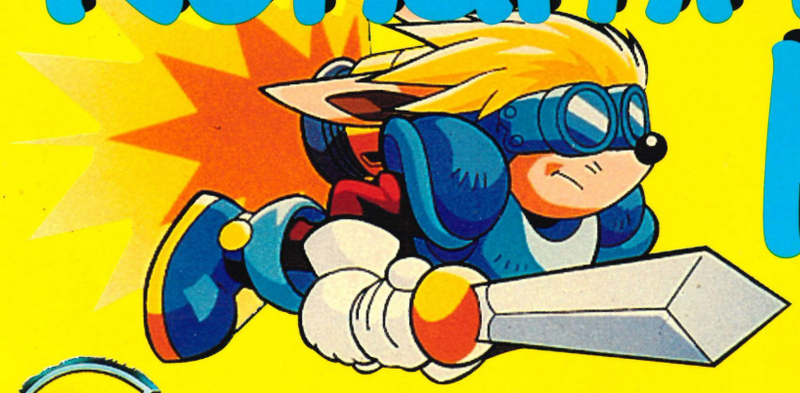

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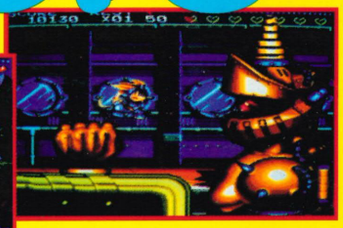

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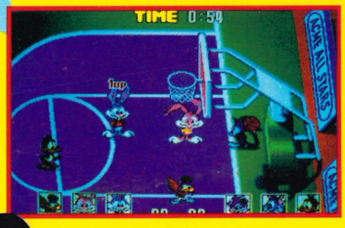

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