DON'T GET CAUGHT WITH YOUR FLIES DOWN!

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

GAMES WORLD

MAGAZINE

BUZZ!

You've never seen anything like it! We reveal the future of platform games. It's...

BUGS

Drat! It's another **World Exclusive!** That boy in the bandana's good!

WHOOAAH!
BIG RIDE REVIEW!
We check out the nation's hottest theme parks, and give some tickets away too.

■ ISSUE 13 ■ £2.50 ■ JULY 1995

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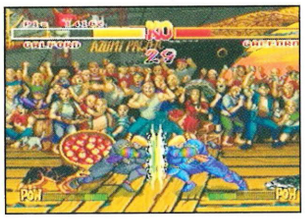
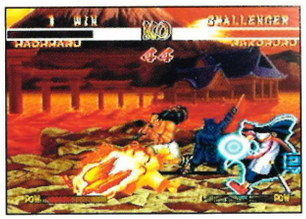
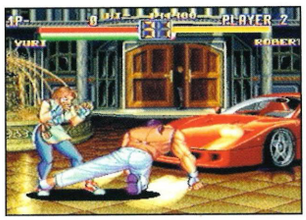
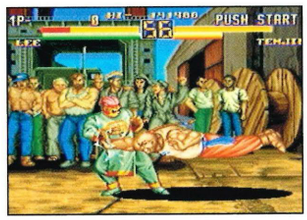




Samurai Shodown II
& Special Moves





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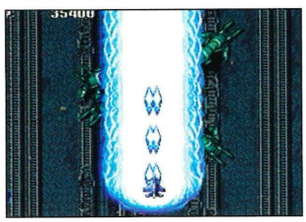
Windjammers

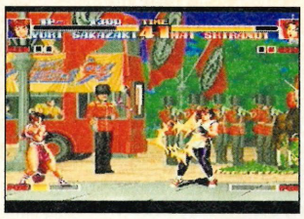
Fatal Fury 3

Fatal Fury 3

Top Hunter



Aero Fighters 2



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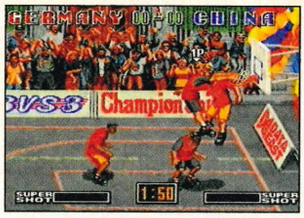
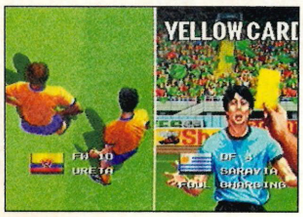


Street Hoop



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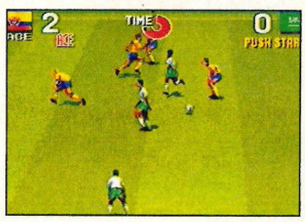

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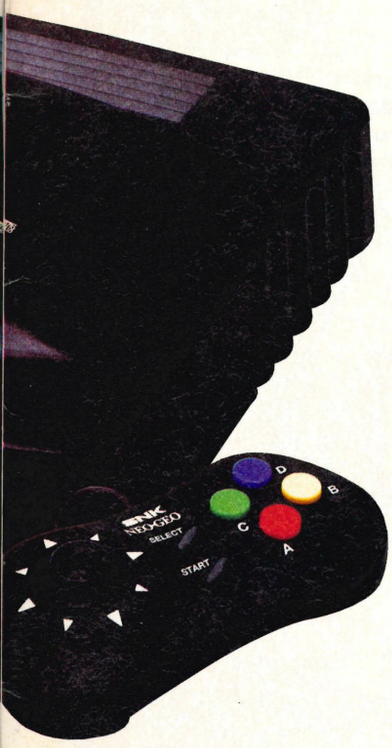
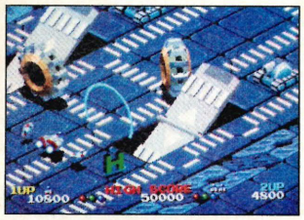


Do you want to play the King of Arcade Games or what?



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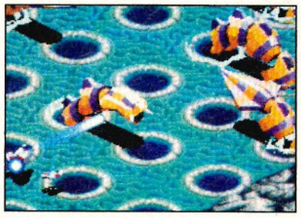

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Not as fragile as he looks...

Astal

Another high-quality release for the Saturn, this little guy can literally move mountains. There's a full review of this impressive action game inside. Check it out!

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Global Exclusive!

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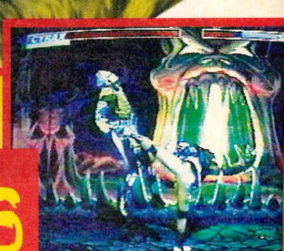
Untouched by any magazine, until now. We unveil the world's first fully 3-Dimensional platform game. It's on the Saturn and you'll love it!



Here at last!

Mortal Kombat 3

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Not just a bunch of screenshots, we actually play the eagerly awaited arcade machine and ask the question – Does it kick ass or what? You decide.

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The new lizard king
Gex
Another green screen hero, only this one eats bugs. We celebrate the 3DO's first major game icon. He's sassy, and what a tongue!

What a load of balls!
Pete Sampras '96

He's a bit of a boring old git, Sampras, but his last tennis game was red hot. We serve up the sequel to our first-ever Game of the Month.

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Put 'em up!
Tekken

Could this PlayStation beat-'em-up be the greatest console game ever? Better slap it around a bit before we make up our minds.

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Whoooooaaah!

We turn into adrenaline junkies and go in seek of the nation's top white-knuckle rides. Plus there's some free stuff you can win.

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GAMES WORLD
THE MAGAZINE

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Last month I waxed lyrical about the European Computer Trade Show at Olympia. This month, as you read this, I will just be getting over my jetlag from spending a week in the States getting smashed in dodgy nightclubs and attending the biggest computer show of the century, E3. The Electronic Entertainment Expo is being held in Los Angeles and it is the first time that this show has ever appeared. Naturally the cream of the world's games industry will be in attendance as the future of consoles is unveiled, with Sega and Sony going head to head for the first time with their new machines and Nintendo standing by taking notes. It promises to be a glowing example of corporate willy waving, and yours truly will have been right in the thick of it all grabbing only the biggest exclusives for you, our readers. So check out the next issue.

In the meantime, I am excited to be able to announce that Games World: The Magazine has appeared in Viz, won magazine of the month, and that I am about to have the ultimate gaming accolade placed on my broad but slightly sloping shoulders. Not the Eliminator jacket (if you don't watch the show you won't know what I'm talking about), but my own range of personalised joypads that will be on sale throughout Europe. The industry's first ever major product endorsement. Does this make me a gaming superstar? Were you ever in any doubt?

Enjoy.

Dave Perry

Phil King

The luckiest man alive, Phil King has yet to win the National Lottery, something that has caused him and his supermodel girlfriends much anxiety. Still, he's consoled himself with building furniture out of old pizza boxes (I kid you not), listening to plenty of Nitzer Ebb and attending Muriel's Wedding seven times, just to keep all his 'wimmin' happy. Phil is a caring, considerate, new man, he's also worth millions!

Ryan Butt

"21 today, 21 today." Well, not today really but a little while ago, during this issue, though I can't quite remember when, but anyway, Ryan is now officially a man. To celebrate he had a party round at a mate's house and duly got smashed out of his skull (very grown-up). His only real memory of the binge is a gang of rugby players turning up and scoffing the host's little brother's Easter eggs. Aww!

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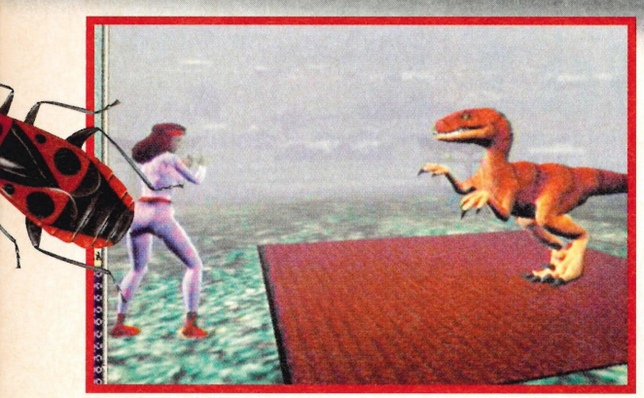
M2 Under Construction



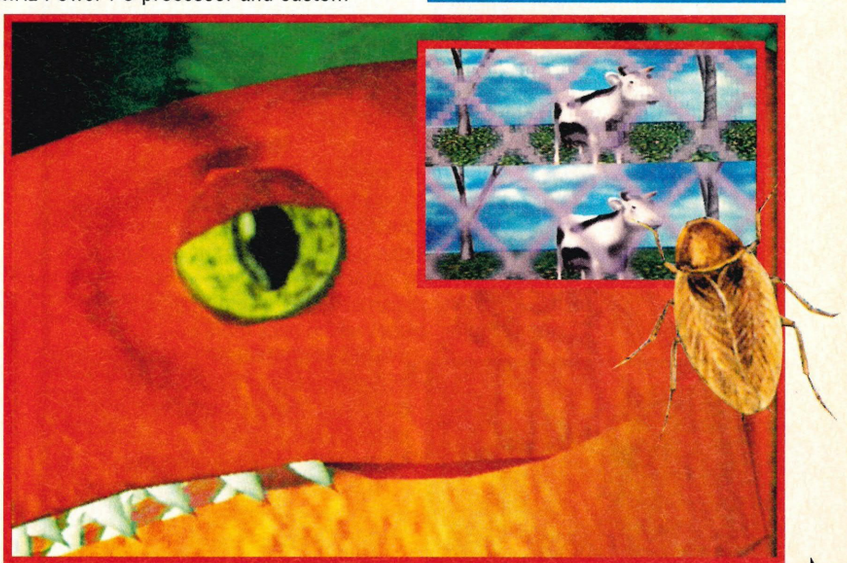
We've had our first sneak look at 3DO's new M2 upgrade and very impressive it is too, reckoned to be 7–10 times more powerful than the Sony PlayStation! Along with a 64-bit Power PC 602 processor and ten custom chips, the M2 boasts 3.5 Megabytes (28Mbits) of fast-access SDRAM, built-in MPEG-1 full motion video, 32-channel audio, special slots for storage cards and various peripherals, and a whole host of hardware graphical functions – many of them unique.

These were amply demonstrated by the short graphics demos we saw. First off, there was a simple scene zooming in on a stationary cow in a field. A common problem with 3-D graphics is that objects often appear very pixellated when close up – however, thanks to the M2's special filtering and mip mapping functions, the cow appeared perfectly smooth at any distance. We also saw it through the special layered fog effect.

Hmm, a bit more impressive was a scene where a huge dinosaur fights a girl, both rendered from hundreds of tiny polygons with incredibly smooth Gouraud-shaded texture-mapping. With its 66MHz Power PC processor and custom chips, the M2 can create a million standard polygons per second – or 700,000 fully rendered ones. In addition, the texture-mapping accounts for the Z dimension so there's none of the usual distortion of surfaces, while the transparency function smoothes out any jagged diagonal lines.

The final demo sequence was the best of all, showing a yacht sailing round a lake and a dolphin leaping in and out of the water. Even such complicated 3-D scenes can run very fast as the M2's hardware Z buffer automatically stores any hidden objects and eliminates the need to render them.

Expected to retail for around $200, the M2 add-on will be launched in the US at the end of the year, although it won't appear in Europe until spring 1996. Four big-name arcade conversions should be available at launch, along with 8–10 original M2 titles. Of course, the unit is compatible with all existing 3DO software and peripherals.



▲ **Eye eye! 3DO's new M2 upgrade features unique built-in graphical effects. Just look at the smoothness of that cow!**

Nick Roberts

▼ Another hit with the chicks (it must be the hot weather), it's back to basics for the Ludlow groover, far from Bournemouth's world of sand, sea and bikinis. Our DJ from Shropshire will soon be wowing the crowds at Ludlow Fair, where he can heard yelling in his best shock jock voice:

"Scream for speed girls, scream for speed!"

That bloke doing the commentary on Ridge Racer, that's Nicko that is.

future SCREENS

ROLLCAGE

- TEAM 17
- PC/PC CD-ROM
- OCTOBER

Forget *Daytona USA* and *Ridge Racer*, the most realistic racing game to ever be programmed is about to hit the PC (or so the press release says!). The features certainly sound impressive though. The game runs at 70 frames per second on a Pentium PC and has fully texture-mapped, anti-aliased graphics with a good splattering of Gouraud shading to add realism.

Players can line up on the start line in all kinds of formations. One player can take on five computer cars, two players can play via a modem, or have six players on a network plus computer cars too!

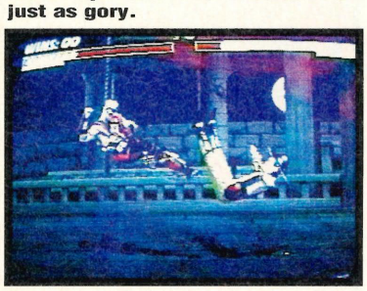
With 20 courses, multiple viewpoints and some great sound effects is this a racing game to die for? We'll have to wait and see!

Mortal Kombat GT

GT Interactive Software have signed a licensing agreement with coin-op giant Williams to distribute all their coin-op conversions in all territories outside North America and Japan. The agreement covers all 32 and 64-bit video/CD game conversions of coin-ops released after April 1st, including Mortal Kombat 3 on Saturn and Ultra 64. However, due to Sony's exclusive deal for the PlayStation game due this autumn, no other versions will appear within three months of it.

▲ This is the *MK3* arcade game. Let's hope the home versions are just as gory.

▲ If you don't like the sight of blood, look away now! People died to make this game.



SPERIS LEGACY

- TEAM 17
- AMIGA/CD32
- JUNE

future SCREENS

The Super Nintendo has *The Legend Of Zelda*, the Mega Drive has *Shining Force*, but the Amiga has always been lacking a good RPG along the lines of the Nintendo classic. Well Team 17 have the answer in *Speris Legacy*.

It's unmistakably similar to the Zelda games with small but well animated characters, aerial viewpoints and lots of colourful, curious buildings and locations to seek out.

Over 100 screens have been used to make up the 12 locations with 50 complex puzzles and sub-games to be sussed out on the quest for Speris to regain his rightful inheritance. Charismatic characters and creatures can be talked to for clues and there's also a sword fight or two.

It looks great, the story sounds wonderful but we've no idea how it plays yet. We'll have a review for you very soon.

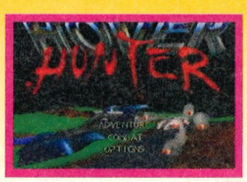
HOVER HUNTER

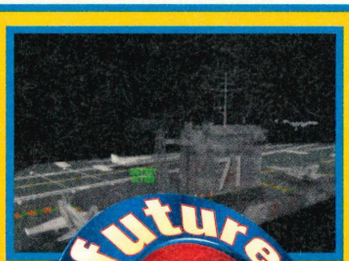
- ATARI
- JAGUAR
- TBA

future SCREENS

There's a game that's nothing but a graphic demo for the Jaguar at the moment. It was shown off at the last CES show in the USA and really impressed all the new Atari developers.

So far there's a great graphic engine that speeds the player over a virtual hillside and over rivers. There's not much more to the game at the moment, but what we've seen looks really promising. Imagine this with alien ships skimming towards you and lots of weaponry to blast out – if you've got a good imagination there's a great game coming your way sometime in the future!





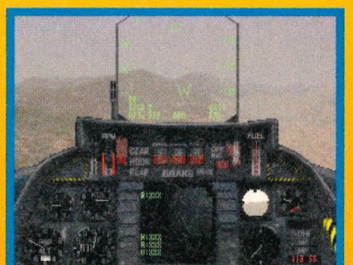
COMBAT AIR PATROL

- PSYGNOSIS
- PC CD-ROM
- MAY

future SCREENS

It looks like Psygnosis will soon be taking on the chaps at Microprose at their own game with a flight simulation to blow away everything on the shelves. *Combat Air Patrol* takes the original Gulf War records and pilot charts and creates an air combat game that covers over 11,000 km of road and rail networks, but sadly not the Channel tunnel.

Taking off from the US Navy aircraft carrier Roosevelt you can pilot an F-14 Tomcat or F/A-18 Hornet fighter: planes which pack more punch than a pile of Robin Reliants! Over 1,000 different targets are out there to be pulverised. Things like tanks full of enemy scum and places like Scud sites and Spud-U-Like take-aways.

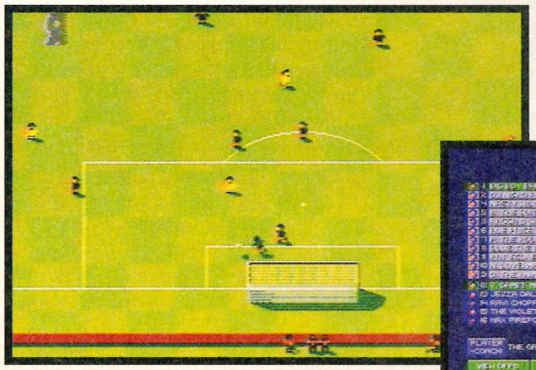


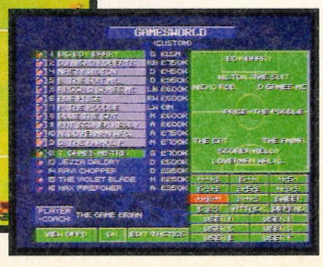
With a posh-looking game engine, texture-mapped graphics and a good healthy helping of Gouraud shading, this could be the game to show Microprose how it's supposed to be done. We can't wait!

A Whole New Ball Game

Sensible have released their update disk for *World Of Soccer* on the Amiga. Sent free of cost to anyone who returns their registration form in the game box, and cover-mounted on most dedicated Amiga mags, the update clears up all the glitches in the original game. The most important of these is to rectify the problem of falling player values – the way these are calculated has been changed and includes a boost for goal scorers.

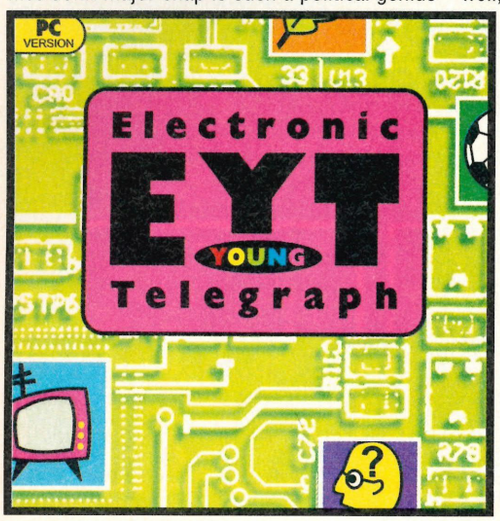
A host of other improvements include the ability to switch between playing and managing for any match, players eventually shaking off knocks, a slight skill advantage for home teams, the chance to skip matches, and more variable team and player form.





On The Wire

The Daily Telegraph has launched a new interactive children's magazine, imaginatively titled *Electronic Young Telegraph*. Available on PC and Mac disks, each issue is packed with quizzes, jokes, puzzles and games. It's also very educational, so you can find out such things as the windiest place on earth (outside the Games World office) and exactly why that nice John Major chap is such a political genius – well, maybe not.



Read all about it! Get your copy by writing to: Electronic Young Telegraph, FREEPOST NH4241, PO Box 137, Peterborough PE2 6TZ. State whether you want the PC or Mac version and include parent/guardian's name and address plus the name and age of child. The launch issue (including two start-up disks) costs £2.95, while subsequent monthly issues are £4.95. No money should be sent in the first instance – pay when you get the disks.

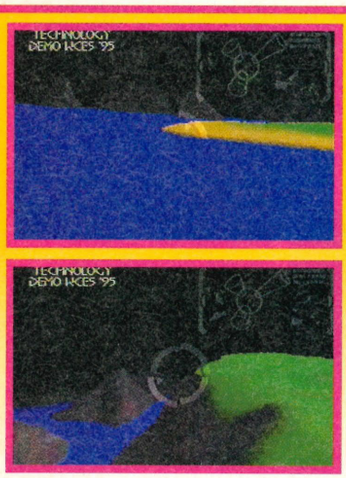
Future Screens

LANDS OF LORE II

- VIRGIN/WESTWOOD STUDIOS
- PC CD-ROM
- OCTOBER

The great thing about the computer industry is that the more complex and impressive the games get, the more development companies become competitive and push each other to create ever better games. This is good news for us punters because we get to play all these neat creations.

Westwood Studios have taken their *Lands Of Lore* game and blasted it into 1995 with a powerful first-person perspective 3-D view of a dark fantasy world. The enemies no longer look like cardboard cutouts – they are lifelike creations with their own intelligence and masses of animation frames. Tricks and traps have been placed all around the game and cinematic scenes have been perfectly blended with computer-generated sequences. This all adds up to a hot sausage of a game!



More Lolly for Nintendo

We all knew *Donkey Kong Country* was cool, but we didn't know it was ice-cold. Nintendo reckon they'll have the competition licked with this brand-new ice lolly from Walls. Costing a mere 45p, it's in the shape of a monkey's head and has chocolate, strawberry and banana (of course) layers. It's delicious... apparently – DJ Nicko ate all ours up and left us with just the wrappers!

Sony Won't Play Grey

Following the recent development of large retailers such as HMV and Virgin selling imported PlayStations in some of their stores, Sony Computer Entertainment (Europe) have confirmed that they will not officially support the machine until its UK launch in "late summer 1995".

In addition to the high prices (upwards of £500) charged for grey import machines, they warn that consumers face a severe compatibility problem. UK Managing Director Ray Maguire commented, "Japanese machines will only run Japanese games and not European software: they will not work with a conventional UK TV and require a power adapter, and most importantly, Sony's full after sales service facility will only apply to European product." Sony have instructed retailers to ensure that all purchasers of the imported PlayStation are fully informed of the implications of buying an 'unofficial' machine.

INDIANA JONES' GREATEST ADVENTURES

Future Screens

- US GOLD
- MEGA DRIVE
- JUNE

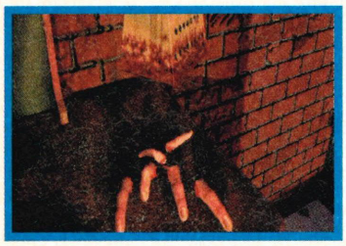
LucasArts brought this game out on the SNES a few months ago and now US Gold have snapped up the licence to produce a Mega Drive version. The Sega game retains all the playability of the SNES with levels that look and play almost identically. Even the 3-D levels are here as Indy risks life and limb to steal priceless treasures.

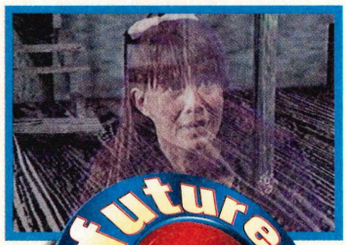
All three of the films are represented in different levels and our hero has his usual selection of weapons to dispose of any unwanted adversary, including his trusty whip and a gun.

With the popular theme tune blaring out of your Mega Drive you'll almost think you're back in the cinema – only this time you're in control of Indy's destiny!

▲ The man with the hat is back for another adventure. This time he trudges through all sorts of weather – even heavy snow.

News up front



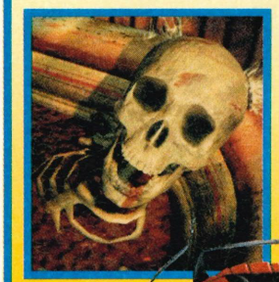


11TH HOUR

- VIRGIN
- PC CD-ROM
- TBA

Sick buckets at the ready because this game has some of the goriest scenes to ever be digitised. It's a tale of murder, mystery and minced fingers and the follow-up to the highly lucrative *7th Guest*.

The player becomes investigative reporter Carl Denning as he searches for his missing lover and colleague Robin Morales. He has no idea where to look but knows her disappearance is something to do with a strange mansion owned by toy-maker Henry Stauf.



Using revolutionary Full Motion Video compression techniques, 134 Gigabytes (how much?!) have been crammed onto two CDs, with live actors filmed from multiple angles and rendered scenes creating a chillingly realistic adventure. Puzzles and conundrums fill each location with a difficulty level to keep you dribbling for more.

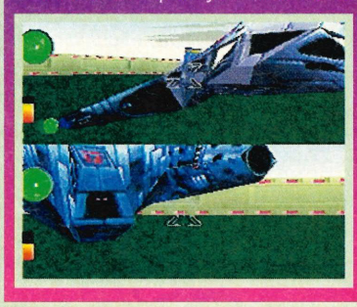
11th Hour is starting out on the PC CD-ROM but the game will soon also be available for the 3DO.

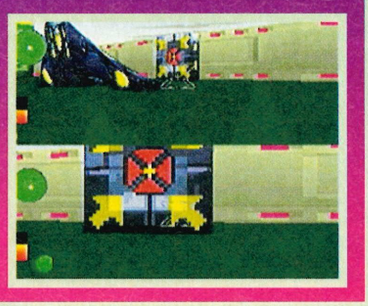
BATTLESPORT

- STUDIO 3DO
- 3DO
- OCTOBER/NOVEMBER

If you thought Premier League football was violent, forget it. In the future, ball games are far more brutal than a kung-fu kick at the crowd. *Battlesport* has two mechanical monsters fighting it out in a walled arena – and they'll go to any lengths to get their metal hands on the floating green ball and fire it into the tiny goal. Before each match you get to arm your robot to the teeth with heavy weapons such as lasers and missiles, along with special abilities such as temporary invisibility.

A split-screen display gives both competitors their own 3-D view of the impressive texture-mapped action, with a radar to help locate the ball, opponent and various power-ups that appear. The only thing missing is the chance to stamp on your rival's chest!





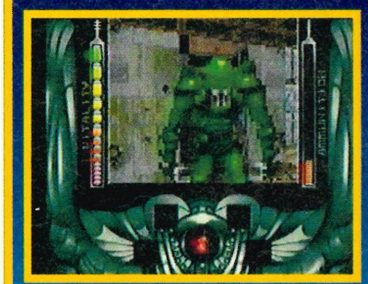
ALIEN BREED 3D

- TEAM 17
- AMIGA/CD32
- MAY

The *Alien Breed* games have all been great fun but nothing technically amazing with a 2-D game engine and graphics. Well, the game has been brought bang up to date with a new 3-D version for all Amigas.

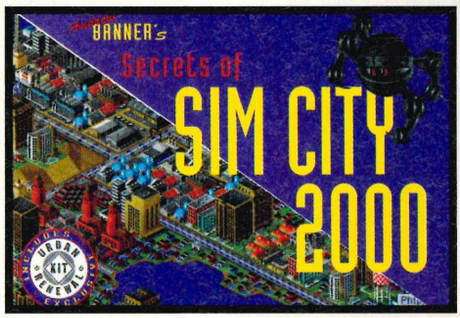
First impressions are that this version looks and plays very similar to *Doom*, but as there isn't a version of the game for the Amiga this is bound to be a winner. Locations have got the usual array of elevators, stairs, dungeons and corridors, and of course a nasty, dribbling alien around every corner to blast to your heart's content.

These aliens aren't just mindless morons though – they've got artificial intelligence and they'll come after you if you kill their friends! With 20 levels to get your teeth into and lots of weapons, this is looking hot!



City of Dreams

Budding city planners can learn loads of clever tricks in the new *Secrets Of Sim City 2000* tips book by Andrew Banner. Published by Bruce Smith Books and retailing for £9.99, the 128-page guide offers expert advice on such common urban problems as pollution, finance, transport, and how to deal with a nuclear meltdown! Unlike some other books which have done little more than rewriting the *Sim City 2000* manual, it offers "tactics and strategies gathered from relentlessly playing the game for many months."

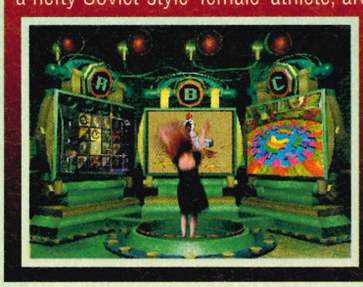


The book also includes an exclusive mail-order offer for a PC disk (£7.95) containing a collection of city scenarios, fantasy landscapes and new building designs.

ZHADNOST: THE PEOPLE'S PARTY

- STUDIO 3DO
- 3DO
- SUMMER

In the vein of *Twisted*, this is a zany interactive gameshow. The difference is that it takes place in the tiny totalitarian state of Bizernia and mercilessly takes the mickey out of post-communist East Europe's tacky attempts to emulate capitalist culture. In fact, the show's presenter led the country's revolution just so he could bring you this money-grabbing shlock! There are hilarious FMV scenes as the various contestants, including a hefty Soviet-style 'female' athlete, are bundled into limousines by ex-members of the secret police and driven to the TV studio.



The game itself consists of over 2,000 different puzzle challenges and memory tests, with two-player head-to-head competition making it more interesting. There's even a trivia quiz on Soviet culture and politics. With up to four players, this should be a lot of fun with a group of comrades.

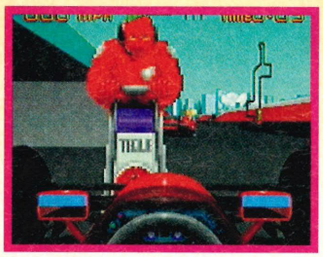
future SCREENS

F1

- ATARI
- JAGUAR
- TBA

If you thought *Checkered Flag* was a poor man's version of *Virtua Racing* then give Atari one more chance at the Formula One game. This effort is simply titled *F1* and polygon graphics are used again to create a fast racing environment.

There are some nice live-action shots of cars zipping about for you to watch, and some neat touches like the pit stop and a split -screen two-player mode to enjoy. The graphics are all a bit glitchy in this early version but with a little more work this could be a game worth checking out. More information as we receive it.



Pull Your Finger Out

Atari obviously know something that other hardware manufacturers don't: that human physiology is rapidly mutating to deal with 'state-of-the-art' 64-bit technology. There's been a string of cases reported of young gamesplayers developing Jaguaritis, a genetic condition whereby completely new fingers grow from their hands. It seems that natural selection is taking place as only the gamers with a surplus of digits can easily use Atari's massive 15-button joypads.

Now medical experts are warning that the condition could be worsened by the imminent release of an 18-button Jaguar pad – with six large buttons up top for easier beat-'em-up controls. However, due to prolonged starvation of any decent games, many pundits believe the new species of extra-fingered Jaguar player could soon die out.

Games World Gonads

It's official: Britain's comics are going Games World crazy! Fat git Bernard Moaning commented, "The absorbency is just right. It's just perfect for using as bog roll for my exceptionally large arse."

Meanwhile others have found different ingenious uses for the monthly video games magazine. Irishman Frank Carton joked, "It's a cracker, and a wonderful condiment for any kind of food, particularly celery. My mate Murphy thought you were meant to read it, though!"

Even alternative comics just can't get enough of the multiformat mag, including Ben Righton: "It's not exactly politically correct but stick it down your trousers and you'll really impress the girls. Knob gags, I love 'em."

Finally, Viz comic jumped on the bandwagon by mentioning Games World in a recent edition of The Modern Parents cartoon strip.

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future SCREENS

GALAXY FIGHT

- SUNSOFT
- NEO GEO CD
- TBA

Hooray! Sunsoft are developing games for SNK's Neo Geo CD console. So what feast of fun do they have in store? Another bleedin' beat-'em-up, that's what! As if there weren't enough out there already!

But this is a corking fighting game, putting many of the early SNK offerings to shame. It's got the usual elaborate storyline of legendary gods and trembling universes, but enough of that. The characters are big and bold, packed with colour and have some awesome special moves hidden away. As the battle is played out, the screen zooms in and out on the action *Samurai Shodown*-style to give you close-ups and send your eyes into early retirement.

With eight planets to battle through and a host of interesting characters this is a challenge no beat-'em-up nut will be able to resist.

Sneaky peeks...

There are just so many games to fit into each issue of Games World: The Magazine that we can't do them all justice. We strive to bring you the most up-to-date information and screenshots on games in development each month, so here are screens on titles that didn't quite make a full Future Screen...

RING CYCLE
Psygnosis ■ PC CD-ROM ■ June

SHE QUEEN
Psygnosis ■ PC CD-ROM ■ April

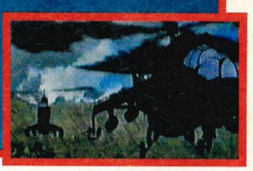
TERRANOVA
Virgin ■ PC CD-ROM ■ September

TILT
Virgin ■ PC CD-ROM ■ October

PINBALL FANTASIES
21st Century ■ Jaguar ■ June

COALA
Empire Interactive ■ PC CD-ROM ■ June

RED GHOST
Empire Interactive ■ PC CD-ROM ■ September

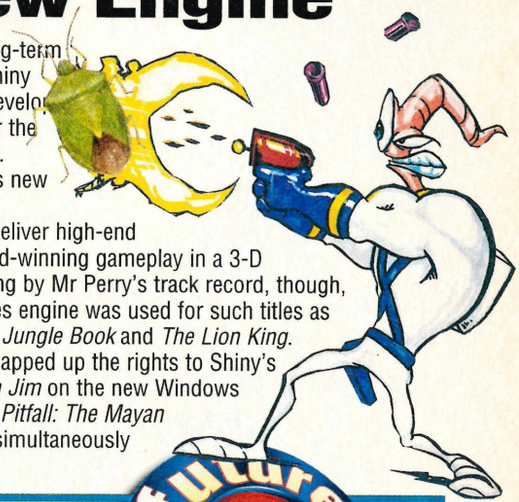


EARTHWORM JIM
Shiny Entertainment ■ Game Boy/Game Gear ■ Summer

Shiny New Engine

Activision have signed a long-term deal with David Perry's Shiny Entertainment to jointly develop next-generation game engine for the Saturn, PlayStation and Ultra 64. According to Activision, "Shiny's new state-of-the-art two- and three-dimensional hybrid engine will deliver high-end functionality, flexibility and award-winning gameplay in a 3-D environment." Erm, yeah. Judging by Mr Perry's track record, though, it should be good: his first games engine was used for such titles as *Smash TV, The Terminator, The Jungle Book* and *The Lion King.*

In addition, Activision have snapped up the rights to Shiny's previous blockbuster *Earthworm Jim* on the new Windows 95 operating system. Their own *Pitfall: The Mayan Adventure* will also be released simultaneously with the system's launch.



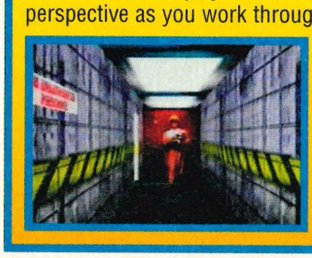
future SCREENS

ALLEGIANCE

- TEAM 17
- PC/PC CD-ROM
- NOVEMBER

The guys and gals at Team 17 have certainly been busy over the past few months, creating some of the most impressive PC games to date. We're just starting to see the fruits of their labour – this spy thriller is just about ready to rock the world.

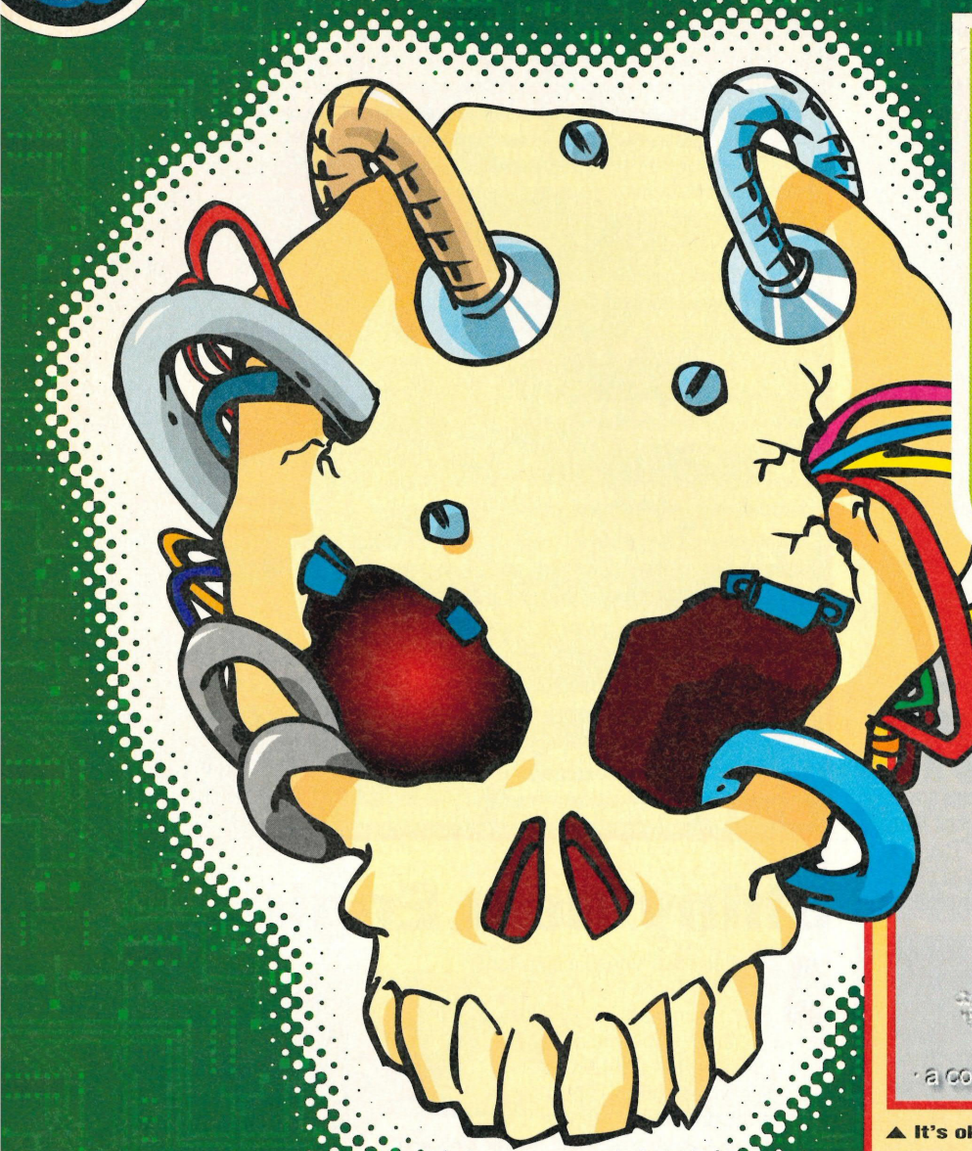
With a 15 certificate you know the content of the game is going to be for the more mature player with a 3-D game engine and a first-person perspective as you work through the ten tough missions. Again all the flashy texture-mapped graphics are here, but they're nothing special these days. What is special is the attention to detail and well-structured gameplay that will keep you gripped to your keyboard!



Movie sequences and intros add an extra special touch to the game, making well worth checking out. More soon.

Net Hed is sponsored by US Robotics. T

Ne



Wiring his immense brain up to the Internet, the mysterious individual known as Net Hed surfs through gaming cyberspace...

So you've tossed off *Tohshinden* and ditched *Donkey Kong Country*. What's a die-hard game fan to do when they've made all the moves there are to make? Get netted, that's what. The online world adds a whole, spanking, new dimension to gaming – with real-time interaction between real-time people, reams of games info, tips and cheats, and a capitalist's paradise of purchasing propaganda all at the online gamer's fingertips.

Online gamesplaying between real human opponents can take many forms. The pay-off in thrills can be high, but be warned, so can the cost. If you've got a modem, you can dial up a friend or a bulletin board for multi-player *Doom*. If you've got Internet access you can create evil empires by email, solve mysteries in virtual worlds and fly bombing raids at dawn, all spiced up by interaction with other human players who could be on the other side of the world.

As well as being a transglobal underground games machine, the Internet also has more insider info than Dave Perry could shake a staff writer at. With updated tips, cheats and news appearing everyday from publishers, designers and fans, you can download a demo, order a T-shirt and uncover all of *Earthworm Jim's* dirty secrets, thanks to the magic of cyberspace.

This column will bring you the hottest links to the sharpest online games, as well as the latest, digitally updated news, tips, hints and cheats. This month is a general roundup of the sort of mess you can get into if you cruise the arcades of cyberspace.

▲ **It's okay to have imaginary friends in cyberspace.**

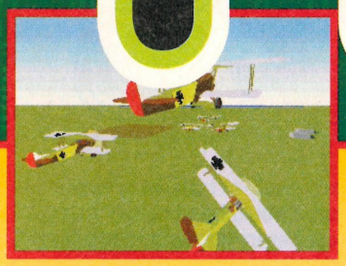
MUDs And MOOs

The words 'mud' and 'moo' may conjure up images of late nights, beer and prone cows to many of you, but to true cybergamers they mean imaginary worlds and magical quests. MUDs (Multi-User Dungeons) and MOOs (MUD-Object-Oriented) started off as normal, multi-player D&D games, but now all sorts of alternate universes are being created by players who want to get away from the "find sword, battle monster" drag. In these text-based 'games' there are no rules, no beginnings and no endings, just endless encounters with real cybernutters in imaginary bars. If you want a new life in cyberspace, try *The Sprawl* by sensemedia at **http://sensemedia.net/sprawl** which is a little more colourful, and a lot weirder than some.

he Games World team use a US Robotics Sportster 28,800 modem.

US Robotics®
The Intelligent Choice in Data Communications

THE WEB



▲ **It could almost be real...**

Air Warrior

A more active and hugely popular game is the addictive flight sim, *Air Warrior*. For info on this cult game which inspires grown men to weep when they can't play, try **http://cactus.org/AirWarrior/Main.html**, which gives links to info on the game and where you can play it.

This game has become such a legend online that it is said that veteran players form their own squadrons which go out on regular bombing raids. Sad but true.

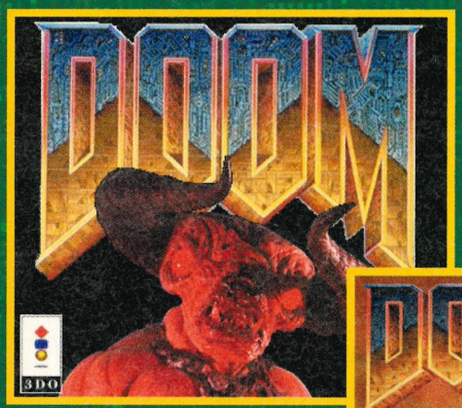
Battle Of The Planets

All may not be well on Planet Sega, but on the Web the games giant is putting on a brave face, with a snazzy Web page advertising new releases in a swirl of urban chic graffiti (http://www.segaoa.com/). All the major publishers have Web pages where they can suck you into the hard sell with snazzy graphics and free downloads. But for a freebie feast you could do worse than Happy Puppy software's shareware and demo collection (http://power.net/users/HappyPup/homepage.htm). It's enormous and juicy!

▼ **Sega's comment on urban and social decay.**

Doom

Doom is probably the biggest game ever, and it takes up its fair share of cyberspace. So many people started making *Doom* Web pages, they decided to join together to create DoomWeb. You can access DoomWeb through DoomGate at **http://doomgate.cs.buffalo.edu/index-html.html.** There's a link to *Doom* Frequently Asked Questions (FAQs) which remind *Doom* freaks that the game "should not promote killing yourself or others", in case they forgot, as well as newsgroups and FTP sites offering demos, screenshots and shareware versions of the game.



▲ **Everything an anorak needs to know about killing people.**

Zarf's List

The Internet can satisfy every gamer's wish, if they know where to look. A good place to start is Zarf's list of interactive games at **http://www.cs.cmu.edu/afs/andrew/org/kgb/www/zarf/games.html.** This includes, amongst a zillion others, links to a virtual snowball fight in someone's office and an opportunity to try and decipher real messages from outer space! (Aliens use a lot of exclamation marks, apparently.)

Another great link is the **virtual games library** at **http://www.cis.ufl.edu/~thoth/library/recreation.html.**

ANIMAL WRITES

Keep 'em coming, keep 'em coming! I've never met a games player who doesn't have his or her own opinions about our all-consuming pastime. Well I want to hear what you've got to say. Don't be a lazy lame brain, moaning all the time to your friends but afraid to stick your neck out and share your opinions with the rest of the world. That's not how it works in this mag, you should now that by now. Be loud, be proud, be obnoxious, but most of all stand up and be counted, and I'll stand up with you.

Now, get a piece of paper, a cold drink, put your favourite music on to set the mood and get writing to:

Animal Writes
Games World: The Magazine
Paragon House
St Peter's Road
Bournemouth
BH1 2JS

Let the world know you're there!

More Advanced Gaming ?

Dear Dave,

I am writing to you to ask whether you will be releasing any further issues of the mag Jaguar Advanced Gaming? I don't understand why the Jaguar has not already got its own dedicated magazine, as more Jaguars have been sold than the 3DO in both the UK and USA. Jaguar have sold 30,000, yet the 3DO has sold 20,000 in the UK, but the 3DO has had a magazine on the shelves for the last couple of months.

There are also at least 180 games in development this year so surely there's plenty of material to write about. It would be all right if it was released every quarter or so as with the CD32 magazines. Please could you inform me if you intend to continue with the magazine in the future, if so when will the next issue be out?

Thanks.

■ **Michael Hall, Bromford**

■ *Good question, this, Michael. As you can imagine we did at one point consider supporting the Jaguar market with a magazine, and Jaguar Advanced Gaming was certainly well-received by owners of Atari's console. However, when we consider launching new magazines we have to assess the long-term future of the format, and between you and me, Michael, we decided that there was not a suitable case for releasing an independent Jag Mag at the moment, as it seems have all the other magazine publishers in the world. You never know though, we may bring out JAG Mag 2 as a supplement on Games World: The Magazine in the future, but those figures you're quoting for games in development and so forth... a little exaggerated perhaps?*

ESP Roundup

There's more to gaming than flash graphics and wall-shaking FX you know. For a large portion of keyboard gamers, night time is very often the right time for living out their high-finance fantasies and grabbing the reins on their favourite sports. Of course I'm talking about management games, and here is the first roundup of the batch sent to me by cult mail-order company ESP.

End Of An Era

Dear Dave,

I don't want to say it but I think the reign of the 16-bit consoles as kings of the console market is coming to an end.

The larger, more impressive consoles are taking over like the Jaguar, Playstation and the excellent Saturn.

This is a total shame as they have brought us some of the best games in the market. Donkey Kong Country, FIFA, Lion King, Mario, Earthworm Jim, Sonic and Micro Machines have all made brilliant appearances on the 16-bit consoles. But like both major 8-bit consoles (NES and MS), they will have to make room for the next generation of consoles like the Ultra 64.

Virtual reality is also making itself noticed on the console market. With the Virtual Boy, we could all be playing on virtual reality consoles soon in the future.

Handhelds will also have to take to the slow lane as well. I own a SNES, Amiga and Game Boy, and I don't want

What? A complaint?

This is a special reply for Mr T Goldfinch of Mid Glamorgan, South Wales who wrote me a nasty, and largely illiterate letter (eg "I purchused", "Yours Sincelly") complaining that he felt conned by Issue 11 of the magazine, as it had only two Super Nintendo reviews in it apparently. Packed with expletives (look it up, Goldy), the letter also went on to moan: "All you got in your magazine is reviews on PC, Neo Geo, 32X, 3DO, Jaguar and Saturn."

After signing off with a particularly vitriolic barrage of yobbish language (more big words) he demanded a letter by way of reply. Well here we go:

Dear Mr Goldfinch,

I have looked through Issue 11 and it contains five Super Nintendo reviews, including The Firemen as Game of the Month, not two. There are also five Super Nintendo previews for you in there, so please check your facts. We cannot review products that are not available and always attempt to cover everything

Football Masters

£25.99

This is version 5 of the footy series that ESP have kept going since 1989. It's not going to please the hi-spec graphic brigade, but for sheer playability it is king on my Amiga. All the players and teams maintain a high level of accuracy in the name department, but you might be surprised at some of the stats your favourite stars have been loaded with. As a multi-player game this really takes off, with a variety of rows developing as your mate's team rises through the leagues and yours doesn't. Each player has a variety of different attributes which you can work on to improve their overall value, but not all players respond in the same way to hard training.

Like I say, this is mainly a text game, but it is extremely playable, and has been a favourite of mine for years. Recommended –

Stable Masters

£25.99

It surprises me that horse racing has been ignored for so long as a subject for a management sim. There is so much to do: horses to buy, train and look after, jockeys to hire, form to study, bets to place, and ultimately races to sweat over.

Stable Masters does all of this very well, although it might appeal more to people with a little bit of racing knowledge than to the uninformed as for the first half hour it all looked like gobbledegook to me. Once you get used to the menus though, this is a very comprehensive simulation with the graphic race sequences being simple but adequate. One warning: don't trust the tipsters. They lie!

Worth a flutter for race fans –

to see them slip off the market. Both the Game Boy and Game Gear have had some really excellent games as well. With Donkey Kong Country on the way for the Game Boy, it may give it one last burst of success.

I hope you agree with me on this one as you are easily the best games player in the country right now.

One of your biggest fans.

Adam Jeffcock, Sheffield

I agree with most of what you say Adam. It is the law of the business jungle that the strong should prey on the weak. It's called survival of the fittest. But don't forget that there is no reason why all these machines can't live in harmony. You've proved this yourself by owning an Amiga, a SNES and a Game Boy. A good game is a good game and I will not be tossing my old machines away just because there are new ones available. As much as I enjoy playing on the PlayStation and the Saturn, and even though they have raised my standards of expectation from my software these days, there are many games that will not appear on them ever. So I will hang onto my existing formats to play these games and to continue to enjoy many of the classics that have appeared over the years. I'm sure that ultimately Sega and Sony's new consoles will drive out the 16-bit machines in the same way that the 16-bit machines drove out the 8-bit, but this will be gradual, they're not cheap. Don't forget that these 16-bit machines have already seen off the Jaguar and the 3DO, and are well established in homes throughout the world. As for the Game Boy, please don't write that off yet Adam. The PlayStation and Saturn are hardly the most portable machines around, are they? Your handheld has plenty of life left in it yet mate.

Yes the PlayStation and the Saturn will be the new Kings of the Consoles, if they get the marketing right. That means a reasonable entry-level price for the hardware, a decent selection of high-quality games at competitive prices, and good availability throughout the country. At the moment their succession looks to be inevitable, let's hope Mr Greedy doesn't come along and spoil it.

we can get our hands on. Yes, we do cover a lot of other formats. That is because we are a multi-format magazine! May I suggest that if you only want to read only about the SNES (that's a trendy way of saying Super Nintendo) that you buy a Super Nintendo magazine. Games World: The Magazine provides a complete overview of the industry in one enjoyable read, and is not biased towards any one machine. As for saying you will never buy another issue... you bought this one, didn't you! Hah!

As you can see I've filed your letter appropriately...

What a Wonderful Worl

Dear Dave,

You may or may not remember me from a few issues back, I wrote in about Starfox 2 and Games World going on the road. Well, I've got something to get off my chest. Overall your new mag is great! The extra letters pages, more hot news and more great reviews, but I have a few quarrels:

1. At the side of your old magazine you had the names of the big games reviewed inside and a letter at the bottom. The letters nearly spelt GAMES WORLD, but instead they now spell GAMES WORL! Why? Why did you do this?

Before you begin your investigation, you can eliminate Dave Perry (yourself) and that top geezer Adrian Price. Why, you may ask, have I eliminated Dave and Adrian? Because Dave is way too cool to _uck up and if you accuse Adrian he'll Tae-kwon-do you straight through the wall. Anyway, there's still time. You can keep the inside the same but return back to the squarey cover and I'll forget all about it. OK?

Well, that's the problem left in your hands, I am sure Dave and Adrian will make the right decision.

Here is an idea for your new great magazine: a comic strip of Adrian Price as a top Tae-kwon-do expert who kicks the crap out of any magazine who rip off their buyers. Of course you will have to add an extra "0" at the end of Ade's pay check, but he won't mind.

Anyway, your mag's great overall and keep up the great work.

Brendan Burns II, Co Donegal

PS. You know those alien dolls that Ade had in his picture, will they be available in a toy shop or only special orders from the phone number? Tell Ade I said "hi".

Brendan you are right of course, the letters on the side of the magazine do only spell GAMES WORL, it was a test to spot just how observant our readers were and you've won! No it wasn't, it was a vicious act designed to just wind you all up! No, no, no, actually it is all the fault of our Publishing Director Pat Kelly who suggested that we change the shape of the magazine spine to saddle-stitched. When we protested about this callous, uncaring act, and how it would deprive everyone of being able to spell GAMES WORLD in full, he simply grunted and carried on eating his cash sandwich. It was as much as I could do to stop Ade from using the death touch on him. Publishers are a hard breed who have no friends, only colleagues, Brendan. I have printed a fake spine for Issue 11 by way of an apology – it's the best I can do!

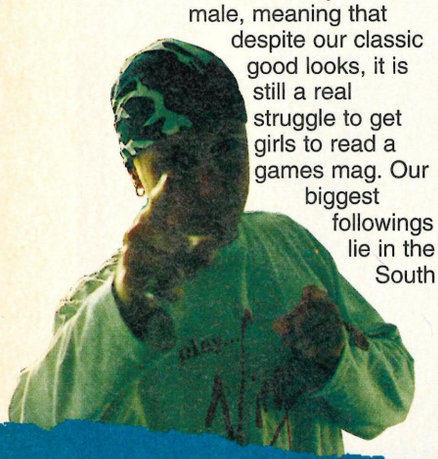
We thought of giving Ade his own cartoon, but then we saw a video of him in action, and after watching him hop about on one foot for most of the tournament, then get belted around the ear by a big bloke... we decided against it. And we're certainly not giving him any more money from Mr Kelly's cash sandwich! The alien dolls, though, can only be obtained at the moment for £12.50 by calling this number: 01373 451777, or by playing an obscure scale of musical notes on a synthesizer on top of large mountains late at night. Honest.

We know who you are!

First up, I want to thank all the readers who took the time to fill out our survey in Issue 10 and send it back to me. Your help and willingness to be a part of Games World's ongoing development is a constant inspiration to both myself, and my team.

Well that's the warm and sincere crap out of the way, let's take a look at what we managed to conclude about you from the results:

A monstrous 96% of you are male, meaning that despite our classic good looks, it is still a real struggle to get girls to read a games mag. Our biggest followings lie in the South East of the country and the Midlands and are predominantly in the 14 to 16-year-old bracket, although 25% of you are over 20. 60% of you own Satellite TV, although only 57% of you actually watch Games World regularly. Other favourite TV treats include GamesMaster (which also features me, of course), Top of the Pops and Bad Influence, whilst 53% of you spend your time watching soaps. Guys hooked on soaps? Per-lease.



Only 29% of our readers listen to the flagging Radio 1 (they need me to do a games show on it I reckon), with 23% tuning into Virgin and a resounding 55% playing it safe with their local jocks.

As for hardware, Nintendo just pip it with 52% SNES owners whilst the Mega Drive eats dust with only 45% of you sticking with hedgehog power. 20% of you also own Amigas and 34% have Game Boys. But what are you waiting for? Well, 27% of our surveyed readers said they will be buying an Ultra 64 when it appears, with 22% going for the PlayStation and 13% opting for Sega's Saturn. Not quite the enthusiasm we had expected for the next generation consoles, but certainly better than the 3% who said they wanted a 3DO, the 1% who wanted a CD-i and the 0% who wanted a Jaguar. Oh dear.

50% of you pump your hard-earned coffers into coin-ops once a month, although only 16% of you visit your local arcade every week and a huge 34% are just not interested, tight bunch.

Many of your games are acquired as gifts although 43% are bought with earnings and 23% are swapped with friends, and you buy on average 3–5 a year. Your choice is influenced largely by good review scores, 77% of you ticked that box, although 51% said the price was an important factor too. 52% are swayed by flashy big previews, and one reader even said she would buy a game simply because I liked it. Good on you mum.

Your favourite game developer is Sega, followed closely by Nintendo and Virgin, then Electronic Arts, Capcom and Acclaim. Top of the flops, according to you, are Ocean, then THQ, Atari, Domark and Electronic Arts. EA drawing split loyalties in this section. Hey, you either love 'em or you hate 'em!

Three shops stand out as your favourite places to spend your cash – Future Zone, Dixons and Game. With my old pals Special Reserve coming out top of the Mail Order pile.

That aside, most of you buy your clothes from Top Shop, your music from HMV and your videos from Virgin. 62% of you have bank accounts with 43% preferring to put their hard-earned pennies a building society instead.

Well, that's it, I think we know each other a little bit better now, but just for fun let's take the highest scores literally and say that you are a 14 to 16-year-old boy who looks like a dummy from

Battle to be the Coolest Console on Earth

Featuring:
The Atari Jaguar
The Sega CD
There can be only one winner in the greatest battle the universe has ever witnessed.

As you can see, trouble is brewing in the console world. Just as we attempted to raise the profile of the doomed Mega-CD, along comes another lumbering monster, also in desperate need of some instant street cred and coolativity. Well, my time is precious, so to decide which machine we continue to attempt to support, we are setting the two off against each other in a real battle of the Titans… judged by you the readers.

I want you to write in on a postcard to the Animal Writes address and tell me which machine you would like to see continue being covered on the

The Charts

Charts compiled by Gallup

ELSPA – European Leisure Software Publishers Association Ltd

Console Chart

1: Winter Olympics – GG
2: Road Rash – GG/GB
3: The Lion King – MD/GG/SNES/GB
4: Road Rash 3 – Mega Drive
5: PGA European Tour – Mega Drive
6: International Superstar Soccer – SNES
7: The Incredible Hulk – GG/MD/SNES
8: FIFA Soccer '95 – Mega Drive
9: Micro Machines – MD/GB/SNES
10: Eternal Champions – Mega Drive

16/32-bit Floppy Charts

1: Superskids – Guildhall Leisure
2: Sensible World Of Soccer – Virgin
3: Sim City 2000 – Maxis
4: Premier Manager 3 – Gremlin Interactive
5: Overlord – Virgin
6: Theme Park – Electronic Arts
7: Beau-Jolly Compilation – Virgin
8: On The Ball: League Edition – Ascon UK
9: FIFA International Soccer – Electronic Arts

Top Five SNES

1: International Superstar Soccer – Konami
2: The Incredible Hulk – US Gold
3: Starwing – Nintendo
4: Donkey Kong Country – Nintendo
5: Star Trek: Starfleet Academy – Interplay

Top Five Mega Drive

1: Winter Olympics – US Gold
2: Road Rash 3 – Electronic Arts
3: PGA European Tour – Electronic Arts
4: FIFA Soccer '95 – Electronic Arts
5: Eternal Champions – Sega

Top Five Mega-CD

1: Ground Zero Texas – Sony
2: Batman Returns – Sega
3: Pitfall – Sony
4: Mickey Mania – Sony
5: World Cup USA '94 – US Gold

Top Five Amiga

1: Superskids – Guildhall Leisure
2: Sensible World of Soccer – Virgin
3: Beau-Jolly Compilation – Virgin
4: On The Ball: League Edition – Ascon UK
5: Premier Manager 3 – Gremlin Interactive

Top Ten Arcade Action

Respect is due to the arcadesters at Deith Leisure for the top ten this month.

Pos	Game	Company
1	X-Men	Capcom
2	Night Warriors	Capcom
3	Tekken	Namco
4	Fatal Fury III	SNK
5	Double Dragon	SNK
6	Puzzle Bobble	SNK
7	Super Side Kick III	SNK
8	Mortal Kombat II	Midway
9	Bubble Symphony	Taito
10	Raiden De Lux	Seibu

prestigious Games World pages. The machine that loses will be dropped from the top of a multi-storey car park and smashed to pieces, never to darken our pages again. Honest, I'm not joking, send your votes in now.

Top Shop and spends most of his time playing on his Super Nintendo and watching me on Sky One. You trust review scores to tell you what games to buy and you get them from your nearest branch of Future Zone.

You are cool, well-hard and sorted!

Mac Attac

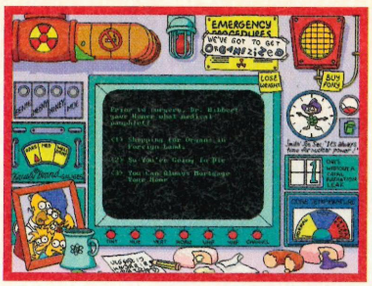
Just to prove I'm not the only Mac enthusiast in the office, this month I handed over my haul of Apple-compatible goodies to my cuddly pal Nicko Roberts. What d'you say Nicko?

"What's the coolest computer around? No, not the Amiga, PC or any of these new-fangled consoles. It's the Mac! A Mac can do anything from entertain you with cool animations and sounds to create a mind-boggling database full of the world cheese ration details. My Mac is a personal friend too, there to comfort me when I'm sad and he's a great laugh down the pub. Anyway, here's this month's journey into the land of Mac..."

The Complete After Dark Screen Saver Collection

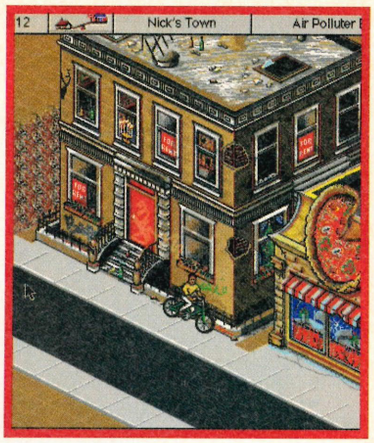
Instant Access £49.99

Screen savers are the main cause of missed deadlines in the magazine industry. They're great fun, but you



can spend hours fiddling with them without even realising the time! This is in the ultimate collection on CD and has quite a clever ordering system. All the software for After Dark 2.0, After Dark 3.0 and More After Dark can be instantly downloaded. Then there's encrypted software for The Simpsons Screen Saver, Star Trek Screen Saver, Star Trek Screen Posters, Star Trek The Next Generation Screen Saver, X-Men Screen Saver, Marvel Screen Saver waiting to be downloaded with a special code — but this code will cost you up to £25 and a call to the Instant Access hotline.

This is a clever idea, and a good way to buy your screen savers but it's just frustrating that all this software is on the CD but you can't get your hands on it!

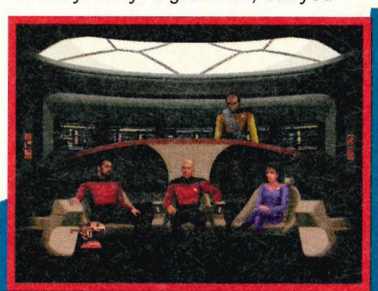


Sim Town

Maxis £34.99

Maxis continue their Sim series with a game aimed at kids aged 8-12. It's along the lines of the brilliant Sim City games with houses, roads, shops and parks to place on a large town grid and all kinds of horrible disasters to strike your people down with.

The buildings come in all shapes and sizes from a burger bar complete with ketchup oozing out of it to a buzzing arcade for the kids to lose their money in. You can really zoom in on your creations in Sim Town, something that was missing from the Sim City games, so you get great close ups on skateboarding kids whizzing past the pizza parlour or the effects of an earthquake on your peaceful town. This is all wonderful fun for kids aged eight to eighty – what a cliché!



Big 10

Dave's Unstoppable Ten

Tekken kicks it this month. Straight in at number one on my chart, with Descent climbing to two. Panzer Dragoon drops because I've finished it, and new entries include the surprisingly good Fever Pitch, Football Masters from ESP, and the stunning Dark Forces.

Worms has crashed out of my top 10 this month because I am still waiting for a playable new version from those wonderful blokes at Team 17 after mine crashed, thanks to Nicko!

This Month	Last Month	Game	Format
1	(NE)	Tekken	PlayStation
2	(3)	Descent	PC
3	(1)	Panzer Dragoon	Saturn
4	(NE)	Fever Pitch	SNES
5	(2)	Tohshinden	PlayStation
6	(NE)	Dark Forces	PC CD
7	(NE)	Football Masters	Amiga
8	(5)	Daytona USA	Saturn
9	(6)	International Superstar Soccer	SNES
10	(NE)	Eternal Champions	Mega-CD

Top Five PC CD-ROM

1: Discworld – Psygnosis
2: Dark Forces – Virgin
3: TFX – Ocean
4: Desert Strike – Gremlin Interactive
5: Dragon Lore – Mindscape

Top Five PC

1: Sim City 2000 – Maxis
2: Overlord – Virgin
3: X-Com: Terror Of The Deep – Microprose
4:n Premier Manager 3 – Gremlin Interactive
5: Discworld – Psygnosis

Top Five Game Gear

1: Road Rash – US Gold
2: Winter Olympics – US Gold
3: James Pond 2 – US Gold
4: Mickey Mouse 2 –Sega
5: Sonic The Hedgehog 2 – Sega

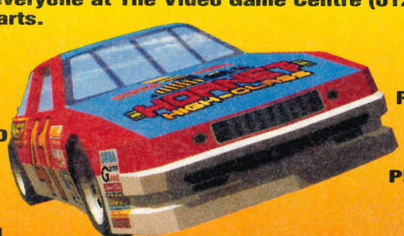
Top Five Game Boy

1: Micro Machines – Ocean
2: Kirby's Dreamland – Nintendo
3: Zelda – Links Awakening – Nintendo
4: Donkey Kong – Nintendo
5: FIFA International Soccer – THQ

Top Ten Imports

Thanks a heap to everyone at The Video Game Centre (01202 527314) for the charts.

Pos	Game	Format
1	Daytona USA	Saturn
2	Panzer Dragoon	Saturn
3	Tekken	PlayStation
4	Immercenary	3DO
5	Shining Force CD	Sega CD
6	Popful Mail	Sega CD
7	Starblade	PlayStation
8	Myst	3DO
9	GEX	3DO
10	Final Fantasy III	SNES



No Stamp Required!

Embracing the tide of technology which seems to be trickling its way into a number of households around the country these days, from now on you will be able to send messages to me, to your friends or to other readers on the Games World E-Mail number on Compuserve. Every month I will print the most amusing, useful and downright insane in a special Net-astic section of Animal Writes, so get typing. Please, no sad code names, or you will be ridiculed.

Our confusing address thingy is:

gw magazine_@mail.on-line.co.uk

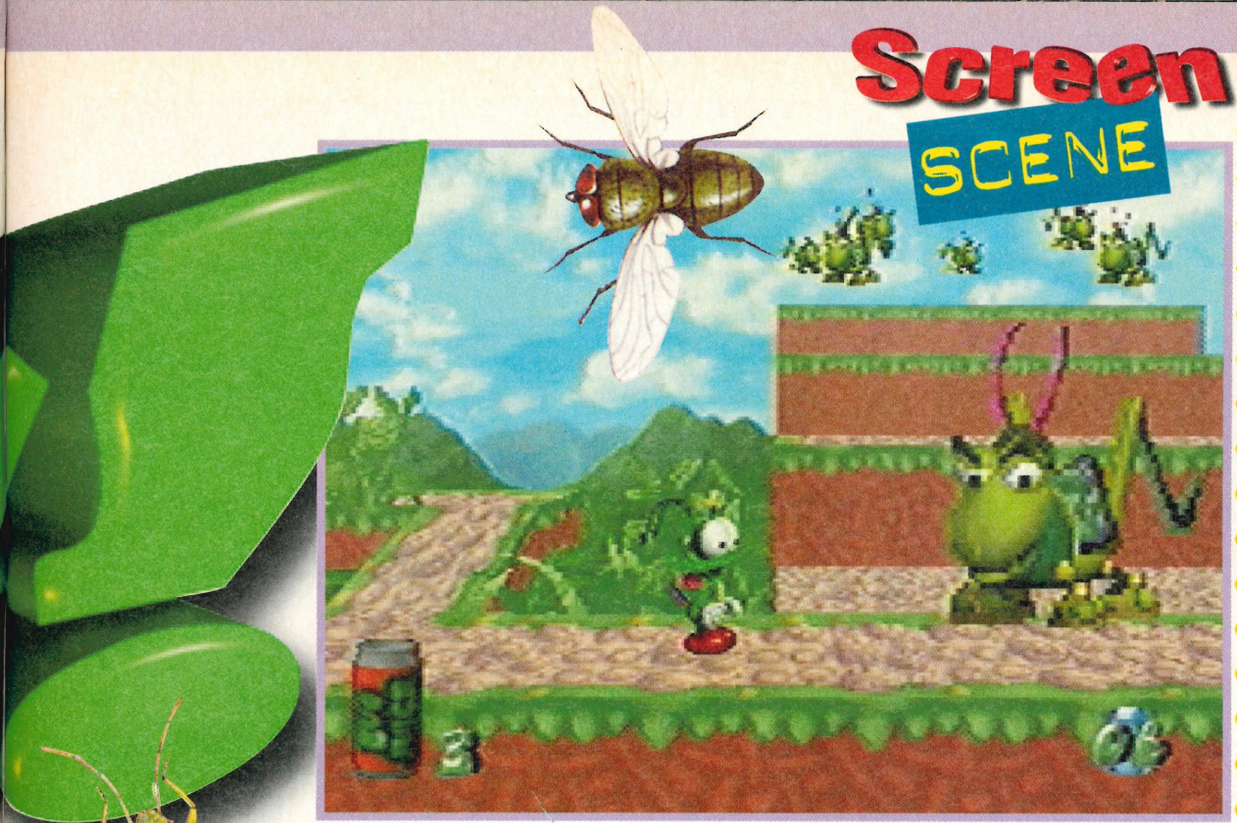
As the floodgates open for a new Saturn hero to enter the fray, let us look back on the previous recipients. Clockwork Knight? Too weedy and frankly, pathetic. Panzer? Cool but hardly lunch-box material. A Daytona Hornet? Get Real! So what about this new Bug geezer... hmmm, yup he'll do! Ryan Butt reports.

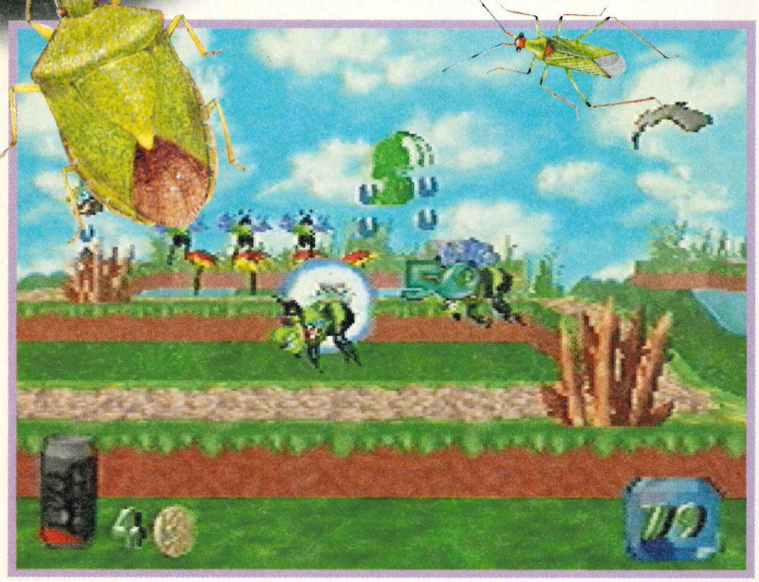
BUG

■ Sega ■ Saturn ■ £TBA ■ 1 CD ■ October

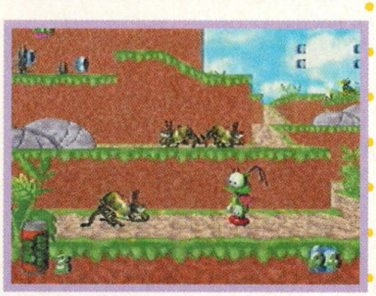
Preview Pics

Sega wanted to stress that the screenshots shown here are taken from an early preview copy of *Bug*. The game will undergo a view subtle changes for its release including an on-screen score. Voice actors are also busy in the studios as we speak, compiling a compendium of witty snippets of dialogue to include in the game.

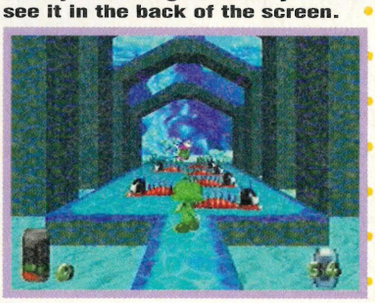




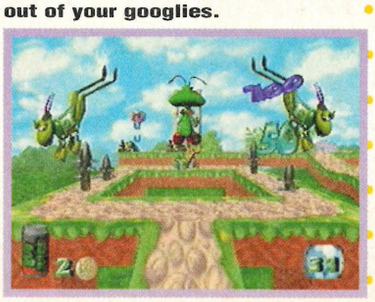
▲ Poor Bug is ambushed by a sneaky troop of killer bees. You know when they're near because a sinister hum will fill the air before they rampage onto the screen.



▲ The good thing about Bug is that you usually know when an enemy is coming because you can see it in the back of the screen.



▲ That wild dog looks menacing. Make sure it doesn't take a bite out of your googlies.



Think of a platform game and what do you see before drifting into a deep sleep? Lacklustre drivel churned out on an industrial conveyor belt, with the central character being slightly modified with each game, but keeping the same basic principles and themes. Water levels, snow levels, bloody roller-coaster levels – heck, even the most innovative of platform games have fallen into the same old trap. Take *Donkey Kong Country* for instance: graphics you'd sell a kidney for, yet they only serve to disguise the same tired old formula. We want something new and we want it.... NOW!

Someone somewhere far, far away has taken heed of our pleas and developed an almighty atom bomb to drop on the platform market, to pave the way for others to follow, to prove that there is a way forward, to inject excitement, enthusiasm, and life back into a genre long since deceased and left to the dogs. In short, to make platform games fun again... the name of this bomb is simply called *Bug*.

Trying to describe the concept of *Bug* to someone untouched by the sweeping hand of video games is an impossible task, often generating the same looks cast if you walked naked into a pub with an inflatable rhino singing 'Stairway To Heaven' at the top of your voice whilst trying to order a pint of Best with your bottom – ie pretty damn hard. "You see what actually happens is that you sort of walk, er into the level. It's all a kind of 3-D affair that... erm scrolls around you!" On frequent occasions it is better just to give up and thrust a load of screenshots under the said person's nose and let them do the talking.

There's no disputing the fact that the Sega Saturn needed

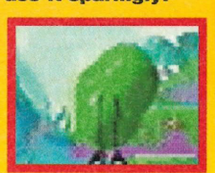
Creature Comforts

With a little exploration around the levels, you'll be snug as a bug in a rug when you stumble across some of these little goodies.

Crystal
What platform game would be complete without a virtually limitless amount of valuables to collect. Crystals are the top currency in *Bug* and there is a hefty sackful of them scattered around each level. Bag them for bonus points.

Bug Juice
This is a highly nutritious drink that is guaranteed to refresh the parts other liquids cannot reach. Cop a mouthful of this tonic and you'll immediately be fighting fit again after any energy loss.

Zap Cap
Plug yourself in with this handy weapon and get your own back on those pesky stinging wasps and bees. Watch with glee as they frazzle to a pile of ash before your very eyes. You only get a limited amount of electricity so use it sparingly.



Spit Wad
Forget your manners by picking up this disgusting globule and using it as spitting fodder to pick-off the onslaught of annoying insects that home in on you. The Spit Wads come in four distinct flavours, each with different properties. Check 'em out:
- **Single-glob fire**
- **Double-glob fire**
- **Rapid fire**
- **Bouncing ricochet fire**

Saturn

Bug!

something spectacular to fend off the ever imposing threat of the Sony PlayStation and *Bug* is just the kind of turbo-charged ammo needed to successfully branch away from the driving games and polygon beat-'em-ups.

The game is a six-world extravaganza spanning woods, deserts, more woods, water (groan!), snow (aargh!), and finally a hellish fire world. Each world is divided into three levels with a huge, fully rendered mega-guardian at the end, plus there is also the obligatory selection of bonus levels crammed in for good measure. But however familiar the general concept sounds, you ain't never seen nothin' like this.

You control Bug, an unscrupulously cute insect creature who is green in colour, bulgy in eye, and cheesy in grin – in other words the ideal platform fodder. He doesn't actually fit into any specific class of bug, but if I was to hazard a guess as to his species, I reckon he is a mosquito who had his wings plucked off by a group of sadistic school kids.

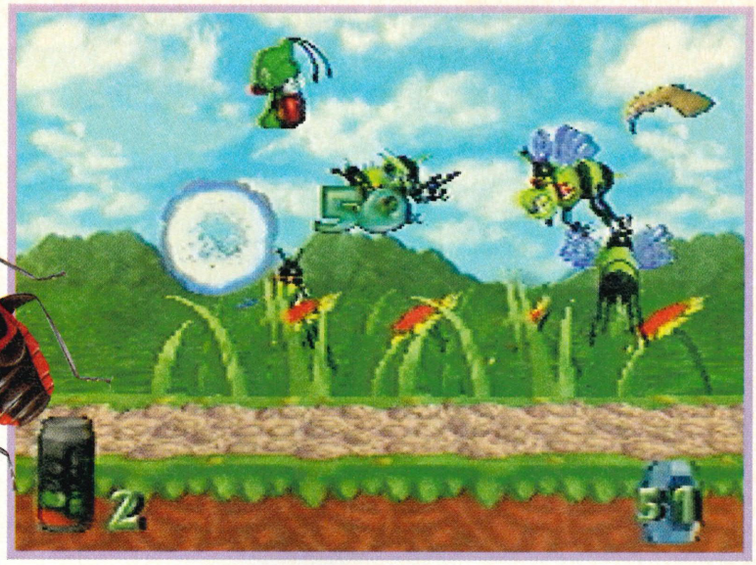
The sorry tale behind Bug's adventure is that his poor mates have been captured and imprisoned by the evil Spider Queen, Cadavera. A more egotistical arachnid you'd be hard pushed to find – with her endless mirror gazing and grooming, it's a wonder she's has the time to be such a tyrant!

Your goal is to wreak havoc in her Kingdom and then torture her into a slow and painful death by pulling her legs off with industrial pliers… well not quite, but you've got to find some way of stopping her before she mashes your friends into a mushy pulp and then sucks them up through a gold-plated straw.

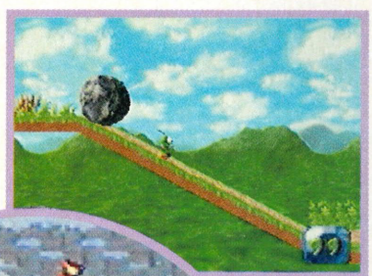
Each of the 18 levels on offer is packed with sizzling secrets to uncover, and seeing as the playing area is gigantic, it'll take you ages to plough through them and see everything.

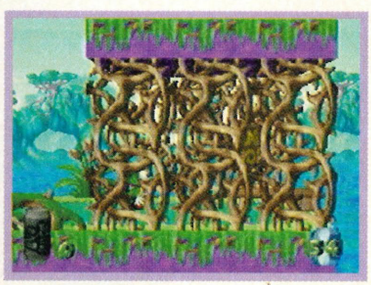
The first thing that strikes you, apart from the unique way the levels unfold from the back of the screen, is the bizarre enemies. Not since *DKC* has there been such a hilarious crew of twisted foes. Get this for example: on level one you're ambushed by a plague of grasshoppers that bounce down from the back of the screen and actually come right out of the picture towards the player. Then there are the killer bees that fly into the game from the front of the screen amidst an eerie hum, and not forgetting the sadistic snails on level three that retract into their shells when you approach them, and then come out having transformed into a huge machine gun to pepper you with bullets.

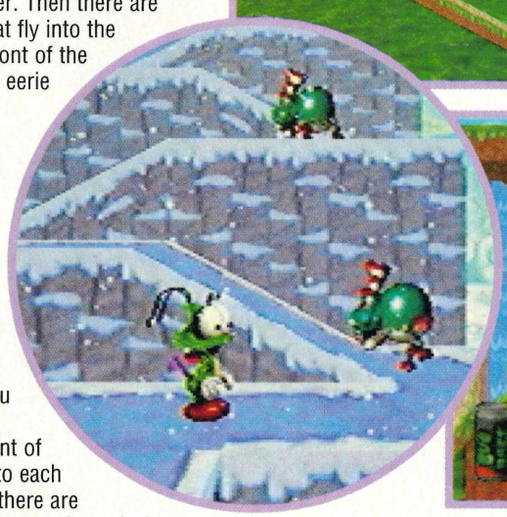
The vast amount of space dedicated to each level means that there are several different routes through them, and some sections can only be accessed once you've solved a little puzzle, such as flicking the appropriate switch to open doors and lower fences. The huge winding network of paths, catwalks, and ledges that make up the levels are an odd arrangement, you often find yourself walking back into the screen, then sideways a bit, and then finally forward out of



▲ **More bees enter the fray. Simply time your jumps well and then take to the air and sting the little blighters to death.**

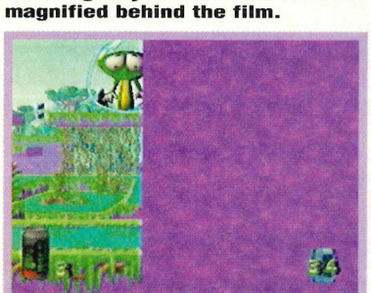


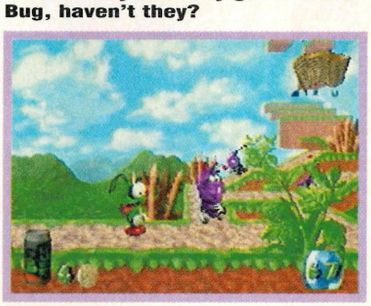




▼ **Bug takes to the air inside a handy air bubble. Note the stunning way in which his form is magnified behind the film.**

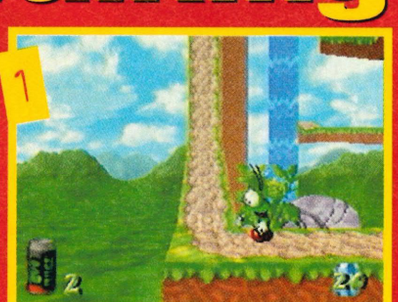
▼ **A convoy of creepy crawlies marches forth to hassle our insect friend. They've really got it in for Bug, haven't they?**

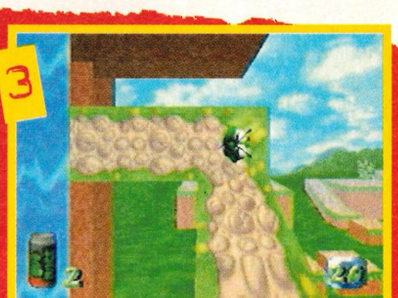




Skywalking

What with being a bug and all, our hero has the amazing bug-like ability of walking along walls, which just so happens to be an ideal opportunity to show off the Saturn's many scaling talents.





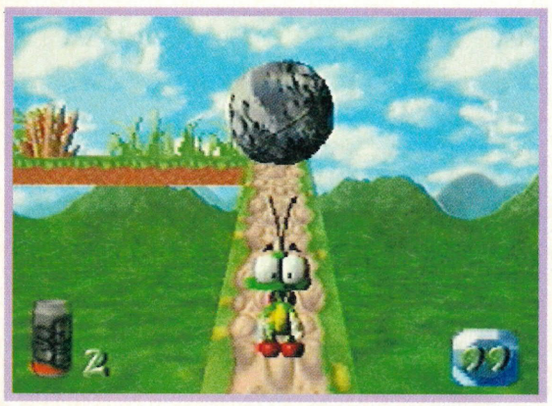
▲ Bug is obscured by one of them wild doggies, it's amazing how desperate some people can be more a bit of publicity!

▲ These centipedes would rather kill themselves that let you past, as demonstrated here when they start firing off body parts.

▼ The perspective in *Bug* is completely mad: it goes backwards, forwards and just generally all over the place as you plough through the levels. Yes, this really is the first true 3-D platform game, folks.

▲ The levels are littered with signs that usually say something witty, or simply state the obvious like this none here.

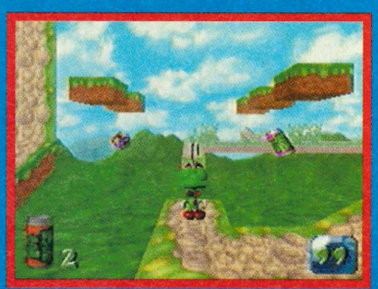
▲ More flying things for Bug to contend with, you'd better do some serious stinging if you are to get out of there alive.



▲ Argh! Run Indy... er, I mean Bug, golly this place is completely booby-trapped. You'd better run like hell to avoid ending up a messy pile of gunk on the path.

The World According To Bug

There are six huge worlds in Bug which span through many exotic locations, here is a glance-through guide to familiarise yourself with them:



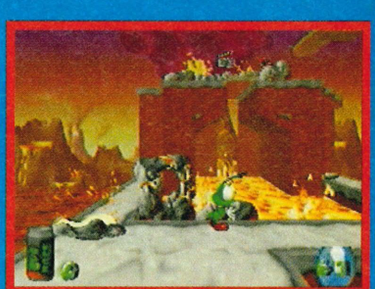
Level 1 – Insectia
A straightforward romp through a green meadow. Nothing too taxing here, seeing as it is the first level.

Level 2 – Reptilia
Set in a sandy desert plain, this world features all kinds of cowboy-related evils and devilish hazards to get through.

Level 3 – Splotto
Now we're off to a kind of river-bank-type location populated by machine-gun snails, vicious dragonflies and other life-threatening pond-life.

Level 4 – Quaria
What platform game would be complete without an underwater level? In these sections, Bug defends against crabs, piranhas, and oysters.

Level 5 – Bug Bur-r-bs
The snow is falling in this oddly named world. Watch your step on the icy platforms and get ready to fight a huge yeti at the end.



Level 6 – Arachnia
The name gives it away somewhat: yes this is the final world where you'll do battle with the evil Spider Queen. It can get a bit hot around the collar.

Saturn

Bug!

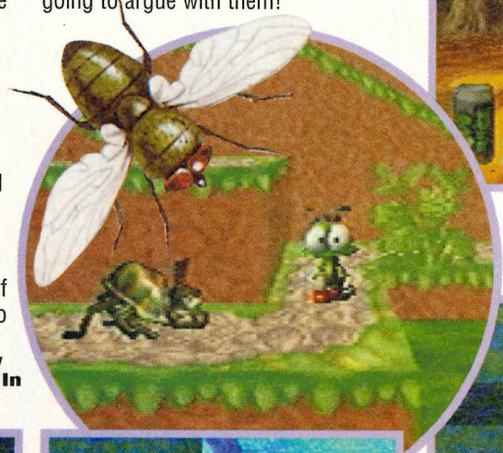
the screen again. There are also loads of floating platforms that transport you up, down, across, forward, and backwards into the level.

Although the paths are thin, claustrophobic vertigo sufferers need not fret because they're designed so that Bug cannot topple over the moss-coated edges. It's worth keeping an eye out for any gaps in the moss because walking off of the ledges at these points will almost certainly lead you on to a secret stash of goodies that is otherwise unobtainable.

Bug himself has a wide array of nifty abilities that can be utilised once certain icons have been found, or alternatively you can just rely on his standard form of attack which consists of Bug leaping onto his enemies and stinging them. Other skills come into effect by interacting with certain objects that lay scattered around such as bubbles, geezers, mushrooms and catapults.

One incentive for taking time to explore each level is the gold coins. If you stumble across one and take it to a special vending machine situated elsewhere in the level, you'll go onto a special bonus level to earn loads of extra points.

Bug is all set to be Sega of America's flagship game when it hits the shelves later this year, simultaneously released with the US Saturn. What they intentionally set out to do was create a game combining speed, finesse and playability, yet with distinct mechanics to qualify as an original title… and you know, I think they might have just achieved that goal. Well, I'll be BUGgered if I'm going to argue with them!



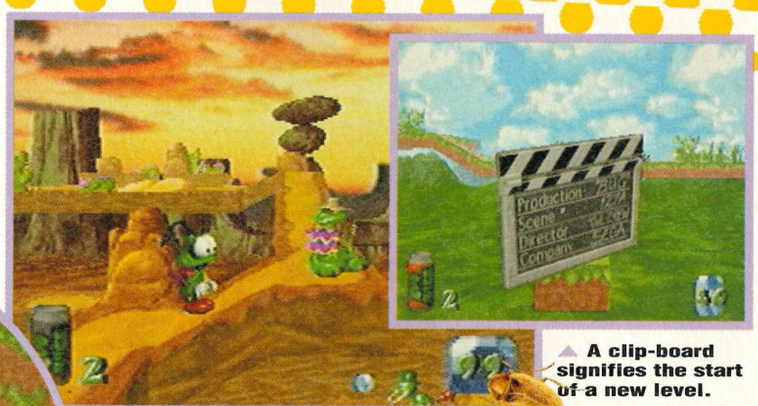
▼ **Welcome to sea world – every platform game should have one! In fact, it does.**

The Snail

This huge slimy gastropod pops up at the end of the first world. Despite looking harmless when plodding along in the distance when you first appear on the level, get within a few feet of him and he turns psychotic, disappearing into his monstrous shell and emerging in a Wyatt Earp disguise complete with handlebar moustache, cowboy hat and pistol with which to unload a few rounds into your scrawny hide – strange chap.

The Bog Monster

This gigantic goblin dude spews out of the sand and then proceeds to lob boulders at you. Occasionally he'll pause for breath and roll his eyes in a grotesque fashion before poking out his spiky tongue and lashing out with more boulders. I hope you remembered to bring a sturdy brolly.



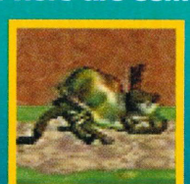
▲ **A clip-board signifies the start of a new level.**

▼ **Bug encounters a nasty case of crabs! Don't even try to sting them as they'll just just nasty of give you a severe nipping.**

Friend or Foe?

***Bug* is filled with weird and wonderful enemies, each with their own hilarious methods of attack and mannerisms. Here are some of the best culprits:**

Ant
Watch out for these because they're damn quick on their feet, and those nasty-looking pincers really hurt.



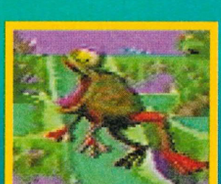
Beetle
This is just a bog-standard baddie who scurries along the ground and lunges at you at the last minute.

Bee
Evil buggers, these bees. They swoop into the screen and then proceed to give you an almighty sting.

Crab
Thankfully these are only encountered on level three. Beware because they hobble up to you and mince you with their claws.

Dung Beetle
These little critters attack you by rolling lumps of excrement and then shoving them in your general direction.

Fire Ant
These pop up on the final level and are a real pain to contend with, especially when they keep torching you.

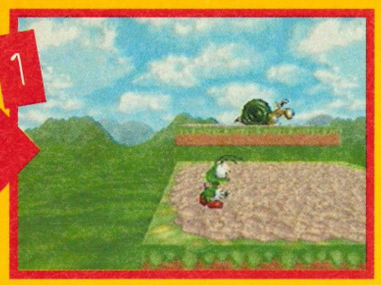


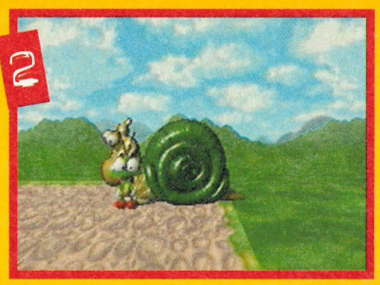
Frog
Happy chappies they may be, but you won't be laughing if you get swamped by hordes of the damn things – which tends to happen.

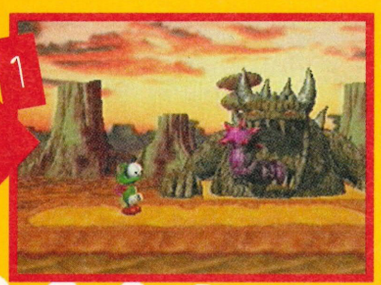
Screen Scene

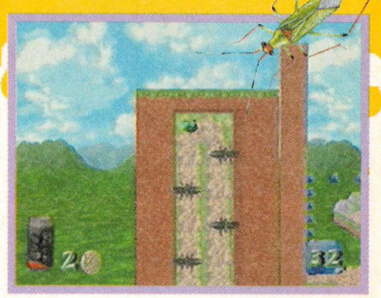
Gaudy Guardians

Despite being the best platform game in a long while, *Bug* also boasts the most bizarre set of beautifully drawn and animated bosses ever seen in a game of this type. Here is a sneak peek at a couple of them in action.





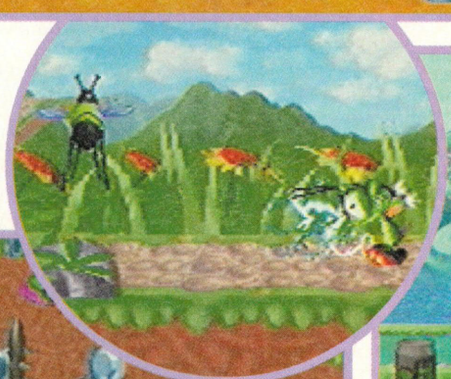


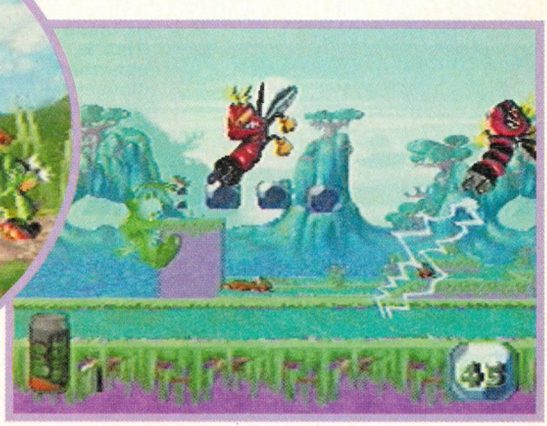


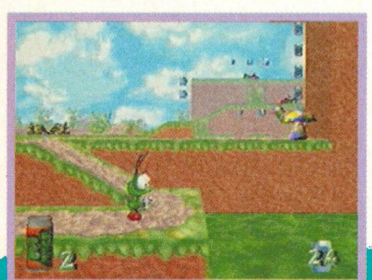
▼ **A squadron of hornets attack in full force. Their electric tails can be lethal so keep your head down at all costs. You don't want to get a shock, do you?**

▲ **Some creatures perform funny death sequences. Take this ant for example – talk about milking it for everything it can get!**

▼ **More dastardly perils await Bug in the background, so don't relax just yet, this game requires constant concentration to evade the numerous traps.**





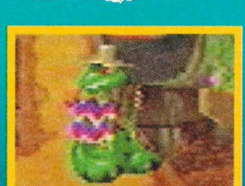


General Ant
Not very pleasant at all, these welly-wearing tin-heads march around like demented Napoleons and attack with a vengeance.

Hoppers
Not particularly threatening, but if you encounter these bouncy dudes you'll have a rough time trying to bounce on them.

Machine Snail
The snails on level three are a tad on the nutty side. If you get too close to them, they'll transform into a Gatling gun and blast you.

Oyster
There are no pearls anywhere near these 'orrible molluscs. Turn your back on them and you'll experience a short, sharp pain in the arse.



Snake
These poncho-clad Clint Eastwood wannabes remain cool and lifeless until you get close, and then they lash out in spectacular fashion.

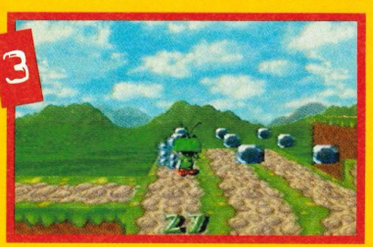
Hornet
Real evil muthas, these electro-charged vipers. They home in on you and fry you to a crisp with their high-voltage stings.

Saturn

Bug!

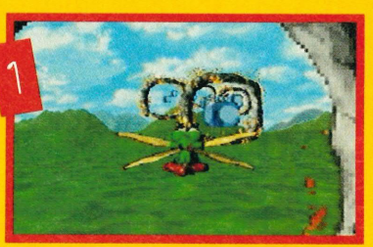
Bug-Eyed Bonus Zones

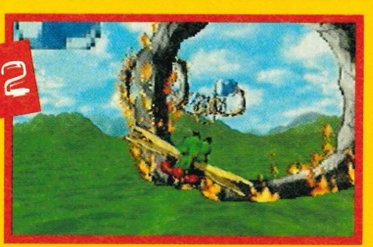
There are two types of bonus level Bug. Here's how to find them:



Crystal Bonus Zone

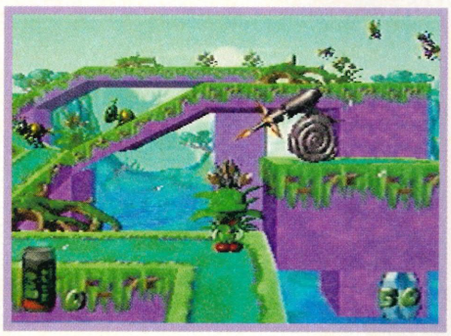
Search the level for a gold coin, and then take it to the special vending machine. Hey presto, you'll be whisked off instantly. This bonus game is a jaunt around a 3-D maze, collecting crystals. You've got to be quick though, because the floor is constantly dissolving beneath your feet. Once you wipe out in this zone, you'll restart the normal level again at the point you left off.



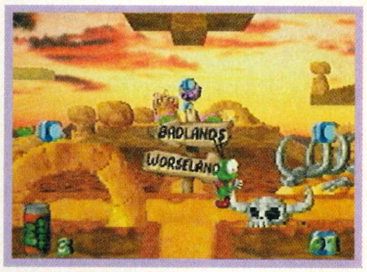


3-D Flying Zone

These stunning 3-D bonus levels can be accessed by collecting over 100 crystals during the normal levels. Then by simply vanquishing the guardians from each world, you'll be whisked off by a dragonfly to cruise through a *Panzer Dragoon*-style bonus game. The idea is to fly through the hoops, collecting crystals until you collide with the sides and wipe-out, or simply get through the tunnels – which I doubt you will.

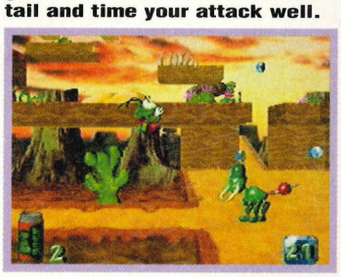


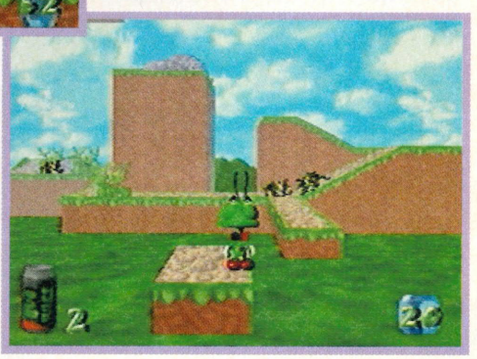
Down at the crossroads, Bug faces a dilemma – which route should he take?



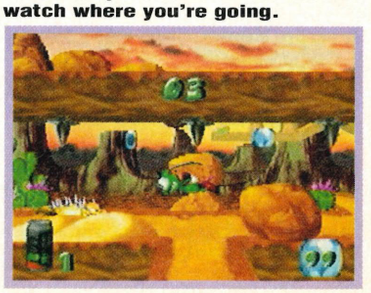
Yippee, Bug gets lucky and stumbles upon a stash of hidden crystals.

Your path is blocked by a general ant. Watch out for his tail and time your attack well.

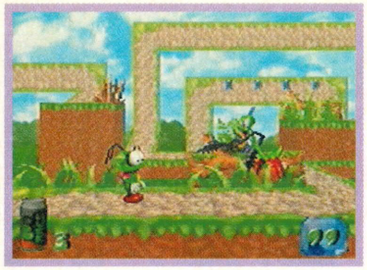


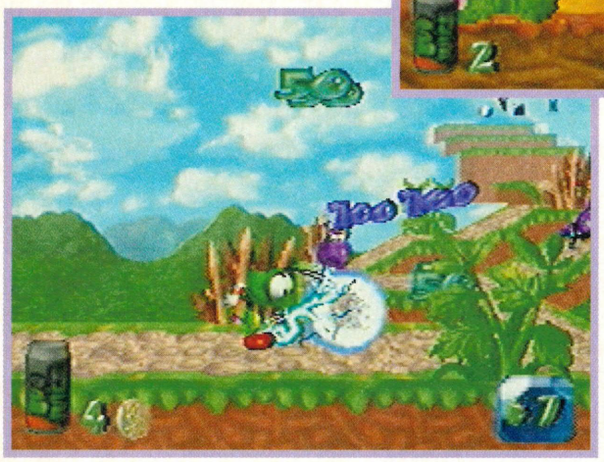


Bug takes a surge through the air via a special icon... be sure to watch where you're going.



It never rains but it pours. Bug faces more hassle – it just never ends for the poor insect.





Bug ventures behind a cunningly placed block to find a hidden level to get rid of them pesky bars.

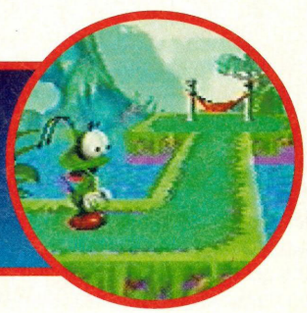
Insect Interaction

In order to conquer some parts of the levels, Bug must interact with various objects. Here are a few examples of Bug working with nature in perfect harmony:

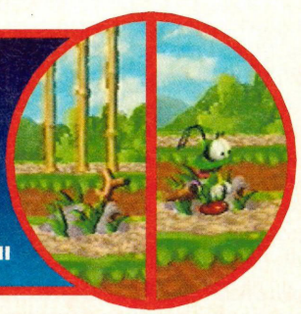
Bubbles
Become encased in an air bubble to gently float upwards to higher platforms and secret areas.

Mushrooms
Jump on the fungus to be catapulted upwards to higher platforms.

Catapults
Path blocked by a huge gap? No problemo, just walk into the catapult to be launched over the barren areas.

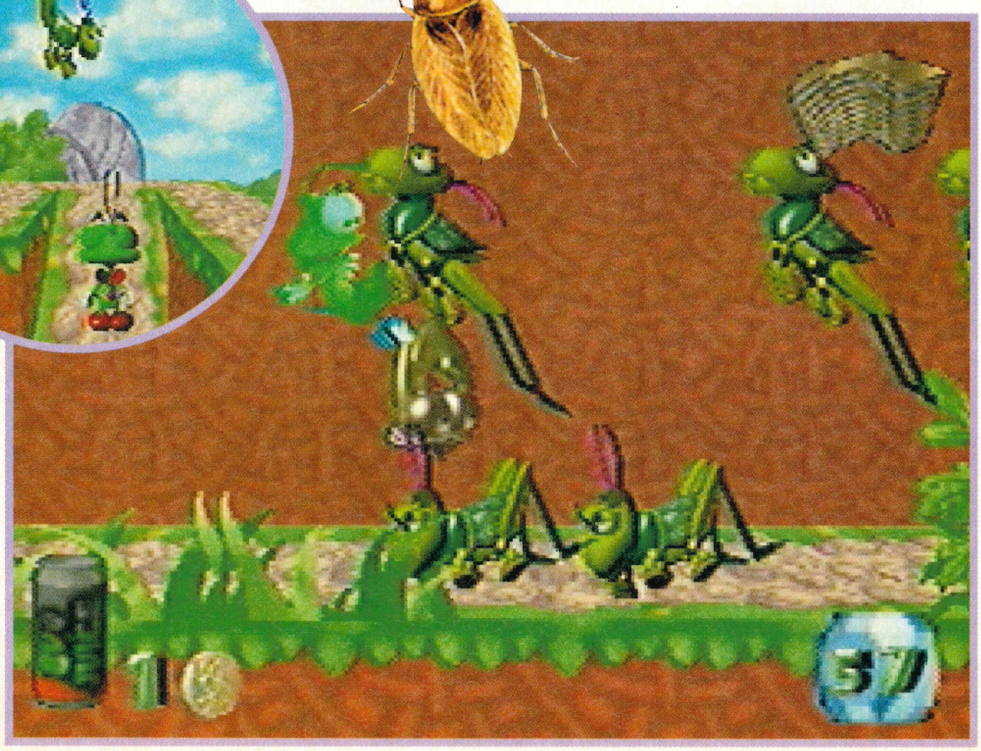


Switches
If your route is blocked by bars, search around for a lever. By giving it a quick tug, the obstacles that once thwarted your mission will be no more.



Bug comes under attack once again as he is set upon from all angles by a legion of insects. Your best bet is to just leg it out of there – so hop to it!

It's the attack of the killer grasshoppers. These hapless geezers happily bounce around without reason nor destination... get 'em!



Midway ■ Arcade ■ 50p per credit ■ Summer

MORTAL K

What's new down your local arcade? Well, the ultimate beat-'em-up just went one better! Nick Roberts prepares for even more Kombat...

How could Mortal Kombat creators Ed Boon and John Tobias improve on their masterpiece video game Mortal Kombat II? It was a tall order but with a team of graphic artists, sound experts and the hottest programmers around they've come up with the supreme MK beat-'em-up. Or have they?

The first thing that hits you about the new game is the slick presentation. A huge MK3 logo grunts onto the screen, closely followed up with the storyline behind the new game. If you leave the machine for a while you are treated to a rundown on the history to each character, old and new, as they pose for the camera.

Of course, it's the new kombaters we're all interested in. Old favourites Kano, Sonja, Kung Lao, Liu Kang, Shang Tsung, Jax and Sub Zero are here, although Sub's lost his blue mask. Standing by to join them in a bloody battle are new goons on the block Sheeva, Sindel, Stryker, Nightwolf, Sektor, Kabal and Cyrax. All these fighting masters have the usual punch and kick moves plus a whole host of new specials and combinations that'll send the weak and helpless flying.

New moves are enhanced even further with the use of the new RUN button and the 'ultimate kombat kode'. RUN speeds up attacks and increases their force giving quite spectacular results, while the code unlocks new moves earned in a previous game. The fatalities are here, and looking better than ever. A favourite of mine is where Kano grabs hold of his enemy's head and rips their whole skeleton out of their body, leaving a quivering pile of skin – that'll teach them to mess with him!

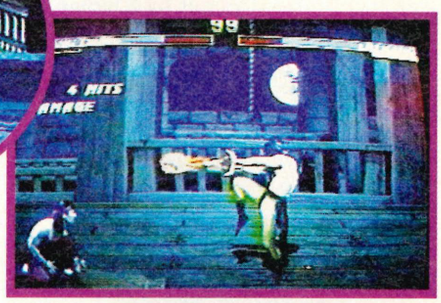
All the backdrops are animated, just like in MKII – the only graphical difference seems to be slightly smaller character sprites. There's rumoured to be all kinds of secret bits and pieces included in the game. By using the correct combination of buttons you can instantly transport yourself onto another background or pull off a mega-special move. If you think that's saucy then how about the new Animalities! Forget your Friendship and Babality moves, these are the business. Each character has their own animal to transform into. When their opponent has been knocked down to the FINISH HIM screen, the animal comes out and has a ripping time. Wow – the power of Pedigree Chum!

A preview version of the game is now doing the rounds at Planet Sega and Hamleys toy store in London, and expect to see it around the country for summer. An updated game with new backgrounds and characters will hit this country in September. The verdict? Well the general feeling is this isn't as impressive a jump as MKI to MKII, but wait until you play it and decide for yourself.

▲ If these two nutters ever get the sack from Mortal Kombat they could always get a job as acrobats in a circus!

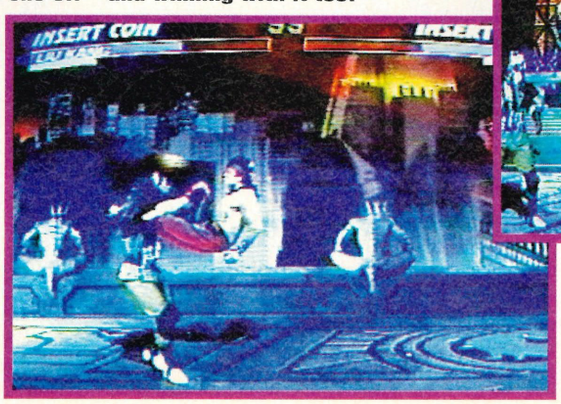
▲ Combination moves really make a difference in *MK3*. One can knock down your opponent's energy by 25%!

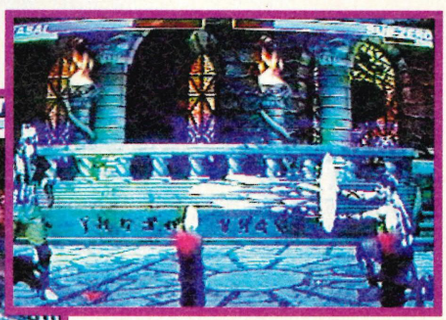
▼ The backdrops in this new game are out of this world – some, literally!



▼ One of Liu Kang's favourite moves must be the 'fly along and kick like a baby' move. He always seems to be pulling this one off – and winning with it too!

▲ In addition to the 14 characters on this screen there's rumoured to be secret ones only accessible with the right joypad combinations.

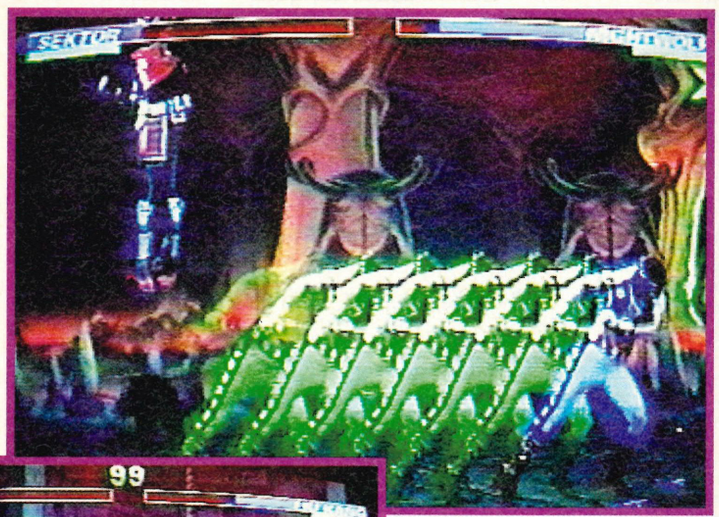




KOMBAT 3

Sliced and diced!

Take a shifty at this sequence of shots. Poor old Liu Kang has met his match in Kano and falls to his death in a pit of rotating spikes! Now – anyone fancy a nice juicy steak?

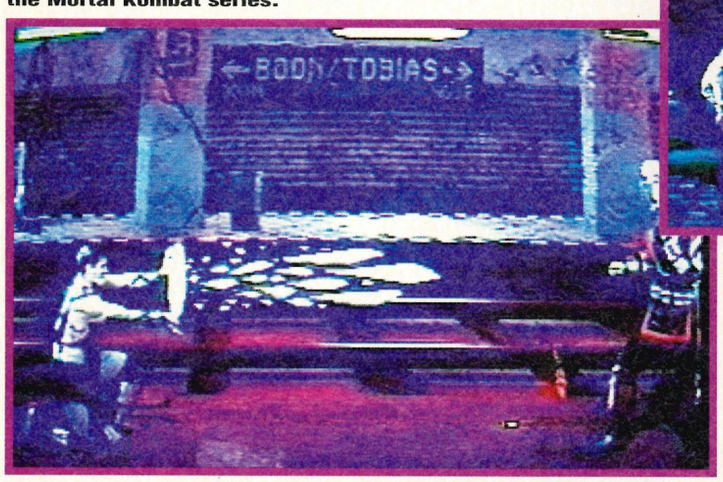


▼ Another Nightwolf special. This time he takes a swipe at other new comer, Sektor, with a cry of 'Eat my axe!' Remember, don't try this at home kids!

▲ Don't you think green really suits Nightwolf as a colour? This is a really impressive move where he charges across the screen like a bull in a china shop!

▼ Here's a special move you don't see very often in the Mortal Kombat games. It's called the 'fling-a-donut' move and kills your opponent by sprinkling them with little sugary pieces of dough!

▼ The unmasked Sub Zero shows off his enhanced ice move that'll freeze anything it touches. Note the Boon/Tobias sign in the background – the two creators of the Mortal Kombat series.

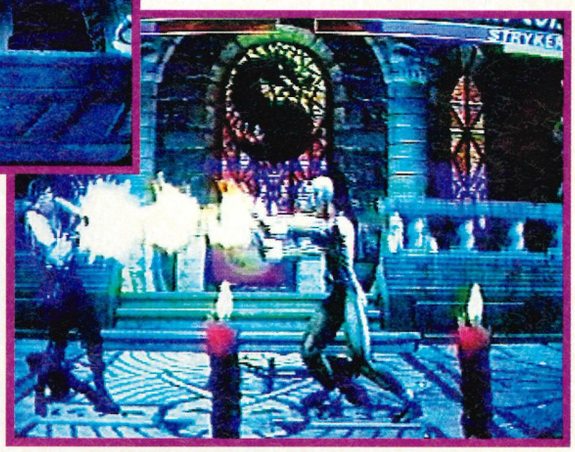


Kombat kontinued...

Before you dash into a fight, take time to sit back and learn the story behind the new game. Sonja has now been rescued from the Outworld by Jax, who brought Kano along by accident. The Lin Kuei ninja clan are sending cyber-ninjas after Sub Zero, and Liu Kang is training a new generation of Shaolin with Kung Lao. Cor, it's just like your average episode of EastEnders!

MORTAL KOM

▼ Little Liu Kang has finally met his match in the ugly bug Kano. All that remains is for the big brute to grab him by the head and rip his skeleton out! Nice chap.

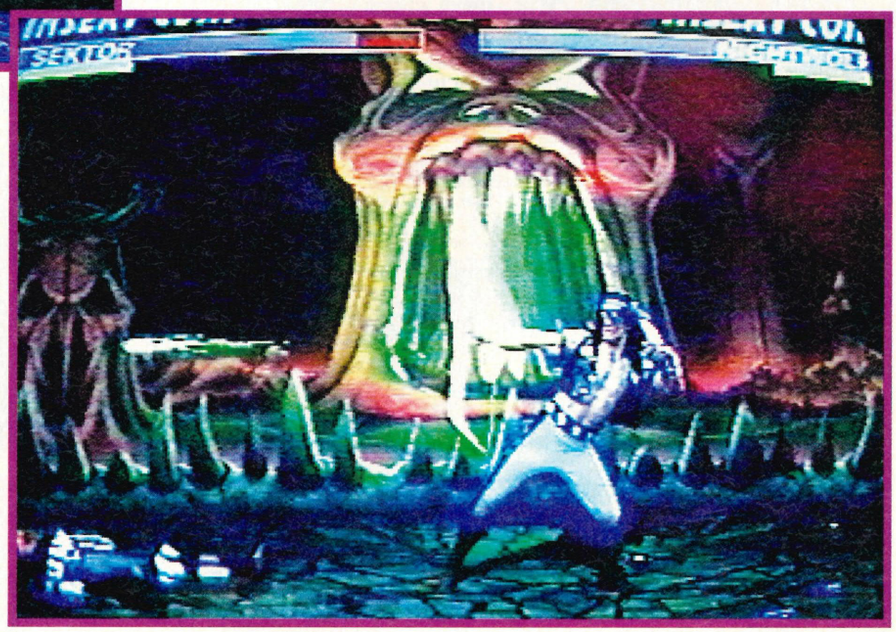


▲ Whoa! Where did that move come from? It looks like it's caught new boy Stryker on the hop. The babe on the right is Sheeva. Nice haircut!

▲ Down in the ghostly graveyard a pair of Liu Kangs battle to the death. The one on the left has a bit of an advantage though, he's got his snakelike fiery move on the go and will soon be relaxing in the winner's lounge. Note the Boon/Tobias gravestones!

▼ The first main diffeence you'll notice with the new Mortal Kombat is the RUN button on the coin-op. Using this you can add extra power to your moves and really show those mutants who's boss.

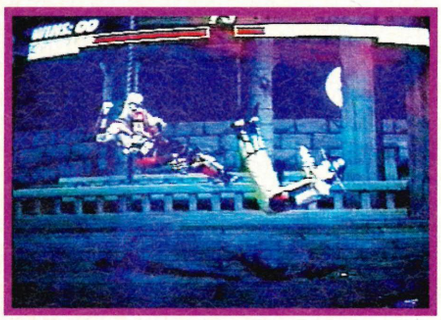
▲ This is no time for sexy Sonja to be lying back and taking it easy. The brute Liu Kang is about to do something very nasty to her with a bucket of frogs and a french loaf – unfortunately we missed this bit!



BAT 3

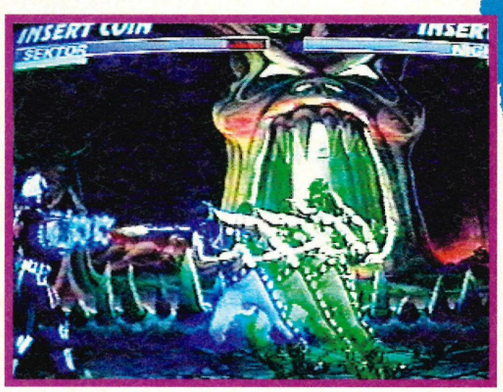
Screen SCENE

▼ Disaster strikes in the battle as Kano gets his foot stuck where the sun don't shine! Does anyone have any muscle relaxant and a crowbar? This could get messy!



▼ Here goes Nightwolf again, with his favourite charging green streak move that usually scares his opponents to death. Young lad Sektor isn't impressed though. He's got a few nasty surprises up his sleeves. His mom is always on at him to take them out and wash his shirts but he just takes no notice!

▼ All the backdrops are fully animated as in the second Mortal Kombat game. This one has papers that blow down the windy street as you fight. It would have been more impressive if these papers caught in the face of your opponent though, so that they couldn't see what horrible move you were going to pull next – love it!



Mortal mates

There are 14 selectable characters in MK3: some old, some new, some borrowed, some blue. And with special button presses you can access hidden characters or a random selection mode that'll give you a tasty surprise!

1.KANO
We all thought this guy was killed in the first tournament but he was found alive in the Outworld. He once again escaped capture by Sonja before the Outworld invasion and convinced Shao Kahn to spare his soul. Needing someone to teach his warriors how to use Earth weapons, Kahn decides Kano is his man.

2. LT. SONJA BLADE
Having disappeared after the first tournament Sonja was rescued from the Outworld by Jax. On returning to Earth she and Jax try to warn the US government about the planned invasion from the Outworld, but lacking evidence they have to watch helplessly as Shao Kahn begins his attack.

3. KUNG LAO
He's got a hat! It's no ordinary hat either as it has sharp edges that will slice and dice any fighter that comes near. Originally a Shaolin monk like Liu Kang, he is prepared to battle to the death to prevent the invasion of the Outworld.

4. LIU KANG
After the dreaded invasion Liu Kang becomes the target for Kahn's extermination squad. Being the Shaolin champion and having thwarted Kahn's plans in the past, he is the greatest human threat to Shao Khan's bloody rule.

5. SHANG TSUNG
This chap is Shao Kahn's top sorcerer with immense powers. He fell out of favour with the emperor after being defeated in battle on Earth but the ever-scheming devil is instrumental in Kahn's conquest of Earth. He has now been granted even more power for the MK3 battle.

6. MAJ. JAX BRIGGS
After failing to convince the US government of the coming Outworld menace, Jax decided to prepare himself for the ensuing battle with Kahn's minions. He has fitted both his arms with indestructible bionic implants that'll prove tricky for any fighter. This guy is prepared for anything!

7. SUB ZERO
The nasty ninja is back, but this time unmasked. Having broken the sacred Lin Kuei clan codes of honour by leaving, Sub Zero is marked for death. Not only will he have to defend himself from the Outworld threat, he'll also have to keep an eye open for the soulless assassins out to kill him.

8. SEKTOR
His name is a code for unit LK-9T9, the first prototype cybernetic ninja built by Lin Kuei. He was once a human assassin but volunteered for automation because of his devotion and loyalty to the clan. Sektor survived the Outworld invasion – he had no soul to take.

9. CYRAX
Time to die for Sub Zero, if Cyrax has anything to do with it. This metallic menace is unit LK-4D4, the second of three prototype cybernetic ninjas built by the Lin Kuei. His last programmed command was to find and destroy Sub Zero, and having no heart or soul he'll probably do it too!

10. NIGHTWOLF
An Indian from North America who worked as a historian and preserver of his people's culture. When Kahn's portal opened over his home he used the magics of his shamen to protect the tribe's sacred land. He has now become a vital threat to Kahn's occupation of Earth.

11. STRYKER
The Outworld portal opened over a large North American city populated by millions and Kurtis Stryker was the leader of one of the riot squads sent to control the panicking hoards. Shao Kahn began taking the souls of the people and Stryker soon found himself the only survivor of the city.

12. SINDEL
This babe once jointly ruled the Outworld as the queen to Shao Kahn, but didn't survive very long. 10,000 years later she is reborn on Earth with the evil intent to match any fighter. This evil woman is the key to Kahn's occupation of Earth.

13. SHEEVA
Hand-picked by Shao Kahn to serve as Sindel's personal protector, Sheeva becomes suspicious of Kahn's loyalty towards her race of Shokan when he places Motaro as the leader of his extermination squad. Motaro's race of centurions are the natural enemy of Shokan.

14. KABAL
Being a chosen warrior, no-one knows the identity of this stranger. He is believed to be the survivor of an attack by Kahn's extermination squad and as a result is severely scarred. He in kept alive by artificial respirators and a rage for ending the Outworld invasion.

Whoooooaaaah!!! White Knuckle Special

Fearless as ever, the Games Animal tries out the scariest theme park rides in the country...

Summer's here and the time is right for serious gut-wrenching, white-knuckle fun. Yes it's theme park season, and whilst we can't all afford to take that dream trip to Disney World, we can check out the growing number of rides here in the UK.

After a long winter of playing Bullfrog's excellent *Theme Park* simulation on my console, I'd been chomping at the bit to get out into the fresh air, stuff my face with candy floss and grease burgers, and throw it all back up again on the biggest, scariest rides that the country has to offer. However, I take my thrill-seeking very seriously and after some extensive research into the fine art of losing your stomach whilst hanging upside down, here are The Games Animal's recommended white-knuckle attractions for the summer.

Alton Towers

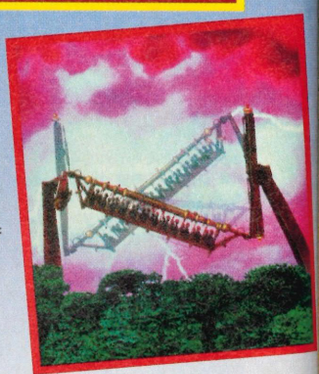
Where can you experience four awesome seconds of weightlessness, or be propelled from 0–60mph in less than 2.5 seconds without a crash helmet? All right, but can you also pet pot-bellied pigs, ride a farm animal carousel and relax in 18th century gardens at the same place?

This magical description can only be of Alton Towers, the massive theme park set in the beautiful Staffordshire countryside. The 1995 season started on 18th March for this colossal fun palace and last year visitors scoffed their way through over a million doughnuts, 300,000 hot dogs, and 9,000 kilos of popcorn. All very well we replied but, whilst we admire the sheer magnitude of your more than impressive operation and gasp in awe at your beautifully tended gardens and huge catering achievements, we came here for only one reason... to be scared shitless! What you gonna do about it?

WHOOOOOAAAAH!!!

Admission to Alton Towers costs £16 for adults, £12 for children (free under the age of 4 years) and £5.50 for Senior Citizens. The park is open from 9 am to dusk every day and once in you can go on as many rides as you want.

The Energiser

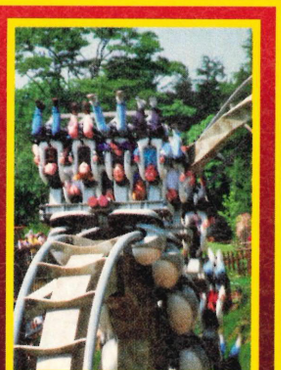


Imagine yourself on a huge raft, with 48 other screaming people (I didn't scream though, 'coz I was eating a Chinese). You're pitching about, rolling and in danger of turning over at a speed that would make a Force 9 gale look tame. But instead of being at sea, you are 13 metres above the ground and in serious danger of losing your lunch (I even dropped my noodles).

WHOOOOOAAAAH!!!

Alton Towers' hottest new ride is a tempestuous, exhilarating, white-knuckle experience. A multimillion pound investment in development and construction sees some 110 kW of energy pumped into two double-jointed, giant hydraulic 'legs' that pitch, roll, shake and lunge in every direction. It's an unpredictable adrenaline rush and can only be described as very... **WHOOOOOAAAAH!!!**

The Nemesis



Found in the depths of Forbidden Valley, this £10 million nerve-wrecker is still one of the most charismatic rides in the country. It takes only 90 seconds for riders to reach speeds of 50mph as they are propelled through a barrel roll before hitting a Zero-G turn where you experience four seconds (whose counting?) of weightlessness. **WHOOOOOAAAAH!!!** But that's not it, you then shoot through a vertical loop at four times the force of gravity before plummeting towards the ground. All of this with your feet dangling like a rag doll's beneath you!

WHOOOOOAAAAH!!!

Blackpool Pleasure Beach: The Big Country

Britain's top free tourist attraction, Blackpool Pleasure Beach attracts over 7 million visitors a year and has grown immensely since starting out with only one ride in 1896. There are now over 140 rides to choose from, including such heart stoppers as The Big Dipper, the old favourite The Grand National, and the Avalanche. There are milder rides for youngsters like the River Caves and Alice's Wonderland, but it is in the screams department that the Pleasure Beach can offer the greatest choice to big ride hunters, and the biggest ride of them all is the pride of Blackpool...

RIDE THE PEPSI MAX BIG ONE... FREE!

Here's a great offer for all our readers! Buy one book of Big One Blockbuster tickets at Blackpool Pleasure Beach and get another bumper book absolutely FREE!

Each book includes 20 ride tickets, which may be used on the Pepsi Max Big One, the tallest roller-coaster in the world, or on a choice of over 100 other rides. The book also includes four show tickets which entitle you to FREE admission to the Hot Ice Show, the Mystique Illusion Show, or half price at the Superdome Circus. So with this great offer you walk away with 40 ride tickets and eight show tickets, and what's more, if you don't use all the tickets on one day, you can save them for another visit. Not bad!

BLACKPOOL PLEASURE BEACH THE BIG COUNTRY
BRITAIN'S BIGGEST TOURIST ATTRACTION

GAMES WORLD
THE MAGAZINE

VOUCHER

To claim this bumper offer simply present this voucher at Guest Relations Office North by Noah's Ark or the Ticket Bureau by the cash machines. Purchase one book of Big One Blockbuster Tickets and receive a second book FREE!
Only one voucher valid per person. Show seats subject to availability. This voucher cannot be used in conjunction with any other offer or promotion. No cash alternative. Your voucher may be exchanged any day during the 1995 season (once exchanged, your tickets are valid indefinitely). Park closing times vary, tel: 01253 341033 for details.
BPB ref: 085.

The Pepsi Max Big One

This is the unchallenged king of the roller-coasters. At 235 feet high, it's the tallest white-knuckle ride in the world and cost over £12 million to build. Passengers travel at speeds of 85mph, and the first vomit-inducing drop is from the 235ft peak itself and at an angle of 65 degrees.

WHOOOOOAAAAH!!!

Designed by Arrow Dynamics Inc, the ride is so tall that it had to be cleared by the Civil Aviation Authority and has to display aircraft warning beacons in order to avert unwary winged oncomers.

Do you dare to sit in one of the three 30-seater carts and take your place in theme park history? If you think you're up to it, why not take advantage of our special Blackpool Pleasure Beach offer (left)?

Thorpe Park

Sprawling across 500 acres of Surrey countryside, Thorpe Park claims to be Britain's most popular leisure attraction, so we thought it was worth checking out. However, as far as white-knuckle madness goes we found very little to keep our interest as most of the rides and attractions seemed to be geared towards families and children. If the best you can offer us, boys, is the Flying Fish roller-coaster and the Depth Charge water ride, we're off to the pub. We'll come back when we're old or married.

NOOOOO!!!

Thorpe Park
Thorpe Park, Staines Road, Chertsey, Surrey KT16 8PN
Switchboard: 01932 569393. Fax: 01932 566367.

BULLFROG PRODUCTIONS LTD

I DON'T WANT TO GO ON...

Don't worry, not everyone can be super brave roller-coaster jockeys like the Games World crew, but we can all enjoy the magic of actually creating a theme park to rival or imitate those that already exist around the country today. If you want to build a mini pleasure beach in your home, or simply don't like the idea of seeing your half-eaten lunch sprayed into the air as you are thrown into gravity-defying dips and bends, then why not enter our nice tranquil little Theme Park compo?

To win a copy of Bullfrog's highly acclaimed simulation, on the format of your choice, simply send us an amusing picture of yourself or someone you know on an exhilarating, death-defying ride, and the best five will be printed, ridiculed and sent their own copy of this top game treat.

WHOOOOOAAAAH!!!

Send your entries to: WHOOOOOAAAAH!!!, Games World: The Magazine, Paragon House, St Peter's Road, Bournemouth BH1 2JS.

Mega Drive

Codemasters ■ Mega Drive ■ £TBA ■ 16 Mbit ■ July

PETE SAM

Summer is almost upon us and that means tennis time. Nick Roberts has a big spoon ready for the strawberries and cream!

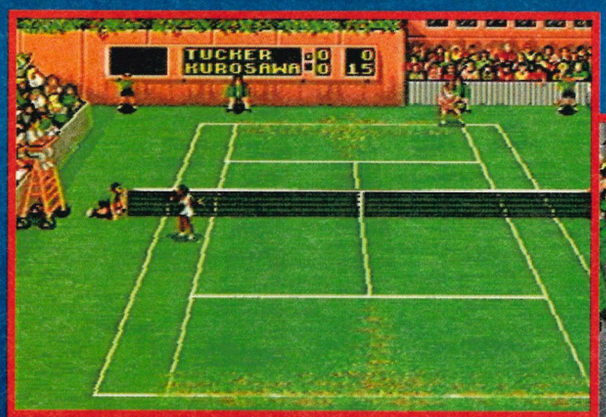
After the huge success of the original Pete Sampras Tennis game, Codemasters just had to follow it up with a sequel – and here it is! But what have they changed in the 'all-new' *Pete Sampras '96* besides Pete's haircut?

Well, all the graphics have been updated and improved with completely new animation frames and much more detail in the courts and crowds. There are special set sequences that can be triggered with button combinations too, like arguing with the umpire, throwing down the racket and making a winning gesture along with a set of new smash and slice moves.

All the sounds have been vastly enhanced too with excellent speech samples of the umpire and rowdy crowd members creating the perfect tennis atmosphere. As for the gameplay itself, there doesn't seem to be much difference, but as the original played so well this is no bad thing.

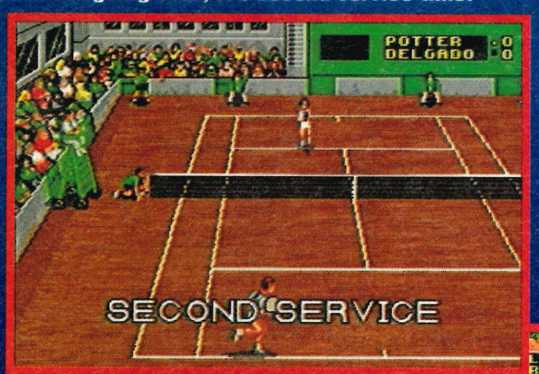
What makes a game like this stand out from your average tennis sim are the options the programmers have included. At any time in the game you can press pause and swap the camera angles to see things from the other direction, have an instant replay in slow motion or normal speed, and call up the statistics of each player. This is nothing much but adds an extra sparkle to the game, making you want to play again and again.

It looks like Codemasters have got another summer smash hit on their hands for 1995 – so why call it *Pete Sampras '96*?

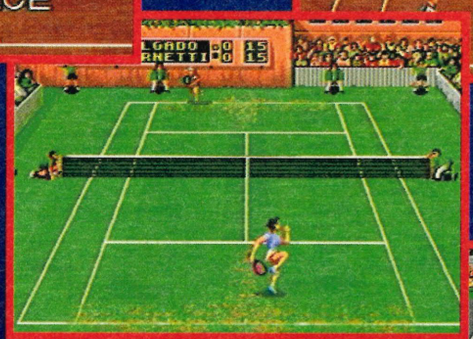


▼ As in real tennis, you get two chances at serving. If the first one's out or hits the net without going over, it's second service time.

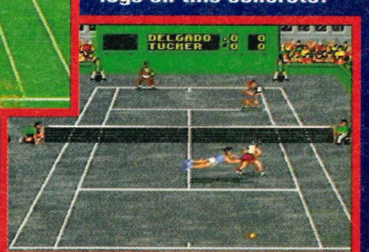
▼ "You cannot be serious, man! The ball was on the line... I saw chalk dust. Are you blind?" Yes, in tru McEnroe style you can argue with the umpire and even throw your racket at the ground in anger!

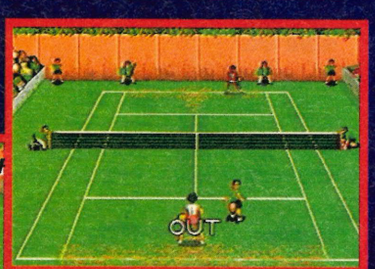


▼ One of the new features is the way you can celebrate a great winning shot. This female player's dancing with joy!



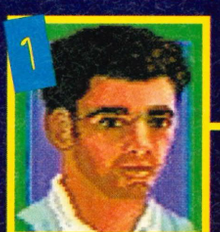
▼ As in the original game, you can perform spectacular Boris Becker-style dives to get to a distant ball. I bet there'll be a few grazed legs on this concrete.



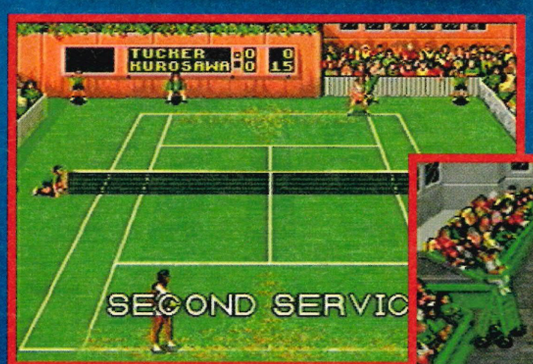


▼ Some of the matches are played indoors on an artificial blue surface.

▲ The ballboy gathers the ball after a bad shot. You need good judgement to tell whether a shot is going out so you can leave it.

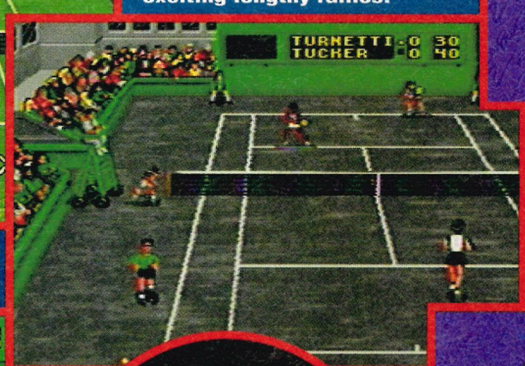


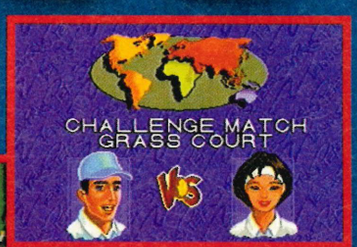
PRAS '96



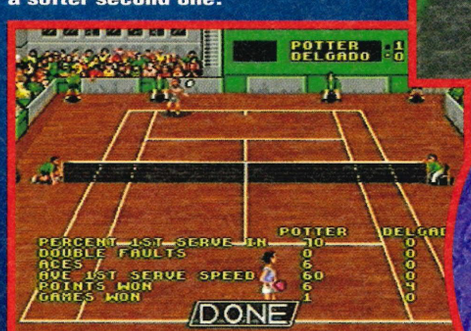
▲ Whoops, another hashed first serve, You'd better play it safe with a softer second one.

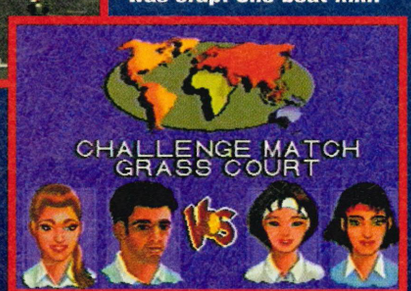
▼ Anyone for tennis? With Codemasters' unique J-cart, up to four players can join in without the need for a joypad adaptor. It's just great for doubles matches with their exciting lengthy rallies.





▲ With the male and female players, you can even have another 'battle of the sexes' match. This happened in real life when Billie-Jean King played some doctor bloke who said women's tennis was crap. She beat him!





▲ The more the merrier. Pete can have a love match with up to three female players. Jammy git!

▼ While you're supping your Robinsons barley water, watch your best shots again in slow motion on the instant replay.

▲ She serves up a treat in a doubles match on a brown clay court. This surface is slower than the others, leading to more tactical rallies that go on forever.

Tennis teasers

Of course the number one tennis player in both the real and Codemasters worlds is Pete Sampras himself, but there are seven other players to choose as opponents for the great man. Some of them are pretty nifty with a racket and others couldn't win a game against a blind dog!

1.Pete Sampras
Nationality: American
Born: 12 August 1971
Rank: World number 1 – he's the champ.

2.Esperanza Delgado
Nationality: Spanish
Born: 25 October 1973
Rank: 7

3.Wanda Tucker
Nationality: American
Born: 5 July 1977
Rank: 6

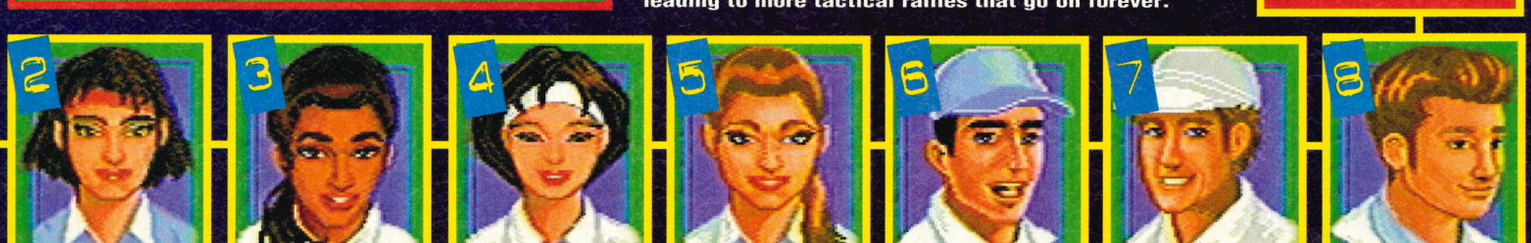
4.Minori Kurosawa
Nationality: Japanese
Born: 3 July 1973
Rank: 4

5.Marie Guyennot
Nationality: French
Born: 1 January 1973
Rank: 3

6.Dino Turnetti
Nationality: Italian
Born: 3 January 1971
Rank: 5

7.Sam Nimitz
Nationality: German
Born: 23 March 1966
Rank: 2

8.Richard Potter
Nationality: British
Born: 16 November 1974
Rank: 8



Time Warner Interactive ■ Mega Drive ■ £TBA ■ 16Mbit

WAYNE GRETZKY AND THE NHL

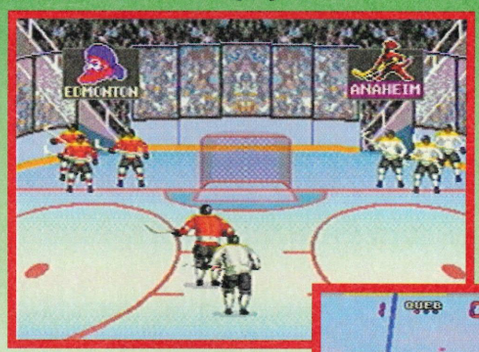
Another ice-hockey game, eh? Phil King tries not to slip up by making any more dumb puck jokes...

Not since the glory days of Liverpool FC has such sporting domination been seen. Electronic Arts have ruled the roost in ice-hockey games for nigh on four years. However, a new rival is about to hit the ice in the shape of the veteran LA Kings star Wayne Gretzky. Time Warner have signed up the all-time NHL top scorer in a three-year deal, starting with NHLPA All-Stars.

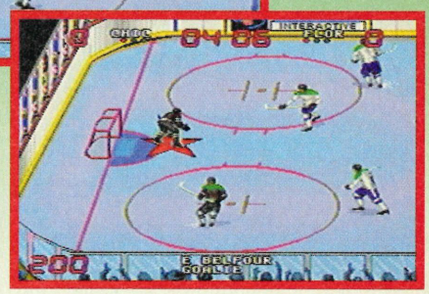
Instead of EA's overhead view, this uses a side-on 3-D perspective with player sprites 20% bigger than its rival. In addition, the view switches for a close-up of face-offs and fights. Yes, censored from EA's recent NHL games, the rough stuff's back. There's also the bonus of digitised speech and relevant video footage (in a small window) after goals and various penalties.

As with the EA games, you get a plethora of options, including a full 84-game season with the 26 NHL teams (saving it to battery backup), six national sides, four-player mode, player trading, line changes (substitutions), instant replays, pulling the goaltender, and even 3-on-3 matches. With such attention to detail and flashier graphics, Time Warner reckon they'll smash the skating opposition into the barrier.

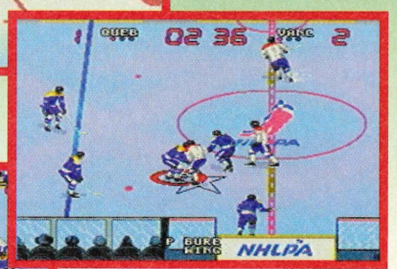
▼ The players parade before the start of the match. You and up to three others can choose which side to play for here.

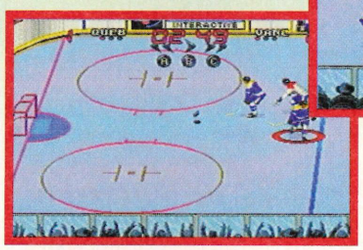


◀ Smack! Your geezer with the red ring around him has just decked two opponents with one push! Watch it all again on the instant replay.



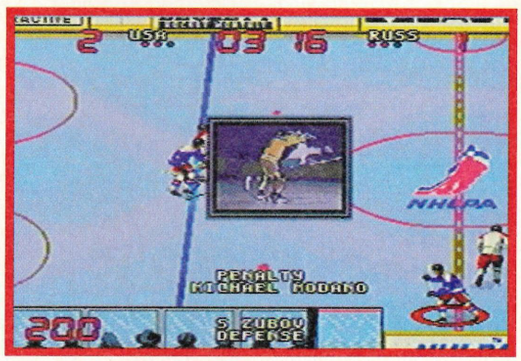
▼ You can pull your netminder off, but it leaves an open goal!

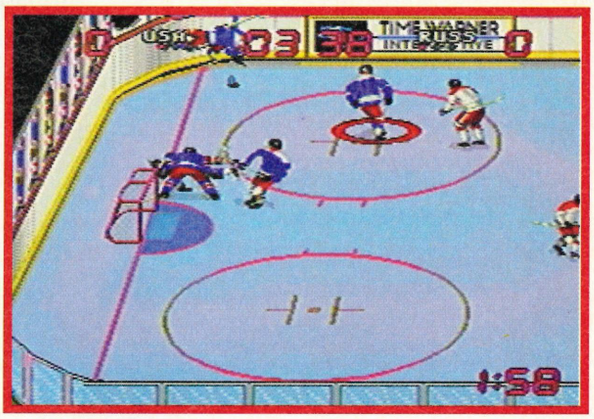




▲ The netminder's got the puck. He can move out of his goal to pass it.

▼ The video window shows relevant footage for each penalty.



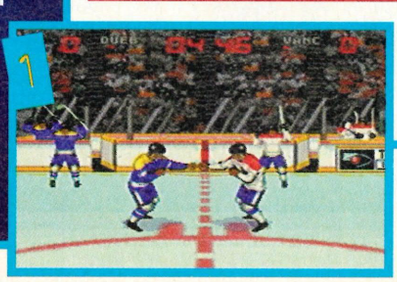


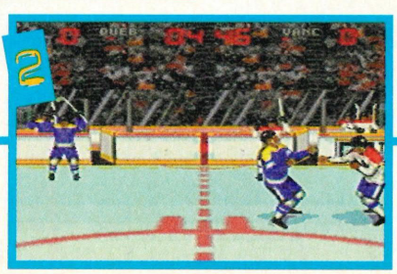
▲ Whoops, the blue guy's just taken a tumble after slamming into the barrier at high speed. Luckily the players can't break their arms or anything.

Put 'Em Up

By selecting the 'Intimidate' option from the pause menu, you're much more likely to start a fight with a bad tackle. The scene then switches to the side-on fighting screen where the two players slug it out...

1. The players can move left and right to get in and out of punching range.
2. When close enough, stun your rival with rapid head punches.
3. No, they haven't made it up. They're just holding to get a breather.
4. Once you've knocked the other guy over, you can carry on kicking him in the head!

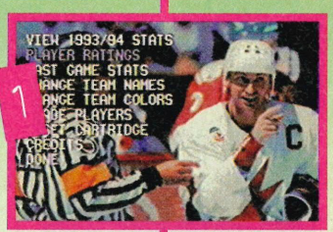




GRETZKY NHLPA ALL-STARS

Trading Places

Not only are there are reams of accurate statistics for the 600 real players in NHLPA All-Stars, but you can also trade players with any of the other teams. Of course, unlike soccer, in the NHL no money changes hands (even in brown envelopes) so it's just straight swapping. You have to be realistic though: it's no good trying to trade a dodgy rookie for a top-scoring star as no-one will ever agree to it.



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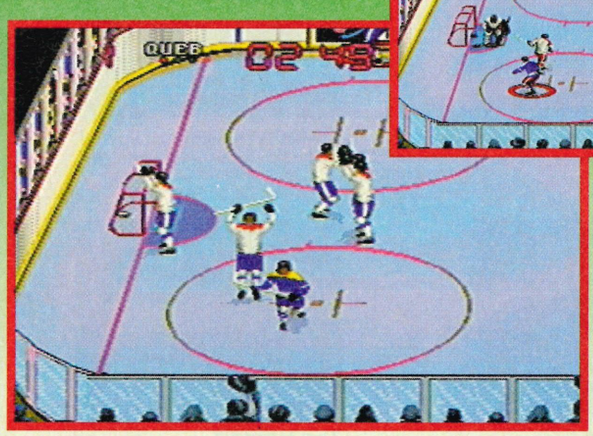
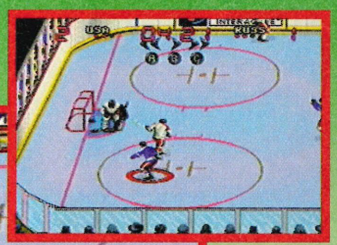
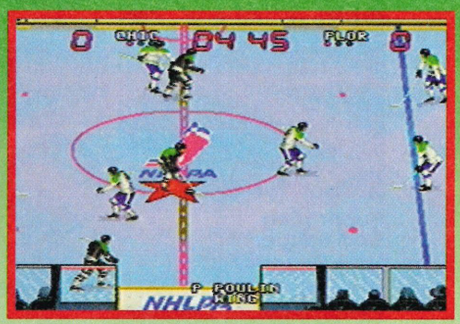


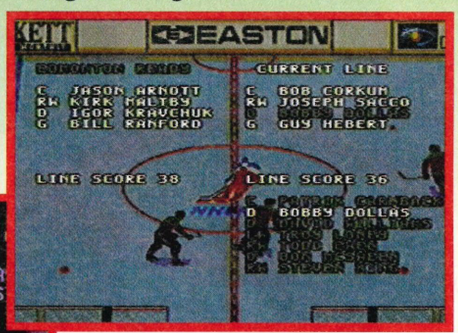
▼ The players celebrate after scoring a goal. The way they're jumping about, it's a wonder they don't make holes in the ice!



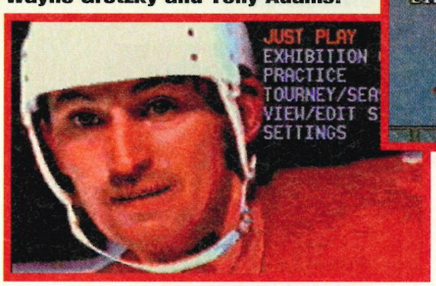


▲ The instant replay is great for watching your goals again in slow motion. Here you slide it past the netminder.

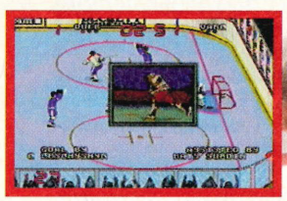
▼ Your players get tired in Simulation mode, so you need to send on substitutes throughout the game.

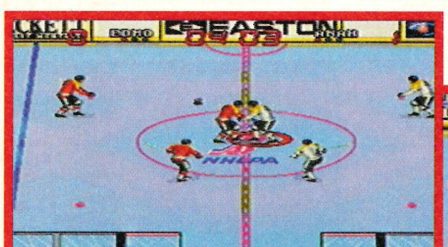


▼ Separated at birth?: Wayne Gretzky and Tony Adams!

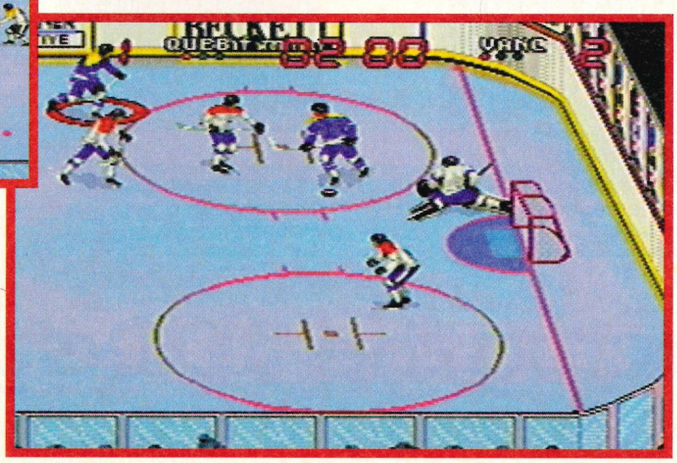


▼ You can play 3-on-3 matches if you prefer a more open rink to skate around.





▼ He shoots from a long way out. The netminder does the splits to make a save. Yowch!



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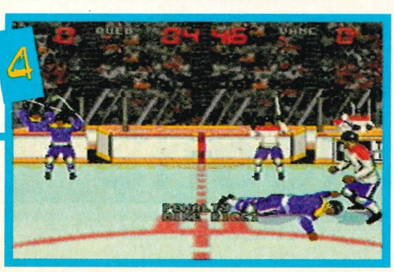
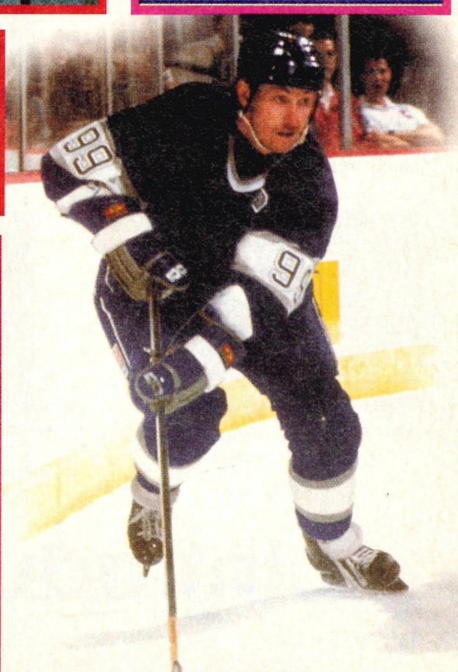
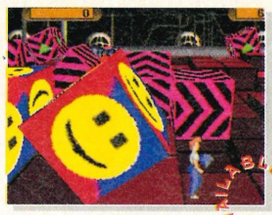
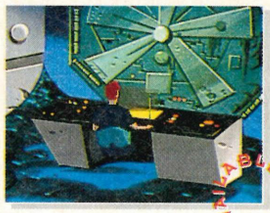




Demolition Man™
Virgin Interactive Entertainment



Gridders™
Studio 3DO/Tetragon

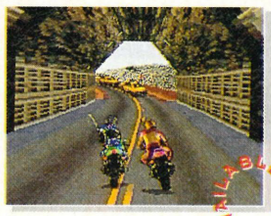


Another World™
Interplay Productions

Total Eclipse™
Crystal Dynamics

Star Control II™
Crystal Dynamics

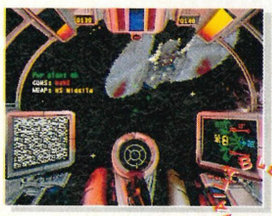
Shock Wave: Invasion Earth™
Electronic Arts



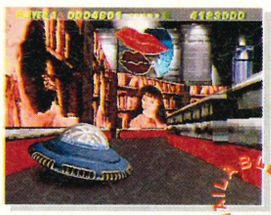
Road Rash™
Electronic Arts

Off-World Interceptor™
Crystal Dynamics

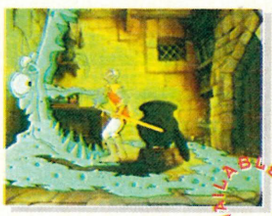
FIFA International Soccer™
Electronic Arts



Super Wing Commander™
Origin/Electronic Arts



PaTaank™
Crystal Dynamics



Dragon's Lair™
Elite

The Lost Files of Sherlock Holmes™
Electronic Arts

Escape from Monster Manor™
Electronic Arts

John Madden Football™
Electronic Arts

The Horde™
Crystal Dynamics

Sewer Shark™
Virgin Interactive Entertainment/
Digital Pictures

Night Trap
Virgin Interactive Entertainment/
Digital Pictures

Powers Kingdom™
Panasonic Software

Mega Race™
Mindscape International

Soccer Kid™
Krisalis Software

Pebble Beach Golf Links®
Panasonic Software

The Incredible Machine™
Sierra On-line

Sesame Street® Numbers
Electronic Arts

Introducing the 3DO system

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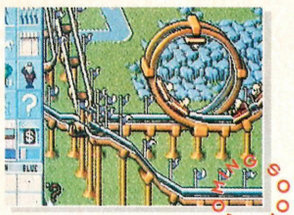
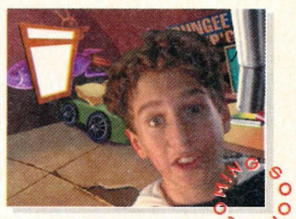


Theme Park™
Bullfrog/Electronic Arts

Super Street Fighter II Turbo™
Panasonic Software

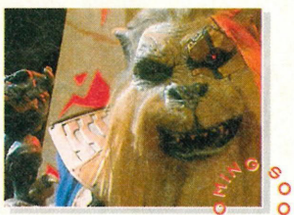
GEX™
Crystal Dynamics



Club 3DO: Station Invasion™
Studio 3DO

Samurai Showdown™
Crystal Dynamics

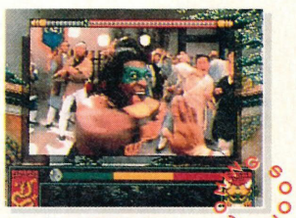
Virtuoso™
Elite Systems



Wing Commander III™
Origin/Electronic Arts

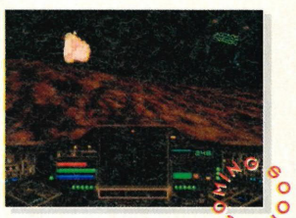
Need for Speed™
Electronic Arts

Flashback™
US Gold



Corpse Killer™
Acclaim/Digital Pictures

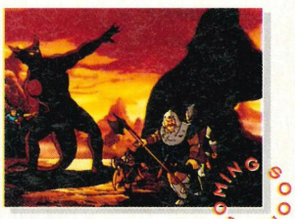
World Cup Golf™
US Gold



Shock Wave: Operation Jumpgate™
Electronic Arts

Twisted™
Electronic Arts

Way of the Warrior™
Interplay Productions



Kingdom™
Interplay Productions

Supreme Warrior™
Acclaim/Digital Pictures

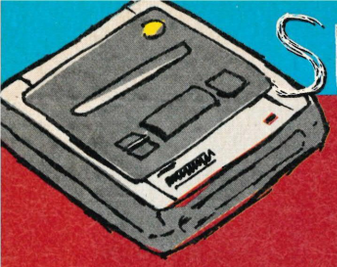
3DO

No limits

Check it out at a store near you

Availability is not guaranteed and is based on information at the time of going to press. But don't believe us, check it out at your local Game Limited, selected HMV Stores, Virgin Megastores, and all good independent dealers. Call 0800 444220 for your local dealer.

3DO



Nintendo SNES ETBA 8 Mbit June

Howzat! It's summer time again and that means cricket season. Nick Roberts went along for the cucumber sandwiches.

Cricket games are like buses – you wait ages for one to come along then suddenly two arrive at once! Luckily they're on different machines so there'll be no blood spilt down the local software shop. We reviewed Brain Lara Cricket on the Mega Drive last issue. This time it's the turn of the Nintendo summer scorcher.

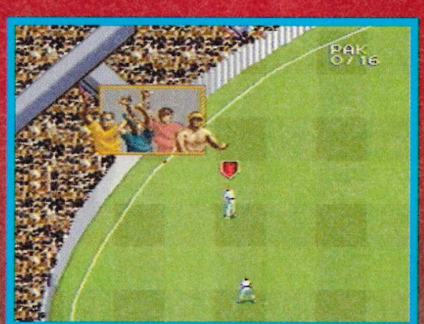
This game takes a more authentic view of the sport with photo-realistic players and all the options and statistics you could want. The view zooms in on the wicket to watch the bowler take his best shot. When the ball has been hit, the view pans out again to see fielders running around like headless chickens, searching for the ball. Fielders can be moved around in anticipation of a mega-hit, and the number of overs altered to suit your tastes.

You get great control over the direction the bowler bowls and the batter bats by using different strengths and styles of shot/throw coupled with a direction. This keeps your opponent guessing down to the last second.

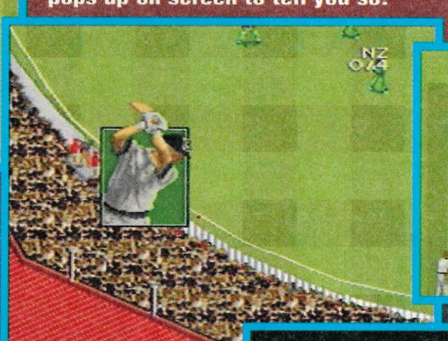
If you're a big cricket fan, this game is going to be right up your alley. If you'd rather be jumping platforms or smacking mutants, then you'll think this is a load of hard balls!

SUPER INTERNATIONAL CRICKET

▼ In great sporting game tradition most of *International Cricket* is green. The groundsman has done a good job on the grass though!

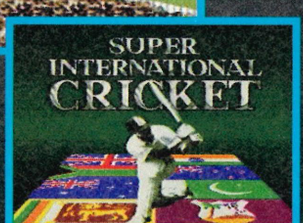


▲ Using joypad combinations you can get different stength bowls and bats. Get it wrong and the umpire pops up on screen to tell you so!

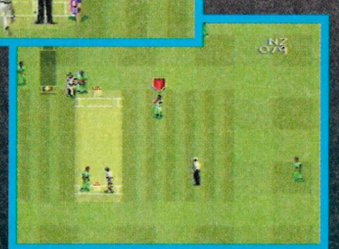


▲ I never thought I'd see the day when a man took his shirt off in a Nintendo game – disgusting!

▼ All the players have stats screens to show off their abilities. I didn't know Danni Minogue played!



▲ Woah – some colour on the screen! One of the batters has given the ball one hell of a wollop to get it to the boundries. Jolly good show!



▲ A snazzy aerial view point.

Over And Out!

They're all here! All those famous cricket nations from around the world. But which one is the best to choose if you want to win a game? Not England, that's for sure!

1. AUSTRALIA
2. ENGLAND
3. INDIA
4. NEW ZEALAND
5. PAKISTAN
6. SOUTH AFRICA
7. SRI LANKA
8. WEST INDIES

Nintendo | SNES | ETBA | 8 Mbit | July

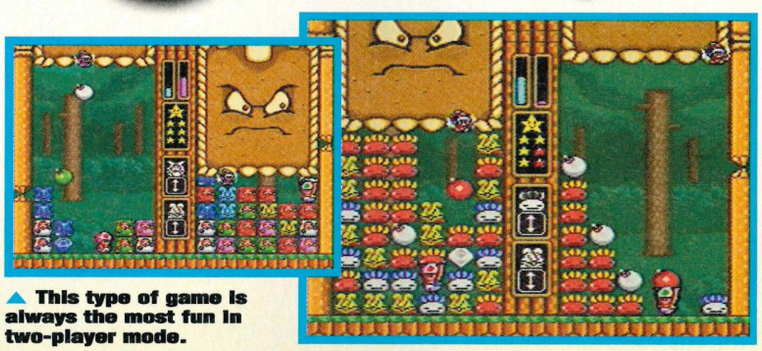
WARIO'S WOODS

Mario – who's he? Wario seems to have taken over the Nintendo mascot crown. Nick Roberts goes in search of bears...

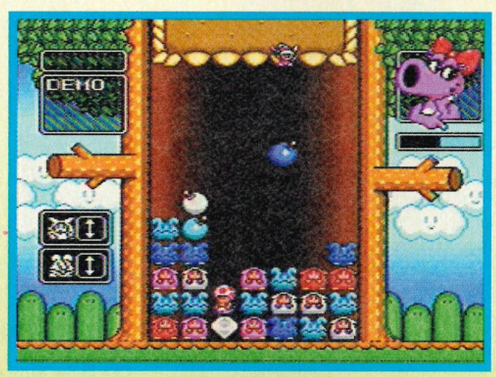
If you go down to the woods today, you're sure of a big surprise – there's an ugly half-human creature there and he'll blow you to kingdom come! Wario's Woods has all the familiar sights and sounds of the Mario games: cutesy trees and hills, Toad with his mushroom head, and Yoshi eggs that crack open to reveal even more sickly cute characters. But no Mario in sight – ahh!

The game is loosely based on the mind-breakingly addictive Puyo Puyo and Tetris, with coloured creatures falling from the top of the screen. The big difference here is you don't control the falling creatures, you control your choice of character who runs around at the bottom. Creatures must be picked up and placed in lines along with the matching-coloured bomb to blow the babies away. This is fast and frantic and the more your opponent blows up, the further down a giant rock falls, ready to crush you.

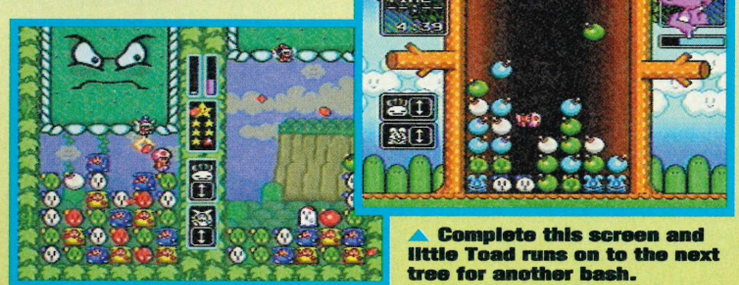
With Kirby's Avalanche also on the way for the summer, could this be Tetris rip-off overload from Nintendo? Fortunately this is different enough to become a winner and with Nintendo US making it a budget-priced game it could be a bargain too!



▲ This type of game is always the most fun in two-player mode.



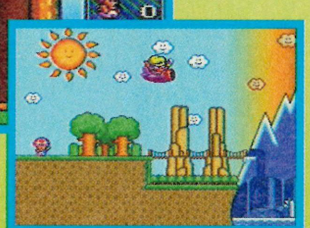
▲ Play by yourself and you take on some weird creatures.



▲ Complete this screen and little Toad runs on to the next tree for another bash.

▲ Winston Churchill would have been proud of little Toad as he defeats Wario again. The only mystery is why he's called Toad when he has a mushroom head?

▲ Play a harder difficulty level and you get new backgrounds and sprites.



▶ It's all over for player one! We've just got to wait for the horrid squishing sound as the little geezer gets pulverised.

Cute 'n' Cuddly!

In great Nintendo tradition all the characters in Wario's Woods are cute and cuddly, except for nasty old Wario himself of course. If you can survive without using a sick bag you're a strong person. Just take a look at the three dudes who measure the difficulty level...

1. EASY
This strange sabre-toothed magician geezer is the easiest one to take on.

2. NORMAL
A cast-off from the Halloween movies? Whoever he is he's pretty normal, apparently!

3. HARD
Ooo, I'm scared. This beret-wearing ghost is the most horrifying thing ever to appear in a video game!

4. TOAD
It's you daddy! This is little Toad with his mushroom head. Remember him from the Mario games?

Empire Interactive ■ PC CD-ROM ■ £TBA ■ 386 33Mhz ■ June

Brain Dead 13

Bizarre half-human creatures, brains on stalks, and deadly acid. We thought Nick Roberts would feel right at home!

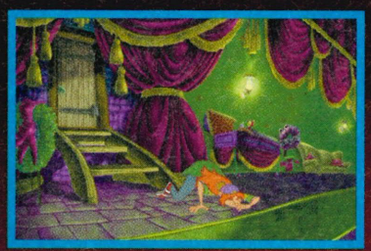
We all remember the laser disc games Dragon's Lair and Space Ace from the animation stable of Don Bluth. They were made famous on home formats by ReadySoft but were a bit too linear and soon became annoying. Luckily the new cartoon creation from ReadySoft's animation team doesn't fall into the same trap.

Brain Dead 13 is an original creation starring Dr Nero Neurosis, his half-pet half-human servant Fritz, and a plucky computer repair man Lance. On mending the Doc's computers Lance discovers his plans to take over the world and lands himself right in the smelly stuff.

The game follows Lance as he attempts to escape the grounds of Nero's secluded castle. The visuals are all of the highest quality, being read directly from the CD, and the game has lots of puzzles to solve and options to take, making it much more fun than any previous cartoon creation.

I was amazed by the number of death sequences there are! Poor old Lance can die at the drop of a hat. His skeleton gets pulled out of its skin, he gets melted by acid and squeezed to death by killer plants. This is all done in a jolly manner (if death can be!) – and calm down all you Mary Whitehouse followers, there's not a drop of blood in sight, only cartoon carcasses!

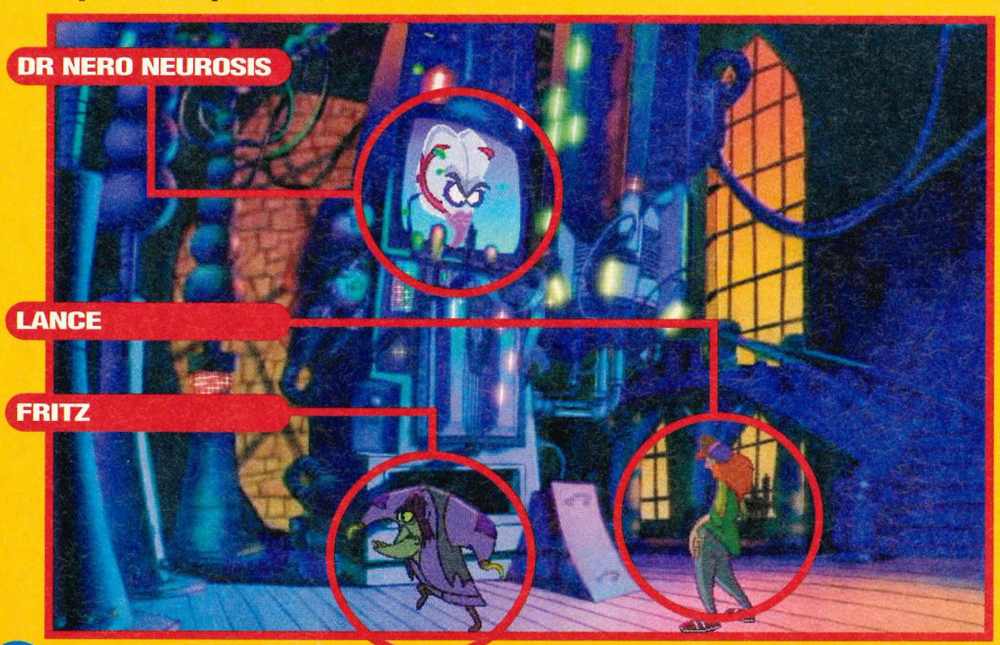
Packed with visual gags and boasting an impressive 3-D soundtrack to accompany the slick animation, this is a game that'll really impress. It's kicking off on the PC CD-ROM but 3DO, Mega-CD, Jaguar CD, Saturn and PlayStation versions are on the cards. Cartoon frenzy!

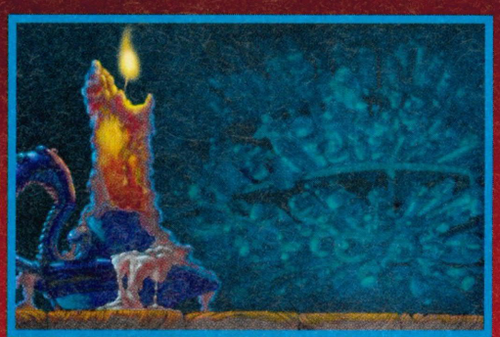


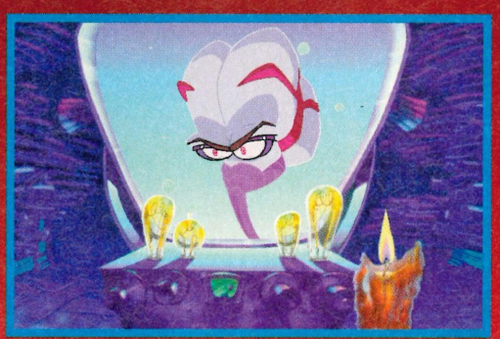
▲ Poor old Lance always seems to be in the wars. Here we see him as he's just been thown out of the door by a friendly geezer.

The three stooges

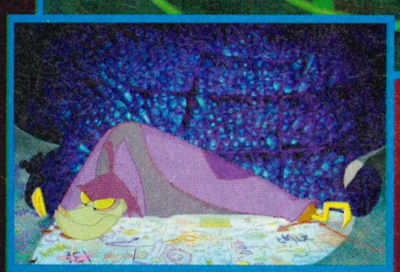
Brain Dead 13 is packed with nutty characters and creepy creatures to avoid. The three stars of the game are Lance, the computer repairman who you get to control; Fritz, the odd servant who is out to get you big time; and his master, the evil brain Dr Nero Neurosis. No expense is spared here!



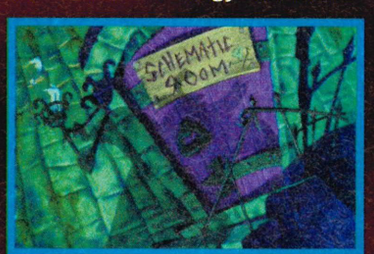




▲ This is the wicked brain behind it all (as you might have guessed by his bonce). He gets Fritz to carry out his dastardly instructions and destroy our hero.

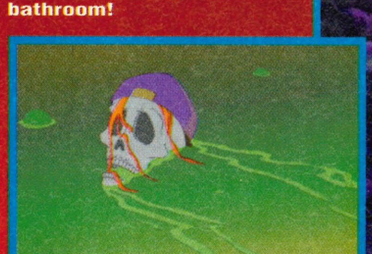


▲ He's not much of a hero, our Lance. With that gormless expression and long red hair he'd look better in a dodgy rock band.



▲ The creepy castle is full of strange-looking doors. Should you go inside, or follow you instincts and run like hell!

▲ With two hooks instead of hands you do wonder how Fritz manages in the bathroom!



▲ Lance isn't looking too well, is he? You'll see him killed in hundreds of different ways as you play.

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Psygnosis ■ PC CD-ROM ■ £TBA ■ 386 33Mhz ■ August

DAR

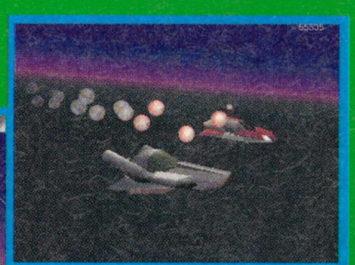
Flight sims come and go and we don't bat an eyelid, but Psygnosis have something that'll turn heads – literally! Nick Roberts gets all virtual.

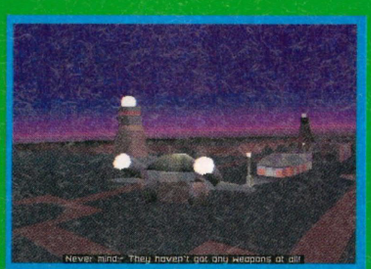
The future is virtual reality, and the future has arrived with the latest shoot-'em-up/flight simulator from the boffins at Psygnosis. *Darker* can be played in the traditional manner on a monitor, but it's also compatible with the VFX-1 VR headset which takes the game to a new dimension, while making the user look like a complete dork!

Programmers have been beavering away on the 3-D landscapes and gorgeous Gourad-shaded graphics for three years and they think they've come up with something special (well they would, wouldn't they!). There's not much colour to show off: the ship, ground objects, enemies and missiles are all in tasteful shades of blue and grey, giving the game a moody feeling. Some levels are particularly suitable to sim fiends, with complex missions to complete and targets to destroy, while for shoot-'em-up nuts there's a nightmare seek-and-destroy section with dozens of enemy craft to blast sky high.

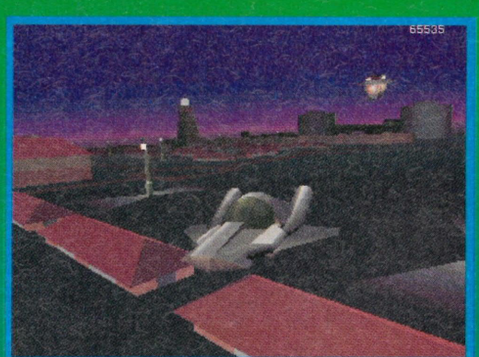
Even the soundtrack has been specially thought out to give a 3-D effect with sound effects swirling around your head and music setting the scene perfectly. With a two-player option for good measure and the joy of playing with the VR headset, *Darker* will set the standard for flight sims of the future.

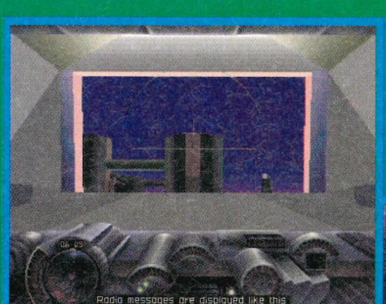
▼ As you play, messages from fellow travellers are punched up at the bottom of the screen. Remember – it's good to talk!





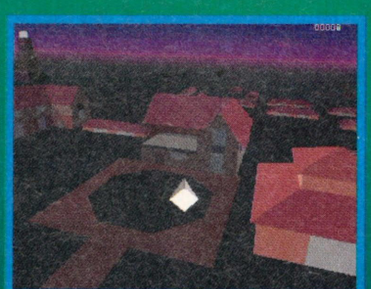
▼ As with all these new polygon-based flying games, you can view the proceedings from various angles and viewpoints. Variety is the spice of life!





▲ All parked up in the garage with nowhere to go.

▼ Gosh look! It's two trucks trundling along and begging to be blown away. At least I think they're trucks, I can't really tell.

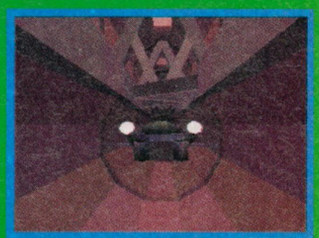


▲ If this looks like your house GET OUT NOW! There's a missile coming through your door.

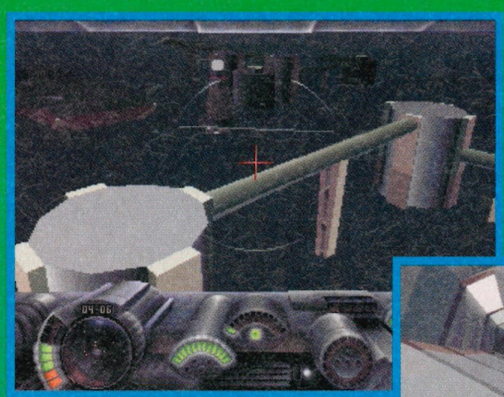
Headaches Ahoy!

Everyone says that virtual reality is the future, and they're probably right. The day will come when we won't have to set foot outside our homes or have any contact with another human being – we'll simply stick a VR helmet on and be instantly in the office, at school or down the local massage parlour! But until that day we'll have to make do with games like Darker with its groovy graphics and special view modes. Here are three to tickle your fancy...

KER



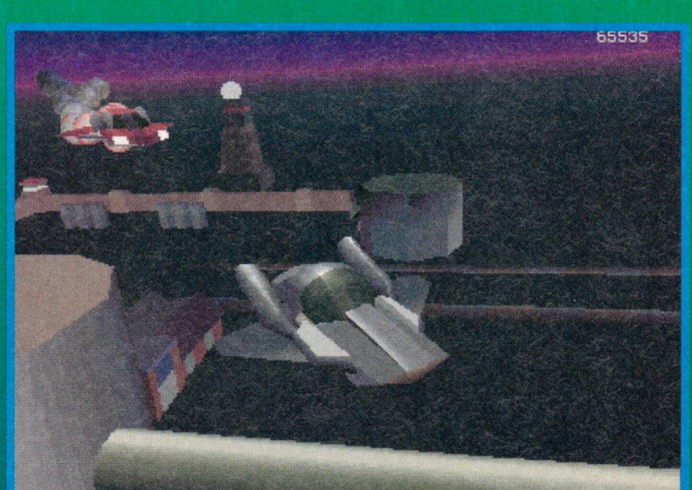
▲ You'll have to make it through the mesh some how – use a missile or two!



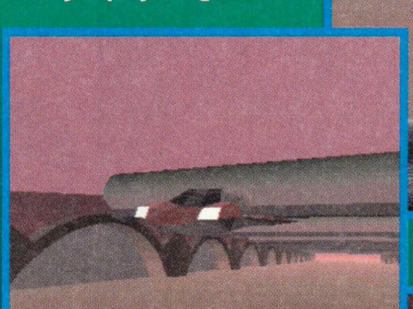
▼ It's not all shoot, shoot, shoot you know! There are some tricky tunnel sections too where you must try not to hit the walls.

▲ As well as the fighter ships zooming around there are set targets, like this nice, shiny pipeline.

▲ All the visuals are polygon based with Gourad shading used to good effect. This kind of shading is where you get a gradual change in colour to produce a smooth-looking curve effect. Lovely!

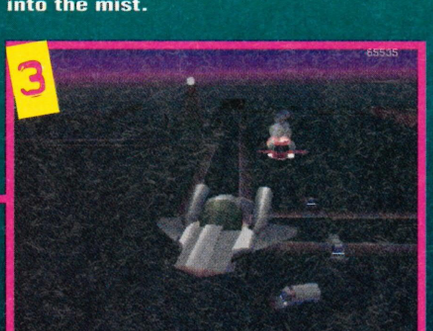


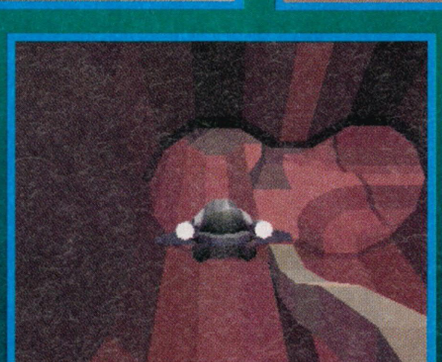
▲ The thing about a game called *Darker* is that most of the screen shots end up being very dark. You can't tell what is going on in this one, but luckily you have headlights on your ship when you play the game.



▼ She's going down! Looks like this mission is over – for now.

▲ That's us in front with a red fighter ship hot on the trail. The polygon graphics are really slick – even the vapour trails look smart as they merge into the mist.





▲ One nibble and you're knobbled! We've got no idea what this knobbly piece of scenery is, but shoot it anyway.

Blue Byte ■ PC CD-ROM ■ £TBA ■ 386+Windows ■ July

Phil King is chased all around Europe by a strange geezer in a top hat and cape...

Dr DRAGO's MAD CAP CHASE

▲ All seems well as you drive your vintage car through pretty countryside. Watch out for that pesky Dr Drago though: he'll spend all your cash.

▼ One of the cards gives you an extra reel on the fruit machine for a bigger 'dice roll'.

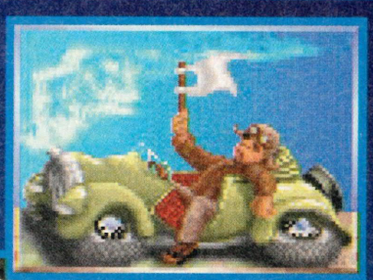
Blue Byte have taken a break from their usual serious strategy simulations to bring us an "interactive multiplayer game" – a sort of computerised board game to play with friends and family.

Designed to be simple to learn, the game even comes packaged with its own joypad for easier control. It's a race around a scrolling European map as the competitors try to reach each designated city first to collect a cash prize. When it's your turn, simply pull the handle on the fruit machine to decide how many moves your car can make. On your way to the randomly selected destination, you'll land on various coloured squares: giving you money bonuses/penalties, Chance Cards and the ability to buy property.

Chance Cards can be used instead of moving, and let you play dirty tricks such as dropping nails on the road, putting sugar in a rival's tank, and sending them on a balloon trip. Buying property such as pubs, vineyards and hotels earns you lots of rent.

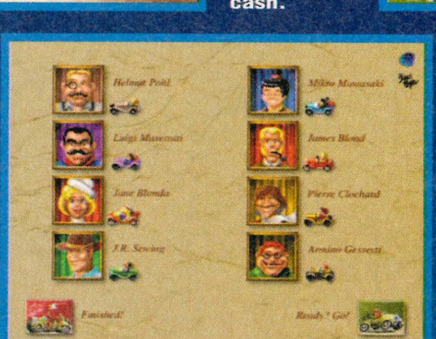
Beware of Dr Drago, though. If he catches up with you he'll start ripping up your cards and wasting your money on dodgy investments. The sooner you pass him onto a rival, the better!

▼ The papers announce the beginning of this madcap chase through Europe. At the end of a set period, the player with the most money is the winner.



▲ All those little coloured blobs are the squares you move over. Try to land on a blue one to win more money – the red ones cost you cash.

▶ Up to eight players can join in, so you can get the whole family round to play. All the characters can be renamed – choose the one which looks most like you!



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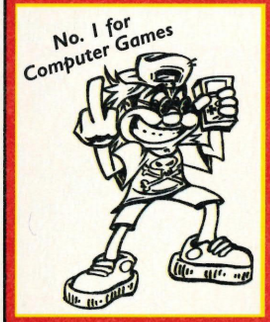

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Atari ■ Jaguar ■ £TBA ■ 16 Mbit ■ TBA

WHITE MEN CAN'T JUMP

They flippin' well can, you know! We gave Nick Roberts a space hopper and sent him on his merry way...

Remember the movie of the same name? It starred Woody Harrelson and Wesley Snipes and followed the story of two basketball hustlers on the run from mobsters they owed money to. Woody's character Billy could never make a dunk, hence the name of the movie!

In their wisdom Atari have decided to make a Jaguar version of the film with basketball players running around a 3-D court. It's really well done actually, with some great animation on each player and an addictive simulation with lots of special dunks and moves.

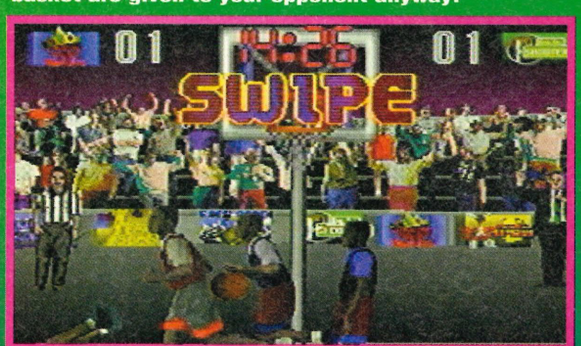
Four different locations can be chosen for the match and there are, of course, a variety of players for each team. Distractions on court come in the shape of babes sunning themselves – keeping your eyes on the ball can be quite a task. Games can resort to nothing but punch-ups as the lads battle over who's going to kiss the girl first!

Basketball is a new genre for the Jaguar and if this early game is anything to go by it's got off to a great start!

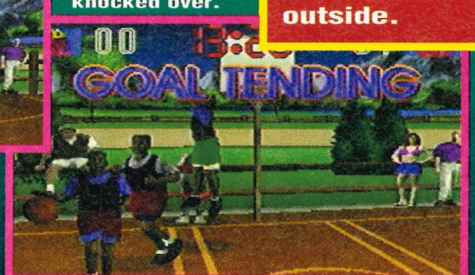
▲ The view zooms out to show more of the court.

▲ You won't impress those babes if your shots get blocked.

▲ As in real basketball, you're not allowed to block a shot when it's on its way down. A goaltending penalty is called and the points for the blocked basket are given to your opponent anyway.



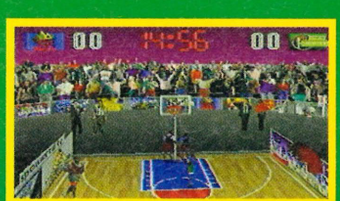
▲ Maybe white men can't jump, but they can be knocked over.



▲ The view zooms in for a close-up of one of the players dribbling towards the screen. The animation on these big blokes is very impressive.

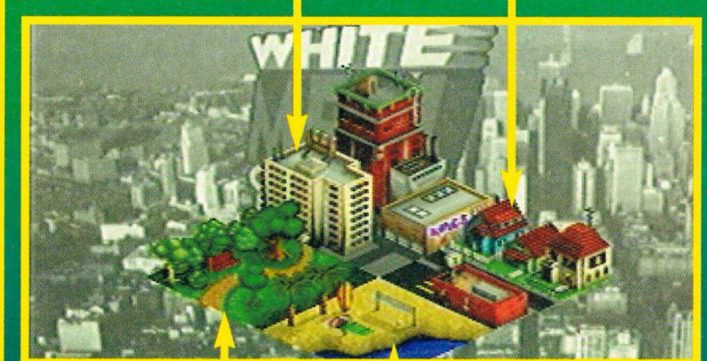
Court in the act!

Four courts can be selected around the city with different texture-mapped surroundings and ground in each. The only major gameplay differences are the distractions around the outside.



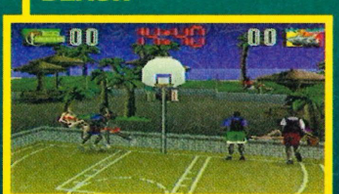
ARENA

STREET



PARK

BEACH



JAGUAR CD

Atari ■ Jaguar CD ■ £TBA ■ 1 CD ■ TBA

VARUNA'S FORCES

The upside is its great FMV abilities, the downside is it looks like a black toilet seat. Nick Roberts plugs in the Jaguar CD and feels the force!

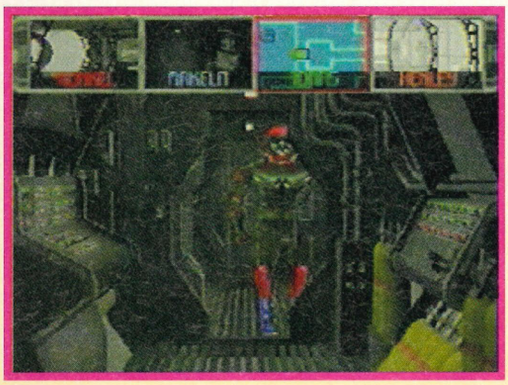
The power of Atari's Jaguar CD is really beginning to show now with games like Highlander and Soulstar looking brilliant last issue. Varuna's Forces starts off with a close-up shot of a badge which pulls away to show it's attached to the breast pocket of a girl's jacket (wey-hey missus, etc). This is then revealed to be a painting on the side of a spaceship as the camera pans back to show the ship thrusting towards a moon – what a fantastic intro for a game!

This brilliantly rendered sequence is of the highest quality, possible due to the amazing Full Motion Video capabilities of the new CD system. Before starting a mission you get to choose live actors to be part of your crew before you burst into the game and kick some alien butt.

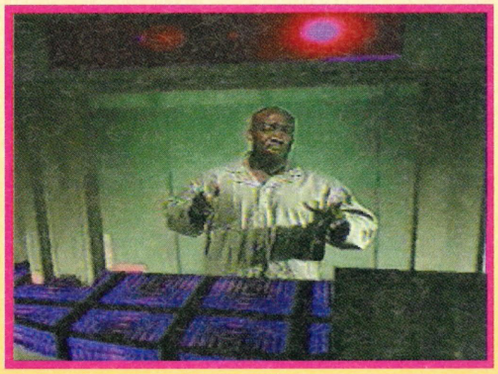
Once in the adventure there are lots of options and monitors to keep an eye on as you roam around looking for a kill, Alien style. There's also a planet-skimming section with 3-D used to good effect.

I can't wait for a finished copy of this. It could be an unstoppable game in the making!

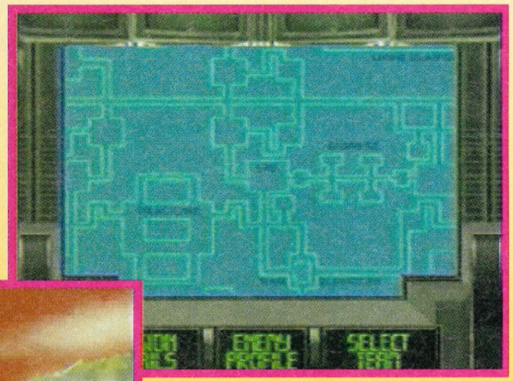
Phwoor! Just take a look at the quality you can expect from Jaguar CD intros. The camera pans back to reveal this to be painted on the side of a ship as it zips through space.



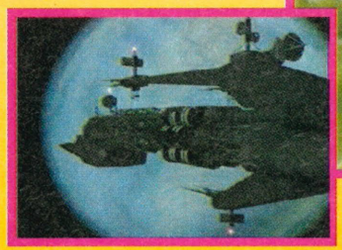
Inside the ship there are lots of monitors and scanners to keep an eye on. The trouble is you can get carried away and not notice the aliens ganging up on you!

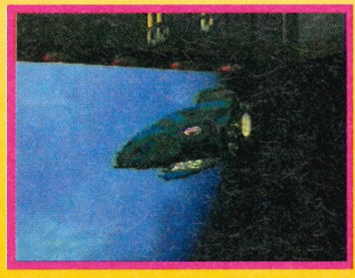


Before you select your crew members for the mission you can to see them in their natural habitat and have a chat. Just choose the geezers with the biggest guns.



In a ship this size a map to guide you around is essential.





Skimming the planet, all the mountain ranges fly by in great detail. You can almost make out rock climbers!

1.CARSON 2.PALNER 3.HENLEY 4.TOMAS 5.MAKELA1 6.BURNET 7.OZLNA 8.KUNKEL

Shoot a star!

Here they are, your potential crew members. They're the dodgiest bunch of geezers I've ever seen. Which ones would you like along for the trip? Select now...

T&E Soft ■ 3DO ■ £39.99 ■ 1 CD ■ Now (Import)

WICKED 18

It's time to relax and play a few rounds of golf. Nick Roberts puts on his Rupert the Bear trousers to indulge...

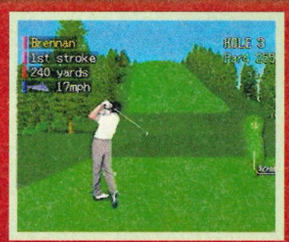
Golf is a flippin' boring game! Right, now I've got that off my chest I can get on and tell you about the latest outing from T&E Soft, the golf experts. Wicked 18 uses the True Golf Classics game engine and creates a golfing experience that won't send you to sleep in five minutes.

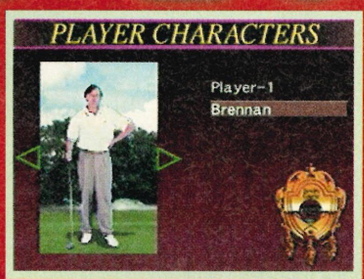
The difference here is that each hole is utterly surreal. A mad hatter dancing a jig on the Eiffel tower couldn't top this for nuttiness! As you know, normal golf games have relatively flat courses with bunkers, trees and the essential holes, but *Wicked 18* has impossible hills, floating rocks, lava flows and lumpy putting greens!

Before each hole you get a detailed breakdown of the best way to tackle things from a geezer with a whiny American accent, but don't let that put you off, some of the later holes are well worth playing.

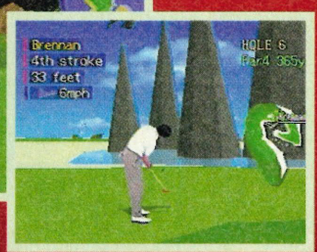
This all adds up to a game that breaks from the mould, giving the experienced console golfer a whole new ball game to master.

▼ **The True Golf Classics game engine has been used, so you get the same shot selection menus and swing meter.**



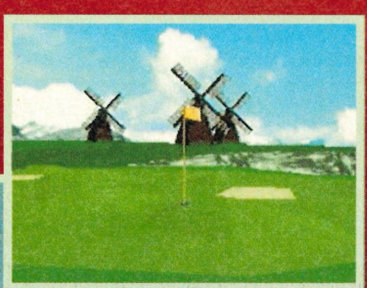


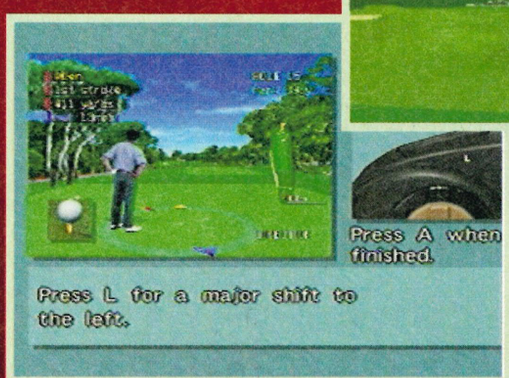
▲ **The courses may be weird, but the golfers look pretty sensible.**



▲ **"You're the man!" You unleash a mighty drive up the sloping fairway – just hope it doesn't roll back!**

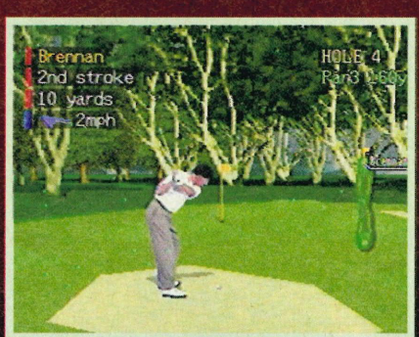
▼ **Avoid the floating rocks when pitching the ball up!**





▲ **This may be crazy golf, but you don't have to knock the ball through those windmills. The greens are lumpy, though, so putting is trickier than usual.**

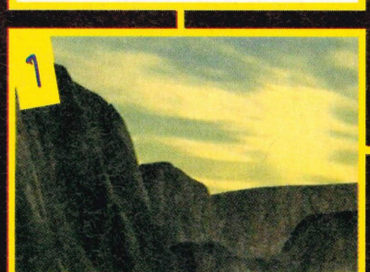
▼ **As well as strange hazards, there are the usual sand bunkers.**

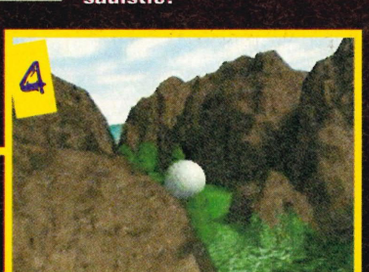


▲ **This course map shows just how crazy this golfing challenge is. It's certainly the stuff of golfing nightmares. The course designers must have been totally mad or just very sadistic.**

It's A Funny Old Game!

Take a look at these rendered intro pics of a few holes. You'll never see a golf course like on earth – maybe in your wildest nightmares! I just feel sorry for the poor little ball that has to find the hole. FORE!





Crystal Dynamics ■ 3DO ■ £39.99 ■ 1 CD ■ June

SLAM N JAM '95

More used to dunking doughnuts, Phil King burns off the calories and goes for the first-ever 3DO jump shot...

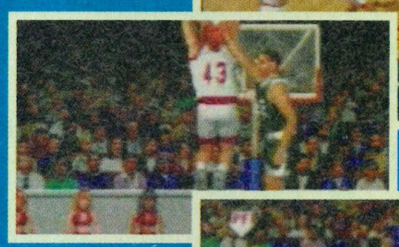
Crystal Dynamics claim they're pushing the 3DO to its limits with its debut basketball game. The 32-bit power has enabled them to move away from the familiar side-scrolling view of games like NBA Jam. Instead they've opted for scaled 3-D graphics, zooming in for some real in-yer-face action – the large players fill half the screen at some points. The sprites have also been rotoscoped for authentic animation as they block, steal, elbow and slamdunk. Add to all this a high-quality CD soundtrack with running commentary from CNN's Van Earl White (who?) and you've got all the glitz of a big TV game.

Meanwhile dedicated basketball fans will appreciate the depth of the simulation element. As well as the usual switching between players on court, a 'roleplay' mode lets you stay in one position throughout the game. There are also strategic plays to call up, substitutions (automatic or manual), and the chance to play a full season – using accurate team and player statistics which are updated after every match.

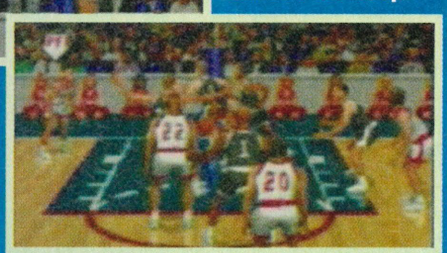
Previously responsible for 16-bit games such as Dave Robinson Basketball and Evander Holyfield Boxing, the development team should certainly know how to create a slammin' sports sim.

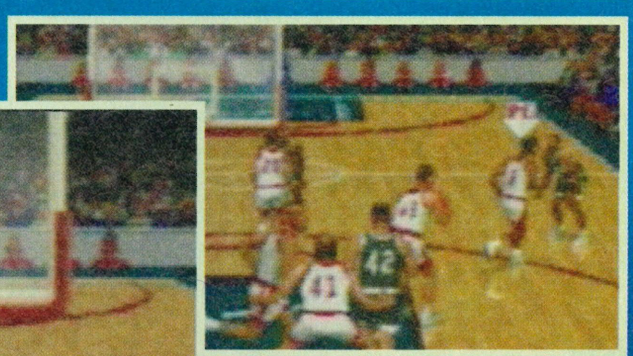
▲ Hey, that bloke's got a ball for a head! Maybe he'll get dunked.

▲ He's got a free shot at the hoop.

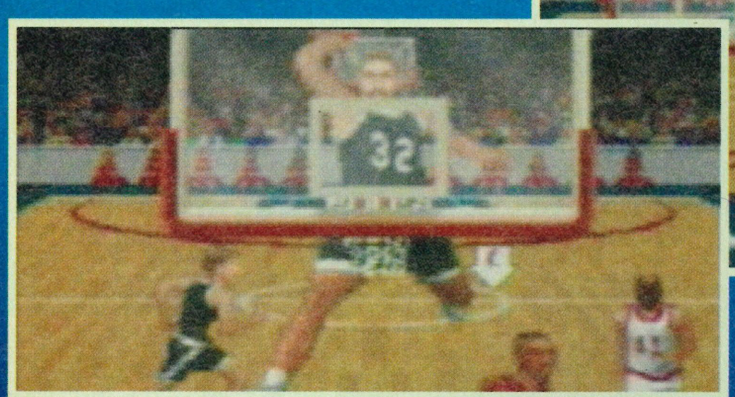


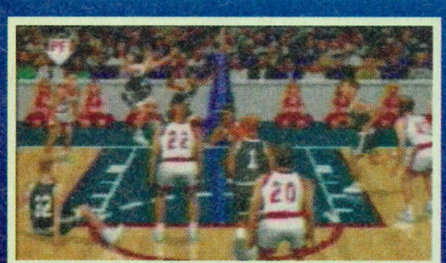
▲ Number 43 goes fot the jump shot, but the defender knocks the ball away with a perfectly timed leap.





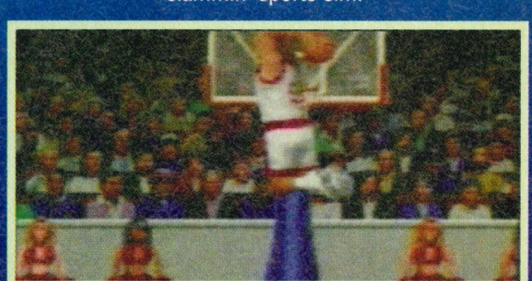
▲ Defending on the edge of the arc, keep blocking to prevent your opponent going for a long three-point shot. The players have been rotoscoped for authentic animation.

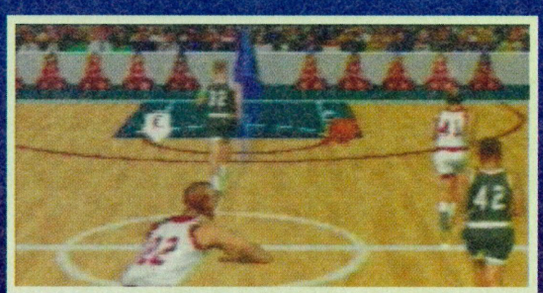




▲ With a nifty elbow shove you can knock opponents to the ground. Whoever said basketball was a no-contact sport?

▲ In yer face! The scaled graphics zoom in to give you close-up views of the slammin' action.





▲ To break through tight defences you need to pass the ball around to team-mates and create openings to shoot.

Virgin | Game Boy | £TBA | 4Mbit | TBA

He came, saw and conquered the 16-bit market. Now the worm with attitude aims to pillage the handhelds. Ryan Butt goes digging in the dirt.

EARTHWORM JIM

Earthworm Jim's Game Boy debut is not a hard thing to picture: just imagine the SNES game, strip it bare of all its glorious colour, and speech, scale it down a tad and bingo – an instant handheld winner.

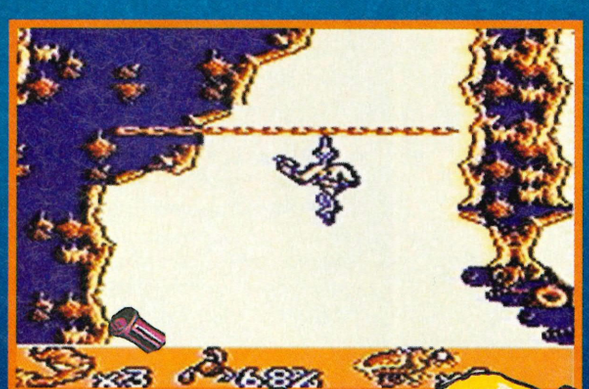
In fact, although it is completely new to the Game Boy, there is very little to say about EJ that hasn't already been said a thousand times before – but what the hell, here goes.

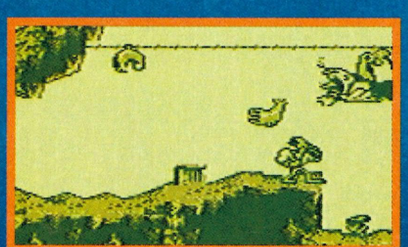
During a high speed chase involving a cow on a remote planet, Earthworm Jim (when he was just a mere worm) became entangled inside a mysterious spacesuit that dropped from the skies, and after a blinding flash, he re-emerged with special powers and a photon ray-gun so powerful it could maim a bird from 200 yards.

The said suit however, was the property of the Evil Queen of planet Insectia – a huge slug with little regard for the life of a poxy worm if it means getting her suit back in one piece.

This is where your adventure begins, with the Queen's malicious henchmen chasing you all over platform territory trying to bump you off in amusing ways.

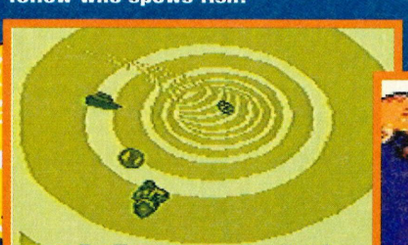
The game is full of highly innovative ideas that have been scaled down and ported over to the Game Boy perfectly. The lack of buttons may mean that fans of the 16-bit versions will find it slightly harder to adapt, but if you're a newcomer to the world of Earthworm Jim then you'll instantly lap up the ultra-smooth animation, wacky abilities, and sheer unadulterated crow-maiming action.



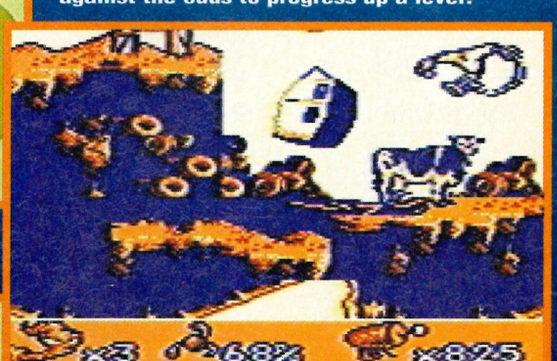


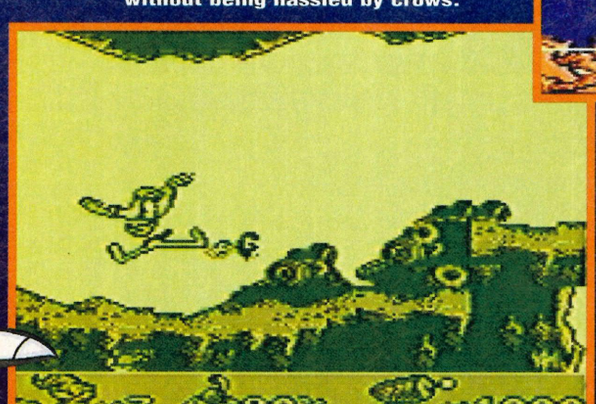
▲ Urrgh! How incredibly uncouth. The first proper boss Jim encounters is a bad-mannered builder type fellow who spews fish.

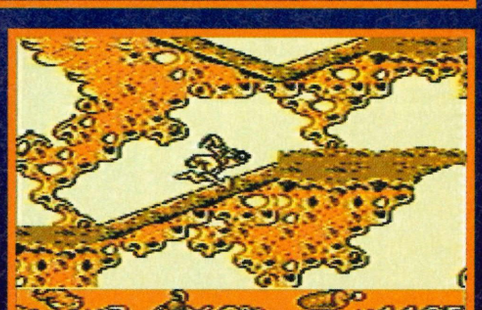
▲ We're on a road to nowhere! Jim struggles against the odds to progress up a level.



▼ Honestly, what's the world coming to when a worm cant stroll along without being hassled by crows.







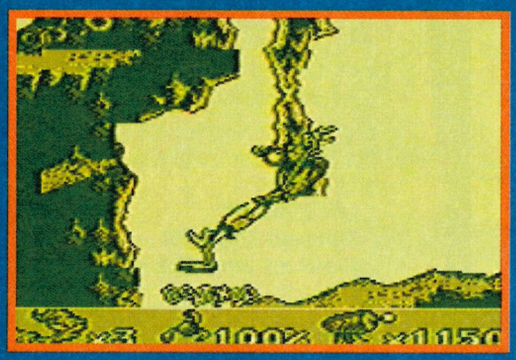
The Skills Of A Worm

Jim has a whole host of ultra-cool abilities with which to thwart the Evil slug Queen, here is his arsenal in full.

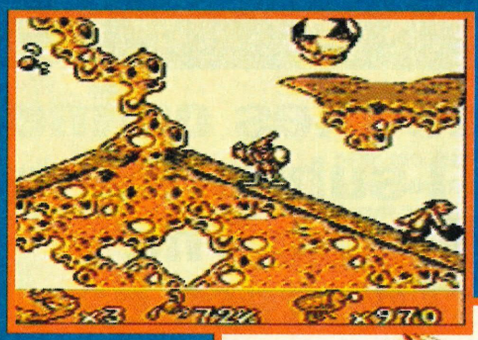
1. Helicopter – Worried that you're not going to make those long jumps? Falling rapidly into a pit of spikes with no means of escape? It's easy when you know how: just utilise Jim's natural head-swinging flying techniques to save yourself.

2. Whip – No ammo? Wicked villains attacking from all angles? Why not tug Jim out of his cossie and keep the dastardly minions at bay with a spot of Indiana-Jones-style whipping action?

3. Gunfire – As we mentioned, Jim packs a hefty sharp-shooting that only has to be pointed in the rough direction of the target to obliterate everything within a ten-mile radius... sort of.

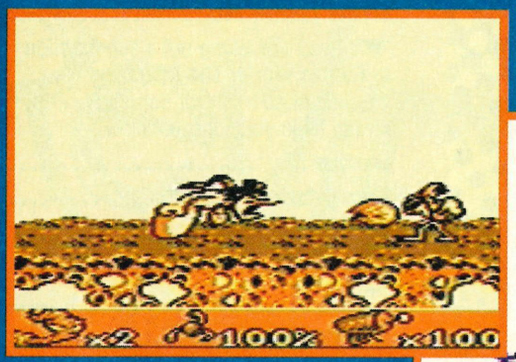


▼ You may wonder what that moose is doing stuck out in the middle of nowhere, but by whipping it at the precise point, you'll swing over to a secret passage filled with untold riches or something.

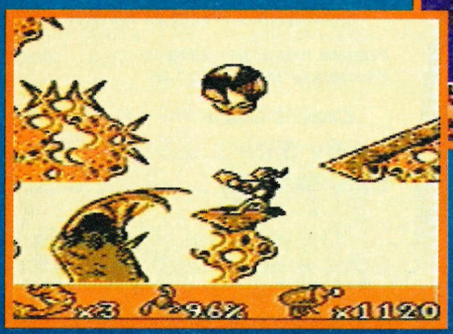


▼ Every platform hero should have his catch phrase, it just so happens that Earthworm Jim has got the cheesiest of the lot.

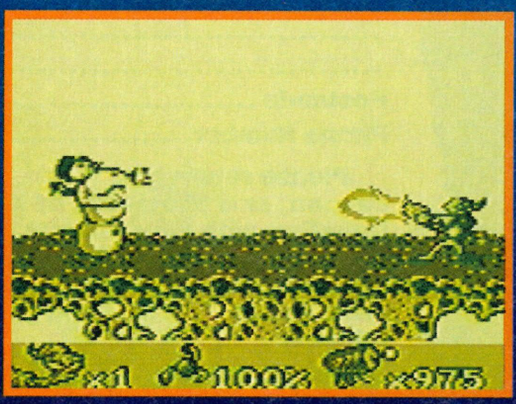
▲ That mad doctor geezer gets pretty ratty if you trying to attack him. He'll retaliate by chucking a stack of papers at you – like wow!



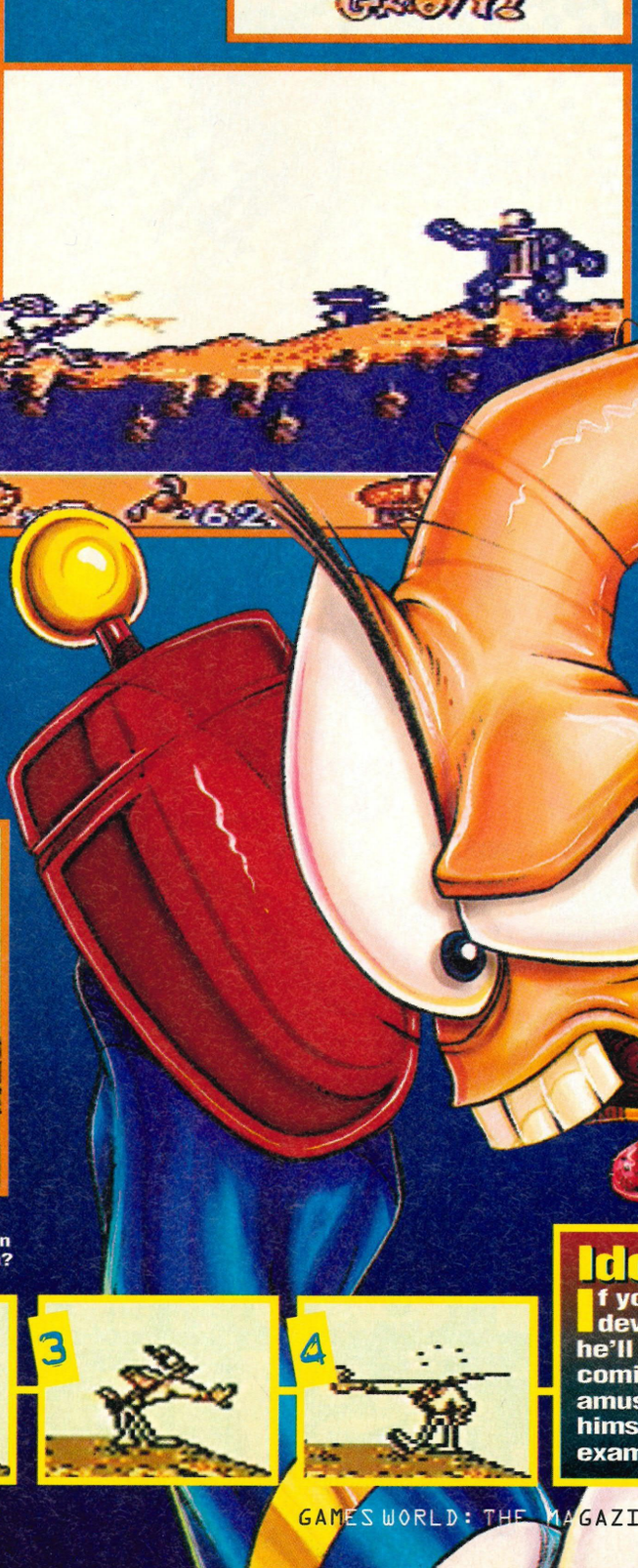
▲ That snowman is back again, only this time he's in glorious technicolour.



▲ That precious-looking orb is your ticket out of here. Just hop on board and be warped to another dimension.



▲ You can blast away to your heart's content with that gun, but you won't defeat the snowman without a swift wrist action – know what I mean?



Idol Tomfoolery

If you leave Jim to his own devices for a few seconds, he'll grow bored and start coming up with silly and amusing activities to occupy himself. Here are a few examples...

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He's not as green as he looks, is he?

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4 play Reviews

UNSTOPPABLE!

Look no further. When you see an Unstoppable! accolade next to a review you know you'll be safe getting your wallet out. To achieve one of these, a game must be rated 90% or more by the whole team and therefore be considered a 'must-have' item, a sure-fire hit, a possible candidate for Game Of The Year. This is your Games World guarantee of quality.

Be afraid, be very afraid, all you purveyors of substandard software! Over the next 22 pages we will be showing no mercy to this month's crop of top carts and CDs. This is a cut-throat business where people are constantly asked to part with their hard-earned cash; there can be no mincing words. When a game finally recieves its 4-Play percentage you can be sure that every member of the crew has pushed it to breaking point and beyond, and just to be totally fair to the games, each member then gives it an individual comment.

This is the most thorough, most feared, most honest reviews section in the country and we're bloody proud of it!

Astal	56–57
Tekken	58–59
Chaotix	60–61
Gex	62–63
Wing Commander 3	64–65

Pick of the Bunch

Despite the magazine scores, each member of the team usually has a personal favourite game that they just can't help going back to for 'one last go'. Here are their individual games of the moment:

DAVE

Fever Pitch

"Not much of a soccer sim, but great fun as a footie game. I can't stop playing it now, and I love my team of misfit superstars almost as much as my Manchester United shirt collection."

PHIL

Slam 'N' Jam '95

"The 3-D graphics give you a real feeling of being on the court as you perform realistic passing moves, dribbles and dunks."

NICK

"Nothing this month. Can't say anything particularly stood out for me." (Harsh words indeed.)

RYAN

Tekken

"Although this hasn't the jaw-dropping appearance of Tohshinden, at least you won't get bored of it after a day."

REVIEWED 4 YOU!

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Sega ■ Saturn ■ £TBA ■ 1 CD ■ Now (Import)

Astal

Sega of Japan have gone even nuttier than usual with *Astal*. A more oddball game you'd be hard pushed to find!

They just couldn't resist it, could they? Just when the Sega Saturn was trundling along nicely with respectable titles being churned out left, right and centre, Sega go and release a game that sinks the console into a state of weirdness, the likes of which has never been seen on a console before!

Stripped bare, *Astal* is just your average scrolling beat-'em-up affair. You play a dumpy elf-like creature called Astal who, along with his faithful parrot companion, ventures through the many tripped-out side-scrolling levels. On the way he collects crystals and bashes hordes of equally strange enemies before confronting an evil oppressor in the final reel to win back his beloved woman.

Sega have really gone to town exposing the Saturn's abilities with *Astal*: any excuse for a bit of zooming in and out and it's there, any opportunity to have huge bosses flying in and out of the screen and you bet your life they're in here. The action is accompanied by a glorious soundtrack that sounds utterly fantastic when blasted through a set of Sony SRS-A60s, and each new level represents a fresh new challenge with many eye-popping effects to be enjoyed.

Duck! Astal ventures into a dark, dank cave and is hassled by a swarm of bats. The idea is to keep low.

One of the guardians you'll encounter is this monstrous demon who tries to ram you with his horns. It is tough to find his weak point, but when you do, he'll crumble like a tower of salt.

RYAN: I was initially very impressed with Astal. It seemed to have everything a good game should: the looks, the sounds, the gameplay. But after a while the same old scrolling beat-'em-up action started to bore me. It's full of visually impressive effects that blow one's mind first time round, but when you come back to the game it loses its spark.

A good feature in Astal is when you pick up huge objects to chuck at things, like this rick.

PHIL: Any hero who can uproot trees and lift rocks big enough to plug a volcano gets my respect! He may look a bit dodgy, but Astal is a real lad who bashes fierce baddies and rides on massive dragons. The straightforward side-scrolling fighting/jumping action is playable enough, although it never quite lives up to the sumptuous graphics and sound.

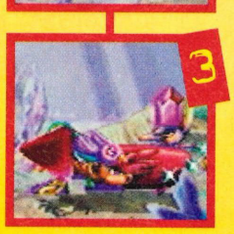
Astal Antics

The young elf Astal may be a stocky, laughable minion, but he can certainly pack a punch when up against creatures that would make even Van Damme soil his pants and blub like a baby. Check out his groovy moves, man!

1. Throw
Astal walks up to his foes, grabs 'em by the chops and then lobs them rather impressively over his head, sending them crashing in a mashed-up heap to the ground.

2. Air Punch
To catch those pesky flying threats, Astal can bound into the air like a kestrel and then execute an awesome two-hand overhead smash to literally wallop them into next week.

3. Air Blast
By collecting the proper crystals, Astal can fill his lungs to an unbelievable capacity and then let rip with hurricane gust of starry breath and churn foes into submission.



The enemies have a nasty habit of coming out of the screen at you.

The first guardian is a huge eye that is carried along by a swarm of bats. It's pretty easy to kill, but looks good all the same.

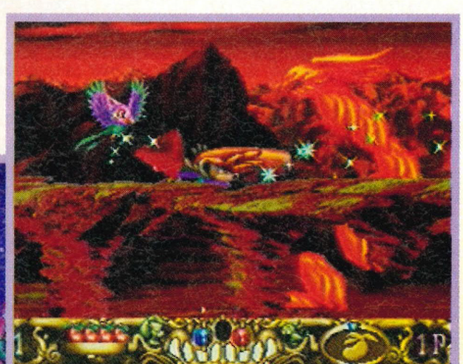
Fire demons drift out of every nook and cranny. However, by using your super air-blast attack, they'll simply blow away in the breeze. That'll put the wind up 'em!

Feathered Friend

At the end of the first level, Astal must rescue a caged parrot from a troop of malicious hunters. By granting freedom to the bird, you will in fact be recruiting a very useful ally. Equipped with a hefty array of fighting moves himself, the parrot can be controlled by a second player for Sonic-and-Tails-style simultaneous two-player action. He can also be sent on errands at any point to act as a smart bomb to harm bosses, or flutter off into the distance to retrieve handy energy power-ups when the guardians are getting the better of you.

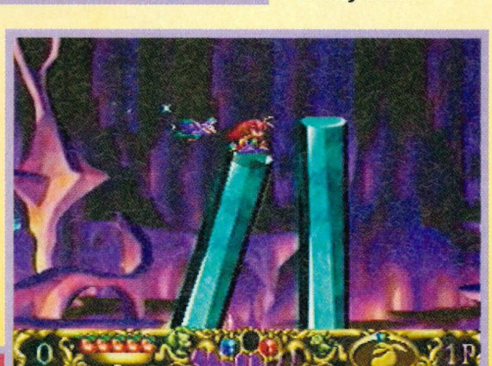
NICK: At first glance this new Saturn release doesn't look like anything special. Then your little character picks up a tree to smash someone over the head with and throws a giant rock into the background to plug up a volcano and you know you're in for a treat. Gorgeous graphics with lots of surprises, excellent music and sound effects and challenging gameplay. What more could you want?

Level three has young Astal riding across a murky swamp astride a grotesque dragon. You can even get your massive mount to guzzle enemies by applying a switch slap to its behind – cheeky!



It's a long drop to the ground, and your only escape is to jump from one column to another as they topple over. Tricky stuff!

There are some good effects in the ice world such as the reflections and ice formations that obscure the screen.



DAVE: Another example of the future looking bright for tomorrow's consoles, *Astal* is a stunning testament to what the Saturn can do visually. Unfortunately, it is very Japanese. As such, the gameplay is pretty bland, and more fussy gamers might feel a little disappointed. That said, this is like watching an animated feature, and for sheer gloss and entertainment, this rules!

Cheak out this gigantic beast on the final level.

Another visually stunning Saturn game. It plays well too, if not that innovatively.

Overall 85

Namco ■ PlayStation ■ £89.99 ■ 1CD

Namco are the latest company to hop on the Virtua Fighter bandwagon with their own blend of polygon violence and queasy camera swirling...

TEKKEN

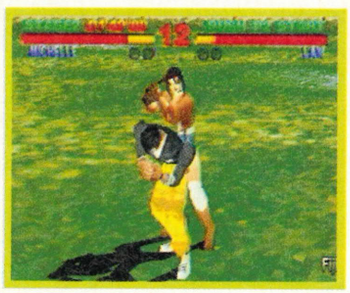
Game of the Month! UNSTOPPABLE!

Following in the footsteps of the highly acclaimed Tohshinden, Tekken takes this genre one step further on the PlayStation by actually supporting the lavish visuals with gameplay!

It features eight different combatants from various sordid backgrounds who have entered a vicious fighting tournament. Although looking much like other 3-D beat-'em-ups, Tekken does have a unique control system. The four buttons each control a different limb – this incorporates no end of strategic play as you can plan your attacks with pinpoint accuracy and easily counterattack. Another novel feature is that there are three sets of two bosses to fight – which duo you get is random.

The game's graphical appearance is hit and miss. While the backgrounds are inferior to the likes of Tohshinden and Virtua Fighter 2, the characters themselves are surprisingly detailed and possess a chilling screen presence. Their animation is stunningly fluid, giving a true sense of realism. Like it or not, you'd be hard pushed to find a more bad-to-the-bone beat-'em-up with combos aplenty to satisfy your vindictive desires.

RYAN I first played this at the ATEI show a couple of months ago and was instantly hooked by the easy-to-string-together combos coupled with the quick-fire pace and realistic visuals. The characters also offer a wide array of styles and personalities to keep you playing for longer. Although this hasn't the jaw-dropping appearance of *Tohshinden*, at least you wont get bored of it after a day.



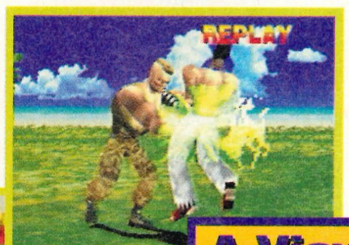
▲ "Oof!" Michelle fends off unwanted advances.

▲ Jack does a bum shuffle combo.

NICK Move over *Tohshinden*, there's a new guy in town ready to kick your butt! *Tekken* is the only beat-'em-up worth playing on the PlayStation. It's got special moves and characters to blow away all those before and being an almost perfect arcade conversion it's packed with hot sound effects and music. I even prefer this to Sega's *Virtua Fighter 2* – it's grrreat!

▼ Jack obliterates his opponents as if they weren't even there.

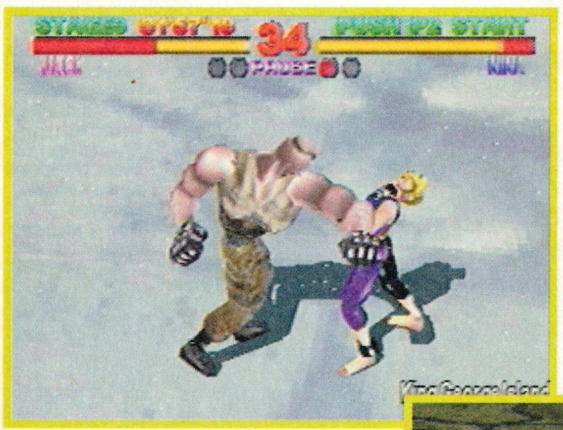
▲ Michelle dives for the deck, but watch her feet, otherwise the next thing you'll be seeing is stars.



A View To A Kill

How could Tekken possibly compete in the big boys' league without changeable camera angles? At any point during the match, you can zoom in to the action on a horizontal level or, if you prefer, be a bit flash and watch the action from an angled overhead perspective

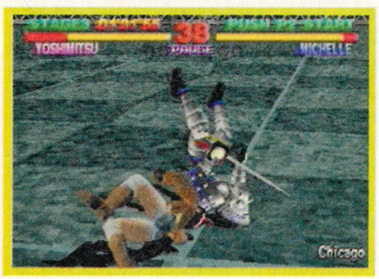
DAVE: Paving the way for fighting games of the future, *Tekken* takes soem beating, and dishes out one as well. People were quick to criticise *Tohshinden* as not being as playable as *Virtua Fighter*, but Tekken blows them both apart. Amazingly fast, instinctive and graphically impressive, this is full of special moves and bone-crunching FX. The only drawbacks are some of the sad character names, but I'm not telling them.



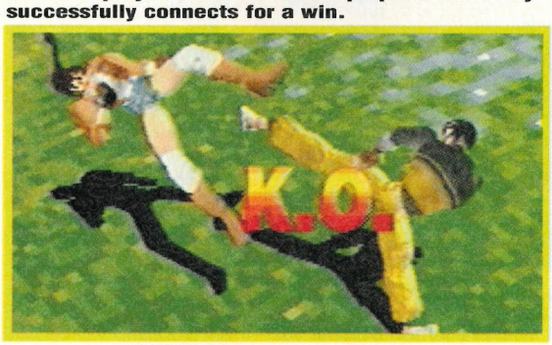
▲ Now now you big bully, that's no way to treat a lady.

▲ With her lightning speed and ultra-responsive relexes, Nina impressively floors Kazuya.

▲ The replay shows how Jack's pinpoint accuracy successfully connects for a win.



PHIL: This is the business. *Tohshinden* was a great-looking game, but you never felt fully in control of the proceedings, and the special-move buttons weren't a good idea. Although *Tekken* doesn't look quite as good, it plays a whole lot better with real joypad skills and sound tactics required to beat your opponent. A fight fan's beat-'em-up.



Hip To Be Square

The ensemble of malicious gladiators in Tekken redefine the word 'weird'...

1. Yoshimitsu – Japan
A bit of an evil kabuki-reject this one. He prances around in armour and attacks with some awesome spinning kick manoeuvres.

2. Law – America
A skilled martial artist, Law is as his name suggests, a powerful force that must be obeyed. Look out for his devilish kick combos.

3. Kazuya – Japan
The token moody vendetta man? No this guy is a real bad egg with his sights set on global domination. He's pretty quick on his toes as well.

4. Nina – Britain
Assassins don't come any easier on the eye than this fair lass from Blighty. Her agile body becomes a blur as soon as the fight starts so keep moving.

5. King – Mexico
His appearance is somewhat baffling, but don't be fooled by his feline mask. This guy crumbles just as easily as any other mortal.

6. Paul – America
Although looking like something out of a bad Kid 'n Play video, Paul is a rock 'ard mutha who'll not hesitate to demolish you with his awesome strength.

7. Michelle – Britain
Green-eyed 'Chelle is no lady when it comes to pummelling the opposition. Her best move is to skip behind you and then arch you back into the turf – painful.

8. Jack – Russia
Terminator Jack is a cyborg designed for the sole purpose of maiming anyone trying to fiddle with his circuit boards. His fast punch combos are legendary.

This plays even better than it looks. One of the best beat-'em-ups ever made.

Overall 95

■ Sega ■ 32X ■ £49.99 ■ 24Mbit

CHAOTIX

Sonic's dead! Erm, well perhaps he isn't six feet under just yet, but if Knuckles had his way...

It would appear that a transition of such is occurring in the Sega camp: they've finally realised that Sonic was old hat and it was time to turn over the figurehead reigns to another worthy hero – or rather seven of 'em!

Chaotix follows the tried and tested Sonic formula of yore, adds a few new features and fancy 32X effects – and hey presto, another guaranteed sale of squillions.

However, to give Chaotix its credit, it is the most radically different Sonic-style game in a series of radically similar adventures. For a start there are seven characters to choose from (two of which are used during play as a team), a completely wacky control method which involves dragging your partner along, and loads more power-ups, bonus stages, and enemies. Thankfully, there's a special training mode to get you accustomed to all of the additional features before the proper game commences, so by the time Robotnik rears his stupid, ginger-moustachioed head, you'll be a complete pro at bounding around the screen like a demented hooligan, nailing everything in sight.

▶ **Hold onto your hats because things can get pretty hairy out there. Mighty spins himself into a frenzy trying to keep up.**

▼ **Whenever you see Robotnik, be aware that there is always more than meets the eye, hidden objects perhaps.**

PHIL: The innovative idea of linking two characters together with an elastic cord adds a novel aspect to the platform gameplay as you have to master the technique of catapaulting your partner around. Apart from this, *Chaotix* doesn't look too different from the old *Sonic* games and, apart from the odd bit of scaling, doesn't really use the 32X's capabilities. A highly polished platform game, all the same.

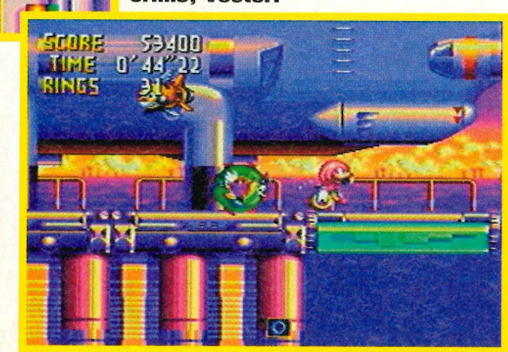
▼ **By uncovering the hidden ring portals on each stage, you'll be whisked off to one of these vertically falling bonus stages.**

NICK: How dare Sega release a *Sonic* game without Sonic in it! Because that's what they've done with *Chaotix*. Instead you get a gaggle of gormless characters that look like the original Sonic rejects. The game takes some getting used to. All this stretchy elastic stuff is really annoying until you master it. A clever idea, but the bare bones of the platform gameplay are nothing but another *Sonic* adventure.

▲ **The new power-up icons enable your characters to grow to phenomenal sizes to squash their foes.**

▼ **Knuckles causes all kinds of chaos amidst the floating boats, aided and abetted by his partner in crime, Vector.**

▲ **Occasionally, you'll stumble across these futuristic transporters. Simply hop inside and then prepared to be zipped across the level at the speed of light... well sort of.**



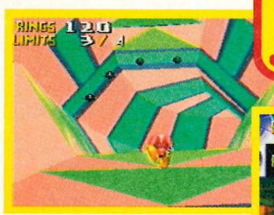
▲ **Knuckles and Vector cut some air on the psychedelic half-pipe.**

Tix

If you reach a stalemate situation whereby your partner is caught up and cannot be retrieved, there is the option to throw them out of the screen.

Complete a level with over 50 rings and you'll be warped to this fabulous 3-D bonus level to collect blue orbs.

RYAN: It hardly seems like five years since I was blowing a hefty proportion of my student grant on hiring out Mega Drives just to play *Sonic*. Back then it was new, exciting, and ruddy playable. Half a decade on and the genre has progressed no further than a few extra characters, some impressive albeit superfluous effects, and some additional levels. This is a pretty good game, but it got a bit boring after a couple of hours.



Dead end? Nowhere to go? Simply hop in the lift to be whisked off to pastures new.

DAVE: Give it an hour at least before you make a decision on this one. At first it appears to be little more than an uneventful Sonic cash-in with a few new characters and an annoying elastic attatchment thingy that connects them. Eventually you begin to appreciate what Sega are attempting with this new style of gameplay, especially in two-player mode, but only a mother could really love this. Different.

Having your partner permanently on tow makes for a devilish control system that requires a great deal of practice.

Meet The Feebles

The cast of Chaotix are a colourful mix of weird creatures that look as though they're here as a result of what happens when you leave Sonic alone in a dark room with the entire Muppet chorus, a bottle of champers and the Barry White records – check them out man!

1. Knuckles the Echidna

Would you believe that this pink, apparently dread-locked urchin is in fact an ant-eating, spine-covered mammal that inhabits Australia? Nor did we, he hasn't even got an enlarged snout for gawd's sake!
Knuckles is a good character to choose because he can spin, climb walls, and fly with considerable ease.

2. Mighty the Armadillo

Does this chap look like an armoured borrowing mammal from South America? Yeah right, you don't have to be Albert bloody Einstein to see that he is in actual fact just a pink version of Sonic with a big dab of Brylcream to sleek-back the spikes.

3. Espio the Chameleon

He looks more like a psychedelic Triceratops than a long-legged lizard from Madagascar with a huge tongue and the ability to change colour so as to blend in with his surroundings. He does go through the occasional change of palette, but I would hardly say that he blends into his surroundings.

4. Vector The Crocodile

At last a sprite that hasn't hopped straight out of the Sonic mould. Vector is the coolest croc to emerge from the tropics and can dash around at a fair old pace considering he only uses two legs. It would have been good if some of his savage tendencies could have been incorporated as a grizzly form of attack though.

5. Charmy Bee

Who said good things come in small packages? There's nothing good about this microscopic farty sprite. He doesn't have any exciting features to speak of, he just bobs along getting stuck on things and generally being a nuisance.

...And the booby choices

6. Heavy & Bomb

Doik! If you ever select these mechanical dunderheads by mistake, reset the game at once and hope to God that you never pick them again – they're useless. For a start they trundle along at a snail's pace and lack any exciting abilities whatsoever. Rumour has it that they are two of the Eggman's mechanics, but who is the Eggman? Sega sure as hell don't know!

A bit too much like *Sonic*, but playable enough with some minor innovations.

Overall **81**

Crystal Dynamics ■ 3DO ■ £39.99 ■ 1CD

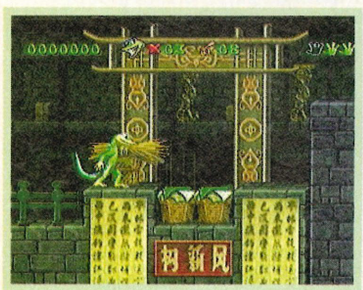
He's slick, he's slimy, he's a TV addict... Phil King jumps out of his armchair and climbs up the walls.

GEX

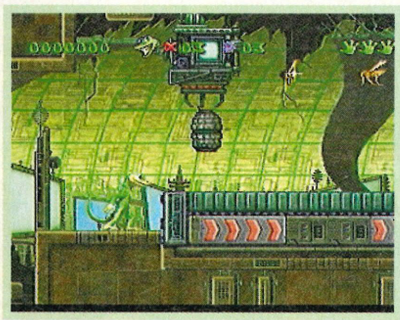
Never mind getting square eyes, there's a new danger to watching too much TV – you could be dragged through the screen into a weird dimension. That's exactly what happens to Gex the gecko. A self-confessed TV junkie, he was sat in front of the box munching on a bowl of flies when a huge claw shot out of the screen and pulled him into the nightmarish Media Dimension.

Gex's only chance of escape is to find the remote controls hidden throughout the scrolling platform levels. These allow him to turn on other TVs to access more levels in each of five worlds: Graveyard, Cartoon, Kung Fu, Jungle, and Rez's Nerve Center. Video tapes can also be collected to save his position.

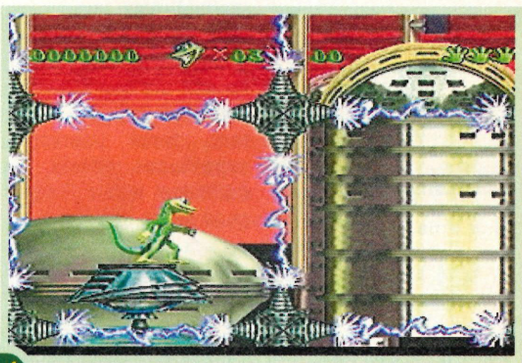
As well as leaping around platforms, the talkative Gex crawls up walls and along ceilings, bashes baddies with a nifty tail swipe, and catches power-ups and flies with his tongue. At certain points he can even climb onto the background walls, so you view him from overhead. This is certainly a platformer with a difference.



All the worlds are themed: this is one of the Kung Fu levels.



Things get really hairy when you enter the Nerve Centre of Rez, the ruthless TV mogul who wants you as his mascot. You have to get through the other four worlds to get here, so you should be good by now.



Crikey, you want to keep out of the way of those electric sparks or you'll be one fried lizard.

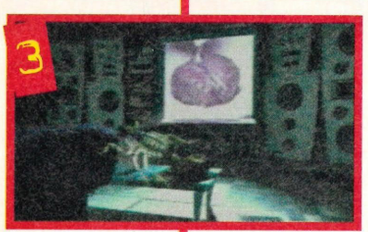
PHIL: Gex is a breath of fresh air for the stale platform genre, boasting lots of novel features and wacky humour. As well as his frequent wisecracks, Gex differs from other platform heroes with his unique abilities – it's a really weird feeling crawling underneath platforms for a change, not to mention grabbing power-ups with your tongue! Excellent fun to play.

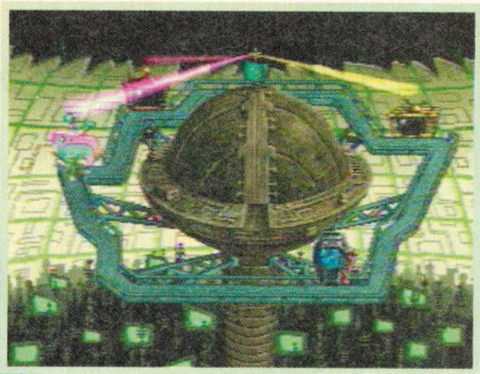
At the end of each world there's a special stage with a big baddie to defeat. In the jungle you meet this giant turtle with rocket thrusters for feet! Don't get burned.

At certain points, Gex can crawl along the wall faces, so he's viewed from overhead. Here he's just got past a row of boxing gloves. His blue colour indicates that he can spit ice bolts.

LICKIN'LIZARD

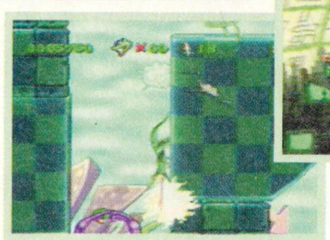
The brilliant rendered intro shows Gex swallowing a bugged fly and being pulled into his TV screen...



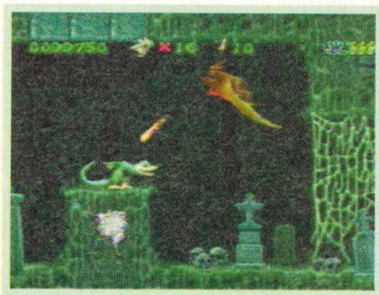


▲ Move between the worlds on the main dome screen. Turn on the TVs with special 'world' remote controls.

RYAN: Hurrah! The 3DO now has its first great platform hero, and originally enough he takes the form of an ultra-cool gecko lizard who slurps up power-ups with his tongue, whips enemies into oblivion with his tail, and uses his suction feet to climb all over walls. It's packed with genuinely amusing humour, great visuals, and is tough enough to tax even the hardened of platform freaks. Finger-lickin' good!



▲ One of the power-ups makes Gex spit bolts of electricity to fry enemies.

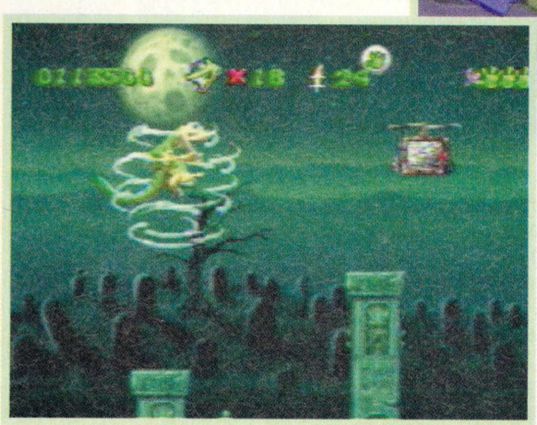


▲ Being a gecko, Gex can naturally crawl up walls and even upside down along ceilings. Here he's just found the TV exit for one of the Cartoon stages. I hope he found the remote control to open up another level.

NICK: It's about time the 3DO got itself a platform game and this is one hell of a game to kick off with. *Gex* is packed with character and witty one-liners, and the animation on the green gecko himself is superb. Due to Gex's novel wall-clinging abilities it's not the easiest of games to play, with the later levels offering a really tough challenge, but if you're like me you'll enjoy every minute. Excellent.

DAVE: A splendid platformer with graphics pretty much on a par with the likes of *Donkey Kong Country*, *Gex* has been long awaited by 3DO fans and might just help to keep the flagging system's head above water whilst everyone switches on to the Saturn and PlayStation. Witty, original in places and good fun to play, this top-notch game could turn its charismatic hero into the 3DO's first icon.

◀ On one of the Cartoon levels, you get to ride on the top of rockets. You can even steer some of them up and down by standing on the nose or tail. Dodge the TVs and collect the flies – 100 earn you an extra life.



A refreshingly different platform game whose hero is surely destined for stardom.

Overall 90

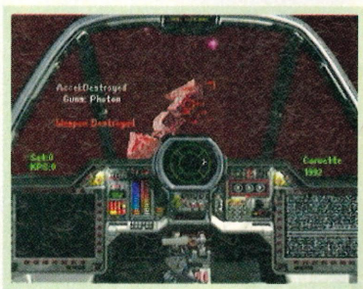
3DO REVIEWS

WING COMMANDER III

Wing Commander III isn't so much a game as a way of life. Just sit back, let the Full Motion Video run, and chill out...

Electronic Arts ■ 3DO ■ £TBA ■ 4 CDs

NICK: I thought this game was very impressive on PC CD-ROM, it just had the major problem of loading times. You had to wait ages for each video sequence to load in before it could be played. The 3DO version has none of these problems and so is a far more playable version of the game. Oh, and it's got the Luke Skywalker guy in it so it must be good – honest!



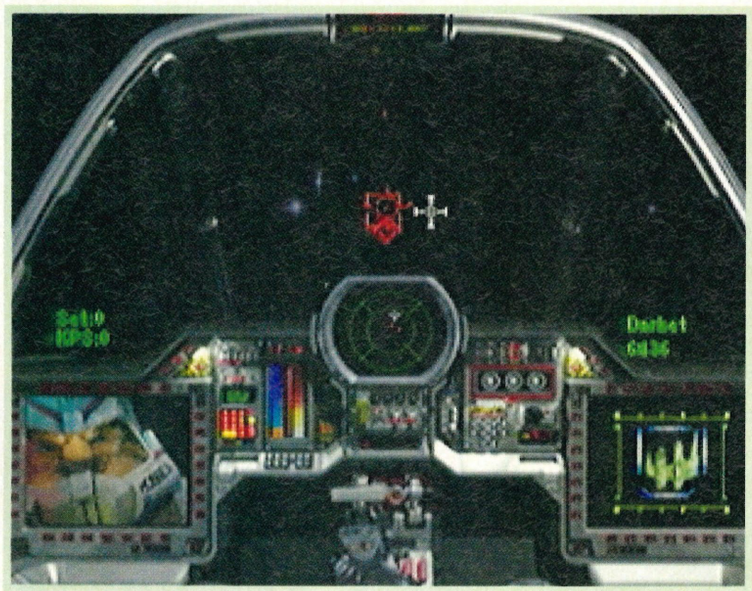
▲ **Don't shoot this, they're innocent. If you must take pot shots at moving objects, try blasting your wing-men for a laugh!**

RYAN: I am completely dumb-struck by this game: everything about it is just so polished. It begins like a big-budget motion picture, and before you know it you actually become a part of it! The action sequences are a real adrenaline buzz, especially when your wingman has been shot down and you've got a squadron of alien fighters on your tail. Everything's topped-off perfectly with a tremendous Star Wars-style soundtrack and graphics that are out of this world.

This game combines a truly captivating storyline, the Hollywood acting talents of Mark Hamill, John Rhys-Davies and Ginger Allen amongst others, plus a rip-roaring shoot-'em-up featuring beautifully textured polygons as opposed to the grainy texture-mapped sprites favoured by the previous *Wing Commander* games.

Apart from all this though, there isn't really a lot to differentiate between this and the other games. The basic principle remains unchanged: you wander around an intergalactic mothership in first-person perspective, looking for people to chin-wag with and things to operate. Upon meeting a comrade, the action once again switches to movie-style with Luke Skyw... sorry, Mark Hamill acting out your role. There's a vast amount of missions to attempt, ranging from seemingly impossible to utterly impossible, but your interest never sways due to the highly entertaining cinematic atmosphere that the game generates – you actually feel like you're taking part in an interactive movie.

There has been some debate recently as to whether or not this version is superior to the PC one. Well, for a start this package comes in full Dolby Surround Sound, utilises 65,536 colours compared to the PC's poxy 256, and it also takes a few seconds to access the information as opposed to about ten minutes of waiting.



▲ **Enemy craft are protected by force-fields. Constant firing will soon break through and blow the muthas to smithereens.**

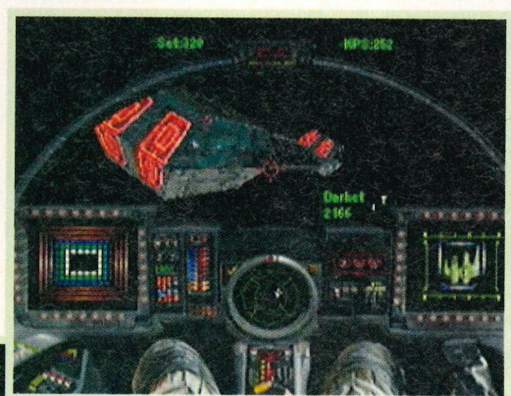
Go easy on that trigger, boy, you're not in an X-wing now!

WING III

PHIL: A superb intro propels you straight into the deep-space atmosphere, maintained by lots more video scenes as you talk to various characters around the ship. Unlike most flashy FMV games, though, this one has the gameplay to match. You have complete freedom to fly your ship around during the varied missions, leading to spectacular and skilful dogfights with alien fighters. Buck Rogers eat your heart out!

▲ In the debriefing room, you can gradually pick more wingmen as you progress through the missions – don't pick Maniac though, he's mad!

▲ The villains in *Wing Commander III* are an odd bunch of chaps that look like overgrown chihuahuas.



Yesss! There's nothing more satisfying that watching an alien being cast into space after having his craft destroyed by your good self.

DAVE: This has all the sheen of a highly polished glass eye, and is just as easy to see through. Bring in a load of big actors, throw a huge budget at the FMV, make a mini movie, and then slot the same old game into the middle of it all. Strangely though, this doesn't seem to matter that much, this is a 3DO extravaganza, and much frendlier than the stupid PC version.

Art Of Fighting

Don't even begin to take on the alien masses before knowing exactly what it is you're piloting. There are three different ships to master...

Arrow
Class: Light Fighter
Length: 20 Meters
Mass: 13 Metric Tonnes
Max Velocity: 520/1400 kps
Acceleration: 250 k/s
Jump Capable: No
Decoys: 16

Hellcat V
Class: Medium Fighter
Length: 27 Meters
Mass: 24 Metric Tonnes
Max Velocity: 420/1000 kps
Acceleration: 225 k/s
Jump Capable: No
Decoys: 24

Thunderbolt VII
Class: Heavy Fighter
Length: 34 Meters
Mass: 20 Metric Tonnes
Maximum Velocity: 380/1000 kps
Acceleration: 200 k/s
Jump Capable: No
Decoys: 24

A slick big-budget production with superb visuals and some decent blasting action.

Overall **88**

Starblade α

SYSTEM: PLAYSTATION
PRICE: £89.99 (IMPORT) SIZE: 1 CD
PUBISHER: NAMCO

DAVE
■ The 3DO version was impressive visually, but limited in gameplay. This is nowhere near as good. A linear trip through a Star-Wars-style environment is fine, but there are so many shipsswooping around for you to shoot, that you soon lose interest whilst keeping the fire button depressed. No addictiveness, very little in the way of variety.

PHIL
■ I'm really bored of these set-flight-path 3-D blast-'em-ups. All you do is move a cursor (an annoyingly jerky one here) around the screen, firing lasers (no other weapons) at endless waves of spaceships and gun turrets. Surely the 32-bit super-consoles can create real-time 3-D graphics as good as this so you could explore them freely?

NICK
■ How much! I wouldn't pay £89.99 on import for this game – I wouldn't pay £1.99 for that matter! It all looks very nice but controls like a dog with the cursor only going up and down or left and right (there are no diagonals). Add to this the fact that you've got no control over your ship's movement and you've got one boring shoot-'em-up

RYAN
■ I found it all just a bit too messy to take in. The graphics look fantastic from static pictures, but when they're moving they seem flickery and move unconvincingly. I also found the gameplay just a bit too linear. It is a cracking conversion and indeed a good game, but this time the mighty PlayStation loses out to the 3DO for the best version.

Overall 51%

Side Pocket 2

SYSTEM: SATURN
PRICE: £89.99 (IMPORT) SIZE: 1 CD
PUBLISHER: DATA EAST

DAVE
■ "It's alright innit?" Said Nasty Pete after he had played this, "but it's not a Saturn game is it?" and that just about sums it up. This is just more *Side Pocket*, but with low-budget FMV clips to give it a storyline centred around Minnesota Fats, the legendary pool shark featured in the classic Paul Newman movie The Hustler. Unimpressive.

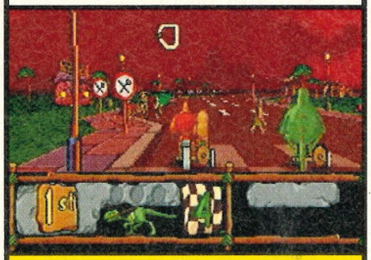
PHIL
■ Of all the things I want play on a Saturn, a dodgy pool game doesn't exactly come high on the list. The very least I'd expect is some flashy 3-D graphics where you could rotate and zoom to your heart's content – like in *Jimmy White's Snooker*, but all you get here is an archaic overhead view and a bit of naff FMV of the seedy-looking players!

NICK
■ Whoah! You've just bought yourself a posh (and expensive) import console so what do you want to play on it? A pool game of course! To say *Side Pocket 2* uses the Saturn technology well would be a complete lie, so I won't! Lots of thrills and spills have been added to what is a good simulation, though, with FMV all over the place.

RYAN
■ Being one of the hottest pool players in the South (!!?) I naturally warmed to the challenge of a new pool game. However, all it consisted of was the standard 16-bit *Side Pocket* with loads of pointless video footage and tunes that wouldn't sound out of place in a Seventies blue movie. A fun game, but not worthy of the Saturn.

Overall 55%

BC Racers



SYSTEM: MEGA DRIVE 32X
PRICE: £TBA SIZE: 16 MBIT
PUBLISHER: CORE DESIGN

DAVE
■ Q: What does a toothless Brontosaurus and this cart have in common? A: No bite. The graphics are greatly improved on this version compared to the Mega-CD and PC, but this a gutless racing game that lacks charisma, atmosphere and playability. The intro screens are excellent but they have to work too hard to cover up for an average title.

PHIL
■ This is virtually identical to the PC version, apart from the addition of a straight head-to-head option and mirror mode to double the number of tracks to 64. Although the two-player mode makes it much more appealing than the solo Mega-CD version, the racing action lacks exhilarating speed and certainly pales in comparison to *Street Racer*

NICK
■ I was expecting the 32X version to be the best of the bunch, but I prefer the PC one. The graphics look very nice, scaling about at a fast pace but the gameplay has been left in the prehistoric ages. The bikes skid around every corner and those who hate using brakes are going to have a wrecked machine in minutes. Not up to *Street Racer* standard.

RYAN
■ I don't like this game. It's basically a *Mario Kart* rip-off minus the ultra-smooth gameplay, strategic qualities and addictiveness. The vehicles slip and slide around the corners with no real sense of inertia and it just ends up looking like a complete and utter mess. Bad as it was, the PC version was passable – this is just superfluous twaddle.

Overall 60%

Stellar Assault

SYSTEM: MEGA DRIVE 32X
PRICE: £49.99 SIZE: 16 MBIT
PUBLISHER: SEGA

DAVE
■ Another Star Wars game for the 32X... well almost. This is better than the awful *Star Wars* arcade game conversion but still does very little in the way of convincing you that £170 you spent on the latest piece of plastic from Sega was worthwhile. Nice blaster, but not very exciting, very ordinary graphics and nothing you haven't seen before.

PHIL
■ I've never been a huge fan of these space blasters, but I like this one better than *Star Wars Arcade*, if only because you have freedom of movement. You can fly your ship around properly and take the mission targets out in your order of preference. This gives the game a strategic element to lift the arcade action well above the norm.

NICK
■ Stars, asteroids, spaceships and energy fields. Yep, it's another one of those spacey shooters similar to *Star Wars Arcade*, but this one has been really well thought out with interesting missions to achieve and you actually get to control your ship too! I particularly liked the trace mode that lets you watch your last mission from various angles – great!

RYAN
■ I didn't really think much of this game at all. It is basically just a bog-standard shoot-'em-up featuring nice polygon spacecraft and precious little else. Virtually everything you do is already carved in stone, meaning that you have no freedom to fly where you want, and the sound is simply awful. Perhaps it should be renamed "Stellar Insult".

Overall 79%

Toughman Contest

SYSTEM: MEGA DRIVE 32X
PRICE: £49.99 SIZE: 24 MBIT
PUBLISHER: ELECTRONIC ARTS

DAVE
■ I like this game, but it is a prime example of a wasted opportunity. It so nearly fulfils its potential as an enjoyable beat-'em-up, but you get the feeling that somewhere along the line someone just couldn't be bothered to finish it off. Bad defensive moves, no two-player mode, and some dodgy graphics... it makes me mad to see games wasted like this.

PHIL
■ It's a tough game of 'spot the difference' to see any improvements over the standard Mega Drive version. Apart from a few minor frills, it's identical. I can't exactly see 32X owners being knocked out by such a straight conversion, but it plays okay. The best aspect is the over-the-top special moves such as low blows and windmill wind-ups.

NICK
■ What's the point in releasing a so-called 'enhanced' version of a game on 32X if it looks and plays virtually identical? The one thing about this version I liked is the use of Q Sound. This is a sound system that creates a surround sound feeling with only two speakers – it's brilliant! If you haven't got the Mega Drive game, give this a whirl.

RYAN
■ Yeah! Sheer aggression, plenty of blood, plus the added bonus of pummelling some right fat gits in the ring. This game seemed horridly rushed on the MD, but it's been polished up for the 32X with crisper graphics and better sound effects. It's a game for all tastes as you can mindlessly thrash away at the buttons or incorporate strategic play.

Overall 82%

Alien Soldier

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

DAVE
■ Could be a bit of a sleeper hit, this one. Not much hoo-ha has been made about *Alien Soldier* by Sega, but for shoot-'em-up fanatics this cart might be the find of the year. Packed with baddies, big weapons and frantic action, it has all the bite of the *Turrican* and *Probotector* series but is far more polished and graphically impressive. It's also very, very tough.

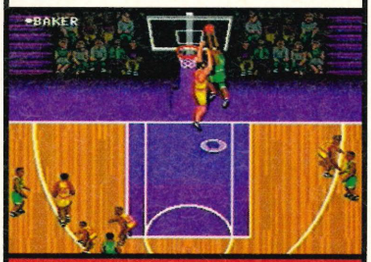
PHIL
■ This is a mass-destruction blaster in the vein of *Turrican* . You get loads of weapons to play with, and loads of big end-of-level bosses to kill. Trouble is, the main scrolling sections are comparatively dull with not many different enemies. Against the bigger baddies it can also get annoying when you have hardly any time to change weapons.

NICK
■ This side-scrolling blaster from Sega has arcade quality oozing out of every pore. The sound effects, music and visual trickery would all look perfectly at home in a large cabinet. The game itself has some strange options though: you can either have super-easy or super-hard difficulty modes! Nothing new but a really hot game nonetheless.

RYAN
■ Not since *Super Probotector* on the SNES have I encountered such hectic shoot-'em-up action. It boasts absolutely loads of mega-guardians and an impressive array of high-powered firepower to obliterate them. My only gripe is that the levels themselves are unbelievably short: one boss sometimes comes straight after another.

Overall 84%

NBA Action '95



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

DAVE
■ Certainly the worst basketball game I've seen in a long time. The only way I could imagine this getting through a quality control committee would be if the person testing it had the intellect of a goldfish, was completely blind and sat in a different room from the console! This is badly animated, ugly and only fun if you watch it melt in an oven.

PHIL
■ This serious simulation is more in the vein of EA's *NBA Live '95* than *NBA Jam*, with basketloads of player stats. There's also a strong tactical element with substitutions and a detailed defensive matchups screen so you can get your marking just right. Sadly, the sluggish action really lets the side down – it's very dull with no big-game atmosphere.

NICK
■ An odd little basketball game, this. It starts out looking quite smart with individual graphics for each player showing their different heights, hair colour and beards, but once you start playing you realise the vertically scrolling court really doesn't work. The bottom basket just gets in the way and you can't see what's going on!

RYAN
■ Imagine a completely un-*NBA Jam*-like basketball game played by arthritis-riddled old codgers with lead slippers on, and you'll understand what *NBA Action '95* is like to play. Brush aside the mundane gameplay and this does have a basic managerial element to fall back on. Even so, without the gameplay this is completely redundant.

Overall 35%

Fever Pitch

SYSTEM: SNES
PRICE: £44.99 SIZE: 16 MBIT
PUBLISHER: US GOLD

DAVE
■ This took me completely by surprise: just as I was dismissing it, I got hooked! Not much of a soccer sim, but great fun as a footie game, I can't stop playing it now, and I love my team of misfit superstars almost as much as I love my Manchester United shirt collection. If you forgive this its shortcomings you'll have hours of enjoyment.

PHIL
■ How can this possibly match Konami's standard-setting *International Superstar Soccer*? Well it can't, but don't let that put you off – this is still a lot of fun. It's more of a light-hearted arcade game than a serious simulation, with some real fantasy football from the star players, including fireball shots, mad banana shots, and kangaroo-style jumps!

NICK
■ Soccer games litter every software shop in the country, so another one is nothing special. Until you play it, that is! *Fever Pitch* is more like a Saturday night punch-up outside the pub. You just think you're doing well, your player has the ball and BANG! – a defender has duffed you up and you're writhing on the floor. Nice one US Gold!

RYAN
■ When something like *International Superstar Soccer* comes along, it's virtually impossible for anything else to compete. If this little gem had arrived earlier it would have enjoyed a short spree at the top of the console league. The gameplay is basically *Striker* from a different angle, but there are enough exciting new features to make it worth a look.

Overall 88%

Hagane

SYSTEM: SNES PRICE: £TBA
SIZE: 16 MBIT
PUBLISHER: HUDSONSOFT

DAVE

■ *Probotector* ahoy! *Strider* ahoy! *Turrican* ahoy! You must have seen one of those games before: if you have then you've pretty much seen *Hagane*. This is worth playing if you are looking for another game pretty much the same, but for me I had only been running and blasting for a few minutes and I felt as if I had been playing this cart for years.

PHIL

■ Very similiar to countless other platform blasters. Using all the different weapons to best effect gives the action a tactical element, although it's annoying when you accidentally select a weapon with no ammo left, leaving you temporarily unarmed. Also, the continues restart the game at the beginning of the current level, rather than stage.

NICK

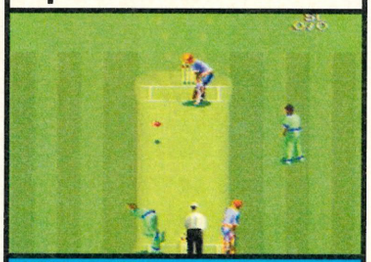
■ The Japanese are always the best at this type of game, filling the screen with cool animations and spooky sound effects. I still love the classic *Strider*, and *Hagane* borrows heavily from its gameplay with a scythe-style weapon to use and lots of sloping platforms to climb. The difficulty level is set quite high so expect a tough challenge to complete this one.

RYAN

■ This reminds me of one of those samey Eighties-style shoot-'em-up affairs in a similar vein to *Ghosts 'N' Goblins*. There's certainly nothing new in here at all, but what is present is frightfully enjoyable and very addictive. It's just a shame that it isn't a bit bigger and a tad more difficult to prolong the play. Good but hardly revolutionary.

Overall 73%

Super International Cricket



SYSTEM: SNES PRICE: £39.99
SIZE: 8 MBIT
PUBLISHER: NINTENDO

DAVE

■ As I believe I have said before, cricket games do not work on console, fact! I must say though, I had high hopes for this one. It looks a lot better than *Brian Lara* (the game, that is) and for a while it almost works, until you realise that your in-game options are very limited, a little like playing for the England team I would imagine. Out!

PHIL

■ Another cricket game to knock us for six? Maybe not. It's hardly the most exciting sport to simulate. *Brian Lara* was on a bit of a sticky wicket on the MD, and this isn't much better. I did prefer the way you can vary the amount of bowling spin/swerve without the other player seeing. On the downside it doesn't tell you who's bowling to whom.

NICK

■ Summer must be upon us because the cricket games are coming out of the woodwork. I prefer this game to Codemasters' Brian Lara on the Mega Drive, though. It has photo-realistic graphics and great animation on all the players. I was surprised to see a geezer with his shirt off in the game though – nipples aren't a Nintendo thing!

RYAN

■ Cricket's a funny old game as you spend most of the time standing idle around the field. With this in mind it is easy to see why there's been a severe lack of cricket sims. This is decent enough though: it looks good and plays a mean game of cricket. So if you like the sport, you won't exactly be bowled over, but you'll have a good laugh.

Overall 78%

Theme Park

SYSTEM: SNES PRICE: £44.99
SIZE: 8 MBIT
PUBLISHER: OCEAN

DAVE

■ Oh dear, a good game bloody ruined! This is the worst version of this title that I have played. The graphics are overly childlike, chubby and fuzzy. The control system is well messed up, far from instinctive and enjoyable like the Mega Drive version, and all in all the atmosphere has been sucked out, leaving a shadow of the former game. Poor.

PHIL

■ Yet another conversion of the brilliant Bullfrog game, but it's the worst of the versions I've seen. Indeed it seems to lack quite a few things from the MD game, including the wages negotiations and rendered stills of the rides. Another annoyance is that you can't choose where to put your ride entrances – they're always in a set place.

NICK

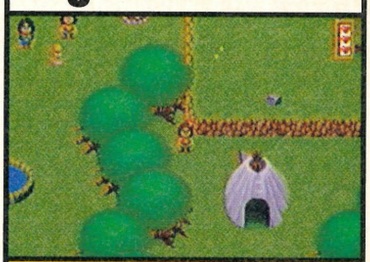
■ After playing and loving the MD game I was expecting this to be just as good, but boy was I wrong! Everything is really rigid, you can't move the entrances to the rides and the game runs at a silly speed. The controls are all wrong too. The programmers have totally ignored the L and R buttons which would have been ideal for menu selection.

RYAN

■ Instead of releasing an identical version to the excellent Mega Drive one, someone somewhere has fiddled around with this for the worst. For a start the control system is annoyingly fiddly, and then there's just the overall feel and look of the game which isn't up to scratch. This is still a damn fine game, but it could have been so much better.

Overall 62%

Legends



SYSTEM: AMIGA PRICE: £29.99
SIZE: 2 DISKS
PUBLISHER: KRISALIS

DAVE

■ An ambitious blend of action and adventuring for the Amiga that doesn't quite come off. This is as colourful and visually polished as a game of this kind gets, and for a while it gets by on that. But eventually it all gets very dull and monotonous as you wander about solving a multitude of mini problems for the people in the various scenarios.

PHIL

■ What a pleasant surprise this game is. It reminds me of all those Japanese RPGs on the consoles, with an overhead view and large landscapes to explore. The historical settings aren't to be taken seriously though, as you get things like bouncy castles in Arthurian times! It's a light-hearted jaunt with plenty of puzzles to solve and jokes to enjoy.

NICK

■ Krisalis have attempted to create a *Legend Of Zelda* for the Amiga with *Legends*, but I don't think it's quite up to the SNES classic quality. It's quite fun though, with tiny characters running around, interesting sound effects and music, plenty of levels, and lots of tasks to complete. If you're in the adventuring mood then try this out.

RYAN

■ An interesting concept for an RPG: a selection of mini-games crammed onto one set of disks. Thrill-wise, this is fairly unremarkable, albeit very likeable. The graphics are simple and the controls basic, yet somehow, I was totally captivated from the word go. It's been ages since I've played a decent Amiga RPG, but now that's all changed.

Overall 77%

Manchester United: The Double

SYSTEM: AMIGA PRICE: £29.99
SIZE: 2 DISKS
PUBLISHER: KRISALIS

DAVE

■ As I sit here in my no.16 Man Utd shirt, it seems only fair to point out that my opinions on this game might be slightly biased. *The Double* is a little jarring at first with some of the smallest soccer sprites ever seen, but the amount of accurate detail and wholehearted attempt to replicate the British league is admirable. Ooh aah...

PHIL

■ Bleedin' Man United get all the glory, don't they? Oh well, you can play as any team you like here with all the accurate player line-ups – even for non-league teams like Accrington Stanley! It's not a bad management game, especially as up to four players can join in. Sadly the arcade action runs at a ridiculously fast pace that precludes skilful play.

NICK

■ The first thing that hit me about this footy sim is the size of the players. They're titchy! It's like playing a game with two teams of midgets. Once I got over the shock I started to see a smart game emerge though. There's a huge database of players from the top divisions right down to the wannabes along with all their statistics and abilities.

RYAN

■ To be honest, I couldn't really see a lot of difference between this and *Premier League Champions*. The managerial elements are pretty neat and straightforward, but the dire *Kick Off*-style action segment is a real bummer to play. If you've got the cash and follow the series then buy this; if not then I'd go for *Sensible World Of Soccer*.

Overall 83%

Fighter Wing

SYSTEM: PC CD-ROM
PRICE: £34.95 MIN REQ: 386 33 MHZ
PUBLISHER: MERIT STUDIOS

DAVE

■ Devised, I think, as a 'get up and fly' game rather than a strict simulation, *Fighter Wing* boasts a multitude of multi-player and modem link-up features that attempt desperately to cover for the fact that this is just another plane-spotter's wet dream. Lots of techie info, aircraft views and buttons to learn, but very little action or excitement.

PHIL

■ This is billed by Merit as being much easier to get into than most flight sims. Well, seeing as I always hate wading through thick manuals, my hopes were high. Sadly, although you're spoon-fed with training missions, I found it all deadly dull – even in the 'heat' of battle. Funniest bit of all is when the commentary says, 'Your plane has exploded'!

NICK

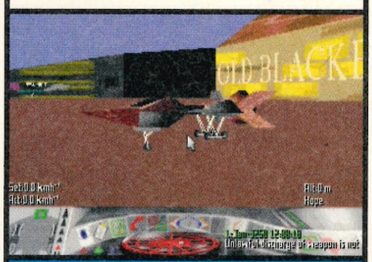
■ Flight sims are everywhere for the PC so why should anyone possibly want a new one? *Fighter Wing* has quite a competent sim underneath all the presentation and video clips of planes in flight between missions. These aren't of brilliant quality though; they're very pixellated and not what you expect from a new game. Nothing special really.

RYAN

■ This flight sim promises the Earth, and although you'd probably be able to come away with enough knowledge to pilot an F-15 Tomcat through downtown Beirut, it'll probably have taken you about 15 years to mastered it. No stone is left unturned, but unless you've got time on your hands to master every aspect, you won't get much out of this game.

Overall 65%

Frontier: First Encounters



SYSTEM: PC CD-ROM
PRICE: £39.99 MIN REQ: 386DX 25 MHZ
PUBLISHER: GAMETEK

DAVE

■ This wins the award of most unfriendly game of the month. It's a shame that on the box they have felt the need to connect it with the great *Elite* games. This looks dated, plays clumsily, and most of the icons to click on are washed out. After battling with this for the best part of an hour I was desperately yearning for some fun... so I played football with the box.

PHIL

■ As with any complex game, this takes some getting into., but it's probably worth it (in the end) as there's so much freedom to explore the universe, trading goods and embarking on countless missions. Although it doesn't seem that different in concept from the previous *Elite* games, and indeed looks a bit dated, I'm sure fans will lap it up.

NICK

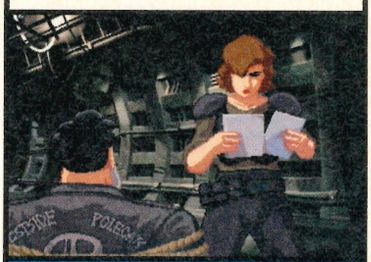
■ It's time for another corking game from Gametek! *Frontier* has been hailed as a ruddy brilliant creation that you'll want to immerse yourself into fully. That means it's not for those of you who want a quick blast and none of the boring navigation and statistics stuff. Strategists will get a real kick out of it though – sad suckers that they are!

RYAN

■ This is a game of two halves. The first is spent painstakingly trying to fathom out the many commands, and the second is the sheer pleasure once you've cracked it and can get down to some serious trading. You're granted total freedom to do whatever you want, plus there's some cracking arcade action o keep you hooked. Brilliant.

Overall 80%

Full Throttle



SYSTEM: PC CD-ROM
PRICE: £44.99 MIN REQ: 386 33MHZ
PUBLISHER: LUCASARTS

DAVE

■ I first saw this a year ago and was well impressed then. The fully fledged version has retained all the charisma and humour of that early demo and will only disappoint PC owners expecting it to be a racing game (although there is a racing section). Amusing control system and some ingenious puzzles and graphics make this a winner.

PHIL

■ Bike racing and adventuring – what a strange combination! It works well enough though. Although playable, the 3-D racing is just a sub-game for a graphical adventure that's both hilarious and brain-taxing. The huge-chinned hero certainly has charisma, constantly grunting wry comments in his gravelly voice as he searches for bike parts. Great fun.

NICK

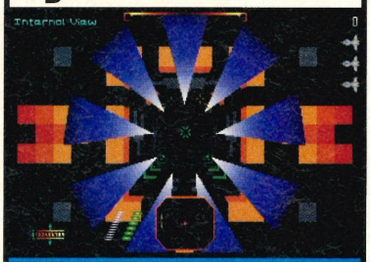
■ I've played a few point-and-click adventures in my time and some have been real rubbish, but this just grabbed by attention from the start and wouldn't let go! The adventure sections coupled with a bike-riding sequence and lots of puzzles to solve really make you want to persevere. It looks and sounds great too with excellent digitised speech.

RYAN

■ Another point-and-click adventure, and what a cracking one it is too. *Full Throttle* is wonderfully presented and a complete hoot to play from start to finish. This is certainly one of the best-looking, addictive and enjoyable adventures to emerge in a long while. If you're a glutton for arcade action and an all-round side-splitting, you can't go wrong.

Overall 89%

Pyrotechnica



SYSTEM: PC CD-ROM
PRICE: £29.99 MIN REQ: 386DX 33MHZ
PUBLISHER: PSYGNOSIS

DAVE
■ You'd have thought that a game with 'pyro' in the title would have some fire in it somewhere. Sadly the game itself is little more than an empty, vector-graphics version of *Descent*, with a touch of Jeff Minter thrown in for good measure. Lots of bright coloured boxes. Uninvolving, uninteresting, and largely unplayable.

PHIL
■ With a title like that I was at expecting some fiery special effects, so I was very disappointed to discover how unspectacular it was. The 3-D aspect works quite well as you fly around a network of tunnels, but there's little else to do apart from blast the odd blob and rescue your colleagues. Hardly state-of-the-art material, is it?

NICK
■ Whatever you do, don't play this after a few pints. It'll really screw your head up! The game is nothing more than a wild ride through a game of *Tetris*! Lots of blocks fly everywhere as you navigate your ship through. It's not as dire as it sounds though: I really started to get into it and there's all the usual flight sim stuff throw in for good measure.

RYAN
■ Don't let the beautiful 3-D graphics and thumping techno soundtrack fool you: this game is extremely repetitive and severely limited. The fact that everything is so dark can also be a problem as most of your early games will consist of bumping into things. Quite fun for a while, but the long-term appeal is practically nonexistent.

Overall 61%

Slipstream 5000

SYSTEM: PC CD-ROM
PRICE: £39.99 MIN REQ: 486 33MHZ
PUBLISHER: GREMLIN INTERACTIVE

DAVE
■ An exhilarating example of PC gaming at its best, *Slipstream 5000* is a rip-roaring futuristic race through many texture-mapped courses set in realistic scenarios. Jungles, cityscapes, canyons, the action is fast and furious, the speech is spot-on, although you need a good-quality joystick to play as the keyboard commands make no sense.

PHIL
■ Sorry to be the fly in the ointment, but I just don't reckon these 3-D racing games work all that well. It was the same story with *Powerdrome* years ago on the Amiga. Give me a good old-fashioned car racer like *Daytona* any day. *Slipstream 5000* is fast and furious enough, but I didn't find it particularly exhilarating or playable.

NICK
■ Race, race, zip, faster, faster, yes! This is a brilliant racing game packed with hot texture-mapped and groovy shaded graphics and lots of character. It does slow down on some of the lower-spec machines but you can always take out some of the flashy stuff to speed it up again. Lots of fun, lots of speed and I love it!

RYAN
■ One of the slickest racing games I've played in a long while. Everything about it is sheer class, it's exceedingly well presented, is soaked in authentic atmosphere, and looks absolutely stunning. Okay so it may be slightly flawed as it is perhaps a tad on the difficult side, but what the hell, I guarantee that you'll never regret buying this gem.

Overall 84%

The Daedalus Encounter

SYSTEM: PC CD-ROM
PRICE: £44.99 MIN REQ: 486 33MHZ
PUBLISHER: MECHADEUS

DAVE
■ Nice graphics, maybe nice enough to fool a lot of people for a while, but oh, you'll be sooo disappointed when you come to play the game... because there isn't one! Well, that's not strictly true, but a sequence of puzzles that gradually allow the programmers to use flash cinematics to tell a story doesn't quite cut it with me.

PHIL
■ I was all ready for a snog with the lovely Tia Carrere, so it was a downer to discover I was just a brain in a box! With romance out of the question, my interest soon waned. Yes, there are lots of flashy rendered graphics to admire, but like most FMV games, you play only a bit part in the action by solving the odd logic puzzle. What an anticlimax.

NICK
■ Hellooo nurse! It's that babe out of *Wayne's World*, and she's on my computer screen with not much on. Yes, this is the game with Tia Carrere in it so it's worth buying whatever the gameplay is like. But actually the game is pretty smart too. It's a strange space adventure where you are a brain in a box – just go out and try it for yourself. Bargain!

RYAN
■ This is one of those games that looks totally fantastic, but the gameplay fails to live up to the same standards. I played this for a few hours, desperately wanting something good to happen so that I could praise it – but nothing did. *Daedalus* offers a few uninspiring puzzles and lots of fancy graphical wizardry to compensate for the lack of game.

Overall 72%

Double Dragon V

SYSTEM: JAGUAR
PRICE: £54.99 SIZE: 16 MBIT
PUBLISHER: TELEGAMES

DAVE
■ Excuse me, I'm still stunned at just how bad this is, and surely everybody connected with it knows it. At a time when we are playing *Tohshinden*, *Tekken* and *Virtua Fighter* on 32-bit machines, how can a supposedly 64-bit machine hope to get away with releasing sorry rubbish like this. Jaguar owners, I sympathise.

PHIL
■ When a game makes your 64-bit super-console look like a 64K Commodore, you know it's bad! *Double Dragon V* is the most appalling waste of silicon I've seen in ages. With squat fighter sprites (complete with flickering shadows), a limited colour scheme and pedestrian fighting action, it really does resemble something from ten years ago.

NICK
■ Oh give me strength. If this is what the 64-bit Jaguar was created for then the Earth may as well end right now. Take a look at beat-'em-ups like *Mortal Kombat III* and *Tekken*, then look at this. Are you laughing yet? *Double Dragon V* looks nothing more than a school computer game project that's gone terribly wrong. Don't buy it.

RYAN
■ Someone please tell me that this is a joke. What a steaming pile of cat's vomit this sad excuse for a beat-'em-up represents. Everything about it is simply awful: the sound, the graphics, the presentation, the playability... er, hang on, what playability? For a machine that dares call itself 64-bit to churn out complete crap like this, it deserves everything it gets.

Overall 10%

Hover Strike

SYSTEM: JAGUAR
PRICE: £54.99 SIZE: 16 MBIT
PUBLISHER: ATARI

DAVE
■ Little more than a new-age *Spectre*, *Hover Strike* is another Jaguar game where you fly over empty landscapes shooting at filled boxes that are supposed to be tanks or enemy installations. It has that sexy woman's voice from *Cybermorph*, but none of that game's ingenuity or style. In fact those are two words you would not couple with this.

PHIL
■ At last, a game to use the Jaguar's 64-bit power with texture-mapped landscapes? No, sadly it's yet another dud. Not only are the graphics jerky and dull, but the gameplay sucks big time: just make your way towards the mission targets while blasting the odd baddie. It also gets confusing when your view's shunted around as you go over hills.

NICK
■ *Hover Strike* is one of those games that can look brilliant as a screenshot but is really awful to play. The texture-mapped graphics are great, although they look a bit slow when ships fly by. But you spend the majority of the game roaming around searching for something to shoot and wondering where the hell you are!

RYAN
■ This game looks absolutely fantastic... when it's paused! However, restart the action and it's nothing more than a messed-up jumble of texture-mapped landscapes swirling around with simple enemy sprites. What could have been a decent tank game has turned into an uncontrollable mish-mash of programmers being too clever for their own good.

Overall 34%

Troy Aikman NFL Football

SYSTEM: JAGUAR
PRICE: £54.99 SIZE: 16 MBIT
PUBLISHER: TELEGAMES

DAVE
■ This is another fumble and will probably earn the dubious title of worst American Football game on console. The title screens are quite promising, although fiddly as you try to use the telephone-like joypad, but once you get into the game any hope of fun is dashed by slow pixellated animation, poor sprites and a complete lack of realism.

PHIL
■ Yet another gridiron game tries to knock Madden off his perch, and yet another one fails. *Troy Aikman* does boast some novel features, including the ability to signal for a fair catch on a punt return, but these are accessed on the keypad – very fiddly in the heat of the action. Even ignoring this, you never really feel in control, particularly on defence.

NICK
■ Here comes another top-quality product from the people who brought you *Double Dragon V* and *Air Cars*. I find American Football games boring at the best of times but this is so slow and monotonous I could hardly keep my eyes open whilst playing! It all looks very slick with great presentation but don't be fooled – this game is a right woofer!

RYAN
■ I personally think the Jaguar should stew in hell for all eternity. This no-frills gridiron sim covers the sport in just enough detail to enjoy a couple of matches. It lacks the *Madden* presentation and authenticity, and the graphics are very suspect indeed. It may the best 64-bit American Football game around, but that's not saying much!

Overall 30%

Flashback

SYSTEM: 3DO
PRICE: £39.99 SIZE: 1 CD
PUBLISHER: US GOLD

DAVE
■ Do I really have to say anything about this game? Is there a format it hasn't appeared on? Have you ever seen the format make it look or play any better or worse? Sorry, but I'm completely bored with this title. It used to be impressive, but now it is just a classic exercise in churning out the same game to make a profit. Dated.

PHIL
■ They named this game very well as I seem to get a 'flashback' every time I play it on yet another system! Apart from the inclusion of snazzy rendered interludes, the 3DO version looks and plays identically to its ancient MD and SNES counterparts. Still a great arcade adventure, but it doesn't look so amazing on a 32-bit 'wonder machine'.

NICK
■ Ho hum, it's another version of that groovy game *Flashback*. To tell you the truth I'm sick of it after playing all the other versions. That doesn't mean that this one isn't any good though. The in-game visuals are up to the usual standard and there are some impressive cut-away rendered intro doobries to tart the game up. This is as good as *Flashback* gets.

RYAN
■ Still doing the rounds after debuting on the MD over two years ago, *Flashback* now appears on 3DO – and it's almost identical to the Mega-CD version. I was disappointed that the level backgrounds hadn't been enhanced, or that there wasn't a tad more detail on the central character. Still a good game, but don't expect too much from this version.

Overall 76%

Rise of the Robots

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

DAVE
■ *Rise Of The Robots* has taken a fair old beating in the press, considering they were afraid to even send out the game for review. Most of the criticism has been deserved, and this 3DO version is certainly the worst by a long chalk, considering the alleged capabilities of the hardware. This shows no concept of what makes a decent beat-'em-up.

PHIL
■ I was reminded just how awful the previous versions of the game were, as this is no better – not one jot. After wading through countless rendered sequences (yawn), you get to play one of the most mind-numbingly bad beat-'em-ups ever devised. There's a complete absence of both skill and excitement as you crush thicko opponents. Appalling.

NICK
■ No, no, not another *Rise Of The Robots* game, please! After all the hype, all the suspense and all the bullshit, this game has turned out to be crap on every format. The arcade machine was always the best of the bunch and even that starts to grate after a short while. The 3DO version is slow, looks awful and plays like a mangy dog.

RYAN
■ This has got to be a joke, right? If not then someone has a pretty warped sense of humour to release this ridiculous excuse for a beat-'em-up onto the 3DO. Everything about it is awful... I mean REALLY awful. It plays horrendously, it looks pathetic, the in-game sound is completely devoid of atmosphere, and it's just stupendously bleugh!

Overall 08%

Shanghai Triple Threat

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

DAVE

■ Highly addictive, brain-stretching puzzle game that'll have you sat scratching your head. Trouble is, it's so bloody simple in the graphics and sound departments, I can't imagine anybody wanting to pay good money for it. It was fine as a free Macintosh game, but if you'd bought a 3DO under the guise of it providing state-of-the-art gaming...

PHIL

■ A puzzle game like this doesn't exactly show off the 3DO's capabilities. You don't even get any FMV sequences for a reward after clearing a screen – which takes some doing in normal mode, never mind against the clock. After a few goes those funny tiles all started to look the same, and that repetitive Oriental music drove me nuts!

NICK

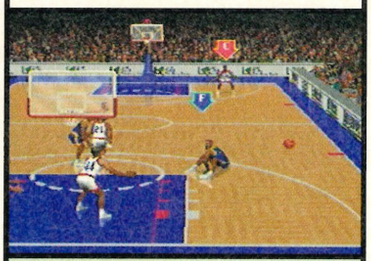
■ You sometimes wonder why some games end up on a hot new console. This puzzler from Activision doesn't look like anything special, but once you start playing, the simple but addictive gameplay takes over and keeps you hooked. It's all presented really slickly, as you'd expect from any game on the 3DO; there's just nothing here to give that special spark.

RYAN

■ In my opinion, puzzle games should be left to the cheap handhelds, and the cash used to produce sizzling software that fully exploits the capabilities of the new consoles. Thoroughly addictive *Shanghai* may be, but I wouldn't rush out and buy it for the 3DO, purely for the fact that there are loads of other great games around.

Overall 66%

Slam 'n' Jam



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

DAVE

■ Sluggish. That was my first impression of this. An hour later I was still playing it, and I will categorically state now, that this is the most realistic basketball simulation I have ever played. The graphics may leave a lot to be desired, but it plays and handles like the real thing, and as result you are drawn into hours of compulsive gameplay. Very good!

PHIL

■ Yes, Crystal Dynamics have done it again! This has to be the most realistic basketball game I've ever played. And not just due to the authentic rules and tactical substitutions – the action is totally slammin' too! The 3-D graphics give you a real feeling of being on the court as you perform realistic passing moves, dribbles and dunks. Ace commentary too.

NICK

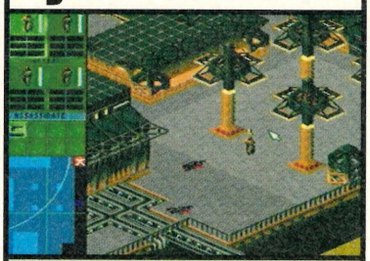
■ Hmm, basketball games are a strange breed – you either love them or hate them. This one looks really great with a 3-D court that pans around nicely and lots of animation, but the whole thing plays sluggishly. I loved the speech that wibbles away in the background though: these commentators come out with all kinds of weird phrases to urge you on.

RYAN

■ *A* frantic, nonstop dunk-fest with an excellent 3-D perspective. With one team ploughing into the back of the screen and the other raging forward, the matches are a constant seesaw of action that only lets up for fouls and show-stopping slamdunks. Everything about this game conveys the larger-than-life atmosphere of the sport.

Overall 87%

Syndicate



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

DAVE

■ Again? I seem to have spent the past year playing this game on just about every format. The trouble is, none of them can match the thrill and excitement I felt playing this for the first time on my Amiga. The console versions have all been a little disappointing, and this version seems slow and dated and will only please those desperate to play the game.

PHIL

■ For a 3DO conversion of a two-year-old Amiga game, I at least expect an effort to tart it up a bit. This looks and plays surprisingly like the 16-bit original, complete with graphical glitches and painfully slow movement of your agents. The mixture of strategy and arcade shoot-outs still works well, but it should have been so much better.

NICK

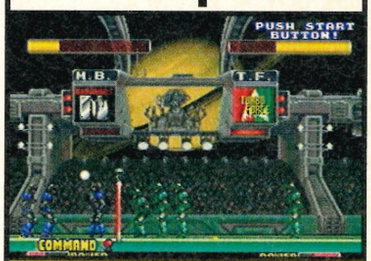
■ This month's games all seem to be conversions from other formats. Now we get Bullfrog's *Syndicate* on the 3DO. Again, it's been tarted up for the flashy 3DO format but the basic game remains the same. The sprites still move slowly around the screen and the odd exciting moment only comes after sitting through long monotonous stretches.

RYAN

■ *Syndicate* is a fabulously in-depth game that grabs your attention and clings to it like a leech. However, this is another case of been there, done it, bought the T-shirt. Syndicate was perfectly adequate on the 16-bit consoles without being subjected to a spicier mix of fancy visuals and cosmic sound so as to ensnare the 3DO market.

Overall 69%

Power Spikes II



SYSTEM: NEO-GEO CD
PRICE: £49.99 SIZE: 1 CD
PUBLISHER: SNK

DAVE

■ Sad attempt at a volleyball game, the side-on view has taken out just about every opportunity that may have existed to put a bit of spark in the proceedings. This just plays and looks like an old Amiga budget title, and I would only feel justified in owning this game if it came as part of a free compendium with the console.

PHIL

■ What sort of demented mind comes up with such a sad concept as a side-on-view volleyball game?! What next, side-on tennis? Never mind the dullness of the graphics, this 2-D perspective severely restricts the gameplay so you can only decide the length of your shots. Even more ridiculous is the way the players run through each other.

NICK

■ I thought SNK were only going to convert the best Neo-Geo games onto the CD console? Well this must have come from the very bottom of the barrel! It's flippin' awful with a side-scrolling play area that makes it impossible to play. Some of the special moves you can make are impressive, but who cares when the game looks like this!

RYAN

■ Hang on, I seem to remember Ubi Soft releasing a game remarkably similar to this on the SNES a while back. Like this it featured human and psychotic versions of volley ball viewed from the side with loads of supposedly clever offensive and defensive spies to master. I didn't particularly like this back then and I certainly don't now.

Overall 35%

Soccer Brawl

SYSTEM: NEO-GEO CD
PRICE: £49.99 SIZE: 1 CD
PUBLISHER: SNK

DAVE

■ Old and pretty standard Neo-Geo future-sports game that has teams of cybernetic soccer players facing each other, armed with super-powerful kicks and special moves designed to decimate the opposing players. Sounds good? Well it's not. It's just very average and completely lacking in addiction, personality and fun.

PHIL

■ I'm always up for a good footy game and this one has the novelty of cyborg players battling it out. Vinny Jones has got nothing on these guys who knock each other flying, fire plasma bolts, and send power shots ricocheting down the pitch. With such foul play it's more down to brute force than skill, but good fun against a friend.

NICK

■ Here's a soccer game with a difference. It goes along the lines of *Brutal Sports Football* but has much more impressive special moves and effects from the robots on the pitch. You can tell this game has spent some time in the arcades though: it's perfectly suited with smart sound effects and music that blare out and lots of instant appeal.

RYAN

■ Futuristic soccer games are usually cack, but I was pleasantly surprised with *Soccer Brawl*. Pick from a handful of teams, select either an indoor or outdoor stadium and you're off. There are some novel special moves to help power the ball past the goalies, and very few penalties to help play flow steadily. Dubious long-term appeal, though.

Overall 67%

Animaniacs

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

DAVE

■ Steven Spielberg's animated creations weren't exactly a smash hit on the 16-bit consoles. However, the Game Boy may fare better as the simplistic levels work well on the smaller screens and the animations have converted wonderfully. The gameplay is still a little stop-start though, and a heavy dose of patience is recommended.

PHIL

■ Apart from the omission of the odd large sprite to ride on, this is identical to the SNES and MD versions. As such it's a playable platformer, more puzzling than most as you continually have to switch between the three heroes to use their unique abilities. The four movie-themed multi-stage levels are all well constructed, challenging and fun.

NICK

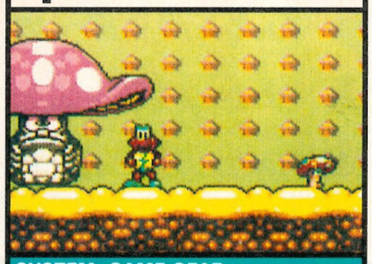
■ Those quirky puppy-type things are back again to cause havoc. This time the handheld Nintendo gets a battering with a game that looks and plays very much like the Mega Drive one, except for the colour! What I love about it is the way you can swap between characters at the touch of a button, each one having a different tool to use. Great stuff!

RYAN

■ I never seemed to gel with this whole *Animaniacs* concept. The SNES game was just a bunch of badly animated creatures dossing around simplistic platform levels doing silly things, disguising a really mundane game. And this version is just another scaled-down instalment of the same thing. Repetitive, boring, mindless platform drivel.

Overall 70%

Operation Starfish



SYSTEM: GAME GEAR
PRICE: £29.99 SIZE: 4 MBIT
PUBLISHER: US GOLD

DAVE

■ Out a long time ago on 16-bit, I can only assume that it has taken so long to appear on handheld because it was rubbish and nobody wanted to publish it. A real blot on what had been a decent series of games so far, *Operation Starfish* is an empty, uneventful cart that must have *Robocod* turning in his grave. It's time Pond was flushed down the toilet.

PHIL

■ Surely Pond's last platform adventure (with any luck), this was never a patch on *Robocod*. Ironically, I found this conversion not quite as torturous as the SNES one – maybe its simple gameplay is more suited to the handhelds. It's still dull as dishwater, though, and they were making better GG platformers than this when Pond was just spawn.

NICK

■ I didn't think much of this game on the SNES but as a Game Gear platformer it really works well. The cheesy hills hide all kinds of secret passages and bonuses and the way old James Pond can run upside down is really smart. I just hope this is the fishy spy's last outing though; I couldn't stomach another game with him in it!

RYAN

■ The Frankenstein of platform games materialises on the GG – probably the best format for it. The action is just your average *Mario* coupled with *Robocod* affair which involves nothing more than whizzing around levels, collecting objects. The graphics are decent enough, as is the jolly sound score, but this game packs no surprises.

Overall 58%

Alien Breed: Tower Assault

■ PC CD-ROM ■ £34.99
■ 386 33Mhz ■ Team 17

Mindless enjoyment it may be, but *Alien Breed* is quality mindless enjoyment. It is basically your no-frills, bog-standard alien-blasting type game which can be played with two players for the added incentive of killing off your partner at the nearest available opportunity. The graphics are decent enough and it plays well, but after a while you're bound to get bored of the same repetitive action. Good fun, but don't expect it to last forever.

Overall 72%

Pinball Fantasies Deluxe

UNSTOPPABLE!

■ PC CD-ROM ■ £39.99
■ 386 33Mhz ■ 21st Century

This special bumper pack contains the legendary *Pinball Dreams* and the hugely addictive *Pinball Fantasies* which together boast eight immensely playable tables to thrash away at. Although *Dreams* is somewhat dated in comparison to *Fantasies*, you can't really go wrong with this package. In fact the only gripe I encountered was trying to get past the protection screen when booting up – whoever dreamt up that confounded idea should be shot.

Overall 90%

The Fortress Of Dr Radiaki

■ PC ■ £34.95
■ 386 33 Mhz ■ Merit Studios

Another Doom clone enters the fray – ooh I can't wait! *Dr Radiaki* is a slightly humorous blend of carnage and adventure as your roam around a network of corridors and rooms, maiming anything that rears its ugly head. There are 15 3-D levels in total, each laid on with the usual assortment of power-ups and dastardly foes. It's all good fun in the short term, but it doesn't possess half the pulling power of *Doom*.

Overall 71%

Unnecessary Roughness '95

■ PC CD-ROM ■ £39.99
■ 386DX 33 Mhz ■ Warner Interactive

Yawn! Not another bleedin' gridiron game. I like the sport as much as the next man, and usually look forward to playing any games that emerge, but *Unnecessary Roughness '95* offers absolutely nothing that hasn't been done before. It is just another bog-standard American Football sim that plays okay, but there is just no point in owning it if you already own a game like this. Not bad as such, just damn tedious.

Overall 50%

MAXIMUM firepower

Achtung! Achtung! Games World: The Magazine has outgrown the old Paragon offices of old. As the summer months approach at a rapid rate of knots, the time has come to vacate our dusty old premises and move into a lush, high-security pad closer to the beach (for... er artistic purposes you understand!). So take heed, as from now, if you've got any contributions to make to Maximum Firepower, you should now send them to our plush new address which is: Maximum Firepower, Games World, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth BH1 2JS.

Star Wars Arcade

32X

Stop Clock

You must have a six-button joypad for this cheat to work properly. Pause the action at any time and then on controller one, press Down, B, B, Up, Right and Left. If the cheat has worked you'll hear a voice scream "Yahoo!". Hey presto, you'll now have infinite time to complete them missions.

Other Cheats

To reset the timer, pause the game and press Left, Down, A, C, Down, and Up. Also, to enter the sound test mode, pause the game and press Up, Right, Left, A, Down, and C.

After Burner

32X

Test Mode

Don't ask me why but people still insist on sending in pointless bits of garbage. But seeing as Jonathan Pole from Doncaster wasted a stamp on this pointless drivel, I figured the least I could do was print it. To enter the Test Mode on the game, press A, C, and Start on controller two when the Sega logo appears at the start. If this has worked you should hear a voice. Now, during the title screen, press A, B, C, and Start on controller one. You'll enter a menu screen displaying such marvellous options as Memory Test, Input Test, and Book Keeping. Apparently this screen was designed for use by arcade manufacturers, and proves without a doubt that 32X *After Burner* is arcade perfect – wow!

Earthworm Jim

Mega Drive

Extra Continues

Go to the Options screen and then set the mode on 'Practice'. Now go into the game and launch the cow. Once it has been sent howling into orbit, reset the game and then re-enter the options mode. Now set the difficulty on 'Normal' and start the game. You should now begin with three continues.

Hidden Power-Ups

At the end of New Junk City when you confront the boss, jump on the spring and keep the jump button depressed. You should now fly upwards and land on two platforms containing some 'Groovy' power-ups.

The Lion King

Mega Drive

Level Select

Go to the difficulty setting on the options screen and press the following sequence of buttons: Right, Right, Right, A, A, B, and Start. You should now enter a special level-select mode complete with the option of having infinite energy.

Virtua Fighter

Saturn

Play As Dural

This cheat enables you to have full control over the last boss in the game, Dural. Start a new game and press Down, Up, Right, A, and Left simultaneously. A noise will signify whether the cheat has worked.

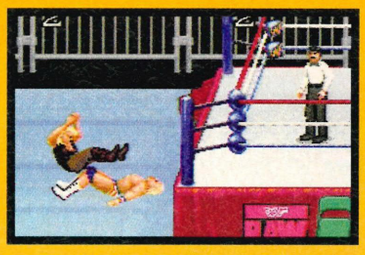
Ring Size And Stage Select

During the title screen, press Up 12 times followed by Start, and then enter the options. You should now hear the "KO!" sample. Highlight exit in the options menu and press Down and A simultaneously. Da-da-daaa... you can now change the size of the ring and select which stage you start on.

WWF Raw

SNES

Super Punch



With this handy cheat, you should be able to obliterate your opponent with only two punches. During the copyright text at the very beginning of the game, press Up, Y, and B simultaneously several times in conjunction. If the cheat has worked you'll hear a gunshot sound. Now enter the match and prepare to dominate.

Change Player Attributes

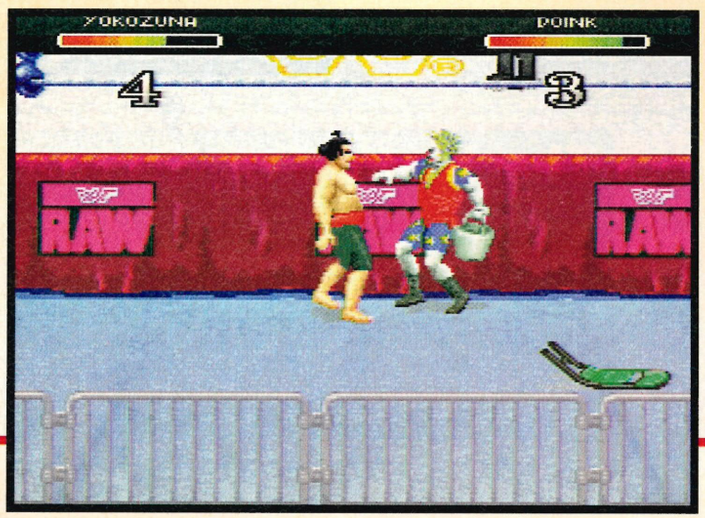
Choose your wrestler and then press Select to view their attributes. To change them, input the following joypad codes, pushing all of the buttons simultaneously:

Brett Hart – Down, Start and Left.
The Undertaker – Right, Y and Start.
Yokozuna – Up, Y and A.
Bam Bam Bigelow – Y, Start and A.
Razor Ramon – Y, A and Left.
Lex Luger – Down, Right, Start and Y.
Doink – A, Y, Left and Start.
Shawn Michaels – Left, Down, A and Y.
1-2-3 Kid – Left, Up, Start and A.
Diesel – Down, Y, A and Start.
Owen Hart – Up, Start, Y and A.
Luna Vachon – A, Up, and Right.

Mega Moves

Here are the codes you've all been waiting for – the mighty Mega Moves. To perform these moves, you must hold down the L or R buttons for them to work.

Brett Hart – When your opponent is on the ground, stand on the ropes and press Right, Right, Up and B.
The Undertaker – When your opponent is in front of you, press Left, Right, Right and Y.
Yokozuna – When on the ropes, press Down, Down, and X.
Bam Bam Bigelow – When facing the ropes, press Up, Down, Left, Right, and Y.
Razor Ramon – When your opponent is on the ground, stand below them and press Left, Left, Right and B.
Lex Luger – Press Up, Up, Down, and then hammer the B button repeatedly.
Doink – When your opponent has been stunned, stand behind them and press Left, Left, Left and A.
Shawn Michaels – Press Down, Right, Right and A.
1-2-3 Kid – Stand on the ropes and then press Up, Up, Up and A whilst your opponent is on the floor.
Diesel – When your opponent is stunned, stand behind them and press Down, Down, Right and B.
Owen Hart – Press Up, Right, Down and Y. To keep spinning, keep Y firmly pressed.
Luna Vachon – Stand above a floored opponent and press Left, Down, Down, and B.



Tohshinden

PlayStation

Play As Sho

You must start off by entering the Gaia code by sliding the directional button from Down to Right and pressing Weak Slash as the option menu forms on the screen. If this is done correctly you'll hear a voice shout "Fight!". Now go to one-player mode and position the cursor over Eiji, push and hold Up, and then select him as your character. Now start the match as normal and then pause the action. Use the Select button to move the highlighter down to Reset and then press Start. Now this is the fiddly bit! On controller two, input the following code as the option menu forms: Right, Down, Down Right (in other words the identical movement to execute Ryu's fireball in *SFII*). If the cheat has worked you'll hear some enthusiastic geezer shout "Fight!", and the menu writing will turn a different colour. Now go into the game and highlight Kayin, and then simply push Down as you select him. With any luck (and I stress that this cheat is tricky to do), you should enter the round as Sho. Although he is nowhere near as exciting as Gaia, he is still a good laugh to use.

Control The Cameras

To display even further the amazing graphical capabilities of the Sony PlayStation, there is a hidden option in there that allows you to position the cameras wherever you damn well please, so you can watch the fights from the most spaced-out angles imaginable!
Go to the options screen and set your control on 32. By doing this, a hidden camera option will appear under the camera action called 'Your Self'. Select this new option and then go back to the control and set it on 33. Now start a new game, pause it, and then press and hold all four hit buttons plus Select. You'll now be amazed to discover that the L and R buttons of both joypads can now be used to position the camera wherever you want. If you don't have two joypads, pressing Select will toggle between scaling and rotating.

CHEATS * TIPS * CHEATS * TIPS * CHEATS * TIPS

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0891 318 400	INFORMATION LINE
0891 318 401	SONIC 3 FULL SOLUTION & CHEATS & TIPS
0891 318 402	GAME GEAR CHEAT LINE
0891 318 403	DESERT STRIKE & TERMINATOR 1 & 2
0891 318 404	GOLDEN OLDIES, CHEATS, TIPS ETC (MEGA DRIVE)
0891 318 405	SONIC II & I CHEATS, TIPS ETC
0891 318 407	NEW RELEASE LINE, CHEATS, TIPS & HELP
0891 318 408	MEGA DRIVE CHEATLINE (LOADS OF GAMES)
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Demon's Crest

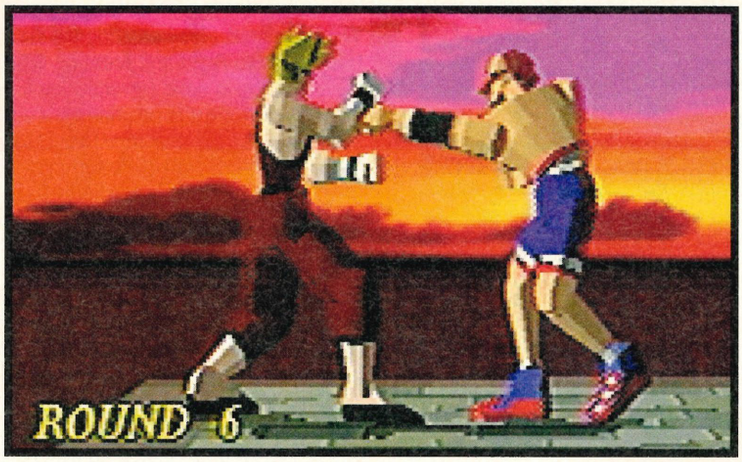
SNES

Play As A Super Gargoyle

Go to the password option on the main menu and then enter the following code for the desired effect.

For a full life meter and all of the items:
FDQP
QRMB
FGNH
GTKL

For a full life meter, all of the items, plus the Crest of Heaven:
QFFF
KNRR
DDLR
XGTQ



Virtua Fighter 2

Arcade

Knock Kage's Mask Off

Ever wondered what the dark destroyer known as Kage looks like under that namby-pamby mask of his? Well, if you win 20 rounds in a row, you can knock it off him in combat – not a lot of people know that!
If you desire to watch the replay in slow motion, this can be done by holding down all three buttons, although this only works once for every credit.

C2: Judgment Clay

SNES

Play As Ice, Spike, And Thunder

During the Game Mode and Options screen, enter the following codes to play as the hidden characters:

Ice – Hold the B button and press Up, L, L, L and Right.
Spike – Hold the R button and press X, B, B, A, Y, Left, and A.
Thunder – Push and hold Up-Left on the D-pad and then press Y, B, X, B, B, X, and A.

If these codes have been entered correctly, you'll hear a shout to signify that they've worked.

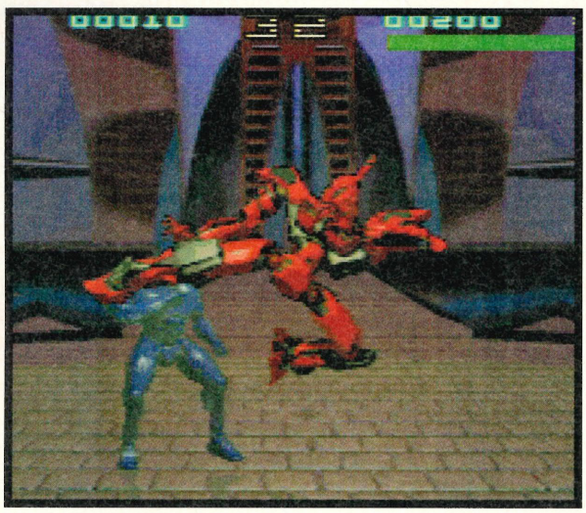
Rise Of The Robots

SNES

Invincibility And Ending

During the Mode Select screen, enter the appropriate code for the desired effect:

Invincibility – Down, B, Up, B, Down, Left, Right and B.
View the Ending – Left, B, Right, B, Down, Left, Right and B.



Val D'Isere

Jaguar

Hidden Options

During the main options screen where you pick the number of players, enter the following code to be granted access to a different options screen: 4, 0, 8, 5, 7, 4, 1, and 4.
The new screen will allow you to compete in different cups and change various aspects of the game.

Killer Instinct

Arcade

Lots Of Lovely Cheats!

Intrigued? You should be because we've accumulated a hat-trick of corking little cheats to entice you back to Williams' state-of-the-art beat-'em-up.

Turbo Mode

To access this lightning-fast gore-fest, go to the character select screen in Versus mode and choose your fighters. Once you've done that, input the following code immediately afterwards: push both joysticks Right and hold the top three buttons on both sides. If the cheat has worked you should hear a kind of 'swooshing' sound on the Versus screen.

Fulgore's Shrink

Back your opponent into a corner and then execute a simple combo. At the end, press Back, Down, Back and Fierce Kick to teleport behind them. Now by pressing the P1 button you'll shrink yourself, and by pressing the P2 button you'll shrink your opponent – strange but true!

Play As Eyedol

To crack skulls as Eyedol, select Riptor as your player and hold Left whilst pressing Weak Punch and Kick, along with Medium Punch. Then on the versus screen, push the joystick from Left to Right and press Fierce Punch and Kick along with Medium Punch. If the cheat has worked you'll hear the machine utter the spine-tingling word "Eyedol".

Ultimate Parodius

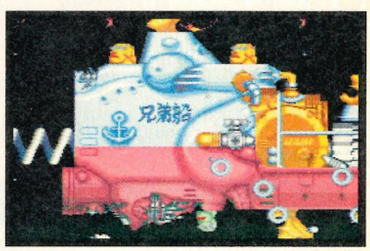
SNES

Hidden Level

To access a totally brand spanking new level in Konami's hilarious shoot-'em-up, go to the options screen and press Up, Up, Down, Down, Left, Right, Left, Right, B and A. A noise will indicate that the cheat has worked.

Stage Select

During the character select screen, press Up, Down, Up, Down, X, R, R, Select, and Select. If you hear a cat whine then that has signified that the cheat has worked.



The Need For Speed

3DO

New View

When in the inside car view, press and hold the following sequence on controller two: Up, L, and A. By doing this, you'll now be given another view from inside the car displaying a wider area of the road. If you continue to hold the buttons for longer the rear-view mirror will disappear, then the speedo, and then eventually if you hold them down long enough, the view will return to normal.

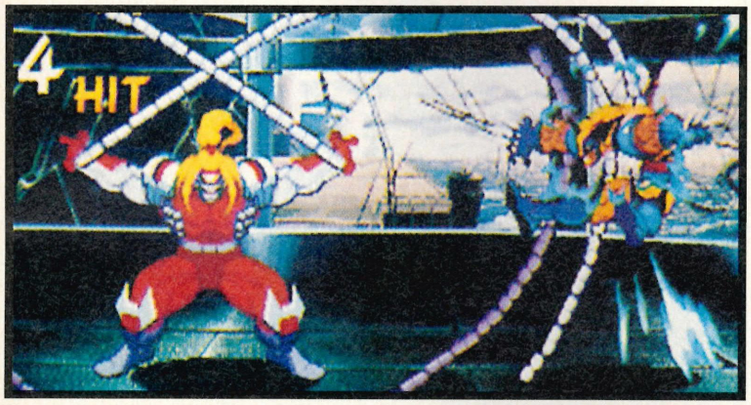
X-Men

Arcade

Play As Akuma

By following these simply steps, you could mash them cartoon wussies using the master of dark fighting from *Super Street Fighter II Turbo*.
To use Akuma in one-player mode:
1. Go to the character select screen and move the cursor over to Spiral and leave it there for one second.
2. Now continue to move the cursor over to Silver Samurai, Psylocke, Colossus, Iceman, Colossus, Cyclops, Wolverine, and Omega Red.
3. Move it back to Silver Samurai and leave it there for one second.
4. Now press Strong Punch, Weak Kick, and String Kick simultaneously to unleash the dreaded being.

To use Akuma in two-player mode:
1. Go to the character select screen, move the cursor over to Storm and then leave it there for one second.
2. Continue to move the cursor over to Cyclops, Colossus, Iceman, Sentinel, Omega Red, Wolverine, Psylocke, and Silver.Samurai.
3. Move the cursor over to Spiral and leave it there for one second.
4. Now press Strong Punch, Weak Kick, and Strong Kick simultaneously to kick some animated ass with Akuma.

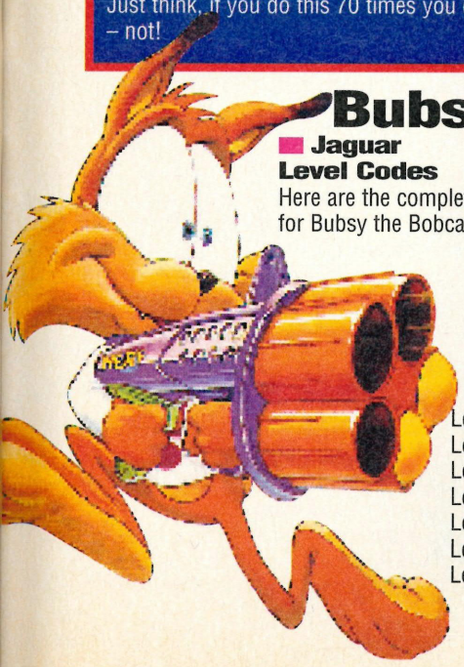


Premier Manager 3

Amiga

Mo' Money

Adam Jeffcock is the budding Alex Ferguson who sent us this excellent cheat to become the greatest team in the galaxy. To accumulate more money than is humanly possible to spend on second-rate strikers, simply go to the phone and input the code 343343. The screen will now go blank and a message will appear saying: "Well done, you have found the cheat for getting more money". How money though? Well get ready for the kind of ecstatic joy generated only by a National Lottery win (sort of!) because you'll pocket a colossal £100,000 for every time you pick up that receiver. Just think, if you do this 70 times you could buy Andy Cole, what a bargain – not!



Bubsy

Jaguar

Level Codes

Here are the complete set of level codes for Bubsy the Bobcat:

Level 2 – 392652
Level 3 – 458227
Level 4 – 958936
Level 5 – 739294
Level 6 – 184792
Level 7 – 812615
Level 8 – 781367
Level 9 – 126712
Level 10 – 236721
Level 11 – 673167
Level 12 – 792323
Level 13 – 672328
Level 14 – 782389
Level 15 – 672345

HELP!

If you've got a problem that nobody else can help with, but you can't wait for Max or the Game Brain, you could always try ringing up these helpline numbers. Get permission before you call but do call.

Helplines

Acclaim	(0171) 344 5000
Codemasters	(01926) 814132
Gametek	(01753) 553445
Gremlin	(01742) 753423
Infogrames	(0891) 244444
Interplay	(01235) 821666
Jaguar	(0839) 994460
Nintendo	(01703) 652222
Ocean	(0161) 839 0999
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LION KING.....0891 445 951
SONIC 1,2 & 3.....0891 445 941
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FROM THE DEPTHS OF THE LABORATORY, A GAMING MUTATION REVEALS ITS UNHOLY KNOWLEDGE

The Game Brain

"He's small, he's round, he's worth a billion pounds, Game Brain, Game Braaiinn!" Football fever has caught up with us all this month, especially with Dave, what with his beloved Manchester United playing in the FA Cup Final and all. Trouble is he rather rashly removed our cerebral celebrity from his normally bandana'd cranium, to use him as a football, and then just keeled over, burbling and dribbling a lot. Not the footballing kind of dribble either. Serves him right!
Whilst he's out and about we may as well pose the industry's biggest brain a few console conundrums to keep him occupied. If you have a problem and you can't track down the A-Team (probably because they're dead) write in to:
The Game Brain
Games World: The Magazine
Paragon House
St Peter's Road
Bournemouth
BH1 2JS

NEO RPGEO?

Dear Game Brain,
I own a Neo Geo (cartridge system), but am thinking of upgrading to a Sony PlayStation due to the lack of variety and expense of Neo Geo games. I would be grateful if you could answer the following questions:
1. Are SNK ever planning to release an RPG on the Neo Geo?
2. How come in your review of Space Griffon on the Playstation, the screenshots have English text; do all import Playstation games come with English text?
3. Is it possible to connect an import PlayStation to a Sony Trinitron colour TV, via a SCART lead – and if not, then how?
4. Will import and official UK PlayStation games be compatible with both import and official UK PlayStations?
Thanks a lot.
Chris, Bath

Yeah, the Neo Geo has always been a bit of a connoisseur's machine. A tad too pricey for most of us. I would, however, hold out on buying a PlayStation until it arrives on official release in this country, otherwise you are just trading one set of expensive games for another. As for your questions, here we go:
1. The problem with the Neo Geo is that it is an arcade machine really, and unfortunately you don't get many RPGs in the arcades, do you? So no Chris, there are no planned RPG releases to my knowledge.
2. No, not all import games come with English text. Although the more action-based ones like Ridge Racer and Tekken seem to favour it. Tekken though, still retains Japanese speech. If you go for RPGs, though, you are going to have a complete nightmare as these always seem to retain the original Japanese text for obvious reasons.
3. Yes, you can connect an import PlayStation to your TV via SCART lead, Chris. But unless the set is NTSC compatible the picture will be in black and white. The way around this is to buy a PAL-to-NTSC adaptor from someone like Datel Electronics, but that is going to set you back around £50, and you may lose some picture quality.
4. Nope. Sony assure me that there will be big compatibility problems in this country with official releases for people who rush out and buy import consoles. Someone may find a way around this – but for now, be warned.

Big in Baghdad

Dear Game Brain,
First of all I'd like to congratulate you about your brilliant mag. I'm sure that you've already kicked GamesMaster's butt! And congratulations for reaching the UK and World's No.1 magazine with your early issues!
After the congratulations and kicking butt let's start the main thing.
I'm gonna buy a 3DO, so I have a few questions.
1. Are the Goldstar and Sanyo units as good as the Panasonic one?
2. Why does the 3DO come only with one joypad?

Six-button showdown

Dear Game Brain,
Please can you answer my two questions?
1. Is there a special pad you can buy for *Samurai Shodown* on the 3DO? If so, how much is it and where will I find one?
2. On *Alone In The Dark* on the 3DO how do you get past the ghostie women sat near the fireplace, and how do you kill the pirate with the wooden leg?
Thanks very much.
R Newsome, Doncaster
PS. Where does Bob Mills buy his suits?

The 3DO seems to be causing all sorts of problems this month. First up let's take a look at what's available in the way of joypads. There is no such thing as a special Samurai Shodown joypad, but for most fight games you are going to want something more than a three

3. Will *MK* and *MK II* or *Primal Rage* or *NBA Jam* be coming out on the 3DO?
4. When will (MPEG) FMV thing be coming out and how much will it be?
5. What is your favourite game?
Type this letter and don't be a spoilsport, because you don't seem like you're one.
Faisal Ghazi, Baghdad

Hey hey Faisal. If that GamesMaster bloke came around here I'd really kick his butt for him! But he won't, he's too scared of the Games Animal.
Now let's get to those 3DO questions:
1. All the 3DO units are pretty much the same, it all comes down to aesthetics really. The only notable technical difference is that the Goldstar unit does have improved accessing time over the Panasonic one. Oh yeah, the Sanyo unit will probably never be officially released over here.
2. Because they are tight! Same as most other hardware manufacturers, they want you to go out and spend more money buying another controller. To date, only the Neo Geo has had the good grace to give its players two pads as standard. Good for you SNK!
3. At the moment only Primal Rage is planned for release on 3DO, and that will be after the first wave of 16-bit console releases. See the feature in our previous issue.
4. The MPEG (FMV) thing is available in America and Japan, but it won't be coming out officially in this country until after the release of M2 at the end of this year in the States.
5. My favourite game changes about so much, mate. At the moment I am playing Fever Pitch on the SNES all day and night, although overall I'd have to say Super Street Fighter II. Yeah, I'm a good sport Faisal, but don't think that your cheap psychology got you on this page. It was the fiver you enclosed that did it.

button controller. You could try the FZ-JJ1XP from Capcom. This retails at £29.99 and is probably the best of the bunch. Although it does not have L and R buttons at the top, it does at least have a port for connecting to other pads for multi-player gaming. There is also the Phase 9 pad from Euromax (£39.99) and the 3D Zero from Fire (£29.99). Both have 6 buttons but are not particularly good as they are not particularly comfortable and lack a connector for multi-player games, although you can buy a pair of infrared controllers from Fire for £49.99, if you're into gimmicks. Finally, if you prefer to go with what you know, and this would be my personal recommendation, you can buy a Super Nintendo Controller adaptor for £29.99, and use the excellent SNES pads to play your 3DO fight games with. If you have trouble getting hold of any of the pads, you can buy them from the brilliant Video Game Centre on (01202) 527314. Tell 'em we sent you.
2. Alone In The Dark is always a source of bewilderment to unsuspecting gamers, and I am only too pleased to answer your questions for you:
Firstly, don't worry about getting past the ghost by the fireplace; just move around her, take what you need and leave. If you touch her you'll be sorry. Secondly, to kill the wooden-legged pirate take the statue, hurl it at the suit of armour and then collect the sword. Use this weapon to slay the old sea dog. Not bad eh?

3DO Vs JAG

Dear Game Brain,
I am going to ask a short but painful list of questions about Panasonic's 3DO, so please answer them appropriately.
1. Your October issue included this Jaguar Advanced Gaming book which made out the Jaguar to be superb or perfect and the 3DO to be a Mega Drive compared to a (Jaguar) Silicon Graphics Onyx workstation. Take the Jaguar's graphics for instance, they are crap. My old Atari ST could do better than that! The 3DO has better graphics and more RAM. So really, say you are a die-hard games fan, you like smart intros and worthwhile graphics…which one would you get?
2. Can you connect a Logic 3 Stereo Speaker system to the 3DO console?
3. Could you get an 1Mb card to fit a 3DO to upgrade its RAM up to 4Mb?
4. (Extension to Q3) If so, if you bought a mouse and maybe a joystick could you play some PC CD games?
Thanks.
Jason Aubrey, Hinckley

1. How dare you insult the wonderful Jaguar Advanced Gaming Supplement! The answer to your question is simple though, I would buy neither. I'd wait and get a PlayStation or a Saturn, in fact that is what I am doing. However, if you pinned me down, put electrodes to my nerve centres and threatened to make me eat a whole crate of those disgusting Pop Tart things, I would choose the 3DO. It has better games and the CD-ROM drive gives it numerous memory advantages.
2. Yes, you can plug the Logic 3 speakers into the 3DO's audio output.
3. Jason, even if you could do this it would be a pointless exercise as the software wouldn't recognise the extra memory. There has been talk that they might be considering using the 3DO engine to build a PC, but that's just a rumour.
4. What?! Go away sad boy!

On me 'ead, son

Dear Game Brain,
I hope you will reply because I really need to know the answers to these questions and they are doing my head in.
1. Are there any cheats for FIFA International on the SNES?
2. Do you know any cheats for F-Zero on the SNES?
3. What is the cheat to get super goalie, super defence etc on FIFA '95 for the Mega Drive?
Lee Vernon, Cheshire

1. Right Lee, FIFA cheats, always a good starting point these. Here are the lot:
Go to the option screen and press…
XABYYBAX – Crazy Ball
BABBBBBBBBB – Super Kicks
RRRRRLR – Super Offence
LLLLLRL – Super Defence
YYYXAAAB – Invisible Walls
AABBYYXX – Dream Team
AAAAAYYYYY – Super Goalie
BARBYL – Curve Ball
2. There are no cheats in existence for F-Zero, Lee.
3. Bloody hell, make your mind up! Go to the options screen and press…
CCCBAAAB – Invisible Walls
BACBCC – Curve Ball
CABCCBAC – Crazy Ball
AABBCCAA – Dream Team
BABBBBBBBB – Super Power
AAAAABBBBB – Super Goalie
AAAAABC – Super Offence
BBBBBCB – Super Defence
ABCABC – Stupid Team
Now go into the main game and press A to bring the cheats screen up.

Finished for another issue, and whilst it grieves me to leave you all floundering in your own sea of ineptness for yet another month, I have a Games Animal and ego to support. Despite which, this fluid's getting cold. See ya, wouldn't wanna be ya!

Ready to rumble

Dear Game Brain,
I do hope you can print this 'coz all my friends are wondering about it too.
1. Are there any cheats for Royal Rumble on the SNES?
I watch Games World every day on Sky One at 6.00pm, and I buy your magazine every month!
Thanks for your time.
Shaun Steffan, Tolworth

Right, Royal Rumble was it? Hold on to your hat because these cheats are tricky, but at least they are not fake and pumped up like those real wrestlers in their girly leotards.
Play As Same Fighter: On the title screen, press Start. Select One-On-One or Tag Team and press Start. Select Two Player, press Start. Select One Fall, press Start. On Player Select screen choose the wrestler you want to play as with the D-Pad, push L-Button to stop the background from moving. Press L and R simultaneously, keeping background stationary. Push Select. On controller two select the same wrestler. Easy huh?
Two Punch KO: As copyright information fades, press B and Y at the same time, you will hear a grunt if you get it right. For this cheat to be activated, the timing has to be perfect. Once you have done it you will be able to knock out your opponent in just two punches.

Another month has passed and another is shortly to arrive. But in the meantime Adrian Price goes in search of videos, music, books, and anything else he can lay his grubby little mitts on just so that you lot stay entertained.

Videos to Buy

Red Dwarf VI – Byte Two

Released: June 5th
Certificate: PG
Price: £12.99
Plot: Three more episodes from the funniest space-comedy ever. Follow the exploits of Lister, Rimmer, Kryten and the Cat as they chase around the cosmos in the last three shows from series six.

Books

Judge Dredd And The Angel Gang

Released: June 15th
Price: £10 ;99
Plot: Judge Dredd is back after saving the Judge Child, safe in the knowledge that all of the evil Angel gang are dead. The thing is, they're not. With the fifth Angel, The Fink, and his sidekick Ratty still on the loose, can the Judge be afraid? We don't think so… not Judge Dredd

Ronin

Released: June 16th
Price: £10.99
Plot: A dishonoured 13th century Samurai is reborn into a corrupt and unfamiliar 21st century New York with a chance to redeem himself. On his travels he faces his sworn enemy from the past, and fights him on a decaying battleground.

The Sandman: World's End

Released: June 22nd
Price: £12.50
Plot: World's End tells of a group of travellers caught up in a storm. This isn't your usual storm, more of a reality storm where loads of travellers throughout time are resting. They're all supping some ale and telling each other stories, until everything seems a bit too odd.

Premieres

June. It's June. Well, it will be when these movies arrive briskly into your homes. Time for a big bag of popcorn and sweets for this little lot.

SKY MOVIES

Addams Family Values

Saturday 10th
8pm

In this, the sequel to The Addams Family, all the kooks have a hard time trying to live without Uncle Fester who's been snatched away by the beautiful baby-sitter. Will Fester ever return, or is he about to become a recluse forever?

Hard Target

Saturday 24th
10pm

The infamous John Woo directs this all-action film with Jean-Claude Van Damme starring as Chance, a sailor who comes to the rescue of a pretty young woman.

King Of The Hill

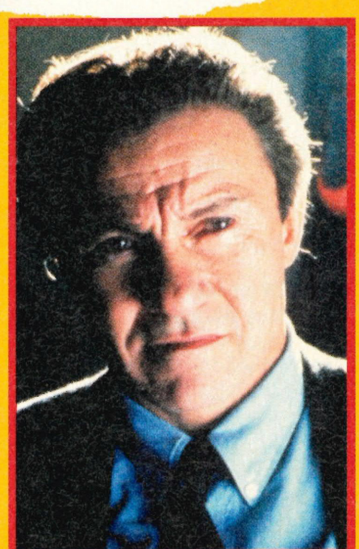
Thursday 1st
8pm

Tiny little Aaron tries to keep his nose out of trouble during the turbulent 1930s while at the same time trying to bring his family back together. Stars Jesse Bradford.

Young Americans

Saturday 17th
10pm

Harvey Keitel stars as a tough New York police officer who is brought in to coordinate the latest clampdown on drug dealers in Europe. Also stars Craig Kelly.



Jaws

Released: June 12th
Certificate: PG
Price: £10.99
Plot: It's Jaws, isn't it? Look, a big shark with a huge appetite and a rather nasty attitude just happens to tear up all the loose little swimmers who just happen to paddle a bit too far out. There's also a Widescreen version available at £12.99.

Deep Space 9

Released: June
Certificate: TBA
Price: £10.99
Plot: Tapes 3.7 and 3.8 are released this month with more dollops of steaming hot space station action.

Voyager

Released: June 26th
Certificate: TBA
Price: £12.99
Plot: Tape 1.1 is the first in the new Star Trek spin-off. Voyager has yet to be shown on British screens but when it does, it'll be just as good as the other Star Treks, hopefully!

Life Of Brian

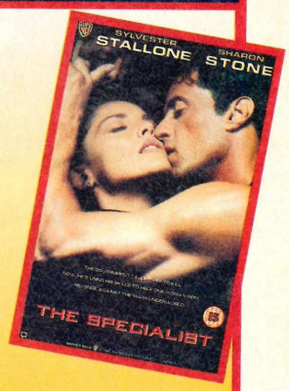
Released: June 12th
Certificate: 15
Price: £10.99
Plot: Monty Python at its best. Life Of Brian is more of a biblical romp, taking the mickey out of everything. The "Bit of fish for Jehova" is excellent. Great stuff.

The X-Files

Released: June 5th
Certificate: 15
Price: £10.99 each
Plot: The two videos released this month each contain two new episodes shown earlier this year on BBC 2. On the first tape is Shadows, and Jersey Devil. Shadows is about a ghost that comes back to protect a secretary, while Jersey Devil centres on a mythological young child who runs the streets terrorising people. On the second tape is Ghost In The Machine, all about a self-aware computer which ends up killing someone, and probably the best episode yet: Ice. Scully and Mulder come face to face with an extraterrestrial organism in the Arctic Circle – if let into the outside world it could wipe out humanity. Chilling stuff!

Rental

The Specialist



Released: June 16th
Certificate: 18
Plot: Sharon Stone gets her kit off yet again with Sylvester Stallone getting more than an eyeful. Explosive thriller that gets better towards the end. Sharon looks good though!

Junior

Released: June 26th
Certificate: PG
Plot: Arnold Schwarzenegger, Danny DeVito, and Emma Thompson all star in this film about parenthood. Well, it's sort of strange but Arnold actually has a kid! Hey, it's only a movie.

Animé

Angel Cop 2

Released: June 5th
Certificate: 18
Price: £5.99
Plot: With Angel now settled in her new job, will she be able to see who her real friends are, or will she be beaten to a pulp by her enemies?

Legend Of The Four Kings 9 & 10

Released: June 5th
Certificate: 12
Price: £13.99
Plot: The four brothers are facing more and more challenges every day. Will their identity be revealed after all this time?

Mega Zone 23: III A&B

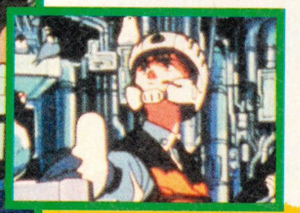
Released: June 5th
Certificate:15
Price: £13.99
Plot: With an incredibly long title, we have a new Manga film for you this month. Full of politics, fighting, and no doubt huge explosions, Mega Zone 23 is sure to please.

New Dominion Tank Police 7

Released: June 5th
Certificate: 12
Price: £5.99
Plot: The tank police come up against more violence and terrorism in Newport City.

Patlabor Mobile Police

Released: June 5th
Certificate: PG
Price: £13.99
Plot: The suicide of a mystery man on a construction site sparks off a large investigation, that may well turn out to be the downfall of Tokyo itself.



Cinema

Tank Girl

Released: June 23rd
Certificate: 15
Plot: About to hit our screens in June will be Tank Girl. Full of vulgarities and plenty of fighting, Ms T Girl is sure to influence the way many young ladies behave, much to the disapproval of parents and teachers alike. Watch out for it.

Congo

Released: June 30th
Certificate: TBA
Plot: A team of technicians venture deep into the Congo to search for the mythical and legendary city of Zinj. Minutes after sending their find to their headquarters in Houston, the team all die. A new expedition is sent to find out what happened. Venturing into the Amazon, they have to overcome bizarre obstacles before learning the truth about Zinj.

SKY THE MOVIE CHANNEL

Demolition Man

Saturday 3rd
10pm

Sylvester Stallone and Wesley Snipes star in this mad chase around a futuristic Los Angeles in a 'fight to the death' sort of plot. A really good action adventure.

American Heart

Thursday 15th
8pm

Jeff Bridges and Edward Furlong are reunited after Jeff gets released from prison. But after trying to make a go of things, they're drawn back to a life of crime.

My Life

Thursday 22nd
8pm

Michael Keaton plays a normal everyday sort of executive, until he finds out he has cancer. Fearing he may never see the birth of his child, he sets out to make a video, and in the process learns a lot about himself.

So I Married An Axe Murderer

Thursday 8th
10pm

Mike Myers, that crazy guy from Wayne's World, stars as Charlie MacKenzie. After falling in love with a beautiful butcher, he suspects that she may not be just chopping up small animals.

WIDESCREEN

Bram Stoker's Dracula

Sky Movies
Tuesday 27th 10pm

COIN-OP CORNER

Ryan Butt spends his very last pound coin to bring you his new monthly arcade column...

Furious Road

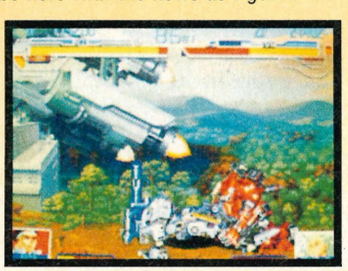
The select band of arcade pundits who favour SNK over Capcom in the beat-'em-ups war will be delighted by the news that Fatal Fury 3: Road To The Final Victory is to appear worldwide very soon.

Weighing in at a staggering 266 Megs, the first aspect of the game to hit you is a surprising letdown – the fighter roster has been scaled down from 15 to 10: five familiar characters and five new ones. The other major change is that instead of simply a foreground and background, there are now three separate fighting fields for the brawlers to jump backwards and forwards between. Fatal Fury 3 was released in Japan during April, so it could hit the Blighty shores any time now.

Cyber Dreams

Fans of Capcom's fantastic scrolling beat/shoot-'em-up Armored Warriors had better brace themselves for the follow-up, Cyberbots. After the phenomenal success of X-Men, Capcom have applied the ten-foot mechanical killing machines from Armored Warriors to the same formula and come up with a real winner.

The game features 12 assorted robots equipped with some of the most spectacular weaponry and combat manoeuvres ever seen in a beat-'em-up. As well as standard punches and kicks, you have flying abilities, forward and backward dash attacks, emergency escapes, and amazing combos and finishing moves. Packed into a flabbergasting 300 Megs of raw power and coupled with Capcom's CPSII and QSound hardware, Cyberbots will be a force to be reckoned with. At the time of going to press, Capcom were unable to announce a UK release date, but I'll be here with the news as I get it.



The Legend Returns

Where do you go when you've exhausted every possibility for a sequel? Easy, back to square one, and that's exactly what Capcom have done with their latest Street Fighter machine. Street Fighter Legends is basically a beefed-up version of the very first Street Fighter game that emerged aeons ago and features Ryu and Ken barely out of short trousers, Chun Li, and Sagat (the original big baddie). Also featured are a handful of enhanced veterans from Street Fighter, including an English cyberpunk called Birdie.

The graphics follow a similar style to Capcom's recent X-Men game and many of the Super attacks from SSFII Turbo have been left in to ensure that frantic fighting action prevails. Street Fighter Legends should be arriving later in the year, so make sure you revise all of your combos beforehand.

Sega Babe Watch

Coming soon from Sega Pinball Inc is a revolutionary new pinball table that looks set to have the male species flocking in their droves for a peek. Based on the hugely popular Baywatch series, it features plenty of digitised piccies of Pamela Anderson's and all the other beach bimbette's prized assets!

Baywatch pinball can be played by up to six players and comes complete with wraparound side rails (for wider and deeper shots apparently), digitised action sequences and mini video games, plus custom speech courtesy of the show's star, David Hasselhoff – wow!

Future Change Drainers

Night Warriors – Capcom

The original was fantastic and this sequel improves on the idea by adding two extra characters, loads of extra moves, and the novice auto-guard option as featured in X-Men. No release date has been confirmed as yet, but watch this space for more info.

Rail Chase 2 – Sega

The first was a blast, and this sequel spices up the action no end. You hurtle through 3-D mine complexes, cities, and countryside, blasting everything that comes at you whilst being jiggled around by a hydraulic seat. This should be hitting Bournemouth's Sega World very soon.

Cyber Cycles – Namco

Imagine Ridge Racer and Ace Driver combined with a futuristic motorcycle scenario pasted on top – does it sound great or what? The action is faster than ever and the ultra-realistic landscapes and tracks just improve with each new game. Don't find this, it'll find you!

Virtua Striker – Sega

We've had Racing, Cop, and Fighter, so it was natural that soccer would appear somewhere along the line. This looks magic and improves on the basic concept of Victory Goal with loads of fancy footwork moves and authentic atmosphere.

▲ **Stick your foot in for the most realistic Sega soccer sim to hit the arcade net.**

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FLASHBACK

AVAILABLE ON

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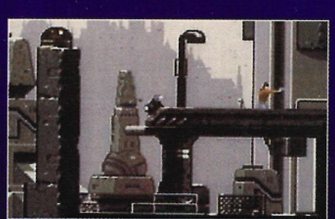

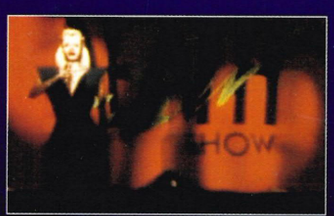

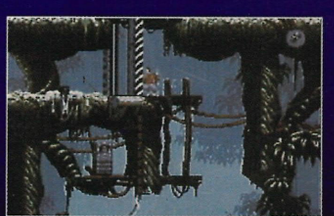

Secret agent Conrad B. Hart discovers mankind has been infiltrated by super intelligent aliens intent on global domination. Dazed and confused, you wake on a jungle-ridden planet with no memory of your capture. You will need both initiative and razor-sharp reactions to survive the hostile environment and piece together your shattered memory.

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U.S. GOLD

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