

DAYTONA USA ■ TEKKEN ■ Z ■ MORTAL KOMBAT 3

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

GAMES WORLD

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arrives on console.

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packed with screenshots

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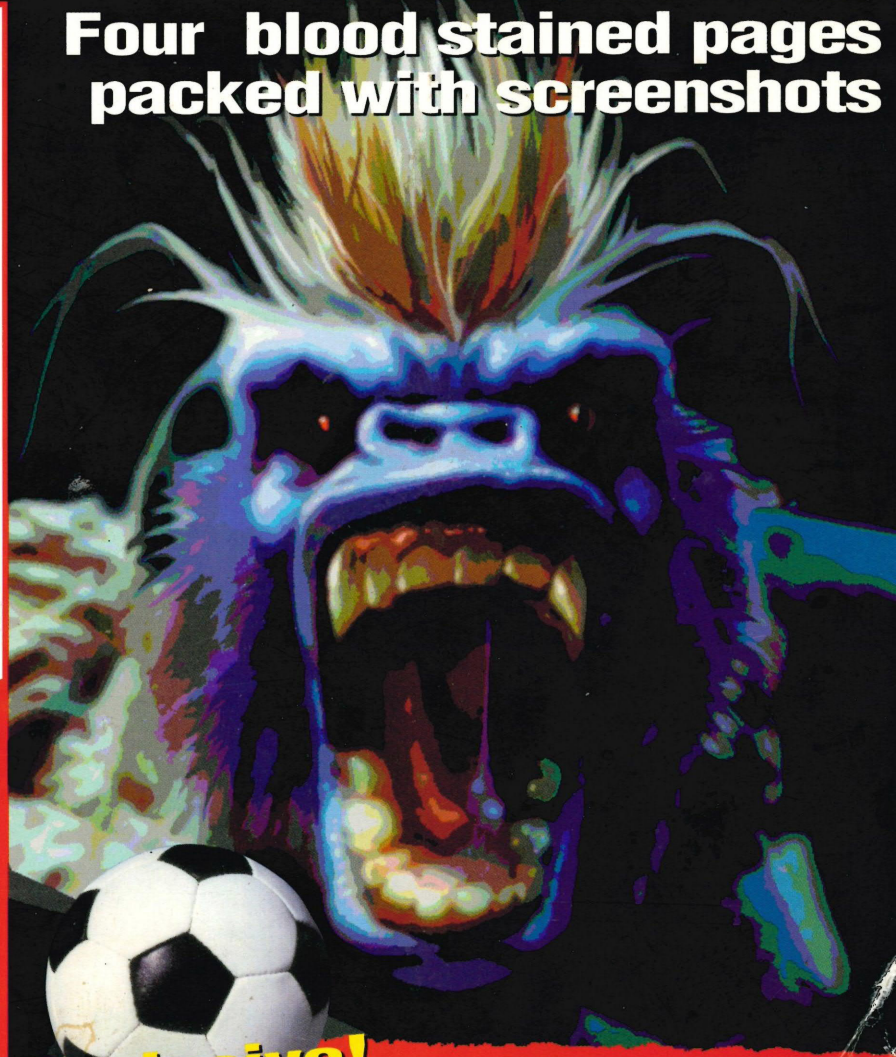
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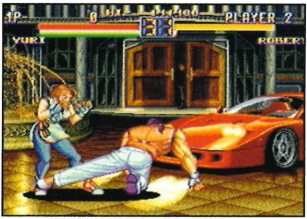


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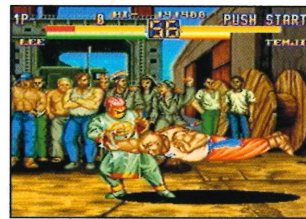
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Samurai Shodown II
& Special Moves



Art Of Fighting II



Windjammers



Fatal Fury 3



Fatal Fury 3



Top Hunter



Aero Fighters 2



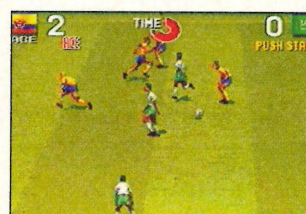
FATAL FURY 3
ROAD TO THE FINAL VICTORY



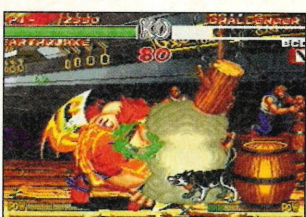
King of Fighters '94



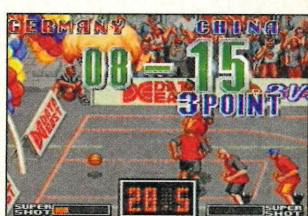
Super Sidekicks 2



Samurai Shodown



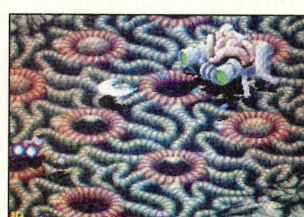
Street Hoop



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Another big signing for team PlayStation...

Striker

What would a new console be without a top soccer game? You don't get much bigger than Striker!

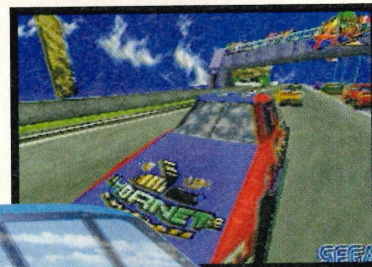
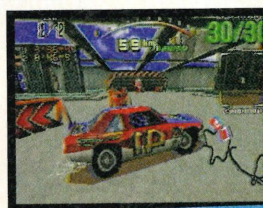


Taking pole position...

Daytona USA

24

Six-page special feature and review of the year's hottest race game. Will it pass the Games World MOT?



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Bloody picture frenzy! Primal Rage

Ape-smashing, Rex-gouging action from Time Warner as Primal Rage finally reaches the home console. It's brutal, it's bloody, it's full of well-hard monsters and we love it!

Intents

Cyborgs a go-go!

Z

Apocalyptic combat action on the PC as the Bitmap Brothers thunder back onto the games scene with a bang (or two)!



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We've seen the light

Heart of Darkness

A luscious, sumptuous feast of animation. Heart Of Darkness is set to be the PC smash of '95. Oh yes.

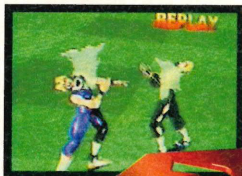


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Fight!

Tekken

The beat-'em-up of the hour, has Tekken got the muscle to steal Tohshinden's crown? We trade blows with the PlayStation's newest battler.



63-85

45 games reviewed this issue on all formats.

Including: Panzer Dragoon, Daytona USA, Street Racer, Dark Forces and Bioforge. This the UK's toughest review section. Unstoppable!

THE

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GAMES WORLD

THE MAGAZINE

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I write this having recently returned from overindulging at yet another European Computer Trade Show. Thankfully, that pleasure was not simply limited to the copious amount of parties that simply had to be attended, (although I was fed vodka jellies by purple-haired wenches from out of space and pelted with beer-soaked sponge balls at the Limelight club, really), or the armfuls of freebies and goodies I usually manage to stagger away with courtesy of my industry chums. Nope, this time I am pleased to announce that the indulgence was of the gaming kind. I was once again able to get to grips with the brilliantly addictive Worms at the Team 17 stand, had a private showing of Z by the Bitmap Brothers' excessively talented Eric Matthews, and was treated to a stunning preview of Virgin's forthcoming release, Heart Of Darkness. Every one a sure-fire hit later this year, I'll stake my bandana on it!

I was also impressed with the Saturn and PlayStation and some of the forthcoming software that is being 'secretly' produced for you lucky people. And I have to say what a relief it is to finally have two great machines on the horizon that not only look good and have a catalogue of top-class games ready to go at their launch, but also have quality, well-designed joypads that make them enjoyable to play too.

Yes, I stood with Time Warner waiting for a giant ape to fart, mused over how much the Sony area must have cost, and desperately tried to catch the eye of the buxom girlie dressed as the Statue Of Liberty on the Philips CD-i stand. People may tell you the market's depressed, but don't you believe it. I'm happy to say the future still looks bright for the games world, it just has to learn not to take itself so seriously.

Enjoy,

Dave Perry

Phil King

▼ Reunited at last! Phil King joins the Games World team this month after a period as Editor of Sega Pro magazine. Dave and Phil last worked together on Mega Power, and with the Kingster being the present International Superstar Soccer World Champion and the former Sensi Soccer World Champion, he is the perfect choice as the Games animal's right-hand man, and a top-quality Andy Cole-type signing.

Ryan Butt

▼ Another new kid on the block. Ryan has worked on a variety of top games mags including Super Gamer, Console XS and Sega Pro, before being poached to come and join the new-look Games World. Taking over from Ade as tips wizard and magazine pin-up, the Buttster has only one fault... his love of EMF. Come back Ade and the Prodigy, all is forgiven.



nt



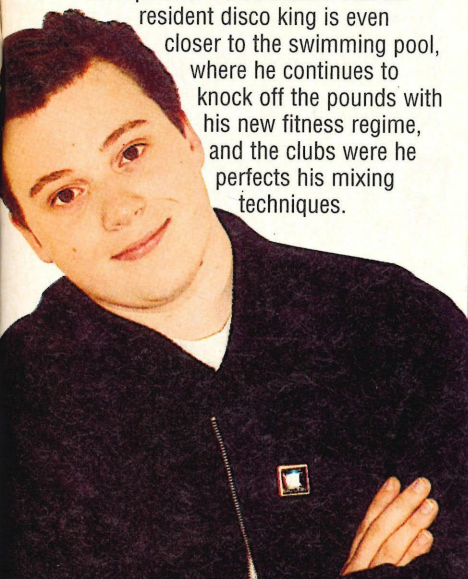
Sony Super Station

The ECTS's change of venue from the Business Design Centre to the spacier Olympia enabled companies to set up bigger and fancier stands than usual. The large Grand Hall was dominated by the mammoth Sony stand which more resembled an indoor roadshow with its giant video wall and DJs to commentate on the action. Trying to prove that size really is everything, they spent great wodge of cash (allegedly a cool quarter of a million) promoting their PlayStation to the hilt. But although the machines were plentiful, the games were not, with only six titles on show – nearly all of which we'd seen before. This certainly evoked some grudging criticism from other hardware manufacturers who kept pointing out that they were showing far more games in a much smaller space.

The Show must go on

Nick Roberts

▼ Nicko has taken the 'bonding' experience of working on the country's top games mag that one step further by actually moving into a bachelor pad with Ade, news of which has the female population of Bournemouth trembling with anticipation. It also means that our resident disco king is even closer to the swimming pool, where he continues to knock off the pounds with his new fitness regime, and the clubs where he perfects his mixing techniques.



Attracting visitors from all around the world, the recent European Computer Trade Show in London was overflowing with the latest games, hardware and blarney. Games World was there to cause havoc...



Visit To Saturn

Sadly, the battle of the giants never got underway as Sony's main super-console rivals Sega only had a small presence at the show, preferring to ferry visitors over to their nearby headquarters in the 'Saturn Shuttle' – apparently a state-of-the-art vehicle, although it looked like a normal red bus to us! However, they went to town on tarding up their HQ lobby as a futuristic space lab for the Saturn showcase. A leather-clad actor was drafted in (allegedly from Saturn!) to do the sales pitch as challengers played various games (including the

News up front

superlative *Daytona USA*) in the blacked-out arena, complete with futuristic domes and doobries – and an earthquake-emulating sound system. Blimey, are they deaf? They are now.

Show No Go

Other notable absentees from the main show included US Gold and Core who took people to their hotel suite in two white stretch limos – a bit more stylish than the

Sega Shuttle! Meanwhile Mindscape and GameTek were residing at the Hilton, just over the road from the show. GameTek had manned their suite with a load of dummies – and we don't mean the PR people either. Delivering the 'new baby' of *Frontier: First Encounters*, the mannequin doctors were attired with surgical masks, gowns, stethoscopes and, of course, obligatory rubber gloves – although some of this gear was mysteriously left lying around on the floor. Ahem.



WIPEOUT

■ PSYGNOSIS
■ PLAYSTATION
■ TBA

You may think racing is a dangerous sport today but you ain't seen nothing yet! In the future things will be a hundred times worse with the introduction of the F3600 racing league. Psygnosis have created their vision of the future with one of their first Sony PlayStation games *Wipeout*.

As you'd expect, the game is fast and frantic using a gameplay feature called Dynamic Play Adjustments (or DPA) to keep the player thinking. The speedy tracks have jumps, tunnels, loop-the-loops and pop-up walls to add a little spice, and through the wonders of link-up cables two-player games can be played head to head. If you thought *Ridge Racer* was a scorching racing game then you haven't played anything yet. Watch out for this one!



future SCREENS

future SCREENS RISE 2: RESURRECTION

■ MIRAGE
■ SNES/MEGA DRIVE/PC/
AMIGA/SATURN/PLAYSTATION
■ AUTUMN

The people at Mirage are at it again – can no-one stop them? After the roaring success of the original *Rise Of The Robots* (?) they embarked on a market research campaign to discover exactly what beat-'em-up fans want from a game. The result is *Rise 2: Resurrection*.

More robots, choice of robot, robot flipping, bucketfuls of weapons, enhanced artificial intelligence, special moves. The whole game engine has been enhanced and there are more of those rendered robot walking sequences that we've all grown to know and love.

It looks like it's too late to stop them now as the game is in mid-development so we'll just have to wait and see what they make of the sequel!



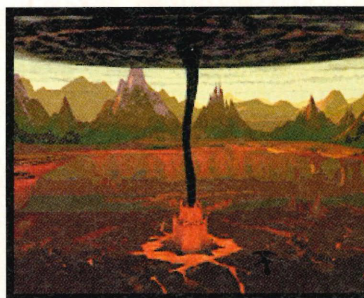
Virgin Federation

Back at the show, one of the most imaginative stands was Virgin's mock Star Trek set, complete with a bridge manned by purple-haired

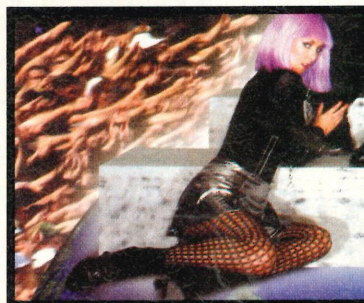
star chicks (and a few tough-looking geezers) dressed in Bacofoil. We liked it, although one rival publisher remarked that it looked more like the old Sixties TV series *UFO* than a futuristic starship!

Inside the 'ship', amongst the glass cases containing 'alien specimens', countless games were showing on the various formats. Undoubtedly the pick of the bunch was *Heart Of Darkness* on CD-ROM (see the preview in this issue), being shown to a select few (including Games World, naturally) in a special room round the back.

Interplay tried to gain the crowd's attention with a personal appearance by Steve Davis to promote their new *Virtual Pool* game – hang on, when was the last time you saw him playing pool? That's interesting.



▼ "I come from planet Virgin and I'm here to show you my *Heart Of Darkness*." Oo-er, what's her game, then, the saucy madam?



Ocean Of Drink

Perhaps the shrewdest move of the whole show was Ocean's sponsorship of the main bar. As well as being the first destination for any journalist, this was located right next to Ocean's rather modest stand, giving the impression of one huge Ocean area with all the company logos everywhere. On large video screens, the drinkers could get seasick watching promos for such new projects as the pirate adventure *Sea Legends* (PC & CD-ROM) and Kevin Costner movie licence *Waterworld*

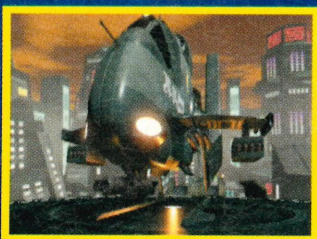
future SCREENS

G-POLICE

■ PSYGNOSIS
■ PLAYSTATION
■ TBA

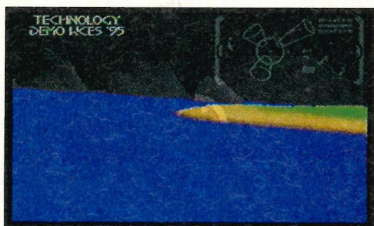
Have you ever wanted to immerse yourself completely in a whole new, computer-generated world? Well *G-Police* might just have the place of your dreams. The story goes like this. Your sister was a member of the G-Police but has mysteriously disappeared. You take on a false identity and enrol yourself in the force to find her.

The developers have created a totally convincing 3-D system in the game that can reproduce an entire futuristic city complete with shopping malls, power stations, airports, playgrounds – absolutely everything you would find in a normal city. The traffic even moves around the place independently, so make sure you don't get knocked down. Will the mystery of your sister's disappearance be solved? That's down to you.



(SNES, MD, GB). Ocean also pulled off a coup by signing a deal with top Amiga/PC men, Team 17.

Meanwhile BMG signed up top developers DMA (of *Lemmings* fame) in a multi-million pound partnership to develop four titles for the PC and new consoles. But the move infuriated Virgin who claimed it breached their exclusive contract with DMA.



Pussyfooting Around

Although both dwarfed and deafened by the nearby Sony stand, Atari were proudly showing off their new Jaguar CD add-on, albeit in a glass case and not running any games as the software wasn't ready – all we got were rolling demos. However, Games World never takes no for an answer, so we sneaked round to Atari's HQ afterwards to bring you the previews this issue.

Back at the show, Atari had 11 games on view around the outside of their red-and-black circular stand which looked quite good, although the black showed up some muddy footprints where someone had obviously stepped prior to assembly – whoops!



We Love Liberty

Philips had the benefit of a free mini-bar inside their silver and black stand, where they were launching *Chaos Control* on both CD-i and CD-ROM – promoted by some tasty girlies dressed up as the Statue Of Liberty. The game marks a branching out on the software side, with most future Philips titles due to appear on CD-ROM, and later possibly even PlayStation and Saturn.

Philips also announced a three-year

ECTS Awards

On the first night of the show, the 1995 ECTS Awards were handed out to delighted games people who smiled like Cheshire Cats and got the drinks in. Here's the full rundown...

BBC Live & Kicking Viewers Award:

The Lion King

"What are they like? I blame it on that Andi Peters, you know..."

Game Of The Year (Germany):

Magic Carpet

Game Of The Year (Spain):

Doom II

Game Of The Year (Italy):

Donkey Kong Country

"It seems every country's got its own award. Uh oh, here we go again..."

Game Of The Year (Scandinavia):

Doom II

Game Of The Year (France):

Magic Carpet

Game Of The Year (Benelux):

Donkey Kong Country

The Wired Award (USA):

Doom II

The Login Award (Japan):

Wing Commander III

"Eh? Trust those Japs to be different..."

Developer Of The Year:

Bullfrog

Marketing Award:

Virgin Interactive

Entertainment

Software Publisher Of The Year:

Electronic Arts

"They can thank Bullfrog for that one. Oh look..."

Innovation Award:

Bullfrog

Best Edutainment/Reference

Product Of The Year:

Encarta

Video Game Of The Year:

Donkey Kong Country

Computer Software Game Of The Year:

Magic Carpet

Hardware Award:

3DO

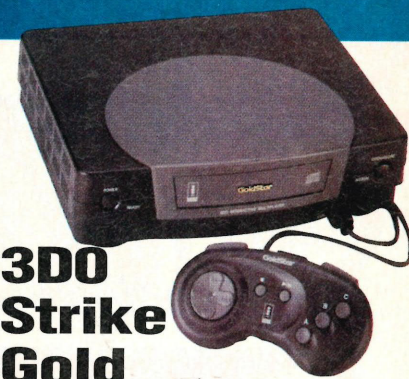
Most Original New Title:

Magic Carpet

"God, I'm sick of all this back-slapping. I need a drink..."

European distribution deal with US software house GTE Interactive, whose upcoming titles include 3-D beat-'em-up *FX Fighters* and movie licence *Tank Girl* – both being developed by Argonaut.

Some new Video CD releases were also on show, including *Four Weddings And A Funeral* and music titles from *The The* and *2 Unlimited* – no no, no-no no no!



3DO Strike Gold

The 3DO Company had a modest presence, apparently content in the knowledge that their machine had already established itself – their ECTS Award for best hardware was proudly on show! There was no sign of the upcoming M2 upgrade, although developers were getting a secret briefing in a back room.

The new Goldstar GDO-202P 3DO player was there, though, and very stylish it looks too. New software included Crystal Dynamics' *Gex*, plus sneak sporting looks at scaled 3-D basketball sim *Slam 'N' Jam* and wacky ice-hockey game *Dragon Blaze* – featuring impressive cartoon sprite animation.

future SCREENS

KRAZY IVAN

■ PSYGNOSIS
■ PLAYSTATION
■ TBA

The Mega Drive 32X and Jaguar both have 3-D mechanoid games (*Metal Head* and *Iron Soldier*) so it was about time the PlayStation got in on the act. Psygnosis's oddly named *Krazy Ivan* sticks the unsuspecting player at the top of a 40 foot, 50 ton mechanised power suit (wool!) and lets the armies loose.

The general idea is to jump around and crush the little people with your size 2,000 trainers, or use the varied selection of weapons to splatter them. Either way the size difference is like pouring boiling water onto ants in your back garden. Each game arena will have lots of obstacles to dodge, too, adding to the excitement. It's good to see some English developers showing their wares on the PlayStation. The future's going to be bright for us gamesplayers!



Our Awards

Never mind the official ECTS awards, we've come up with Games World Golden Bandanas and Rotten Bananas for the show itself...

Golden Bandanas...

Best Stand:

Virgin for their kitsch spaceship with dead alien specimens and purple-haired girlies.

Best Game:

Pipping both *Ridge Racer* and *Daytona USA* to the chequered flag is Renegade's *Z*.

Most Impressive Demo:

Virgin's *Heart Of Darkness* wowed us with its light-sourced 3-D graphics.

Best Hardware:

It has to be the PlayStation, especially as Sony spent so much money!

Best Freebie:

It may have been cheap and tacky, but Krisalis's lottery number picker was a winner – hey, it could be worth millions!



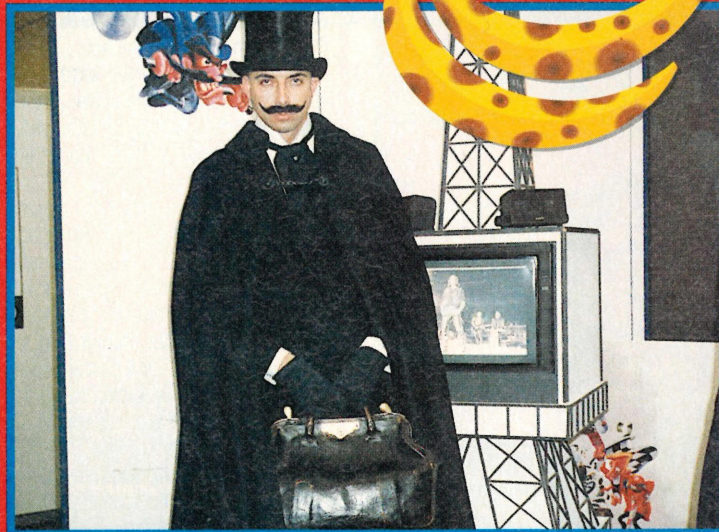
Best Babes:

A toss-up between the purple-haired Virgin girls and the Philips Statues Of Liberty – the latter win for having less on!

Best Bag:

Gem Distribution have this one in the bag for their highly durable silver sacks – visible from five miles out.

Rotten Bananas...



Dodgiest Geezer:

Bluebyte's Dr Drago who went around dressed in top hat and black cape, handing out leaflets saying "You've been had by Dr Drago!"

Fiat Tyre Award:

Sega's Saturn Shuttle which transported visitors to their HQ at light speed – well, about 15mph actually.

Biggest Waste Of Money:

The £40,000 Sony allegedly spent on a huge PlayStation banner, only for Virgin to put theirs in front of it!

future SCREENS DEMOLISH 'EM DERBY

■ PSYGNOSIS
■ PLAYSTATION
■ TBA

So you were a bit disappointed by *Ridge Racer* then were you? Well here's a game to put everything right. At first glance it looks like a variant of Sega's arcade smash *Daytona USA* but there's more to it than that. Cars are raced around a track but each time you smash into an opponent must be carefully calculated to do the maximum damage to them, and the minimum to you. A bit like Bournemouth on a Saturday night! The winner is the sole driver left on the track with all the others strewn about as wreckage. With gorgeously rendered cars plastered with adverts and a realistic simulation, this is definitely going to get the heart racing.



▲ Just look at those lovely *Daytona*-style cars in Psygnosis's *Demolish 'Em Derby*. Instead of racing to the finish, you have to bash all your rivals until they've completely conked out.

Silver-Screen Saturn

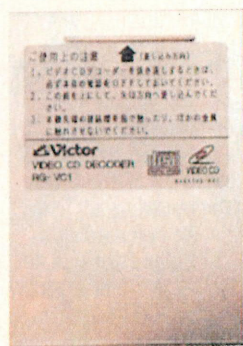
Japanese boffins have come up with an MPEG video decoder card for the Saturn. Looking a bit like a naff cigarette case, the fiendish device slots into the back panel of the Saturn, transforming the super-console into a standard Video CD player for watching all your favourite films – just like on Philips CDi. Even better, you can zoom and pan around the screen, plus there's a

picture-in-picture facility with up to nine boxes simultaneously displayed – great for Celebrity Squares!

Both Sega and Victor Entertainment (JVC) are making the devices.

Unfortunately, the Japanese decoder only works with their NTSC TV standard, so we'll have to wait

until after the Saturn's official European release for Sega's PAL version, which is likely to cost around £150. There'll also be a Photo-CD module available for bunging your family snaps on the screen and zooming in to get a closer look at Uncle Dick's terrible toupée.

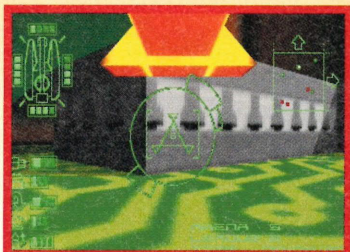
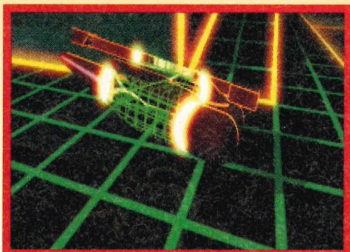
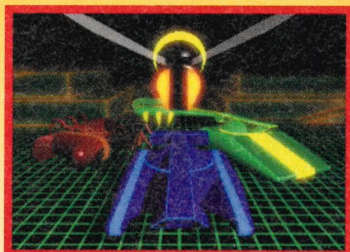
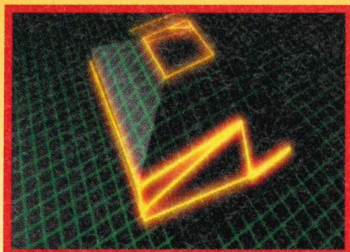


future SCREENS

ASSAULT RIGS

PSYGNOSIS
PLAYSTATION
TBA

Another game set in the future (what is this obsession?) borrows heavily from *The Running Man* storyline to create a 3-D killing game. A league of sponsors named The World Net Championships have put up a large cash prize and created virtual arenas for players to battle it out inside an Assault Rig. The rig has all kinds of on-board weapon systems to blast the hell out of the competition and extra weapons are littering the floor of the arena to do even more damage. The winner of the cash prize is the first to hit the opposition five times with any weapon. The loser is the one jerking in a pool of blood inside his Assault Rig. Nice stuff eh? With the highly realistic 3-D graphics of the PlayStation you better not let your mother play this one!



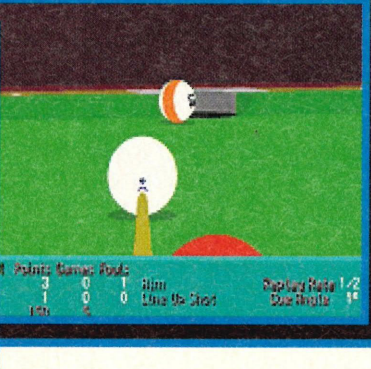
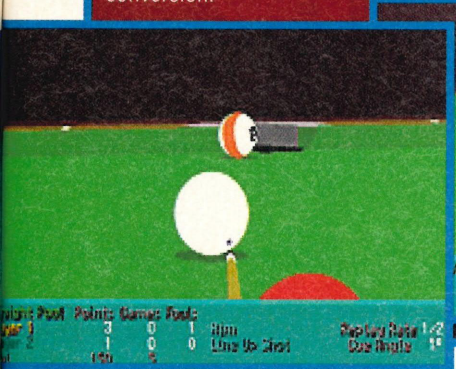
future SCREENS

VIRTUAL POOL

INTERPLAY
PC CD-ROM
TBA

That well-known game played by drunks in pubs has been begging for a PC version to come along. Hasn't it? Well Interplay have done the conversion anyway, and it looks brilliant. They've taken the 3-D route and created a pool table that you can move around from any virtual viewpoint and do all kinds of clever things with your cue!

The table can be zoomed in on, twisted around and you can even go underneath, although I can't really see the point, unless you were looking for lost piles of 10p's. With options galore and some FMV of a top pool-playing geezer going through his trick shots, this is the ultimate pool game. Stick a pint of lager on the end of your PC and it would be a perfect conversion.



Welcome to Goro's Grapevine

Want to hear the latest on *Mortal Kombat III*? You got it. Want a Whopper? Forget it – we only print the facts. And the big news about the most eagerly awaited beat-'em-up since, ooh, *Mortal Kombat II*, is that the Sony have signed a lock-out deal on console conversions of the Williams coin-op. This means that the only home version to appear before Christmas will be the PlayStation one – others will have to wait. In fact, it has been revealed that the PlayStation version is being developed practically side by side with the coin-op. There's also a rumour that the game will be bundled with the PlayStation at launch in September. Now that *would* be brilliant.

In the meantime here's a sneak shot of the game's character-select screen, revealing that there are, as predicted, 14 fighters to choose from. However, by mucking about with codes at the bottom of the screen, you'll be able to access hidden fighters and special features.

The standard characters include old 'favourites' Jax (with new metallic arms), Kano (why?), Liu Kang, Sonya (Playboy model Kerri Hoskins who previously starred in *Revolution X*), Kung Lao, and Sub-Zero – now without his mask and looking uncannily like Ziggy Stardust! Shang Tsung (top-left of select screen) also makes a reappearance in a new form, now looking a bit like Elvis, albeit with a goatee beard and face make-up!

New characters include Kabal (who carries a life-support system on his back) and SWAT guy Kurtis Stryker. Some of the new characters have yet to be named, but include a Red Indian, Predator-style robot, two masked robot ninjas, plus both Shao Khan's and Goro's wives – first there was readers' wives, now it's fighters'! Apparently, Shao Kahn's missus will have a Kintaro-style stomp move, while the She-Goro (possibly to be called Sheeva) can scream to freeze her opponent. However, the rumoured Gastro character is not in the game.

The Animalities, on the other hand, definitely are in. When you win a fight, you have to pull off the usual special combination to turn you into an animal. You then get to maul your opponent!

Watch out for a full *Mortal Kombat III* preview in next month's Games World.

MORTAL KOMBAT



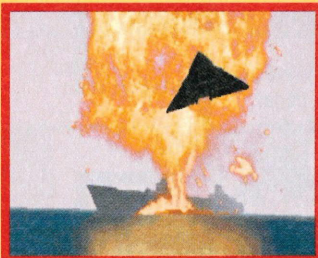
**future
SCREENS**

CYBERIA

■ INTERPLAY
■ 3DO
■ TBA

If there's one thing these new CD-ROM consoles do well it's smart rendered intro sequences – and *Cyberia* is full of them. The 3DO version works really well with lots of groovy intros to wow at and some gorgeous in-game graphics.

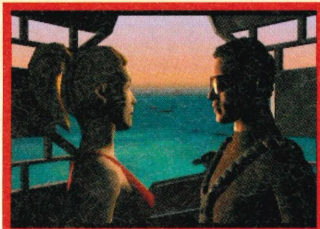
The main bulk of the game is played in simulation mode with lots of planes, submarines and missiles to shoot. The detail in the ground, sea and mountains is outrageous with ripples rolling along the water and mist surrounding the high peaks. The sound side of the game hasn't been ignored either with some brilliant sound effects rattling around the speakers. We just can't wait to play this one!



▲ Apocalypse now. *Cyberia* explodes onto your screen like a ten megaton bomb.



▼ Well hello sir. This looks like a bit of rendered romance, and why not?

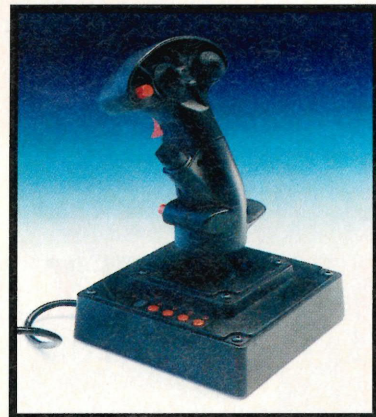


Sky-High Sticks

Tally ho, old boy! It's chocks away for Suncom's new range of top-hole analogue joysticks for ace PC pilots. Taking off at the ECTS show, the Strike Fighter series comprises four different sticks specially designed for complex flight sims.

You'll be looping the loop with the top-of-the-range Eagle, a monster of a stick with as many buttons and switches as you'll find in some real cockpits. There are four fire buttons on the pistol-grip shaft (even one down the bottom for your pinky!), with programmable keys and independent autofire. Not to mention a four-way castle switch (for your cockpit views), hat switch (throttle and rudder) and Suncom's unique Saturn Ring system for equal stick tension throughout the 360° rotation.

Undoubtedly a magnificent stick for your flying machine, the Strike Fighter Eagle has a suitably high-flying price of £149.99 – blimey, you could get an Atari Jaguar for that!



**future
SCREENS**

BLACKHAWK

■ INTERPLAY
■ MEGA DRIVE 32X
■ TBA

No, this game is nothing to do with cider. Take the favourites *Prince Of Persia*, *Flashback* and *Another World*, put them all into a bag and shake well. The bits that fall out will look pretty much like *Blackhawk*. Interplay are at it in the smart platform shoot-'em-up department again with a gun-toting hero at the helm.

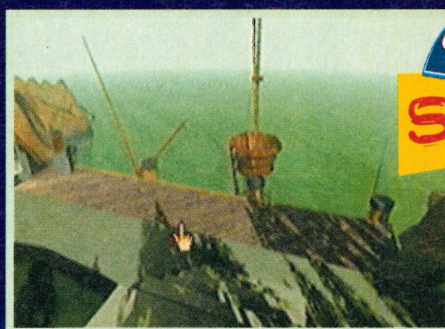
The game uses the flick-screen gameplay method again, no scrolling to be seen, so you have the usual problems of not knowing what's coming in the next screen until it's on top of you. But with piles of guns and bombs at your disposal you've got no worries! This is looking like a hot release, just don't get pricked!



**future
SCREENS**

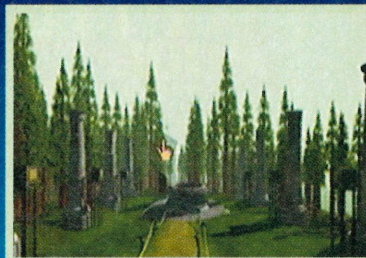
MYST

■ PANASONIC
■ 3DO
■ TBA



That amazing collection of postcards that calls itself a game is coming to the 3DO, hot on the heels of the PlayStation version that was a riot to play. The 3DO game is exactly the same in layout and graphic quality. You move from screen to screen with a jump trying to suss out what it is you're supposed to be doing.

Occasionally you will come across an item that you can actually do something with, but then it's only a door that can be opened or switch to press. If this kind of adventure sets your ticker racing then look for it in your local import shop, or wait patiently for an official release.



**future
SCREENS**

PINOCCHIO

■ DISNEY
■ SNES/MEGA DRIVE/32X
■ SEPTEMBER

What's got no strings, is made of wood and was carved by a lonely old man? Yep, that's right, it's a novelty doorstop. It used to keep him happy for hours on end. Well, actually it was the clever little chap Pinocchio that he made because he never had a son of his own (everybody say "ahh").

The Disney classic will be rereleased on video in September, and to coincide with this momentous occasion Disney Software have gone and made a platform game out of the movie. Scenes from the film have been painstakingly reproduced as levels and there's a choice of playing either Pinocchio himself or little Jimminy Cricket with his posh umbrella and chirpy whistle.

From what we've seen so far the game looks very similar (a chip off the old block?) to the last Disney software release *Mickey Mania* with beautifully drawn houses, characters and backgrounds, and multiple levels of parallax that scroll around giving a feeling of depth to the game. It's looking like a great platform adventure, and with all the Disney magic behind it and the original soundtrack, it's bound to be a roaring success.



Behind The Wheel

To recreate that true arcade feel, Sega have created a special steering wheel controller for the Saturn release of *Daytona USA* in Japan. It'll also work with other Saturn racing games – apparently it even turns the naff *Gale Racer* into a fairly playable experience (yeah, we believe you, Sega).

The wheel will be released in Europe to coincide with the official launch of the Saturn and *Daytona USA* this September, along with a heap of other peripherals.

The new black joypad is better than its Japanese counterpart, with the D-pad now moving over a ball base – like on a Neo Geo pad. Alternatively you can plug in the Virtua Stick, a huge arcade-style controller with all eight buttons

ergonomically laid out on the huge base.

Perfect for *Virtua Fighter* and the upcoming sequel, it also boasts independent rapid-fire for each button.

For multiplayer games there's a 6-Player adaptor, although it seems none of the current Saturn titles can

fully utilise this. For

adventures and various

applications, there's a

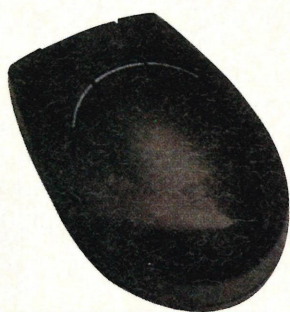
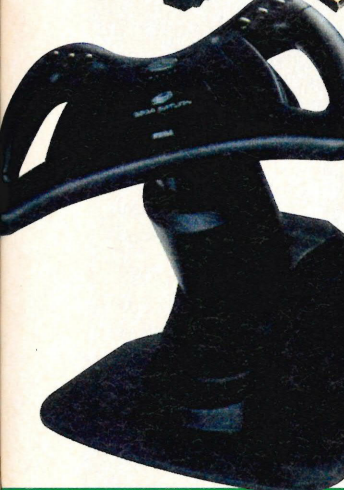
mouse (in matt black, of

course). Then there's a 512K

RAM backup cartridge for

storing game data.

◀ The Saturn already has an array of tasty peripherals lined up for its UK debut this September. That steering wheel will be brill for *Daytona* – all you need now are the leopard-skin seat covers and fluffy dice.



future SCREENS

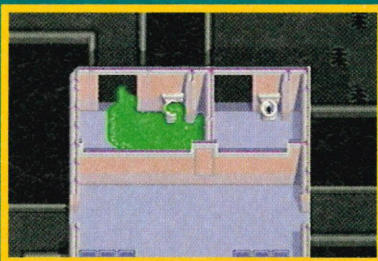
OOZE

SEGA
MEGA DRIVE
TBA

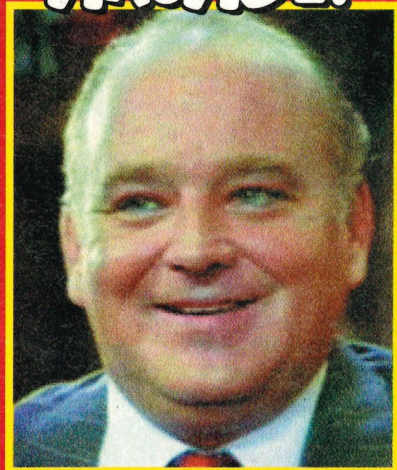
I've come across some original ideas for games in my time but this really takes the biscuit! The player gets to control what can best be described as a spreading bogey thing that oozes (hence the name) through corridors, down toilets and up girls' skirts to the hilarity of everyone watching!

You'd think that being a blob of green stuff, nothing could harm this thing but the enemies placed around the game do their best, hacking and slicing at our hero every chance they get.

Not having any actual body is a great advantage in a console game because the programmers can do anything they like with their creation. Expect some wild levels to complete and spine-chilling end-of-level guardians – if the *Ooze* had a spine, that is!



IT'S SHIP! IT'S COOL! IT'S NOAH'S ARCADE!



The other day, while I was showing a troop of boy scouts around Noah Towers, I felt a tiny hand tug at my sleeve. Instead of clipping the little brat's ear as I normally would (there were reporters in the room at the time) I turned on my best smile. "What is it sonny?" I asked. "Mister," the kid said, "why is it that arcade developers spend so much time developing top-quality rendered graphics with intros and texture-mapped characters and yet, proportionally, spend a much smaller amount of time and money play-testing games to develop their gameplay potential?" As the reporters had left by then, of course I stamped on his foot and sent him packing.

Still, it got me thinking about this so-called 'gameplay factor'. In my line of work we don't usually worry about such things. You see, graphics are what really sell a game, that and the amount of bucks that you put into promoting your product. Actually, you know all those really expensive-looking graphics that everyone drools over? They're simple to produce – and cheap too. We just hire out this ex-*Godzilla* stand-in, dress him up in a rubber suit or mask or something, get out your brother-in-law's camcorder and you're away. Instant monster/mutant action. Naturally, when digitised, the game isn't very responsive (the freeze frame was always dodgy, I told him to get it fixed).

Where was I? Yeah, gameplay, shmameplay. Gamers talking about gameplay is like middle-class people going on about 'lifestyle'. Everyone agrees that we should have it but nobody's quite sure what it is. Naturally, I've got my own definition: Gameplay is what you get when you throw away the graphics, the sound and the hype. As, if you did this to 90% of modern arcade games there'd be nothing left, that means that 90% have no gameplay at all! It's all just a hoax!

No, gameplay is what you think it is, or rather, what we fool you into thinking it is. When magazine reviewers go "it's got great gameplay" in most cases what they're actually saying is "great graphics" or "great sound" or "great marketing." Gameplay is, very definitely, in the eye of the beholder.

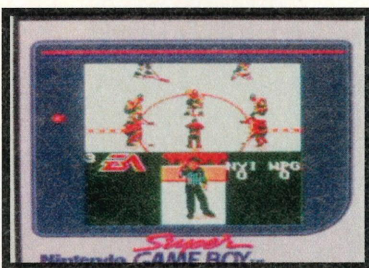
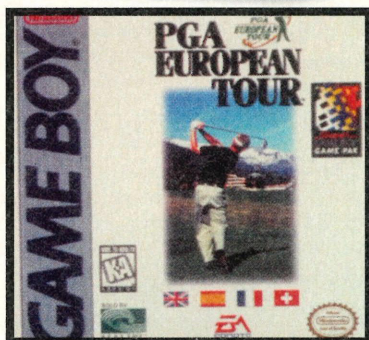
Further Disclaimer: We would like to point out that Noah is a fictional character derived from the movie 'Wayne's World' and as such bears no relation to arcade developers living or bankrupt.



In their Hands

Iaving just signed new agreements with EA and LucasArts, T•HQ are busily converting lots of top titles to the SNES, Game Boy and Game Gear. These include *PGA European Tour* on GB and GG, a 4 meg cart for one or two players with four courses; and *NHL Hockey '95* on GB, a 4 meg cart with all the options and teams. Also in development are conversions of *Urban Strike* (SNES, GB, GG), and *Super Return Of The Jedi* (GB, GG).

It's not only old games either. This Christmas T•HQ will be releasing handheld versions of *FIFA '96*, *PGA Tour '96*, *NHL Hockey '96*, and *Madden '96*, simultaneously with the other formats. So no more waiting.



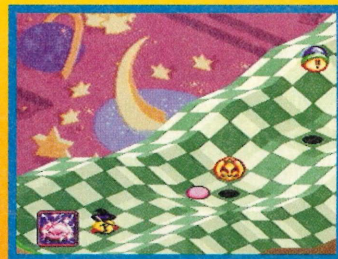
future SCREENS

KIRBY'S DREAM COURSE

NINTENDO
SNES
AUGUST

Put on your Rupert Bear trousers and get out your umbrella because we're going golfing, with a little help from a big pink blob. No, we're not talking Plasticine, we're talking Nintendo's star of NES and Game Boy games, Kirby with his cheeky smile and ability to inflate himself (don't you wish you could?).

There are two Kirby games ready to hit the streets around August, the first is a fun arcade golfing experience with lots of Nintendo-style characters and cute animation. The unsuspecting Kirby must be catapulted around each course, bumping him off trees and knocking him into baddies to pop them and make him end up in the hole. The plucky pink pom-pom can also jump into the air to avoid some obstacles. Sounds like fun, doesn't it? Well it is so keep start flexing your fingers and get ready for a new kind of golfing game.



future SCREENS

GRAND CHASER

SEGA
SATURN
TBA

It's a nonstop race to the finish line of the ultimate console racing championships. *Ridge Racer* got off to an early start on the PlayStation, closely followed by *Daytona USA* from Sega, but now a new contender is about to enter the track with slick-looking cars – *Grand Chaser*.



The speed of the game is stupendous. Each car goes up to and over 900 km/h and is equipped with a turbo boost if this is too slow for you. If you can handle this much speed then you'd better get saving up for a Sega Saturn – the quality of the games just gets better and better.

future SCREENS

BUG

SEGA
SATURN
TBA



Platform games will never be the same again. Sega have taken the genre to a whole new dimension with a cute little chap simply called *Bug*. He's a boggle-eyed insect character with red shoes and antennae sticking out of the top of his head.

Levels are packed with the usual selection of baddies and power-ups from bouncing frogs to creepy crabs. But that's where the similarities to usual platform games end. The unique selling point of the game is that Bug can walk in and out of the screen, scrolling the level around him as well as left and right. Each level is one big 3-D maze with hills to climb, gaps to jump and all kinds of nasty surprises.

If you thought *Clockwork Knight* was good, then this will blow you away. We'll have a full Games Watch for you as soon as we get our hands on the game.

Jaguar Jugs

Our recent visit to Atari's HQ was more revealing than we expected, as they showed us this saucy cheat for the new Jaguar beat-'em-up *Fight For Life*. A quick press of a few buttons (which we can't yet tell you) and, hey presto, the sultry female fighter Jenny takes off her bikini bra and continues to fight topless. Atari's Daryl Still commented, "Come on Jenny, get your tits out for the lads!"

Whatever next? Chun Li getting her knickers off (if she actually wears any) in *SSFII*? Or maybe even Ken dropping his pyjama trousers to give the girls a quick flash of his fireballs?



future SCREENS

MAZIN

SUNSOFT
PLAYSTATION
TBA



Mahjong is an ancient game from Japan, played with tiles in a dominoes fashion. The rules are sketchy, but the idea seems to be to make a line of tiles in ascending numerical order. Does that sound like a fun game for the PlayStation? Well you should see what Sunsoft have done with it!

The basic idea of placing tiles on a mat is boring as hell, so to spice things up and continue the *Virtua Fighter* trend, vicious-looking virtua players have been created using polygon graphic techniques. They have all the grunts, arrogance and sharp moves of their beat-'em-up cousins but all they do is place down tiles! A novel idea.

KIRBY'S AVALANCHE

NINTENDO
SNES
AUGUST

Little Kirby certainly has been busy in the back rooms of Nintendo, getting ready for his two SNES game outings. This one is a variant of the infuriatingly addictive *Puyo Puyo* that has appeared in many disguises. The most famous must be *Mean Bean Machine* on the Mega Drive, a game that still drives us wild in the Games World offices!

Kirby's version has mean characters from his adventures as opponents and you must progress through the ranks to play with the toughest geezers in town. The game is a simple *Tetris*-style affair but with many more special features. If you line up four 'beans' of the same colour you make rogue 'beans' drop on your opponent's side. Set up multiple lines and the rogues will come raining down, clogging up all the plans your adversary had made to wipe you out. Heh heh.

The game works best as a two-player, but you can have just as much fun on your own (no matter what your mother might say!), so don't be sad if you have no friends. Watch out for this and *Kirby's Dream Course* around August time.

future
SCREENS



future
SCREENS

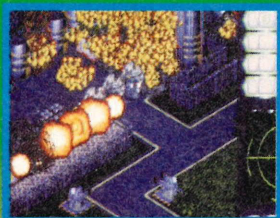
ADRENALIN(E) FACTOR

MIRAGE
PC CD-ROM
DECEMBER

Mirage's in-house development team have yet another robotic avalanche of destruction in store for all unsuspecting gamers. This time the game is a Cyberpunk strategy blaster with an isometric viewpoint and an overdose of mad weaponry.

The great thing about this game is that absolutely everything in the play area can be destroyed, from the smallest vehicle to the largest building. Each level is made up of three sub-missions which vary from strategic encounters to nothing but pure warfare with anything that moves.

You won't see anything on *Adrenalin(e) Factor* in the shops until Christmas so in the meantime be content with this picture...



T-MEK

TIME WARNER INTERACTIVE
MEGA DRIVE 32X/PC CD-ROM
OCTOBER

Tot from the arcades comes a futuristic tank simulator ready to rock on the PC and 32X. The coin op is a linked-up game where up to six players can join together for the ultimate rumble. This converts really well to the home formats and these two were looking great at the recent ECTS at Olympia.

The objective is simply to become the ultimate champion of the T-Mek Tournament in a series of dark and challenging arena battles. Special weapons are littered around to find and there are arena bosses to sort you out if you start getting too cocky. If you're good enough you'll eventually get to fight with Nazrac the Eliminator, the supreme T-Mek warrior.

With lots of different MEKs on offer with speed, shield and weapons to suit everyone this is going to be an exciting release later in the year.



future
SCREENS

The Future of TV?

ICL Volume Products have unveiled the PCTV, an all-in-one unit combining a high-powered Multimedia PC computer with a 14-inch Nicam stereo Fastext television. By integrating the analogue picture output of a TV screen with the digital output of a PC monitor, it offers a standard-quality TV picture without the need for an add-on grabber card.

Meanwhile the PC is a 486 DX2/66 with 350Mb HD, 4Mb RAM (expandable up to 64), floppy drive, and twin-speed CD-ROM. Soundwise it offers hi-fi quality via a 16-bit Soundblaster-compatible sound card and two 12 watt Acoustic Horn speakers.



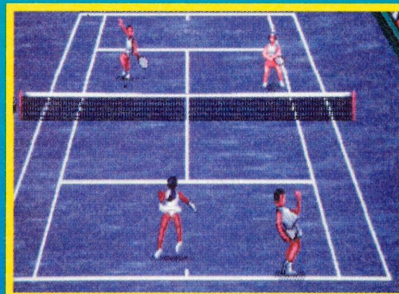
Costing £1499, the PCTV fulfils the long-time prediction of an all-in-one multimedia box for your sitting room and is no doubt the first of many similar units. However, Games World has come up with a potential problem for these devices: what if the kids want to play games but mum wants to watch *Coronation Street*? It could lead to some heated family arguments over the dual-function remote control!

PETE SAMPRAS TENNIS '96

CODEMASTERS
MEGA DRIVE
SUMMER

The twice Wimbledon champ returns to the Mega Drive this summer with a totally revamped game, once again with a J-Card four-player system. The original was a massive hit in the summer of 1994 but this new game has a redeveloped graphic engine throwing out 5,000 frames of animation, new grass and clay graded courts to play on, a top squad of competing characters and a coaching option to show you where you went wrong.

Codemasters believe they're on to a real winner with their all-new tennis simulation. On top of this host of new options it has all the slick presentation that we've come to expect from the company and neat touches like parallax scrolling, multiple camera angles and sampled speech for ultimate realism. Get out the strawberries and cream, it's going to be a hot summer!



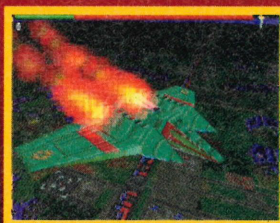
future
SCREENS

future
SCREENS

STARFIGHTER 3000

KRISALIS
3D0/PC CD-ROM
OCTOBER

Forget all the flight combat games that have come before on the 3D0 because the new-look Krisalis have something to blow them all away. *Starfighter 3000* is the working title of a game that gives the player complete freedom to fly wherever he wants around a three-dimensional world. Hills, buildings, trees and rivers are all spread out below and everything can be shot at and destroyed. Buildings crumble to the ground and trees can be set on fire as you fly by — oh, and you can also shoot down the enemies that you're supposed to destroy!



Fly up into the air, through the misty clouds and the Starfighter flies on into space to visit space stations and do even more damage! The version we've seen was only 40% complete but the game was highly impressive even at this early stage. When all the graphics are complete and the gameplay has been added this is going to be the ultimate 3D0 flying game.

ANIMAL WRITES

It was insinuated in a computer trade paper recently that Games World: The Magazine must make up its own letters, as the pages are always packed with praise and positive feedback. Nope, sorry guys, these pages are 100% authentic. The reason for the praise is simple: we believe in giving our readers the respect and value for money they deserve, and of course, because we throw the bad letters away. Seriously though, this is your soapbox to the nation. If you have a point you want to make, a company you want to praise, or even a complaint you want to share with us, put it on paper, in your best English and send it to the country's top gamer at: Animal Writes Games World: The Magazine 124 Old Christchurch Road Bournemouth BH1 1NF

Games Are Good For You

Dear Dave,
After surveying the competition, I would like to congratulate you and your staff on producing the best, most comprehensive magazine that I have read concerning video gaming.

I may be a fairly unusual reader, being a professionally qualified Sports Scientist, working with elite sporting performers.

As a psychologist, my main sphere of interest lies in the 'mental' aspects of sporting performance and ways of improving standards. Following the

example of my American colleagues, I have investigated the positive uses of games and can see the benefits of the hobby in the following areas: improving coordination; increasing reaction times; developing concentration; attention and memory; problem solving; team-building; reducing stress and tension; helping people to relax. Sports sims can also aid skills: understanding and development.

Some of my athletes utilise games for the reasons just outlined above, and say that it really does help. Similarly, I suggest they can be useful to clients who come to see me suffering from work-stress.

I just thought it was time that the

'plus' side of gaming got some support and Games World seemed a perfect opportunity to make such a point.

Keep up the very good work.

■ **Adrian Pennington** – Olympic Sports Psychologist, London

■ *Thank you. It is good to get the endorsement of our beloved hobby from as eminent a professional as yourself. I must say, though, that it is not a complete surprise to me. I am told that the RAF encourage their pilots to play console games as a way of improving eye-to-hand coordination, and did you know that Tetris was supposed to have been created as a logic-solving test for Russian tank commanders? Honest.*

Hey, you only have to look at me to know that gaming can be good for you! The problem is that the hobby has unfortunately been tainted by the constant regurgitation of 'Brains from Thunderbirds' lookalikes and fat blokes, which doesn't help. Sure you sit on your backside a lot when playing, sure you are inactive, but you are a damn sight more active than when you are reading a book, and I don't hear anybody going up in arms over that hobby. There is no reason why you can't be fit and play games – one can easily complement the other – and they are certainly no more psychologically damaging than videos, which I would say are far more influential. It just seems that most of the time cynics want to take these points to the extreme without even considering both sides of the argument.

Yes, it was good to hear some positive arguments for the hobby Adrian, but there is one important plus-factor that you missed out when people play games – they have fun! And what value can you put on that?

Always Out Of Date

Dear Dave,
When will video-game manufacturers ever learn about the European market? Time after time we plead with them to release new games over here in conjunction with their release in Japan and USA. Do they not realise the sales they are losing by releasing a product months after the hype they spend so much on creating has fizzled out?

Producing a magazine such as this I'm sure you know how it works:

Jan – Issue 27 (Top Mag) –

"We Preview StreetCleaner II. The new level in gaming!"

Feb – Issue 28 (Top Mag) –

"StreetCleaner II Review 95%" "...the only game to buy this year" "...don't just sit there, BUY NOW!!!"

Mar – Issue 29 (Top Mag) –

"We show you all the bosses in fantastic StreetCleaner II."

Apr – Issue 30 (Top Mag) –

"EXCLUSIVE! Your complete guide to StreetCleaner II, every level tipped in glorious detail!"

May – Issue 31 (Top Mag) –

"We Preview ToiletCleaner IV TURBO" "Forget StreetCleaner II, ToiletCleaner is THE future of gaming!!!" "Buy it NOW!!!"

June – StreetCleaner II released in the UK.

Leave The Station

Dear Dave,
I always buy the mag and enjoy it from front cover to back, but I can't help feeling recently that it is suffering from the same disease as every other games mag on the shelf, a disease called 'Besotted with the PlayStation!'

Every mag seems to think that the PlayStation is the only piece of kit to own and that the entire future of gaming is in its hands.

Definitely not, I say! I think in general, all the new wave of machines are fantastic in their own right, and every individual will see a certain something in a certain machine.

I own a 3DO and feel it has built a solid foundation, and with the M2 Accelerator due mid this year, the 3DO is very exciting.

I know that it sounds like I am saying that the 3DO is the only machine to have – on the contrary. I feel the Neo Geo CD is as good in certain areas with some of the most playable games around. The Ultra 64 looks very

How many times has this happened only to result in the Japanese saying "Sales volume in the UK is disappointing"? Why? Because, by the time we can officially buy a game, it is obsolete and we want the next new thing. Video gaming is without doubt the fastest-moving industry in the world, the limits are being pushed back almost daily. So how can the Japanese hope to make money in this market by selling outdated and obsolete products?

■ **Jim Tuffnail, Northants**

PS. Anyone want to buy a 1993 Ford Escort at 1995 price?

No I didn't think so. I'll try the Japs.

■ *I know what you mean Jim, it's pretty tough if, like me, you feel compelled to resist the temptation to go out and throw tons of money into buying the import releases and have to wait for over a year sometimes for the official game to appear, by which time you usually know that there is something better on the horizon. Many games do suffer notably in Europe as a result. The one I believe you are referring to is Super Street Fighter II, which was a classic example. When it finally arrived, the public were far more interested in Mortal Kombat II. It had been superseded due to its late release, and it left a nasty taste in many people's mouths.*

The problem is that many games are programmed in Japan and as such are ready for release over there first, which helps to recoup some of the financial outlay for the companies

exciting. I do feel that the losers in the race will be Jaguar and dare I say it... the Saturn.

Some of the current PSX games seem very poor for what you would expect, what do you think? Some people even reckon that the M2 for the 3D0 will make it superior to the PSX. Is this true? Do you know any of the specs for the M2 or any of the planned releases?

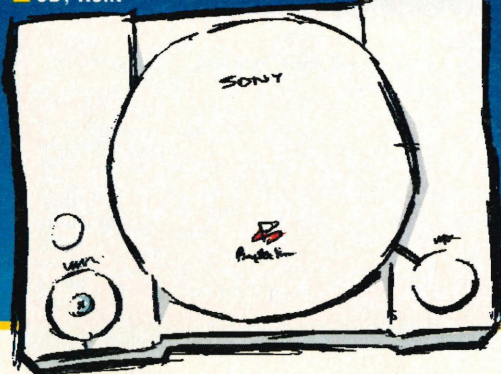
I realise this letter will probably not see the pages of your mag for two reasons:

1. It is too long.

2. I don't rave over the PSX!

I would be very grateful for a reply, although I realise that you're very busy, but it's very difficult getting info on the M2.

■ **JD, Kent**



Deutschland Doppelgänger

Dear Dave,

Whilst recently on a business trip to Germany I was amazed to see my favourite games mag gracing the news stands of this normally so stern of countries. Picking it up I felt compelled to check it out. Surely it would be but a pale shadow of the UK edition I thought, but to my surprise it was almost exactly the same... almost. Being fluent in German, I was horrified to see that the 'team', if that's what you could call them, had simply ripped off the text from you guys and put their own names to it. There was even some middle-aged geezer pretending to have written your editorial. Are you aware of this gross plagiarism? If I was you I would put a stop to it quick as these novices are giving you a bad name.

■ **Philip Stevens, Kirby**

■ *Calm down, calm down my bilingual friend. I can reassure you that I am more than aware of the existence of the German edition of Games World: The Magazine and, like yourself, am none too pleased with seeing mine and the team's words ripped off in such a parrot fashion and then credited to someone who has done bugger all of the work and probably doesn't know a joystick from a scart lead. Unfortunately, I am told that this is good business as the German Games World 'team' (if that's what you can call them) pay us large wads of dosh for the privilege of pretending to be us. In fact, the German presenter of the TV show is such a big fan that he has even had his ears pierced and started wearing bandanas, so I guess in a way it is a compliment. Sort of.*

whilst the PAL versions are being ported for Europe.

It's a total annoyance, I admit, and if you remember my editorial in Issue 6, entitled 'The Future, Now' it is also something I feel very strongly about, especially where hardware is concerned. Why should we have to wait for the PlayStation and the Saturn whilst the Japs enjoy them now?

Hurrah for Mortal Kombat II, Striker,

■ *Oh ye of little faith - of course we'll print your letter, JD. But I don't think you're right about us being besotted with the PlayStation. As with any new piece of hardware it's bound to cause a lot of excitement in the press and public alike. We're not saying it's the future of gaming - no-one knows exactly that will be - but, along with Sega's Saturn, we reckon it'll be a huge success this year. True, the games so far haven't set the world alight, but it always takes time for programmers to get used to a new machine and access its true potential to make the best games.*

On the 3D0 side, the M2 Accelerator features a custom version of the 64-bit PowerPC 602 chip. The 3D0 Company reckon it'll outperform the PSX by a factor of seven to ten and even be superior to Nintendo's Ultra 64, creating so many polygons on screen that 3-D objects will appear real! We eagerly await the M2's release in the US at the end of the year.

Fifa, and all the other games that are developed over here. I would love to see simultaneous world releases become the norm throughout the games industry, like with the 32X, and I'm sure it would benefit sales, as you say, but unfortunately I fear that this will never happen... SO STOP WINDING ME UP!!!

Teddy Talks

Dear Animal Writes, I think my owner is mad! I mean after all, she makes me wear bandanas and a red jumper with the slogan 'Dave Perry Supporter!' on it!

If that's not bad enough she's even plastered her walls with posters of this 'Dave' and even has framed pictures of him on top of her telly!

My nickname is 'TUGA', I dunno why. I think it stands for a games animal or summatt, but I've got no brain so I really don't understand these things. Not like the 'Game Brain' I've heard Dave Perry's got!

Anyway, the reason I'm writing is not because my owner goes gaga Mondays and Wednesdays at 6.00pm, but because she goes ratty if boys dis girl gamesplayers if they lose.

I'm always hearing her moaning about how not all girl players are crap and that they all shouldn't be categorised as if they are.

So could all you lads do my owner a favour and don't dis ALL the girls because I've heard her say:

"I've been playing games for as long as I can remember, way before these big-headed boys (who dis all the girls) were still an itch in their father's pants!"

My owner also loves the show and Games World: The Magazine so it'll be

a real shock for her if my letter got printed in your teddy-friendly publication! Cheers!

Lots of hugs,

■ **TUGA, Birmingham**

PS. My soft hippo pal took the photo!!

■ *Yes, she is probably completely off her trolley, although I can understand her level of adoration, I sometimes feel the same way about me. But as for you TUGA, you don't have to put up with it. Make a stand, refuse to wear that splendid jumper and wicked bandana if that's how you feel, and if she keeps going on about girls being just as good as boys tell her straight - of course there is no reason why girls shouldn't be as good as boys at video games, it just happens that they're not! I guess it is one of the great mysteries of the world, my little furry friend. Compliments to the hippo on the great photograph.*

My Mean Mum

Dear Dave, Please can you help? My mum is going to take away my Mega Drive and games if Sega don't come up with an education game for the Mega Drive. Please tell Sega.

■ **Jasdev Sekhon, Warley**

■ *I told 'em. Tell your mum to check out Adrian Pennington's letter at the start of this page and if that doesn't work, tell her that I said she should stop being so bloody miserable as playing is as much a part of a young person's development as working! Probably.*



Letters

GAMES MASTERS

2 o, I'm not talking about the Channel 4 show that has been lucky enough to have me as a co-presenter for four series now, although here are a couple of interesting GM facts you may not know...

Interesting GM Fact 1: I am the only person to have appeared on every series of the show, apart from bowling-ball head himself.

Interesting GM Fact 2: I was one of the people who screentested Dom Diamond and eventually gave him his job. No wonder we're top mates.

No, I'm talking about the brilliant range of management games from ESP. From as far back as I can remember I have been a huge fan of these titles, which I regard to be the best examples of the genre on the market, although strangely they do not get the coverage and praise that they deserve. The soccer series, from Football Crazy to Football Masters Version 5, has been a particularly big fave of mine, and the Cricket and Racing games are surely the only releases of their kind. For the next month I will be spending many a night playing the following four titles, so keep an eye out for next issue's Animal Writes for full reviews.



Football Masters £25.99

This is the daddy of the ESP games. Since 1989 this soccer management sim has been tweaked and upgraded through consultation with gamers throughout the world. Real player names, heights and 'special' qualities (such as Courage, Free kicks, Captaincy) are used as you take a lowly Third Division side all the way, sign big-name continental players and even set up your own sponsorship deals. Oh yes, I'm glad I read that Brian Clough autobiography now.

Formula 1 Masters £25.99

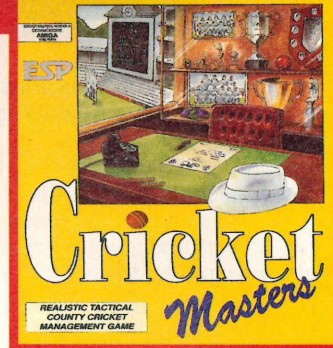
Starting with just one car and a driver, your aim is to use all your judgement



and management skills to build your humble team into an outfit capable of winning the Constructor's and Driver's Championship. You can choose from running all the top teams - McLaren, Ferrari, Benetton etc - all of which are resplendent in their actual colours. Choose from a variety of engine designs, tyre compounds, train your pit crew and even sign up some of the world's top drivers. This is a real chance to race the ace, if you know what I mean.

Stable Masters £25.99

Is there anything more addictive than horse racing? Only perhaps a video game about horse racing. You play as an owner-trainer who must prime his gee-gees to compete over a full season's racing. Buy and sell over 250 different horses, all with their own variable statistics. Train them, book the jockeys and then have a flutter. Easy to play but tough to walk away from, just like the real thing.



Cricket Masters £25.99

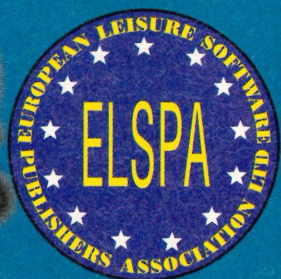
This is a real oddity: manage an English County Cricket team over a 25 week season, covering 17 one-day league matches and two cup competitions. Choose your team, tactics, training strategies and even decide the price of admission to the ground. The game itself can be viewed in detail or at scorecard level, and the only thing left to chance is the type of cake you get in the pavilion.

To find out how you can purchase these games on both Amiga and PC contact:
ESP, PO Box 557, Southend-on-Sea, Essex SS0 7JH.
Tel: 01702 434 600
Fax: 01702 434 888



The Charts

Charts compiled by Gallup



Console Chart

- 1: Road Rash 3 - Mega Drive
- 2: International Superstar Soccer - SNES
- 3: FIFA Soccer '95 - Mega Drive
- 4: The Lion King - MD/GG/SNES
- 5: Winter Olympics - GG/MD/SNES
- 6: Mortal Kombat 2 - GG/MD/SNES
- 7: Eternal Champions - Mega Drive
- 8: NBA Jam TE - GG/MD/SNES
- 9: PGA European Tour - Mega Drive
- 10: Road Rash - GB/GG

16/32 bit Floppy Charts

- 1: Sensible World Of Soccer - Amiga
- 2: Sim City 2000 - PC/Amiga
- 3: Premier Manager 3 - PC/Amiga
- 4: Overlord - PC/Amiga
- 5: On The Ball: League Edition - PC/Amiga
- 6: Theme Park - PC/Amiga
- 7: Beau-Jolly Compilation - Amiga
- 8: FIFA International Soccer - PC/Amiga
- 9: Mortal Kombat 2 - PC/Amiga
- 10: Discworld - PC

Top Five SNES

- 1: International Superstar Soccer - Konami
- 2: Donkey Kong Country - Nintendo
- 3: Starwing - Nintendo
- 4: Desert Fighter - US Gold
- 5: Super Mario Kart - Nintendo

Top Five Mega Drive

- 1: Road Rash 3 - Electronic Arts
- 2: FIFA Soccer '95 - Electronic Arts
- 3: Eternal Champions - Sega
- 4: PGA European Tour - Electronic Arts
- 5: Micro Machines 2 - CodeMasters

Top Five Amiga

- 1: Sensible World Of Soccer - Renegade
- 2: On The Ball: League Edition - Ascon UK
- 3: Beau-Jolly Compilation - Virgin
- 4: Premier Manager 3 - Gremlin Interactive
- 5: Theme Park - Bullfrog

Top Five Game Boy

- 1: Donkey Kong - Nintendo
- 2: Zelda - Links Awakening - Nintendo
- 3: Warioblast - Nintendo
- 4: Micro Machines - Ocean
- 5: Super Mario Land - Nintendo

In The Arcades

Thanks once more to the men who know their arcade stuff at Deith Leisure:

Pos	Game	Company
1	X-Men	Capcom
2	Tekken	Namco
3	Super Sidekicks 3	SNK
4	Double Dragon	SNK
5	Puzzle Bobble	SNK
6	Mortal Kombat II	Midway
7	Streethoop	SNK
8	Raiden Deluxe	Seibu
9	SV Football	Sega
10	Primal Rage	Atari

Cooliest Console On Earth



Natural Born Sega

Who's the lucky one? Well, it's Cheryl Goldman actually of Harrow. A designer by day, she is a Mega-CD player by night and sent us this familiar-looking poster to prove that her beloved Mega-CD really is the Coolest Console On Earth.

We're still not convinced though, and as we continue to give you the opportunity to raise the profile of Sega's much-maligned machine, please keep your pictures coming in of your Mega-CDs being cool and hard.

Top Five PC CD-ROM

- 1: Dark Forces – Virgin
- 2: Discworld – Psygnosis
- 3: TFX – Ocean
- 4: Dragon Lore – Mindscape
- 5: Descent – Interplay

Top Five Game Gear

- 1: The Lion King – Virgin
- 2: Winter Olympics – US Gold
- 3: Mortal Kombat 2 – Acclaim
- 4: NBA Jam TE – Acclaim
- 5: Road Rash – US Gold

Top Five PC

- 1: Sim City 2000 – Mindscape
- 2: Overlord – Virgin
- 3: Premier Manager 3 – Gremlin Interactive
- 4: Discworld – Psygnosis
- 5: Doom 2 – Virgin

Top Ten Imports

Thank ye kindly to the lads at The Video Game Centre of Bournemouth. For Import information contact them on (01202) 527314:

Pos	Game	Format
1	Return Fire	3DO/USA
2	Raiden	PlayStation/Jap
3	Popful Mail	Sega CD/USA
4	Final Fantasy III	SNES/USA
5	Panzer Dragoon	Saturn/Jap
6	Tohshinden	PlayStation/Jap
7	Phantasy Star IV	Genesis/USA
8	Immercenary	3DO/USA
9	Kirby's Dreamcourse	SNES/USA
10	Myst	3DO/USA

Mac Attac

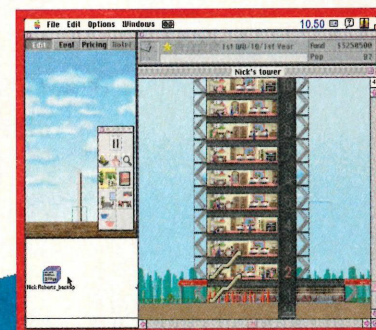
Mac reviews, in a games mag? "They must be crazy," I hear you cry. Absolutely not, we are visionaries – honest!

Trouble is, people are afraid of you when you are different. They call you mad, they throw stones, they burn your hut to the ground, they... they... Well, actually none of this is true, not since the Middle Ages anyway. The reason we have Mac games in the mag is because they are bloody good and lots of people have them, including me, and this week I've been playing...

Sim Tower

■ Maxis ■ £39.99

Not exactly a Die Hard simulator this, Sim Tower is another of those control-freak games from Maxis that allows you to pretend that you are a mighty property developer with thousands of pounds to spend on an ongoing tower-building project. You slowly construct a mighty tower, making decisions on things like where you put the lifts, whether to build offices or hotel rooms, and finding out how many

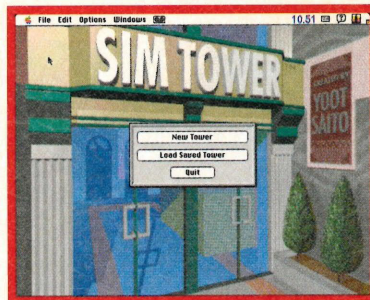


Top Five Mega-CD

- 1: Ground Zero Texas – Sony Imagesoft
- 2: Pitfall – Sony/Activision
- 3: Mickey Mania – Sony Imagesoft
- 4: FIFA International Soccer – Electronic Arts
- 5: Brutal: Paws Of Fury – GameTek

Top Five CD-i

- 1: Burn: Cycle – Philips
- 2: Lemmings – Philips
- 3: Cluedo – Philips
- 4: Mad Dog McCree – Philips
- 5: Voyeur – Philips



eating establishments the residents want.

The learning curve is interesting as many of the game's features only become available as you progress in your 'star' rating, meaning it is not totally confusing from the start. Trouble is, it also means that it can be a bit slow, with a lack of options for you to choose from. I mean, spending hours watching people walk in and out of the building and complaining about how congested the lifts are is not going to be everybody's cup of tea. That said, a lot of people will like the down-to-earth, no-frills approach of the title, but if you're looking for adrenaline-pumping action, you may just have to wait for...



Primal Rage

■ Time Warner ■ £TBA

I kid you not. This monster battler is due out on the fight-game-starved Apple Macintosh later this year, and I can't wait! Play as one of seven brutal animal combatants, ranging from T-Rexes to Kong-type apes, and all blessed with their own range of unusual special moves. Obviously it's too early to tell you much more about what features the Mac version will have, but if it looks anywhere near as good as the PC CD-ROM conversion we are in for a treat.



Reader's Chart: Donna-Marie Evans's All-Time Top Ten Snes Games

Donna-Marie is a big fan of Games World and an even bigger fan of Dave Perry. She has sent in her top ten to try and impress the ice-cool Games Animal. Nice try, Donna-Marie!

- | Pos | Game |
|-----|---------------------------|
| 1 | Donkey Kong Country |
| 2 | Mortal Kombat 2 |
| 3 | Street Fighter II |
| 4 | Super Bomberman |
| 5 | Super Mario Kart |
| 6 | Street Racer |
| 7 | The Lost Vikings |
| 8 | Zelda: A Link To The Past |
| 9 | Super Marioworld |
| 10 | Prince Of Persia |



Dave's Unstoppable Ten

Quite a few new entries on my personal chart this month, with the superb Panzer Dragoon going straight to Number One. Whilst Tohshinden continues to warm on me, I can't help but get carried away by the awesome Descent on the PC. The only disappointment was my copy of Worms crashing and as it's not out for ages yet I've had to stop playing the best Amiga release I have seen this year, so I couldn't really put it at Number One just yet. Nuttah!

This Month	Last Month	Format
1 (NE)	Panzer Dragoon	Saturn
2 (4)	Tohshinden	PlayStation
3 (NE)	Descent	PC
4 (6)	The Story of Thor	Mega Drive
5 (NE)	Daytona USA	Saturn
6 (1)	International Superstar Soccer	SNES
7 (4)	Samurai Shodown 2	Neo Geo CD
8 (NE)	Worms	Amiga
9 (NE)	World Striker	Arcades
10 (RE)	Primal Rage	Arcades

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



August 25th will be probably be entitled 'Ferocious Friday', or something like that, because that is the planned release date for the first console conversions of Primal Rage. Our very own D-pad Dinosaur, Dave Perry, decided to check out how this prehistoric punch-up was evolving for the home market.

Originally conceived as a T-Rex fighting game, Primal Rage is a furious dino blood frenzy that's developed into one of the big arcade hits of the past year (and you don't get a much bigger hit than from a 100ft ape). Having given the game the ultimate accolade of being featured in my last Arcade Combat guide, you can imagine how intrigued I was when I heard that it would be ready for the home consoles very soon, and the future machines not long after. I just had to play it, you know, just to check it was up to scratch, and as you can see from the screenshots on these pages, the Mega Drive and PC versions are coming along splendidly. Although I was not able to get you shots of the Game Boy and Game Gear carts (Time Warner are being very protective over them), I have to report that they are looking well tasty as well, particularly the Game Boy one – it may have had a character or two missing, but

SCENE



▲ The PC CD-ROM version looks very close to the coin-op with some excellent fighting sprites slugging it out on the moody backdrops.



▲ Obviously, the Mega Drive version has had to make some compromises for its limited colour palette, but the dinosaurs still look pretty ferocious.



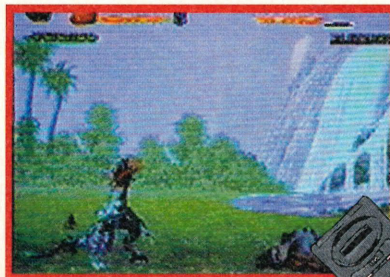
boasts some fine monochrome animation.

The realistic digitised dinos featured in *Primal Rage* were created by building flexible latex models of the battling monsters and then using full stop-motion animation to bring them to life. This was the first time that the technique, so usually reserved for the movies, has appeared in a video game.

It is also the first time that a beat-'em-up has not featured humans in some form or another as the main characters. Admittedly, there are a number of tiny beings milling around worshipping the combatants, but they merely serve as a power-up for the monsters' health bars should they need an energy-giving snack. What this means, of course, is that the player has to rethink many of his playing strategies. Rather than sweep kick, roundhouse and back-



▼ Another scene from the Mega Drive version, where the main ape character Blizzard has been cut down in his prime by the vicious dinosaur Vertigo. You can perform some really gruesome fatalities.



Showing Out

At last month's European Computer Trade Show, Time Warner displayed their expectations for this monster beat-'em-up by dedicating a whole display to it right next to the hall's main entrance. This giant ape statue was rumoured to actually fart if you were patient (or sad) enough to wait for it to happen.



The Story So Far

Some time in the future a massive meteor smashes into Earth and wipes out virtually all life. The shock sets free seven dinosaur-like creatures who have been imprisoned for millions of years in a sort of suspended animation. Worshipped by the surviving humans as gods because of their huge size and power, they are now awake... and they're fuming. Each one is ready for a bitter and bloody battle to dominate the new 'Urth'. The fight is on...



The Primal Ragers

1. Talon

Homeland: The Strip

For eons Talon was the great chief of a Raptor clan on a hidden South Pacific island. When the great meteor rearranged the continents, Talon's island was brought in contact with the mainland. Wanting to ensure the safety of his wives and children, he sets off to eliminate all dangers to the clan's welfare.

2. Sauron

Homeland: The Cove

Sauron is the God of the Hunger. When released from his sleep of ages by catastrophe, he soon realised that he must devour human flesh to remain immortal. The hungry hordes of humanity worshipped him, but lived in mortal fear of his presence. Many humans soon sought refuge with other rulers of the planet. Sauron has no choice but to defeat the others in order to feast on their followers.

3. Blizzard

Homeland: The Cliff

Blizzard is a noble god, the essence of the animal spirit. Frozen for millennia at the heart of an immense glacier in the Himalayas, Blizzard was released when the Urth met the great meteor. He lives high in the mountains, descending only when threatened and, with his animal power and age-old wisdom, he is unstoppable.

4. Armadon

Homeland: The Hollows.

For over a million years Armadon had lived peacefully in his cave beneath the earth's crust. Telepathically linked to the biomass, the cataclysm and battles for supremacy over the changing planet tortured him. So he rises up to settle things once and for all.

5. Diablo

Homeland: The Inferno.

Diablo is evil in its purest form. He was released from his fiery prison, deep with in the Urth, drawn by the pain and torment caused in the great cataclysm. Once he has conquered the planet, he intends to torture it, burning the entire planet and sparing only the cruel and vicious.

6. Chaos

Homeland: The Ruins

Chaos was the mightiest witch doctor on the first continent. His greatest wish was to control the evolution of humanity. In his quest for power he cast a mighty spell which backfired and turned him into a disgusting beast, forced to wallow in his own excrement for eons. During the cataclysm Chaos praised Throshti, God of Carrion, for his release. However, to restore his greatness he has to defeat all of his enemies.

7. Vertigo

Homeland: The Tomb.

Long ago a sorceress named Vertigo appeared from another dimension. Then in a great magical battle during the Mesozoic wars Vertigo was banished to the moon by the arch mage Balsa Fas. The meteor crash, however, has weakened the old shields enough for her to return and attempt to enslave the planet once again.

hand punch, he now has to think in terms of bite, slash and tail swipe. The emphasis here is on fighting like an animal, not a martial artist.

The home versions have attempted to include all the moves of their arcade predecessor, including Armadon's Gut Gouger, Diablo's Fireballs and Vertigo's Venom Spit. They even assure me that the cheats have been included for playing Volleyball and Bowling with your followers. Meanwhile the sound and graphics are based on the updated version of the coin-op which had far smoother gameplay and extra finishing moves.

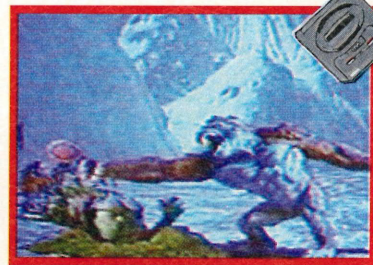
Of course, there may be format limitations, and I'm sure that, like Mortal Kombat II, you will have to compromise a little depending on the machine you own. As I've already mentioned, the Game Boy conversion does not have all the characters of the arcade machine, but that is a small price to pay in exchange for gameplay, don't you think?

Hopefully we will be able to show you more shots of this exciting dino-basher next issue on yet more formats, and we will be closely following the progress of the new-wave console conversions as soon as more information is available. RAGE!

▼ Sauron conquers his opponent with a grisly bite on the neck. He can shake enemies to death by grabbing them round the neck or tail.



▲ Talon and Vertigo battle away on the PC CD-ROM version. They both have unique biting and tail-swiping moves to perform, plus some special abilities.



▲ Slam! That ferocious ape Blizzard performs an impressive finishing move on his foe.



The Flatulence Factor

It seems that gas is set to play a big part in future beat-'em-ups. Time Warner's celebration of windy ape Chaos's Fart of Fury special move, with a huge action display, is the second time in recent months that we have noticed this feature appear in a top video game. The other was in Samurai Shodown where Earthquake happily 'guffs' on his unsuspecting attacker. Tasteful.

If you know of anymore classic gaming guffs, write them down on a tin of baked beans and send them to the usual Games World address.

▼ The long-necked Vertigo prepares to slug it out with Chaos the ape on the Mega Drive. It'll be some scrap.



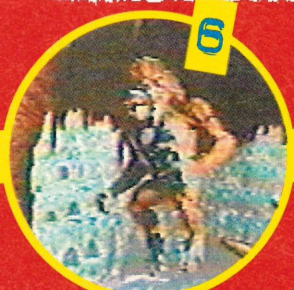
Battle Commences

Primal Rage will be appearing in two sales waves. The first will deal with the 'old guard' home formats, the second will be targeted at the newly released 'future formats'.

Format	Size	Released	Price
Mega Drive	24Mbit	25th August	£54.99
SNES	24Mbit	25th August	£59.99
Game Gear	4Mbit	25th August	£29.99
Game Boy	2Mbit	25th August	£29.99
Saturn	N/A	14th November	£49.99
PlayStation	N/A	14th November	£49.99
32X CD	N/A	14th November	£49.99
3DO	N/A	14th November	£49.99
Jaguar CD	N/A	14th November	£39.99
PC CD-ROM		No details as yet	

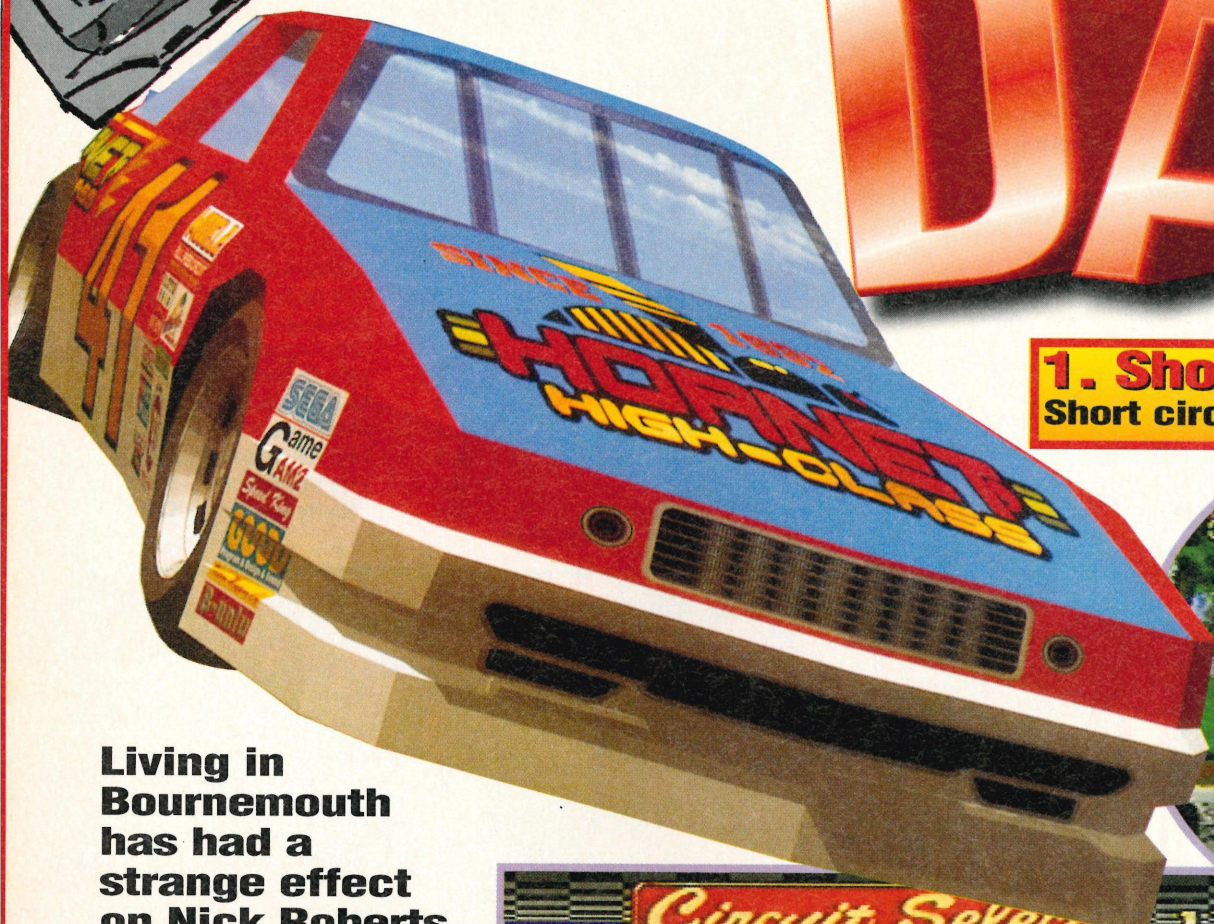


▼ Choose from seven prehistoric fighters.



Saturn

DAYTONA



1. Short Oval
Short circuit – 8 laps

Living in Bournemouth has had a strange effect on Nick Roberts. He drives around like a maniac with his music really loud. We strapped him into his chair and let him burn rubber on the Saturn instead!

Hot on the heels of the PlayStation *Ridge Racer* comes Sega's first real venture into the world of racing games (people in the know don't count *Rad Mobile*). It's got good looks, cool sounds and goes like the clappers – what more could you want from a game?

Anyone who has spent any time in the arcades over the past year will have wowed at *Daytona USA* with its chunky car cabinet and excellent link-up capabilities. Developed by the Sega in-house team AM2, it blew away their previous effort, *Virtua Racing*. A year on the Saturn is out in Japan and racing fans are shouting for their favourite game on the new console. Well wait no more because it's arrived in style!



▲ Choose from three different tracks – effectively doubled by the mirror mode.

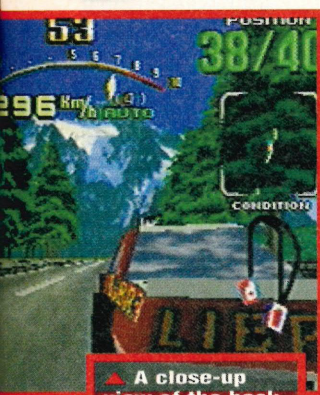
Bang the CD into the drive and you're instantly back in the arcades with a rolling demo running as the familiar logos and sounds fill your brain. The only thing missing is the smell of hot dogs and the old geezer who gives out the change in fingerless gloves!

The first major difference between the Saturn and arcade versions is that you have many more options here. There's an arcade mode that gives either a manual or automatic car and choice of the three tracks: short with eight laps, medium with four, and long with only two. Choose



ON A USA

Screen
SCENE



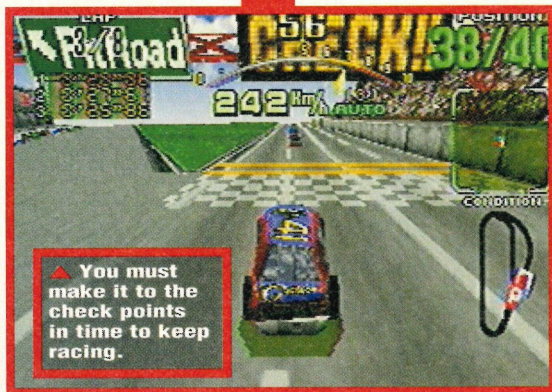
▲ A close-up view of the back of your car as you floor it down the straight.



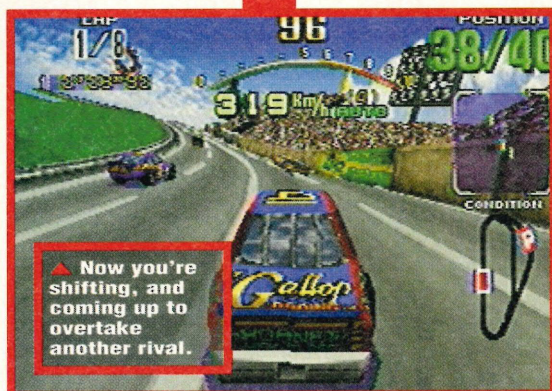
▲ It's the first of eight laps and you've already reached 33rd place.



▲ Get your foot on the pedal to get a quick break from the rolling start and make up some places.



▲ You must make it to the check points in time to keep racing.



▲ Now you're shifting, and coming up to overtake another rival.



► Whoops, you've made a real mess of your bonnet. As in the arcade, your car gets damaged by collisions.



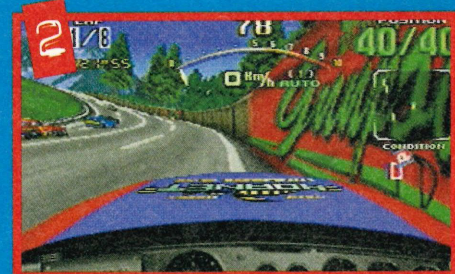
In the great Sega AM2 tradition there are multiple viewpoints to play *Daytona USA* in. Four in all, something to suit all tastes. How do you play yours?

Saturn sights



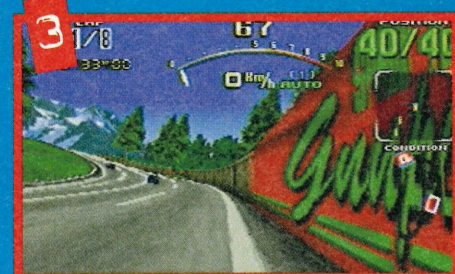
1. IN CAR

This view is the fastest of the lot. Because the Saturn doesn't have to calculate the movement of the car, you can zip around the track.



2. BONNET

A nice view from the steering wheel. As you smash into the borders and other cars, you can watch your bonnet crumple up!



3. TRAILING

Directly behind your car, this is the standard arcade view giving a good sense of speed and movement.



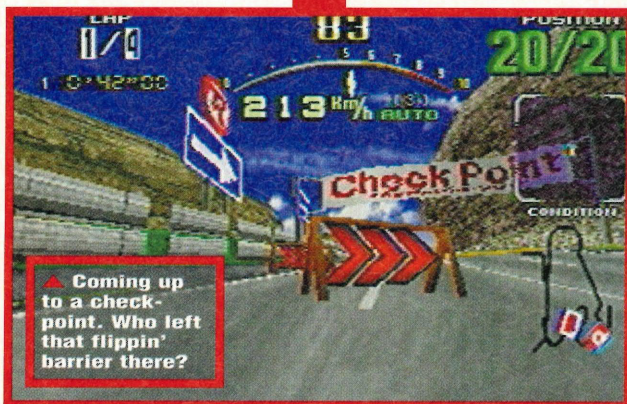
4. AERIAL

If you want to take in more of the scenery try this viewpoint, higher up in the air than the standard trailing view.



DAYTONA USA

2. Dinosaur Canyon Medium circuit – 4 laps

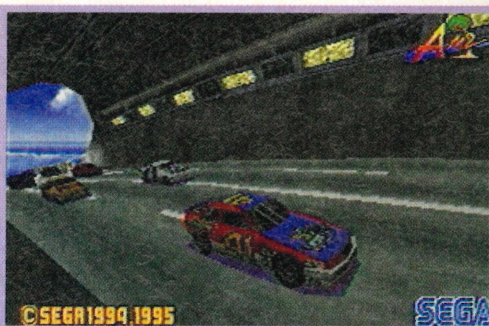


▲ Extreme close-up! Your car grinds to a halt on a banked section.



▲ You get a side-on view of the car as it spins round.

▲ Now here's a dirty trick: swerve to the right and you'll send that pesky green car smashing into the concrete barrier!



Saturn mode and you get various cars with different colours and gears and the ability to find more secret cars. The three tracks can be played the same but now they also flip to give a mirror mode and effectively three extra circuits. There are normal, Grand Prix and endurance modes to go through too, along with a difficulty level for you and your opposition that ranges from very easy to very hard.

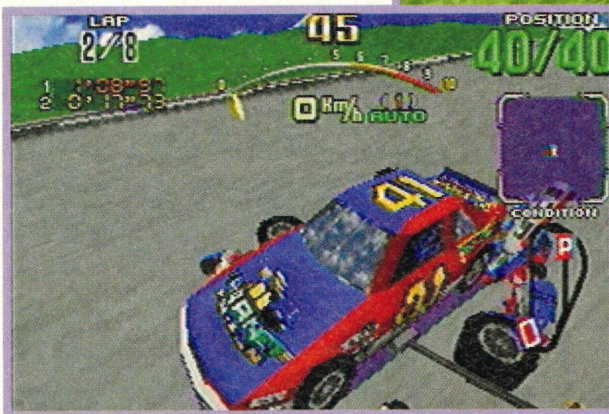
Get into the action and the controls couldn't be simpler. You can accelerate, brake and steer with the D-pad, while the two top buttons flip between the viewpoints. You can be inside the car, have a bonnet shot, trail right behind or go for an aerial view of the race. Visually I didn't notice any remarkable difference between this and the arcade machine while playing. Some critics have moaned about the clipping problems as scenery suddenly appears in the background but you just don't notice when playing the game, only when you're looking out for it.



▲ There's little time to admire the windmills as you screech round another bend.



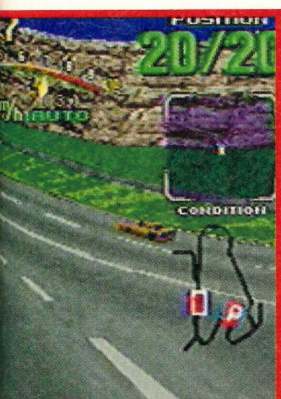
▲ Oi mate, didn't you see the sign saying 'keep off the grass'? Spinning off the track costs you valuable time as you have to plough through dense greenery at slow speed to get back on the road. No wonder you're still in last place.



▲ Smashing up your car ruins its performance, requiring you to take a quick pit stop. The crew change your tyres – but however do they mend that dented bodywork so quickly?



▲ The demo sequence shows the cars zooming along from the various camera angles.



Screen SCENE Corking cars!

You get to choose between either a manual or automatic car in the arcade mode, but choose Saturn mode and the choices are endless – almost! You can have red cars, blue cars, manual, automatic – there are even secret cars to find (but Sega wouldn't tell us how).



1. RED BEGINNER AUTOMATIC



2. BLUE BEGINNER AUTOMATIC



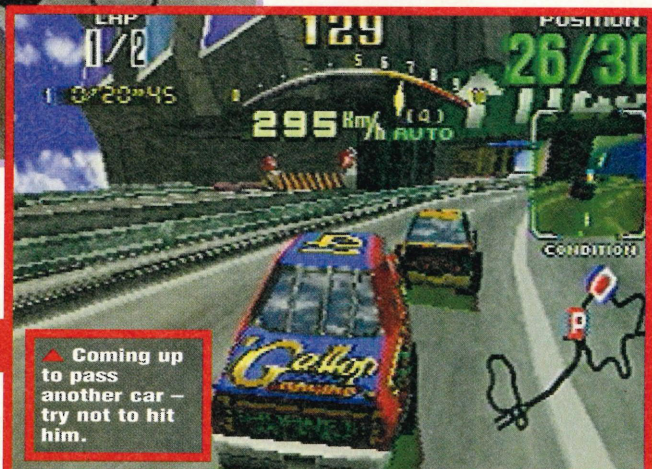
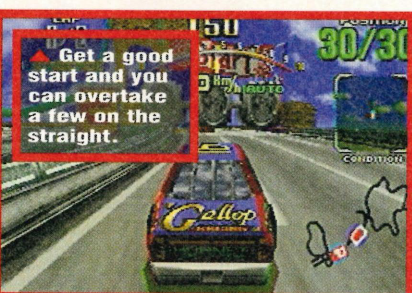
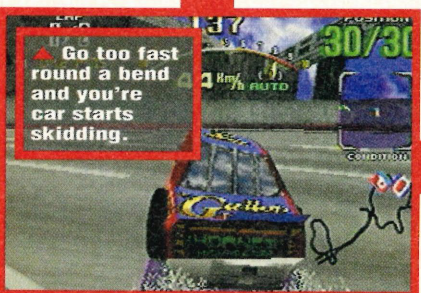
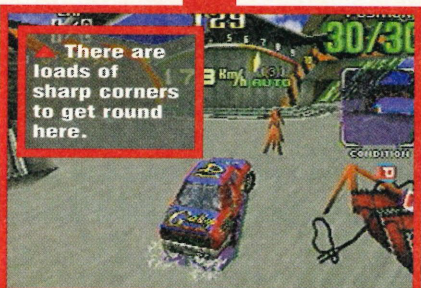
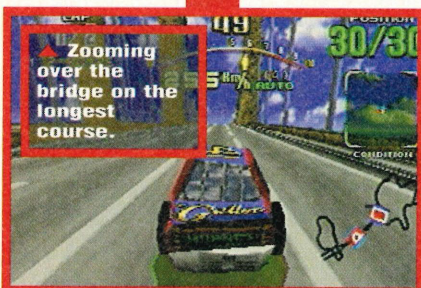
3. PRO MANUAL



4. ARCADE MODE

Saturn DAYTONA USA

3. Sea Galaxy Long circuit – 2 laps



The three tracks give a variety of scenic views to ogle as you pass by and have increasingly difficult twists and turns to negotiate. There are also all kinds of tricks hidden deep within the game for you to find. Most arcade players wouldn't have come across them because they wouldn't want to waste their £1 but on the Saturn you've got time to explore.

There's the fruit machine on Track One that gives an extra continue if you stop it on three sevens. Another track has a statue of Jeffry from *Virtua Fighter* that dances if you get the right button combination, and there are interesting things to look out for like a space shuttle, ship, and Sonic carving in the rock.

Okay, so this Saturn version of the classic game isn't arcade perfect – it was never going to be. But think about it this way. Would you rather spend £10,000 on the arcade machine or £50 on the Saturn game? I'll leave the choice up to you!

Sightseeing

Besides racing like a maniac around the tracks there are lots of things to see and play with as you zoom past. The developers have put much thought into the game so that you don't get fed up in five minutes (like some other racing games we could mention).

Some of these neat touches are just there for show, and to make you stop the race and sit in awe of the great graphics. But others are actually interactive and can have an effect on the outcome of your race.

1. Fruit machine

By pressing the X, Y and Z buttons on the joypad you must attempt to stop the reels on the number 7. You'll be handsomely rewarded!



2. Jeffry statue

With the right combination of joypad buttons you can make this *Virtua Fighter* character dance on the spot – weird!



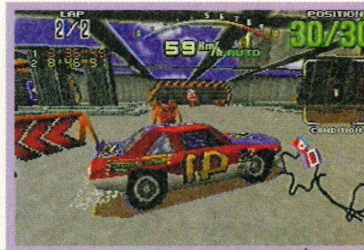
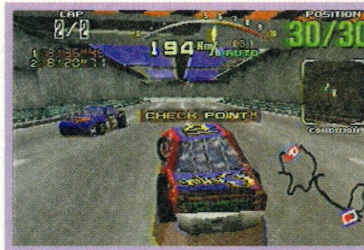
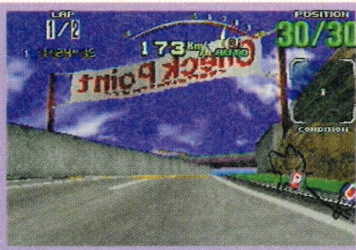
Screen SCENE



Ranking			
COURSE		GAME MODE	
BEGINNER		NORMAL	
1st	GUY	2'30''89	
2nd	M.O.	2'33''59	
3rd	RAO	2'35''04	
4th	SHG	2'36''70	
5th	YAN	2'40''00	
Fastest lap		0'18''20	



▲ Another scintillating scene from the intro sequence, showing the cars zooming around the track from virtually every angle possible. This is a great chance to admire the attention to detail on the cars with their custom paint jobs.



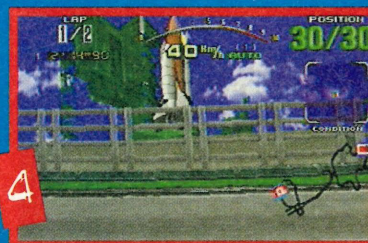
3. Horses

These mad horses run around on the grass as you zip by. You can either run them down or 'kill the horses with hammers'!



4. Space shuttle

On the hardest track you come across the shuttle waiting on the launch pad. It never takes off though, just sits there.



5. Ship

Around the docks there's a great sailing ship with water rippling around it. It doesn't do very much though.



6. Sonic carving

Yeah! Everyone's favourite video-game character had to make an appearance in this new Sega game. He's been immortalised in stone.





Since launch, Sony's PlayStation has been missing a key game genre: football. Now it's arrived! Nick Roberts laces his boots and takes to the field...

It's all very dandy to have a flashy racing game and shoot-'em-ups galore for your new console but to really make it in the British marketplace you've got to have a football game ready to roll. Up until now the PlayStation has been lacking this critical genre, so Rage have stepped in to show us what they can do.

At a basic level this is a conversion of the 3D0 game with the same player logic and game style. But with the power of the PlayStation to play around with, programmer Christian Southgate and graphic artist Lee Seabridge can let their imaginations go completely wild!

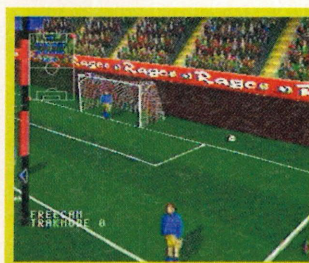
The ease with which the console handles texture-mapping and shading makes it a joy to program with flashy panning camera angles and beautifully animated players. The animation frames were created by filming a live footballer in a studio, then drawing over his actions to create realistic movement. In the finished game they hope to have an animated crowd, mud patches that appear on the pitch, rain, snow and even the players spitting on the ground if they have time. That'll be a treat, although there'll be no crowd-kicking option! All this runs in one frame which mean you get a super-smooth game.

Pitches come in all shapes and sizes. There are diagonal, square and stripy shaded outdoor stadiums to play in or you can choose the indoor arena complete with tinted glass around the outside and a good squeaky shoe noise as the players dart about. The outdoor pitch is currently being worked on and they've just got the grandstands, scoreboard and tunnel in at the moment. The finished game will have more advertising hoardings, windows down the sides of each grandstand, cameramen flashing, dug-outs and any other bits and bobs that come to mind while the lads are programming.

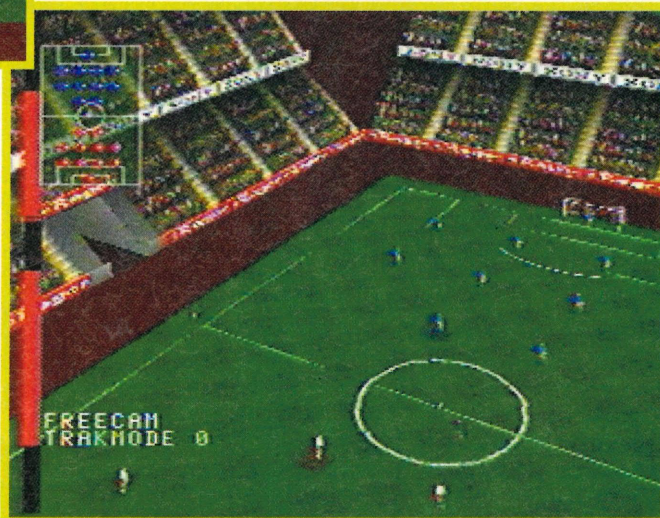
Rage can't go wrong with a game engine like this purring away in the background. Once the international teams, league system and presentation have been added to the game they're going to have a real winner on their hands. Put away your shoot-'em-ups and prepare for a whole new ball game!



▲ Go on my son! Get it in the back of the net.



▲ From behind the goal mouth you can really appreciate the graphical power of the Sony PlayStation.



▲ This test version has the option to view the game from any angle imaginable. The finished game will have set selectable viewpoints.



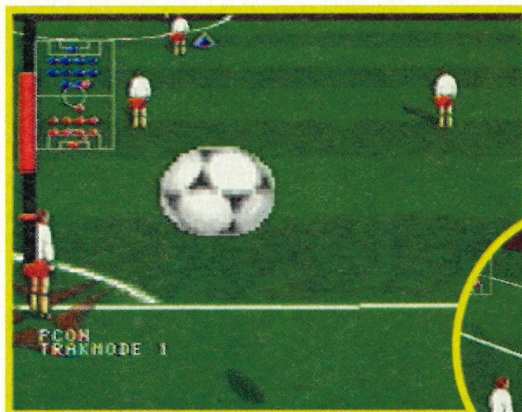
▲ These players all look a bit stupid, stood around in a set pattern. This is because their brains haven't been added yet.



WORLD

Squeaky trainers!

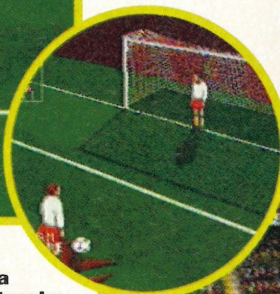
Various stadiums and pitches are on offer in this first PlayStation football game. The indoor arena makes a refreshing change and has some excellent graphics. There's a tinted glass barrier all the way around, wooden floor and the squeaks of the players' trainers as they run around.



▼ This goalie doesn't look too impressed by the flashy game engine going on around him. He'd rather be sat at home watching on TV.



▲ This stadium isn't quite finished. The final one will have more advertising boards and detail in the stands.



▲ The camera angle tracks just in front of the ball so you can see where your player is going at all times. Unless you kick the ball into the screen, that is!



▲ You can really go high up into the air. Looking down at the pitch the game almost seems like something from the Sensible Software stable — only with a few extra textures on the pitch.



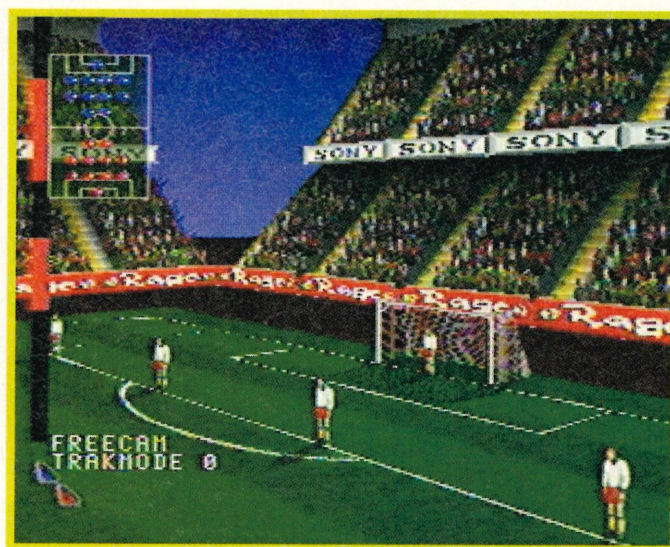
Give us a wave!

The power of the PlayStation gives the programmer immense freedom to go to town on special effects. The net in Striker is a complex piece of programming on its own. It waves in the wind and bulges just like a normal net when balls are shot into it. The shadow that is projected from the lights also moves in the same way for ultimate realism.

PLAYSTATION STRIKER



▲ The animation frames on each player have been created by filming a live actor and tracing over his actions. Headers, throw-ins and tackles all look great.



Scores on the doors

The scoreboard is a good example of the special effects inside Sony's wonder machine. In the outdoor stadium it sits up high around the arena and can be zoomed in on. In the finished game it may have video footage of actual football matches played on it but at the moment it repeats what is on the screen, infinitely.

▲ When a ball hits the back of the net or the wind blows, the net ripples and its shadow moves too. Only the PlayStation can bring you this level of realism.



▲ Arrgh! Did I tell you that I'm afraid of heights?



▲ The programmers did consider including a 3-D radar map that span around on screen in relation to the pitch, but they thought this would be too confusing. Instead they stuck with the traditional corner map.



▲ The tunnel had only just been put into the game when we took a look at it. It's not quite finished yet but eventually the players will run out of this.



▲ When the player logic has been added to the game you can expect these defenders to be doing a little more than just standing around aimlessly.

Screen SCENE

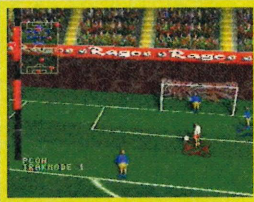
◀ All the people in the crowd are animated individually to give the game a great feeling of realism. When a goal is scored they cheer and create a wave going outwards from the goal.

Walk like a man

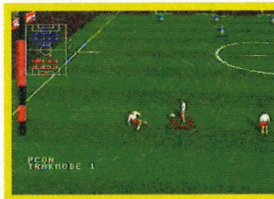
By tracing over and retouching animation frames from a live actor, the graphic artists for this and the 3D0 Striker game have managed to create a highly realistic feel to each player.



▲ On replays you can place virtual cameras anywhere you like around the pitch. You can get some real TV style shots of the players this way.



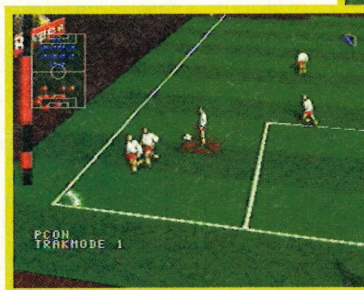
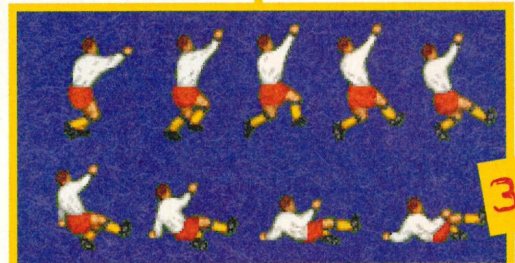
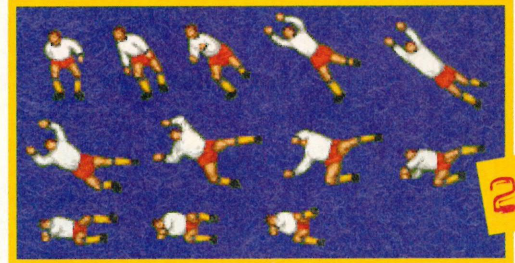
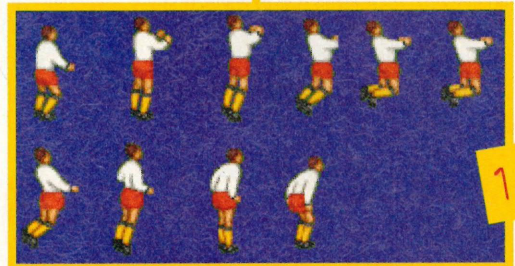
▲ The thing about football games is they are all very green. To break up the monotony the programmers have included a square, diagonal and stripey pitch to play on.



▲ All the set pieces like throw-ins, corners and free kicks will have their own unique angle of the match. This will add variety without giving the player so much freedom that the game becomes unplayable. Some games go over the top with things like a ballcam — how useful is that?



▲ Look at those fools all lined up. You would think this was a game of table football not a highly polished and snazzy PlayStation creation!



▲ As the players run about in the finished game mud patches will appear on the pitch. You'll be able to tell which parts of the pitch aren't being covered because they'll look as good as new!

Competition SAGA

Earn Your Wings



his is a special year for the annual International Air Tattoo at RAF Fairford in Gloucestershire. As the nation commemorates VE and VJ Day in 1945, the RAF joins forces with IAT 95 to present a 50th Anniversary Victory Airshow. Sponsored by holiday firm Saga, it will be the aviation event of the year with over 350 aircraft from 50 of the world's air forces meeting in a spirit of friendship.

Attractions include classic WWII planes from both sides of the conflict, the Red Arrows flying with other Hawk aircraft in a giant '21' formation, and the Skytanker 95 display of the largest planes in the world. On the ground, entertainment is provided by motorcycle display teams, marching bands, and a Eurofighter 2000 Simulator Dome to put you in the hot seat of Europe's latest jet aircraft. Sega and Nintendo will also be there, exhibiting their latest products.

Adult advance tickets for IAT 95 are £15 (£20 on the day) and accompanied children (5-15) are free.

But we've got 15 pairs of tickets to give away in this high-flying competition.

To enter, examine the silhouettes here to identify the seven aircraft, then write the corresponding letters on the cutout coupon and send it to:

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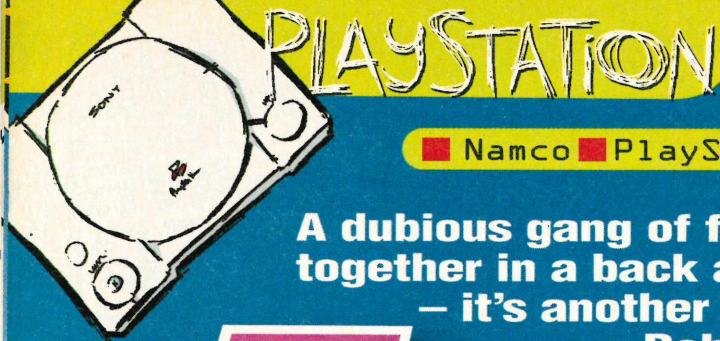
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■ Namco ■ PlayStation ■ ETBA ■ 1 CD ■ April (import)

A dubious gang of fighting misfits have gathered together in a back alley. That can only mean one thing – it's another beat-'em-up. Nick Roberts fights on...

TEKKEN

Beat-'em-ups are a simple but effective game style. Stand in an arena, face your opponent and kick the living daylight out of them. The only things that set one apart from another are the surreal fighters and special moves. Namco's latest arcade conversion was originally called *Iron Fist* and *Rave War* in the US, and it's been giving Sega's *Virtua Fighter* games a run for their money for a couple of months. As the developers used the PlayStation chip sets for their arcade machine, the conversion to the console has been a

simple one. There's no noticeable difference between them!

In good old beat-'em-up tradition there's an assortment of fighting arenas to do battle in, changing depending on the character you select. Eight fighters are packed into the one CD, from all kinds of backgrounds, some reminiscent of the *Street Fighter* chaps. As they fight the viewpoint can be flipped from side to above to see the action from different angles although you'll soon settle on one good fighting view as it can get confusing.

After playing a few bouts of *Tekken* you really start to see the flaws that Sony's *Tohshinden* had. The animation in this is perfectly smooth and the special moves really spectacular. If this is what we can expect from the Sony/Namco relationship then I can't wait to see what the future holds!



▲ Some of these fighters are such wimps, a couple of punches to the head and it's all over!

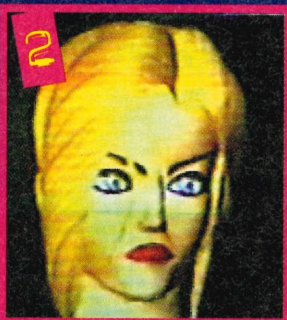
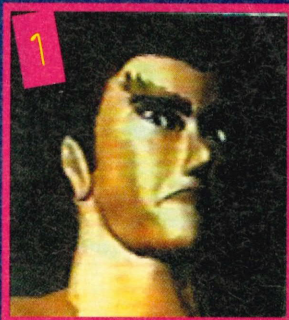
▼ If a kick or a punch isn't enough to defeat your opponent, try the 'green spray in the face' trick. It works every time!



▲ Using the four PSX buttons you can control both arms and legs on each character.



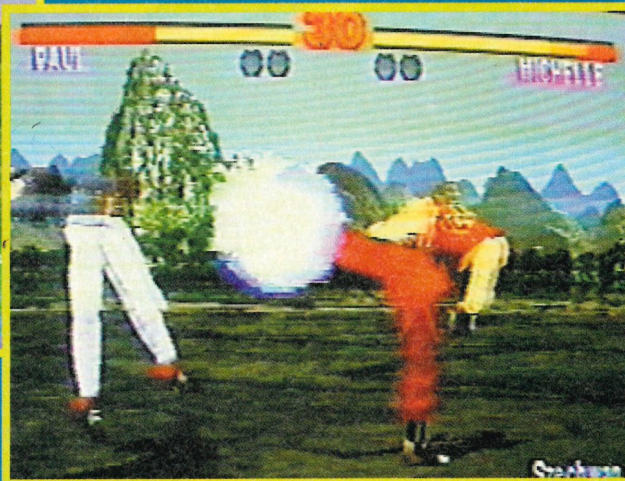
▲ The fighting arenas range from lush greenery to the snowy wastes. Fighting here is tricky because there's the added threat of slipping over and looking like a right prat!



Games WATCH



▲ Eat my boot! On the replay here we can see the effects of a very nasty special move.



▶ As each round starts, the viewpoint zooms down onto the characters from above. This has no practical use, it just shows how smart Sony's new machine really is!

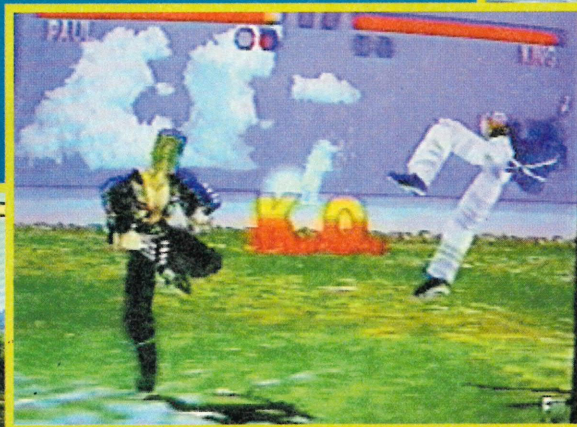
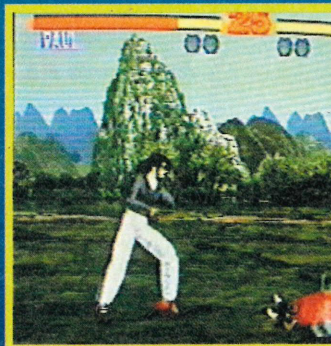


▲ Kazuya may have won this fight but he'll catch his death of cold in the snow if he doesn't put some more clothes on!



▲ 'Where's your tool?' Paul and King come to blows.

▼ Knock the enemy over and he or she collapses in a cloud of dust. This isn't just any old dust though, this is super tinted PlayStation dust with added texture mapping. Don't you just love these new consoles?



▲ The animation in Namco's latest blockbuster is much smoother than anything seen on the PlayStation before. Especially on this guy's haircut!

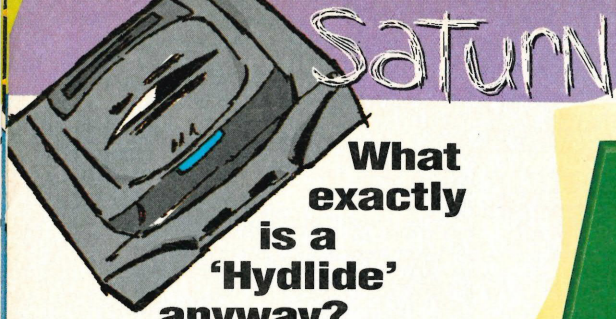
Pick a puncher!

Characters in beat-'em-ups get more and more surreal to keep the punters interested. I mean, just take a look at the geezer in the leopard mask – what is he on? They're all nails when it comes to drawing blood though!

1. Kazuya Mishima – Japanese
2. Nina Williams – British
3. Paul Phoenix – American
4. King – Mexican

5. Michelle Gang – British
6. Marshall Law – Chinese-American
7. Yoshimitsu – Japanese
8. Jack – Russian





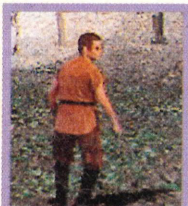
What exactly is a 'Hydride' anyway?

Adventurer Phil King goes for a slash to try and find out.

The Saturn's first-ever adventure (undoubtedly of many), *Virtual Hydride* features the sort of texture-mapped 3-D environment only possible on the super-consoles. You play the role of Jim as he walks and runs through this massive adventure, viewing the action from just behind the digitised hero. As you turn left and right, the scenery pans around smoothly and, as in most Saturn games, you can zoom the view in and out.

The impressive graphics use a technique known as 'air perspective'. This means that more distant objects are shown less sharply, gradually appearing from a sort of mist effect. This eliminates the age-old 3-D problem of 'clipping' where objects suddenly appear as pixel blobs on the horizon. It also creates a natural and realistic sense of distance. Get really close up to the scenery and you can admire the level of detail, for example distinguishing every single twig on a tree. How charming.

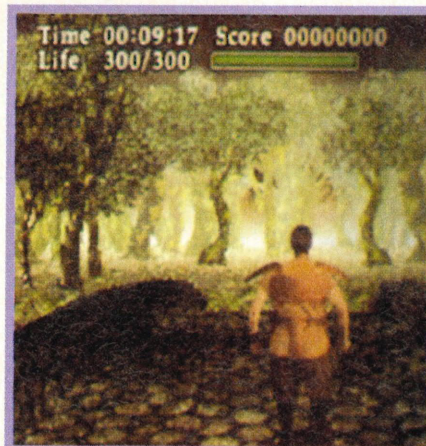
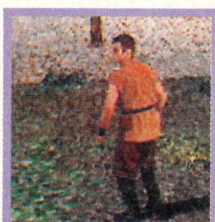
The varied locations range from lush forests and barren plains to labyrinthine cave complexes and dungeons. Throughout the adventure you encounter an assortment of evil knights and weird monsters to engage in swashbuckling battles. The emphasis in this superb-looking adventure is clearly on combat action.



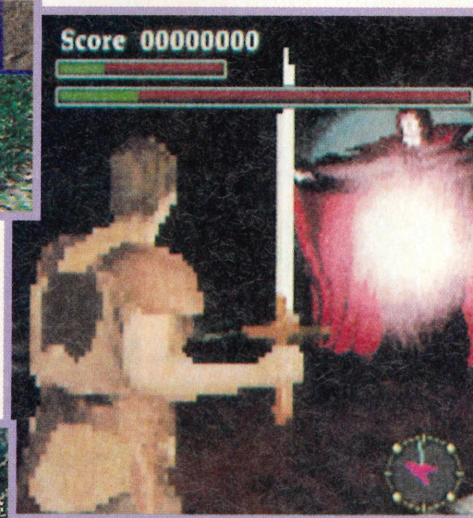
▼ Your heroic bloke looks very realistic as he plods through dark dungeons and woods, meeting all sorts of enemies.



▲ A charming woodland scene. Just look at all those lovely trees.



► By golly, that geezer's pulling open his cape to have a flash! Steady on, it's a vampire so I hope you've been eating loads of garlic.



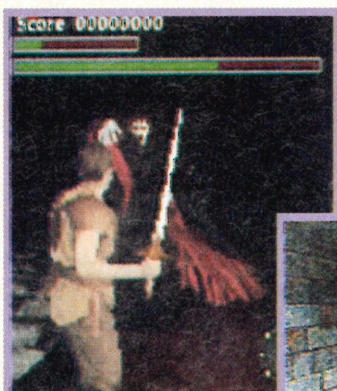
▼ You come up against a mighty wizard. Go on, get him before he does some mumbo jumbo.

▼ Blimey it's a bit hot in here, guv. And it all looks real enough to make you sweat like a fat pig. I wonder what dastardly demons are lurking beyond those flames.



ride

■ Sega ■ Saturn ■ ETBA ■ 1 CD ■ May (Import)



▲ It's that vampire chap again. Whoah!



▲ It's the return of the purple people eaters! Don't worry, you've got full energy anyway. Put your shield up and fight well to keep it that way.



▼ As well as walking, your character can run like Linford Christie to flee nasty monsters.



▲ Alone in the dark... whoops, that's a different game!



Games WATCH

Dungeon Development

Here are three of the location types to see in the game, each with their own unique features and enemies...

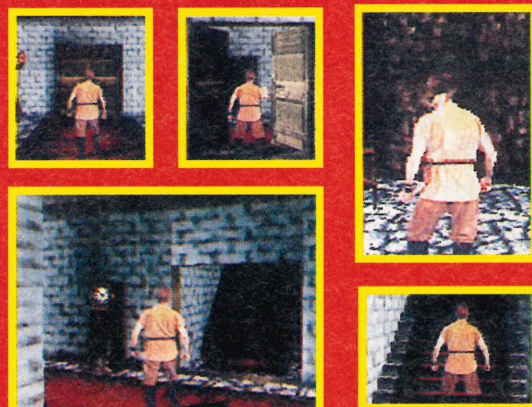
Natural Fortress

This is a red-hot cave where flames constantly emerge from the holes in the rock walls.



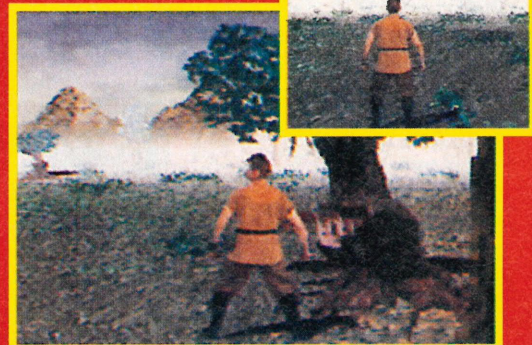
The Deserted Mansion

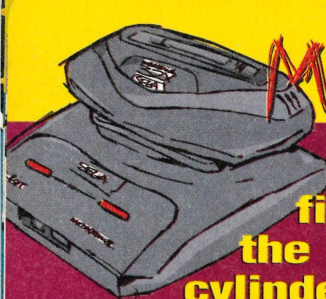
A vampire is said to live here. Roaming around the building, beware of the bats which attack suddenly.



Monster Madness

Lots of amazing monsters inhabit the game. One of them appears as a tree to start with. But as it gets closer, its branches swing and a mouth opens in the trunk! Smaller enemies such as the lizard-like creatures can attack at great speed.





Mega Drive 32X

Sega 32X ETBA 16Mbit June

Sega fire up the cylinders of their latest 32X shoot-'em-up. Brace yourselves for a real mutha of a game!

MOTHER

Life's a bitch when you're the last remaining human being in existence. Heck, you couldn't even have a decent thrash at *Mario Kart*! And when you're the only human in a universe filled with hostile aliens that are quite happy to send you kicking and screaming into extinction, things start to look pretty bleak.

Motherbase is an isometric polygon shoot-'em-up containing 20 levels of pure adrenaline-fuelled alien-maiming mega-blasting action. You take control of an easily manoeuvrable craft armed to the hilt and able to hop into larger, and more heavily armed alien ships at any given opportunity and seize control.

The game features huge varied levels which span distant planets and space complexes. Each of these reaches a formidable climax in the form of a massive boss which requires precision shooting to defeat.

Seeing as polygons take up less space and are easier to move around than conventional sprites, the screen is constantly cluttered with vast squadrons of weird-looking shuttles swooping close-up past the screen before diving down to pepper your craft with photon torpedoes.

As shoot-'em-ups go, *Motherbase* certainly looks a force to be reckoned with on the 32X.

Intergalactic Hijackings

One of the many features of *Motherbase* is the way in which your petite craft can latch onto other, bigger crafts and utilise their advanced weaponry. Here's a blow-by-blow account of space-jacking...

1. Home in on the unsuspecting prey.
2. Use the special jump button to gain air.
3. Crash down on the enemy craft.
4. Gain control of the mutha!

▼ Having leapt inside an enemy craft, your pilot now has to take on an awesome, and highly dangerous, mothership. Can your new-found ship summon enough firepower to obliterate it?



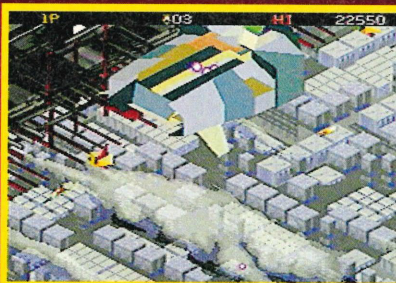
▼ Check out the awesome polygon ships, they move as impressively as they look.



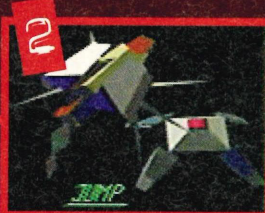
▲ Something tells me it was a bad idea to fly up to this planet-sized ship. If you're not careful that high-powered laser is likely to cut you like butter.



▼ The surface on this remote planet looks uncannily like Endor in *Return Of The Jedi*. Thankfully, there's no sign of them bloody Ewoks!

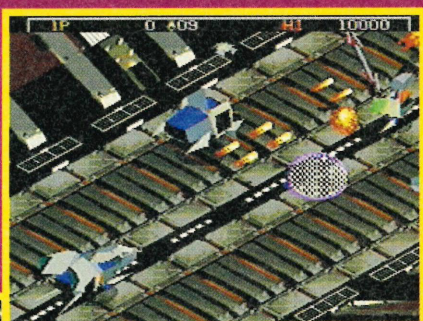


▼ *Motherbase* contains some beautiful parallax scrolling, especially the way in which the steel girders overlap the picturesque lunar city.



RBASE

▼ When you're armed with the ultra-impressive, spirally charged photon laser obliterator, nothing gets in your way, not even an entire planet!



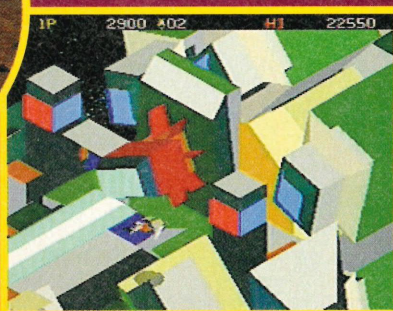
▼ Fly the gauntlet through the landing bays. As you weave in and out of the obstacles, be sure to look out for the enemy squadrons that appear from nowhere.



▼ As you enter the planet's atmosphere, you find yourself ambushed by enemy fleets.



▼ Don't say I didn't warn you about the nasty-looking laser!



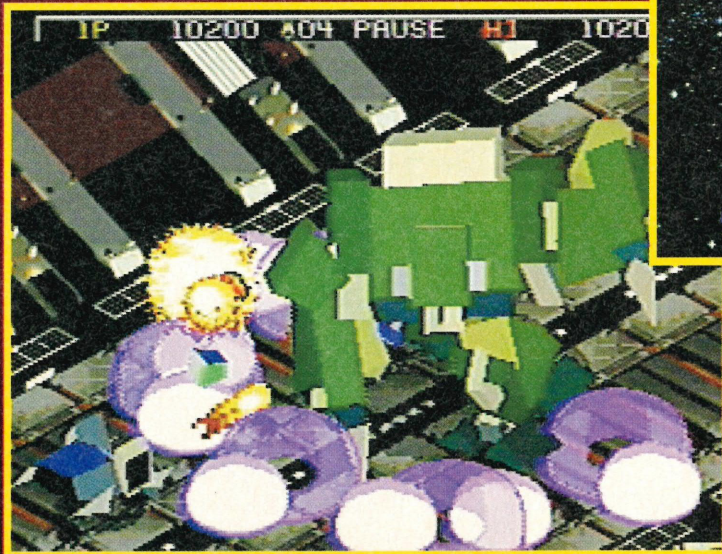
▼ I pity the unsuspecting, ill-minded alien that decides to play chicken with this mutha!



▼ Isn't that the Goodyear blimp?



▼ This green giant isn't particularly jolly. You'll encounter him quite frequently as you fly through the docking bays of this Star Destroyer.



Cosmic Guardians

You'll come up against some pretty spectacular bosses in Motherbase. This huge polygon giant looks like Andross from Starwing's young brother, only this guy's twice as hard.

1. See how he rises up from the ground and attempts to smash you to tiny pieces.

2. Two gargantuan legs drop from the sky for no apparent reason. He looks quite happy about this.

3. "Yaa-boo, is that the best you can do!"

4. For some strange reason the action now switches to the air, with the boss guy's limbs levitating in space.

5. When the boss gets really peeved he starts to gob huge asteroid-type globules at you (a sure sign that he's about to be beaten!).





Mega Drive

Sega Mega Drive £TBA 16Mbit May

No he's not on fire, because this is a totally different game. Nick Roberts takes a look and dribbles down his T-shirt!

The NBA certainly get some advertising by licensing their name to all these console game publishers. Hot on the heels of Acclaim's scorching NBA Jam Tournament Edition comes an effort from Sega themselves. With a ton of statistics covering every major team and player in the league this is an NBA fan's wet dream!

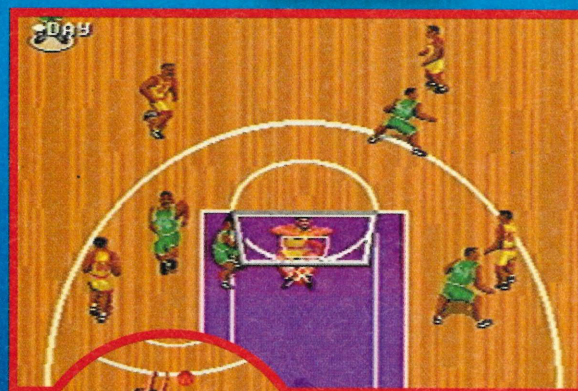
In a shock move to break away from the NBA Jam style of play, the court scrolls vertically instead of horizontally. After flipping through the teams, choosing the one for you, checking out the match-ups and choosing ends you're into the game and ready to burn rubber balls.

Graphically Sega have been very clever. Each player you choose has accurate height, weight, colour, hair and shoe size. There's even one guy with a beard, and they've all got their own individual animations. This makes NBA Action '95 one of the most accurate NBA games yet.

A replay mode allows you to go back through the game to check out your playing style, so you can fine-tune your game and beat your mates. You can even see your moves from various angles by a clever use of mirrors and pulleys!

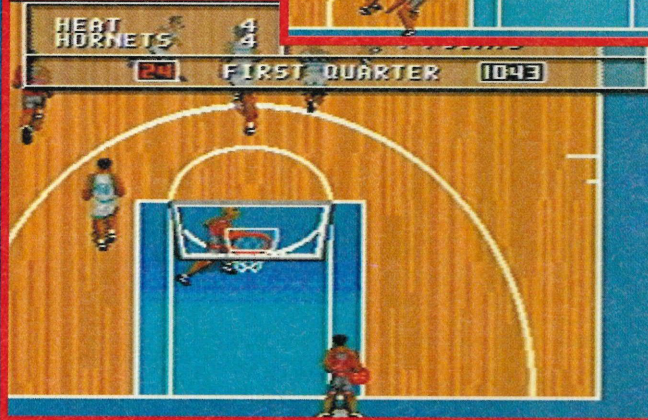
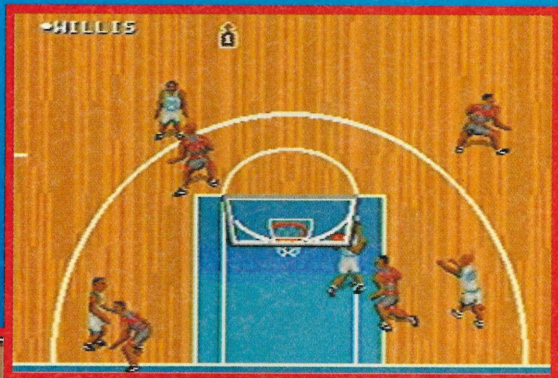
If you thought Acclaim's NBA scorcher was nothing but hot steam, take a look inside this one - it's cookin'!

NBA ACTION '95



▲ This is the start of the game. Grabbing the ball first here could mean the difference between winning and losing.

▼ Skidding and sliding around the court it's tough to get the ball past the opposition and into the net. This vertically scrolling court makes a refreshing change from the horizontal NBA style games.



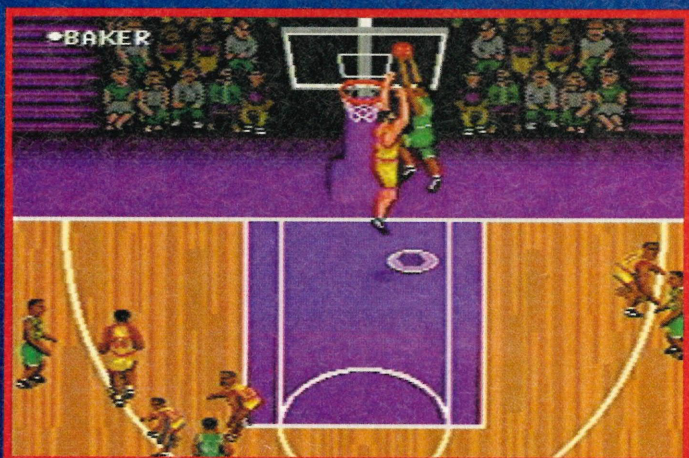
All the statistics, scores and time information is overlaid on the action so that you can carry on playing and not have your view obscured. It's great how the boffins at Sega think of everything isn't it?



▲ All the subs sit on the bench as you play. At half time you can swap around your players to keep a good fresh team on the court. The game is full of useful options like this.

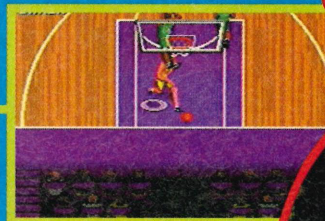
► The great thing about this game is they way each player has unique sprite animation.

MATCHUPS			
42 BAKER	12 ULDOE		
250	250		
0	14.2 PPG		
NORMAL COVERAGE			
W2 BAKER	NK	12 ULDOE	
250	250	250	
0	14.2 PPG	14.2 PPG	
W2 ROBINSON	NK	12 ULDOE	
250	250	250	
0	14.2 PPG	14.2 PPG	
W2 DAY	NK	12 ULDOE	
250	250	250	
0	14.2 PPG	14.2 PPG	
W2 NEWBORN	NK	12 ULDOE	
250	250	250	
0	14.2 PPG	14.2 PPG	
B-SELECT	BLOCKER	C-SELECT	PLAYER



Come again?

A clever replay mode allows you to fast-forward, reverse and pause your game at any time to check out your moves and methods. There's even an option to reverse the replay, flipping the court around to see things from the other side – that's useful!



WATCH



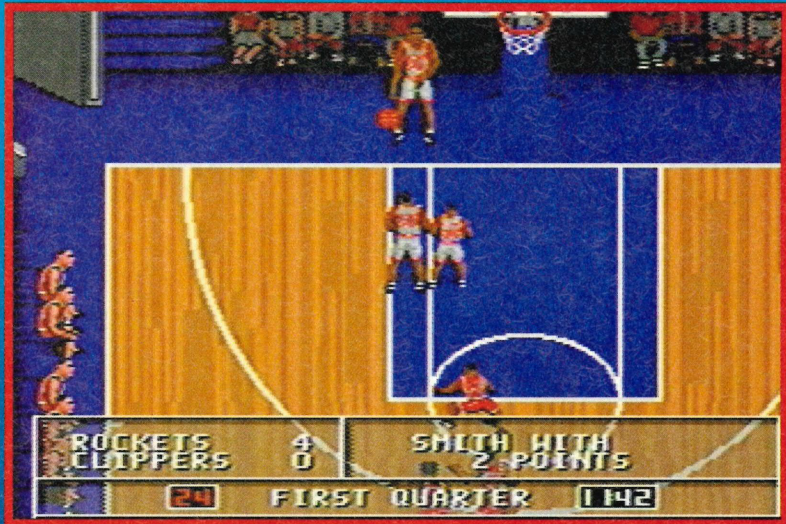
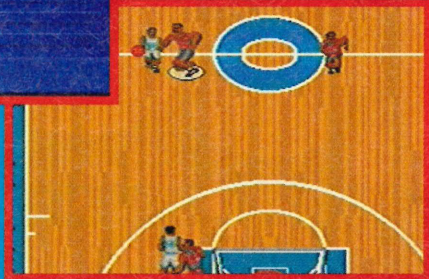
HAWKS SCHEDULE	
Nov. 4	PACERS
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Nov. 7	AT JAZZ
Nov. 9	AT SUNS
Nov. 10	AT CLIPPERS
Nov. 12	AT KINGS
Nov. 15	CELTICS
B=TEAM PROFILE ++=CHANGE TEAM	

▼ The courts change colours depending on which teams you choose to play at home. Coupled with the colourful clothing of each team this game is far from boring in the graphics department.

▼ Sometimes you can't help thinking these players are a bit dull. They're all running about and the ball is free!



▼ If the ball goes out of the court one of the players starts bouncing it before he throws to a team mate. It's what he's doing with the other hand that got us worried. I don't think his mother would be too impressed if she could see him now!

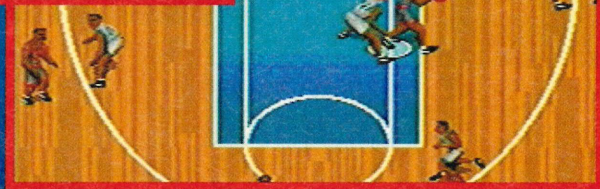


▼ The Heaties are 4-2 up on the Hornets in the first quarter of the game. The excitement is just getting too much, I'll have to have a lie down.

HEAT		1ST QTR 12:00		HORNETS	
FOULS 0	LINEUPS	DEFENSE MATCHUPS	GAME STATS	GAME LEADERS	FOULS 0
3-3	3-3	3-3	3-3	3-3	3-3
FULL TIMEOUT -3					

▼ The details of all your players are kept handy in the roster. You can instantly decide who to play and who to leave on the bench.

BUCKS ROSTER		
POS	#	NAME
FC	42	UTN BAKER
FT	13	GLENN ROBINSON
FT	22	JOHNNY NEUMAN
GT	10	TODD DAY
GT	5	ERIC MURDOCK
GT	11	LEE MAYBERRY
GT	30	MARTY CONLON
GT	54	ED PENCKNEY
GT	53	ALTON LESTER
GT	17	JON BARRY
GT	44	BARON WILLIAMS
GT	52	ERIC MOBLEY
A=NEXT RATING B=PLAYER PROFILE		



▼ Oi, mister, this isn't football! Pick that ball up and start playing. The animation on this bloke looks a bit, erm, rude. Too much of that and you'll go blind, mate!

Who's a pretty boy?

Each player in the NBA is here for your ball-bouncing enjoyment. They've each got their own statistics to show off and each has a unique animated sprite with differing hair, height, colour and pattern on their pants. Good on ya, Sega fellows!

ANDREW LANG	
CENTER	
HT. 6'11"	WT. 250
COLL. ARKANSAS	
YEARS IN NBA 7	
94 NBA GAME STATS	
POINTS 6.1	H28
REBOUNDS 3.8	
ASSISTS 0.6	
BLOCKS 1.1	
STEALS 0.5	
A=CHANGE TEAM B=PLAYER ROSTERS C=TEAM PROFILE	

STARTERS	
KEVIN HILLIS	HEAT
BILLY OWENS	HAROLD MINER
GLEN RICE	BTHGO COLES



SCOTTIE PIPPEN	
FORWARD-GUARD	
HT. 6'7"	WT. 225
COLL. CIL ARKANSAS	
YEARS IN NBA 8	
94 NBA GAME STATS	
POINTS 22.0	H33
REBOUNDS 8.7	
ASSISTS 5.6	
BLOCKS 0.8	
STEALS 2.9	
A=CHANGE TEAM B=PLAYER ROSTERS C=TEAM PROFILE	



As an eventful football season draws to a close, it's time to start looking for a summer substitute. Ryan Butt kicks off...

It's very rare that an entire football season comes and goes without some kind of scandal, but this year's has been way beyond a joke what with assault charges, bribes, drug allegations, sackings, and ludicrous amounts of money being paid for transfers.

Thankfully a game hasn't yet been made to capitalise on these mishaps, but US Gold's riotous new football sim certainly comes close, offering the seediest outlook on our national sport ever seen in a console footy game.

The game apparently boasts SGI-rendered sprites, all the thrills and

excitement of a packed 50,000 seater stadium, and perhaps the fastest, fluid gameplay seen since the Sensible Soccer heyday.

It comes complete with all the usual tournament modes and other little traits include seven-player simultaneous play, varying pitch and weather conditions, player punch-ups and a humorous customisable aggro setting – whatever that means!

The best bit about this game, though, is the way in which you can pick a star player to join your international side and tip the scales quite dramatically in your favour. We'll be seeing how well the bad-boy team squares up to our unstoppable hard men next month, and we guarantee that sparks will fly!



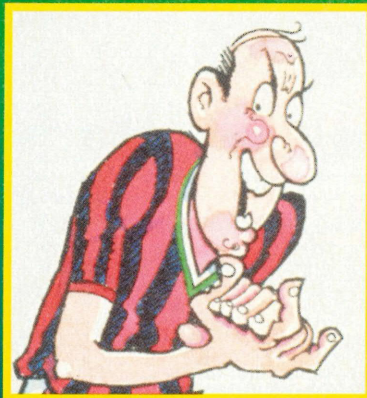
Disposable Villains Of Hypocrisy

Forget your Eric Cantonas and your Vinnie Joneses, Fever Pitch draws together the motliest of crews, the most ferocious of fowards and perhaps even the most ill-behaved bunch of soccer hooligans to even grace the pitch. Let us introduce you to the new breed of soccer thugs – the players!



Barry "10 Bellies" Barger

Country: Republic of Geordieland
Age: "Non ya bloody business like!"
Sex: Who'd have him!
Blood type: Pickled.
Hobby: Fighting.
Skills: Strongest developed right arm in Europe.
Special Move: Extreme violence.



Jergan "The Cheat" Goiverman

Country: Germany
Age: 51 apparently
Sex: Not since the Sixties.
Blood Type: O.
Hobby: Collecting spoons.
Skills: Oscar-worthy acting abilities.
Special Move: Dive.



Emo "Ball-Blazer" Bikomozo

Country: Cameroon.
Age: Unknown.
Sex: Male.
Blood type: Unknown.
Hobby: Ball skills.
Skills: This guy's got a kick like a mule!
Special Move: Fireball.



Peter "Cheesy-Keeps" Stilton

Country: England
Age: 45+
Sex: No thanks.
Blood Type: Couldn't find any blood in his alcohol stream.
Hobby: "Erm..."
Skills: Accepting bribes.
Special Move: Throwing matches into disrepute.

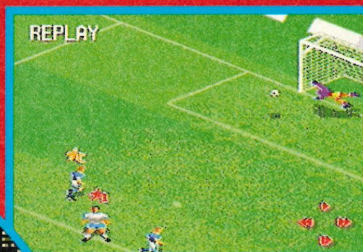
Games WATCH



▼ The Italians celebrate their first goal of the match.



▲ The players line up in the box for a corner kick. As usual, those Brazilians are really good on the ball.



▲ He shoots and the goalie makes a theatrical dive to try and save it – bet he misses it. Watch it all again on the instant replay.



▲ Gooooaaaaaallll! The nutty Brazilians certainly know how to celebrate – specially those carnival girls!



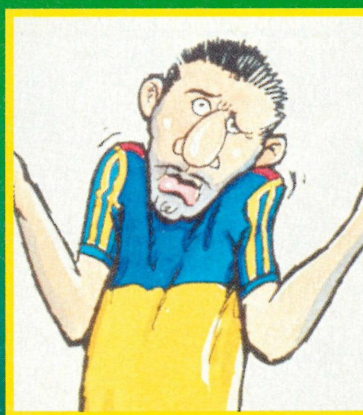
Dicky "Tricky" Discorama

Country: Columbia
Age: 28
Sex: Always gagging for it.
Blood Type: Couldn't hit a vein.
Hobby: Body piercing.
Skills: Fast, agile, and can also jump flippin' high.
Special Move: Unbeatable ball control.



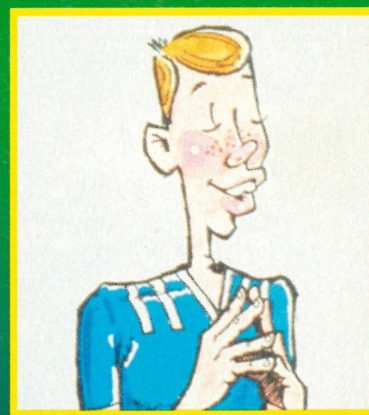
Ernie "Le Striker" Container

Country: France
Age: 29
Sex: AC/DC.
Blood Type: Awaiting test results.
Hobby: Growing root crops and tuberous vegetables.
Skills: Hot-blooded temperament.
Special Move: An unnatural ability to curve the ball like a boomerang.



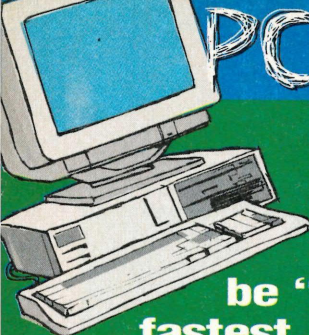
Marco "The Marker" Rigatoni

Country: Italy
Age: 24
Sex: "Hey I'm Italian."
Blood Type: Hot and Latin.
Hobby: Womanising.
Skills: A bit of a ladies man.
Special Move: No move as such, just superglue-like tendencies.



Peter "Playmaker" Perfect

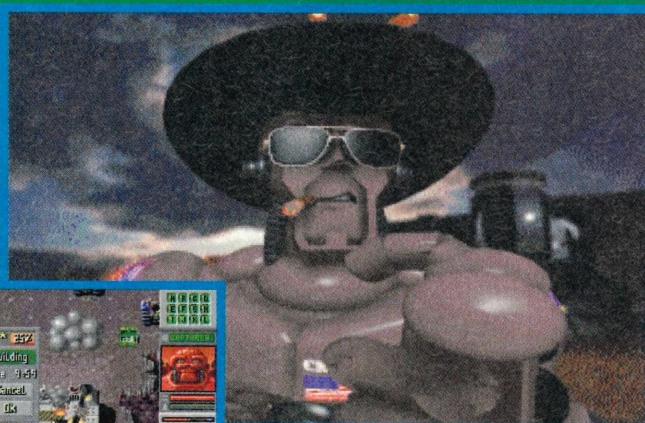
Country: England
Age: 30
Sex: Never before a match.
Blood Type: A+
Hobby: Solving complex mathematical equations with his mother.
Skills: Famously neat handwriting.
Special Move: A heat-seeking long ball.



Z claims to be "The fastest, most frantic, feature-packed, action-strategy game you'll play this century." The Bitmap Brothers invited Dave Perry to check it out.



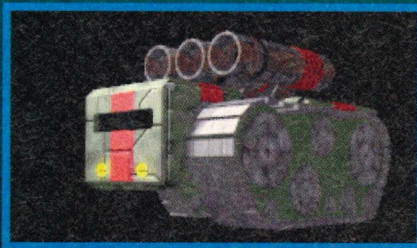
▲ This must be the most exciting mixture of strategy and action yet. The battles are awesome as your little troops blast each other with all sorts of weapons.



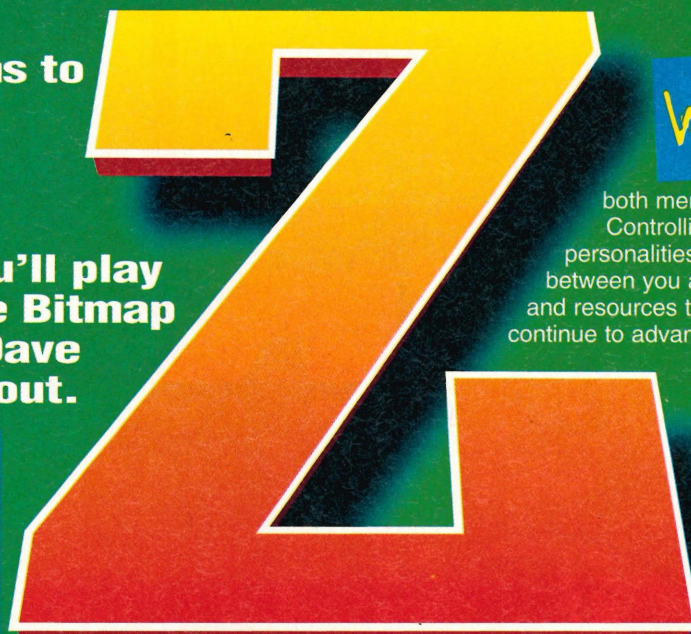
▲ There are loads of rendered graphics to drool over. This warmongering bloke looks a bit mean. Don't mess with him.



▼ A convoy of red tanks and missile launchers prepares to attack another base.

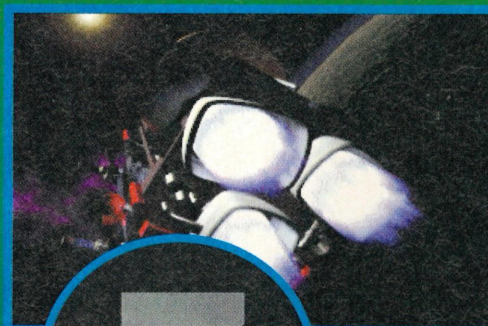


▲ Build these missile launchers and other weapons to scare your enemies.



When they described Z as frantic they weren't kidding. This war game never allows the player time to catch his breath. It's a breakneck race for territories and resources that pushes both mental dexterity and nerve to the max. Controlling robotic soldiers with their own individual personalities, you have to claim the zones that stand between you and your rival's base, using the factories and resources there to strengthen your forces so you can continue to advance. You can steal or build tanks, gun emplacements and missile launchers, and even manufacture new cyborg platoons. Snipers, machine gunners, riflemen, they all have their own characteristics and levels of intelligence, and take different amounts of time to create. However, if your plant is captured whilst waiting for reinforcements, they may end up falling into the wrong hands, so judgement and strategy are essential. Believe me, this isn't easy with the amount of carnage going on around you.

There are 25 levels to play, over 5 deadly planets, all of which require unique strategies to succeed. You can play against the computer or choose to link up against up to three other players for some full-on multi-player war gaming, using either a serial or modem connection. Whichever way you play, the emphasis is on getting stuck straight into the action.



▼ Blammo! This game is nonstop carnage from start to finish – it just never lets up. So you need quick thinking to make snap strategic decisions if you're going to have any chance of beating your enemies.



▼ Blimey, I knew it was 'made from girders', but I didn't realise Iru Bru could turn you into a cybernetic killing machine!



Those little critters with a death wish are back, and this time they're in 3-D! Nick Roberts tries to save their lives...

I remember the launch of the original *Lemmings* game on the Amiga and the commotion it caused with its excruciatingly addictive gameplay and cute sprites. The two games on the 2-D format now look a bit tired and lifeless but Psygnosis have something special up their sleeves – a 3-D version. Prepare the sickbags!

Kicking off on the PC CD-ROM, the game will eventually be released on Sony's PlayStation, a format to which it's perfectly suited with texture-mapped levels and virtual cameras that can be placed anywhere. There's even the option of a 'Lemmingcam' which gives you the wobbling viewpoint from the eyes of one of the little critters!

Because this new format takes

some getting used to, the number of tasks you can give the Lemmings has been kept to a minimum. It's back to the builders, blockers, climbers and floaters of the original. Expect all the special moves and tricks to turn up in *Lemmings 3D 2* – it's bound to be on the cards!

Lemmings 3D

▼ The snow-topped platforms of this level are a real problem, as your Lemmings will slip and slide!



▲ Before this gap can be overcome, a builder Lemming must create a handy set of steps for his friends.

▼ Wey-hey! Look at all these lads go! When the path to safety is sorted, bump up the release rate!



▲ It's always fun to take a break from the hard life of being a Lemming now and then and enjoy a Punch & Judy show. That's the way to do it!



▲ All the texture-mapped buildings, trees and platforms look fantastic. The game is also being developed for Sony's PlayStation so expect an even more impressive version soon!



▲ Look at the size of that thing! We've never had the chance to see a Lemming this close up before. In this new game you can even choose to have a Lemmingcam and see the world through their eyes.

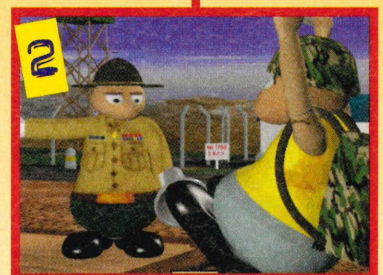
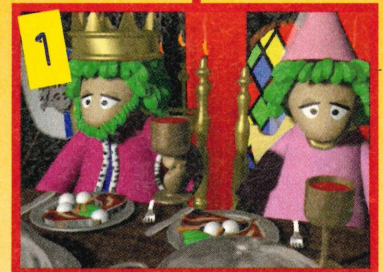


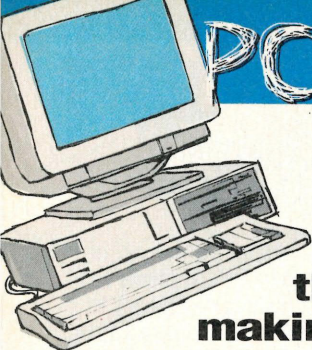
▲ Home sweet home, I wonder if tea's ready?



Render me silly!

As the Lemmings have gone all flash with 3-D wotsits and textured do-das, there had to be some rendered piccies of the fellas here too. Each level kicks off with one to give you some idea of what to expect.





It's been three years in the making, but now after all the mystery, and speculation of speculation, Virgin are about to deal a sizzling ace into the deck of PC CD-ROM technology. Ryan Butt reports...

A troop of French whiz kids are about to leave a permanent dent on the PC CD-ROM market – and they're Amazing!

Heart Of Darkness has taken an almost legendary path to completion, mainly because everyone involved in its production (Amazing, Virgin) have remained tight-lipped. However, the game was finally unveiled to the gaming press in all its entirety at the spring ECTS and it would be fair to say that all parties present were blown away!

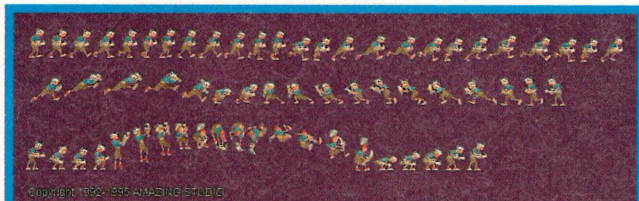
The game is a *Flashback*-style platform affair (no surprise considering that it was brought to you by the makers of *Another World* and *Flashback*), stunningly produced using the 3D Studio package as opposed to Silicon Graphics workstations that you would expect by looking at it.

The game revolves around a young scamp named Andy who must conquer his phobia of darkness in order to retrieve his mangy mutt who mysteriously vanished. As an interactive action game, *Heart Of Darkness* features incredible cinematic sequences and over 1,400 frames on animation on Andy alone (...and that's only in one direction!) plus mind-blowing sound scores courtesy of Bruce Brought of *Tombstone* and *Miracle On 34th Street* movie fame. All this for a production budget of a mere £1,000,000 – it's as if *Manic Miner* never happened!

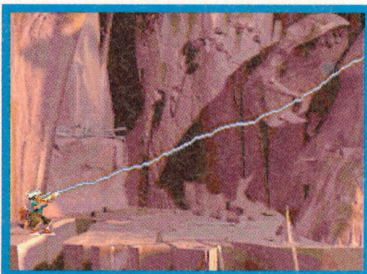
A Guide To Perfection

Have you ever wondered how an amazingly innovative piece of software like *Heart Of Darkness* makes its steady progression to completion? Well here is a step-by-step guide charting the various stages that the game went through before it became the polished product that you see here. From the early sketches to the rendered graphics and animations, it was all painstakingly pieced together by a crack team of dedicated professionals at Amazing Studios in France.

▼ This sprite sheet clearly shows each individual frame of animation on the central character.



▼ Andy blasts his way out of a tight situation.

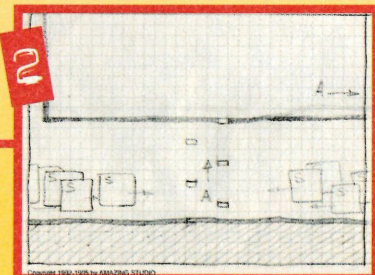
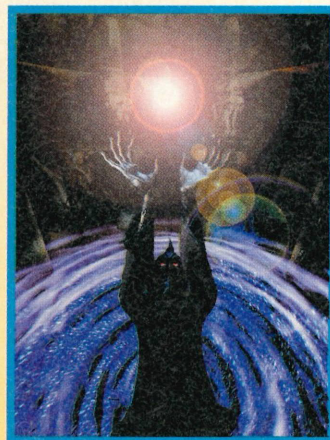


▲ The Master of Darkness represents all things evil. Have you got the skill and stamina to overcome him?



▲ The sizzling rendered graphics were produced on 3D Studio – see, who needs to splash out half a million quid on a Silicon Graphics Work Station?

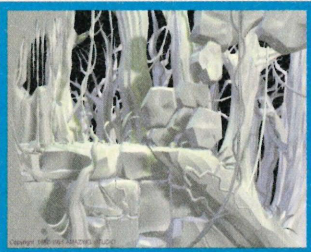
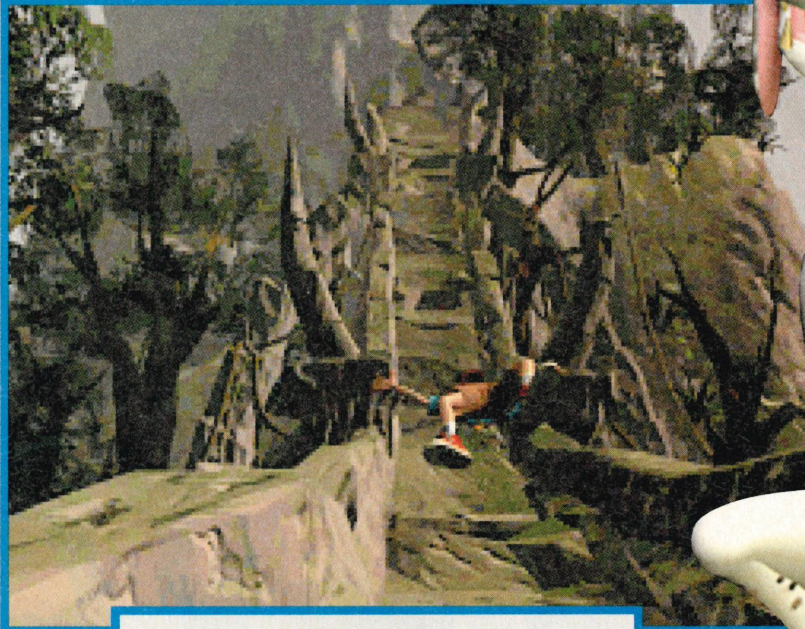
◀ Didn't the boy scouts teach you not to climb without a rope?



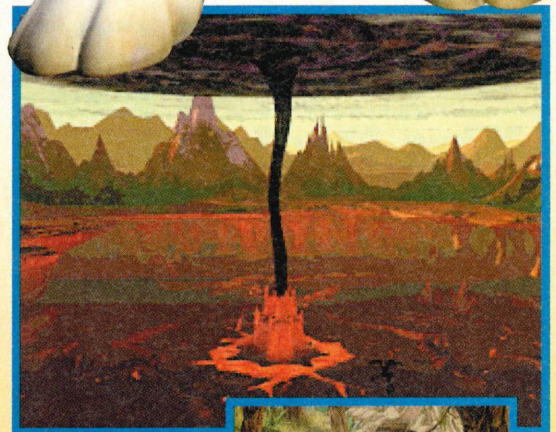
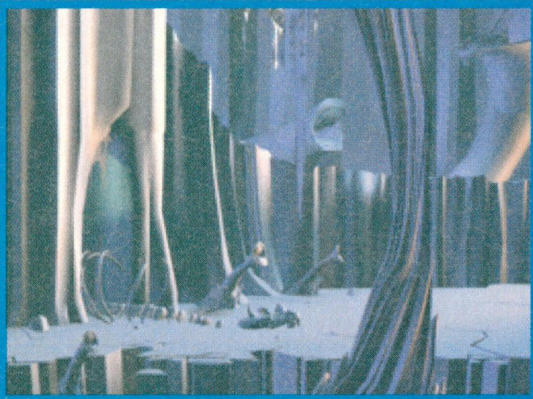
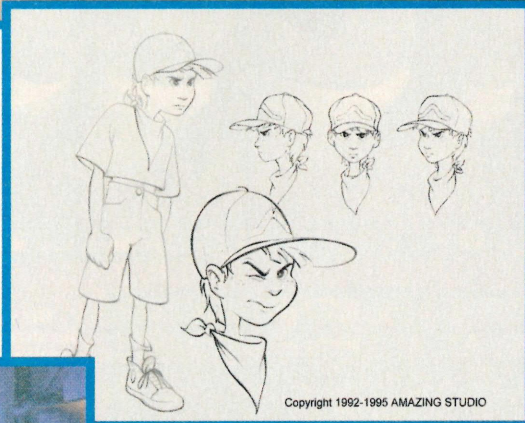
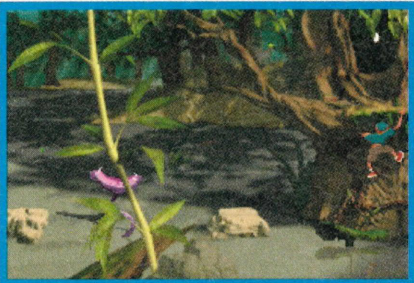
Games WATCH

◀ Look behind you! Andy is quietly ambushed by shadow creatures. He should be safe with that laser tucked under his arm, though.

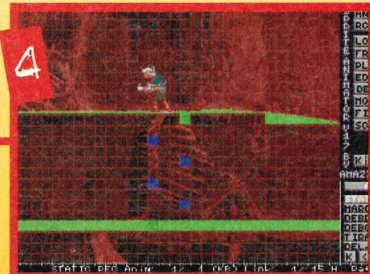
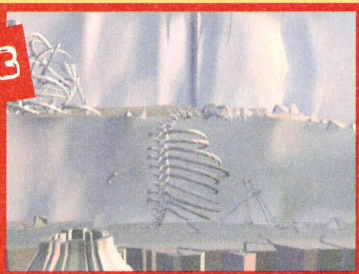
▶ Although most of the game consists of *Flashback*-style platform action, it is interlinked with visually stunning 3-D sequences.

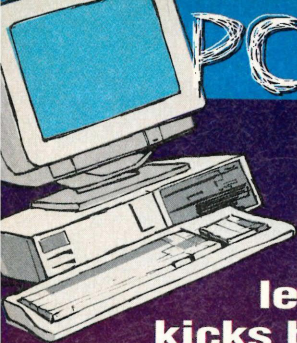


▲ Flat 2-D images are brought to life with the 3D Studio design package. The attention to detail is stunning.



▲ You are now entering a world of pure fantasy, and nothing is real – or is it?





Ubi Soft go for goal with their own contender for the PC footy premier league. Ryan Butt kicks balls...

Action Soccer is an arcade-style football game – none of your baffling managerial twaddle in here matey, just pure action thick and fast the way we like it!

The main action can be viewed in two ways: standard horizontal 2-D, and FIFA-emulating 3-D isometric. The graphical appearance is very tongue in cheek with hideously mutated characters on the presentation screens and oodles of colour. The actual in-match visuals are very well defined, and move with authentic grace (provided you don't move them diagonally – but we'll ignore that because it was an early version!).

Perhaps the best element is the full-on in-game commentary courtesy of Sky Sports' outrageous Jonathan Pearce, whose mickey-taking style and off-the-cuff wit makes for a riotous experience.

There are 16 different teams to choose from – non-famous teams that is, but thankfully you can enter a nifty team editor mode and change the names to your heart's content. There's no shortage of challenge either, with four different modes of play – three of which can support up to eight human players. So for the full insight into whether this has got what it takes to beat the pants off FIFA, join us next month for the full review.



Both teams prepare for kick-off. Note the rather strange names... I suppose they make a change from United or Rovers.



The ball's in the net and the losing side's manager is not a happy man – in fact it looks as though he's transforming into a pig!



Action

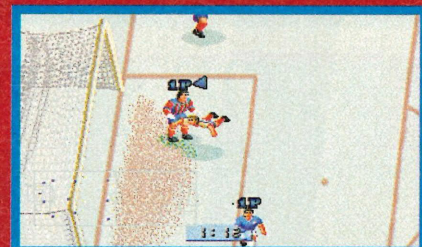
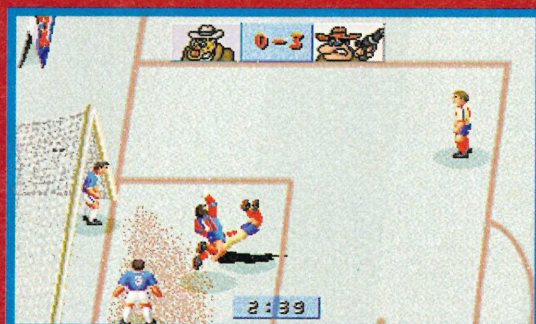
UBI Soft ■ PC CD-ROM ■ ETBA ■ 1 CD ■ June

The Right Angle

As we mentioned, Action Soccer can be viewed in two entirely different perspectives: isometric and horizontal. If you turn the telly on its side you can also play in vertical and...(snip!)



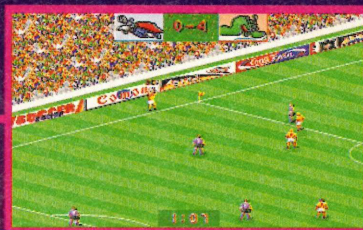
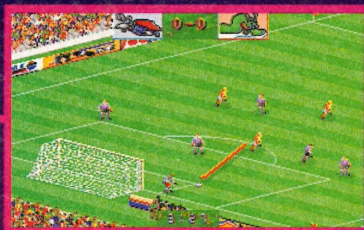
He surges in for a diving header – only to have his dramatic acrobatics thwarted by the rather nifty goalie.



"How do ya feel now, punk!" What looked like a sure-fire goal resulted only in the disgruntled player landing face down in dung!

Zoom Out

For the set pieces in Action Soccer, the screen zooms out to cover more of the pitch, allowing you to see exactly who you want the ball to go to.



Games WATCH

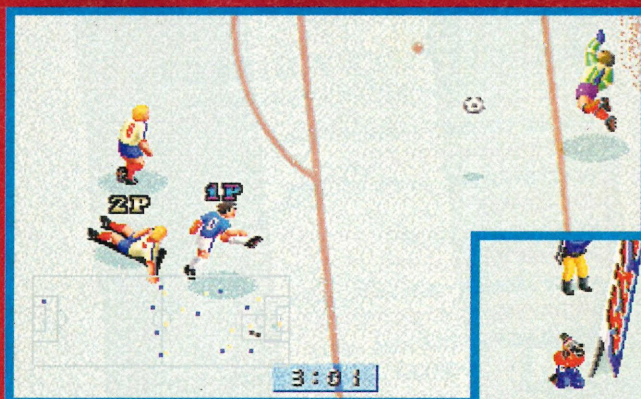
Oh my word, he catches a fabulous half-volley with a bicycle kick to surge the ball into the onion bag.



“...and some of the crowd are on the pitch, they think it’s all over... it is now!” Check out the Roger Milla goal celebration.



Soccer



Doh! Hungry for a goal, he takes an early long shot and fluffs it completely, he’s got football pie all over his shirt etc...



The goalie read the play well and made a great save.



More fancy dives from the super-agile goalie, I hope they got that on film.



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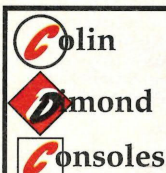
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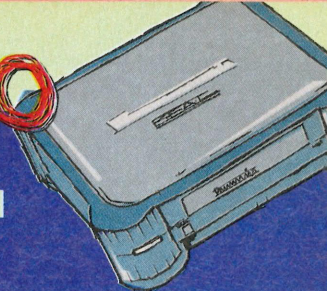
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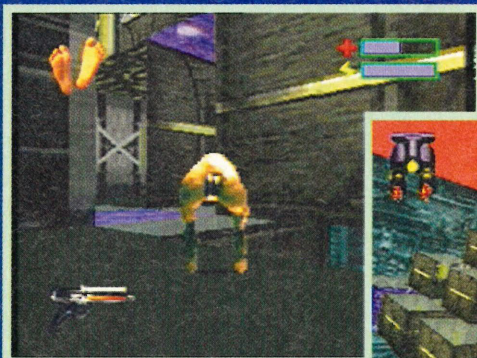
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PO'ed

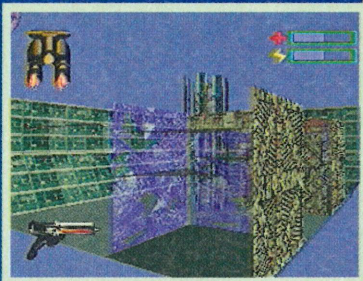
Peed off? Why not take it out by blasting butts and nude mutant women? That's what Phil King did...



◀ The top-left feet icon shows you're walking. Quick, blast that butt on legs before it starts to fire things at you!



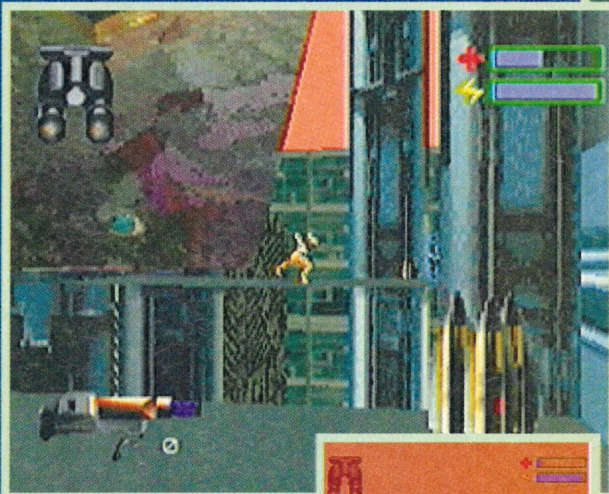
▲ You can get vertigo walking along these high ledges. Don't worry if you fall, though — your jetpack will save you from dropping like a brick.



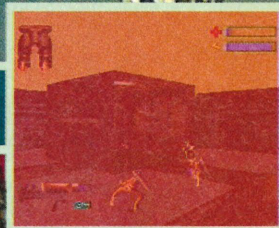
▼ The way you can hover up and down to get to platforms gives this game a while new dimension to most Doom-style blasters. There's much more freedom.



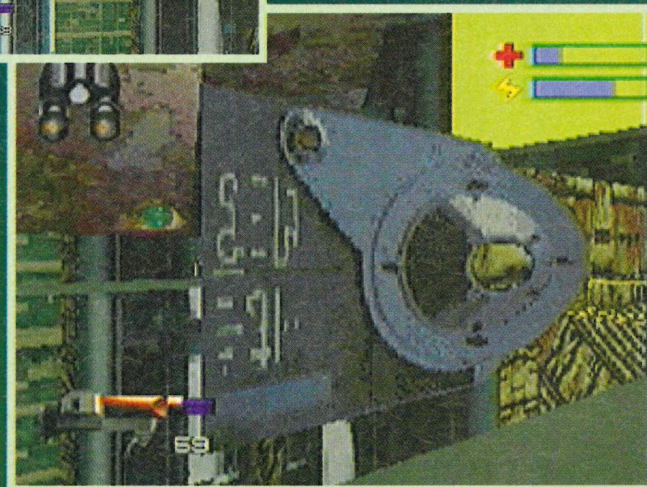
▲ You've just blown another nasty alien away. You can switch between a wide variety of weapons, collecting new ones on your travels.



▼ Just look at the size of that thing. There's a lot to explore here.



▲ The top-right bar shows that you're running low on health. Better find a medi-kit soon.



I think it must be too much of that Californian sun that did it, because American programming team Any Channel have come up with one of the weirdest console games ever. At first sight, *PO'ed* looks like a standard Doom-style 3-D blaster, but this one's just a tad different.

You play a cook accompanying a team of space marines to a 'bug'-infested alien planet. Of course, they all get murdered and you're left alone on this strange world. You start the game standing on the perimeter wall of a huge alien construction comprising hundreds of gantries and ledges. This is where your jetpack comes in handy. With a bit of practice you're soon hovering through the air towards platforms (some of them moving) populated by hundreds of alien creatures.

You can use lifts to move up and down the building or simply hover upwards, the sheer freedom of movement creating an extra dimension to the blast-'em-up gameplay.

Hit terra firma and you can explore on foot, collecting ammo and weapons such as lasers, guided missiles and flame-throwers. These are essential for blasting away at some of the strangest aliens ever seen, including butts on legs and conical breasted females. They may look dumb, but they're really cunning, hiding away and trying to sneak up on you for surprise attacks. This could be the stuff of countless gaming nightmares.



Panasonic 3DO £39.99 1 CD May



Deep in the deserts of Egypt nothing is as it seems. Nick Roberts goes exploring and gets sand in his flip-flops!



▲ This special book is full of diagrams and hieroglyphics. But what do they all mean? That looks like a hypodermic needle on the bottom left. And could that thing on the right a spaceship? Blimey, maybe aliens really did land here!

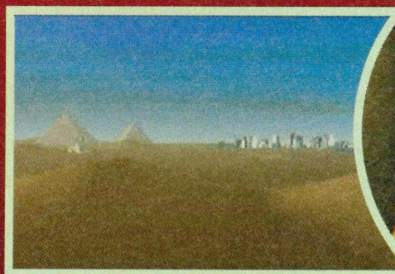
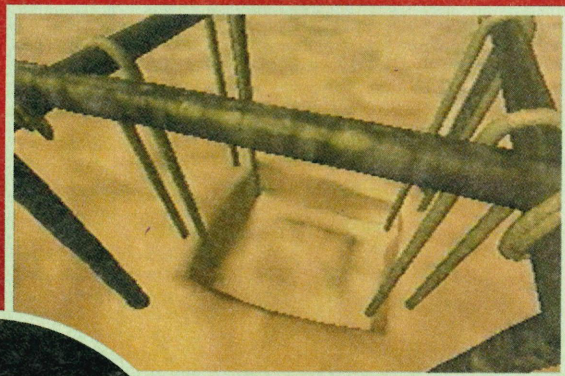
Seal Of The Pharaoh

I hate sand. It gets everywhere. On a trip to the beach you'll always end up with grains of the stuff in your ice cream, no matter how hard you try to keep it out. And there's plenty of it in the latest *Doom*-style epic on the 3DO too.

Being a clever guy, the hero of the story can read Egyptian hieroglyphics. Printed outside a spooky pyramid he spies a sign that reads, 'Come on in and explore for treasure', probably. So he sets off on a mission to wander the underground caverns in search of secrets and cool-beer-selling mirages.

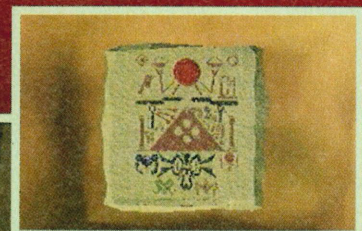
The labyrinths are seen from a first-person perspective with monsters cropping up from nowhere and lots of key-finding and door-opening fun. Your man is armed with a simple but effective weapon which can be powered up as you find icons, along with energy to keep his pecker up.

These pyramids have lots of levels to them with save points so there's plenty to get stuck into and the special book kept under the hero's arm is full of clues.



▲ It's flipping hot in the desert. For the full effect, try turning up the central heating!

▲ A scene from the elaborate intro sequence shows the pyramids being built. It was an amazing achievement. No doubt the Des Lynam of the time hosted a lecture called 'How Do They Do That?' about it all.



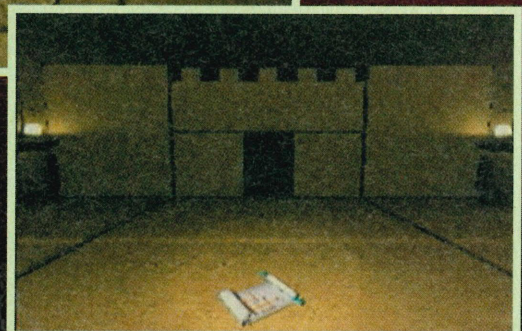
▼ Now that's just plain careless: someone's left that map lying around on the floor. Maybe it was Mark Thatcher? Pick it up and read it to find your way around.



▲ Strange monsters lurk around the murky pyramid corridors, waiting to jump out on you. This one looks like a blackcurrant mousse with a weather vane on its head! Go on, blast it with your weapon to turn it to jelly.



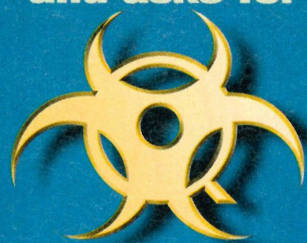
▲ It may be spooky in here, but don't go calling for your mummy! You're likely to get a nasty surprise if you open this sarcophagus. Anyway, it's all tied up: those Ancient Egyptians really new how to wrap things nicely, didn't they?



Taxi drivers are the salt of the earth with their friendly banter and humorous anecdotes. Nick Roberts gets sarcastic and asks for a receipt.

Gametek 3DO ETBA 1 CD April

Games
WATCH

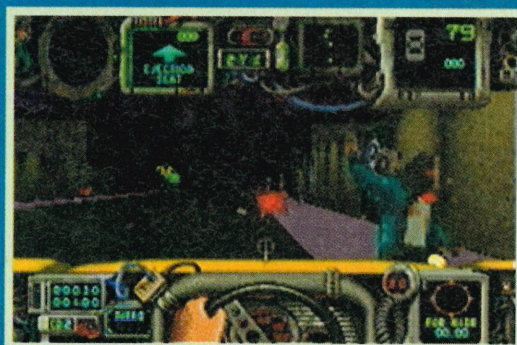


QUARANTINE

In the future life is tough. The world has been overpopulated, there aren't enough houses to go around and many people are forced to live on the streets and turn to crime (no change there then). This makes life terribly difficult for the taxi drivers. People get in the way of their cabs and some try to hijack them to get their hands on small change. But in *Quarantine* you can make a difference!

This is the first taxi simulator I've ever come across – and the thought of driving a black cab all day is so depressing. From inside this yellow cab you can select from four directional viewpoints and have access to weapons and a navigation computer. You'll need the guns and bombs to pop off pedestrians that get in the way as you attempt to take your passengers to their destinations.

Other cabs slink around the futuristic cityscape trying to poach customers and see that your cab is incapable of doing the business so you've also got to take these out before they get you. All this builds up to one big blood bath of a game with people being run over left and right as you zoom through the streets. Great fun – just like London in the rush hour!



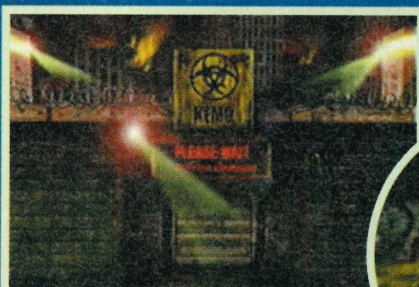
▲ It's dangerous around here, guv. To take your passengers to their destinations you'll have to kill dozens of abusive thugs – specially those wearing Chelsea shirts!



▲ Taxi drivers can fulfil their fantasies and run over pedestrians.



▲ Oh look, there's another taxi. But he's more likely to give you a flash of gunfire than a friendly flash of his headlights.



▼ It's tough on the streets. Watch out for the explosions.

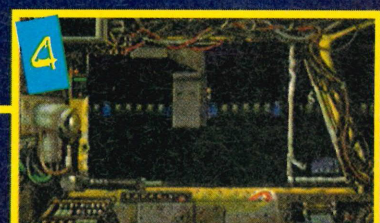
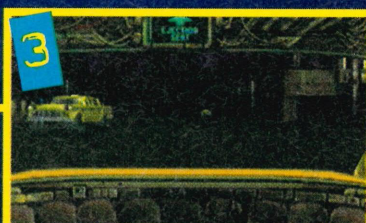


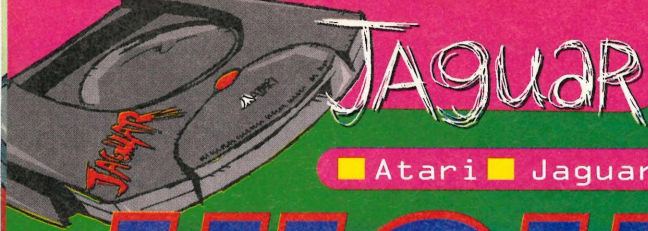
► You don't even have to do the knowledge in this game – you get a map to tell you where to go.



Spin me right 'round!

You'll be attacked from all sides as part of your every day life as a futuristic taxi driver. Luckily you can flip from one viewpoint to another and kill things as you go. Watch out, Dennis Wise!





Games

WATCH

■ Atari ■ Jaguar CD ■ ETBA ■ 1 CD ■ TBA

HIGHLANDER

THE ANIMATED SERIES

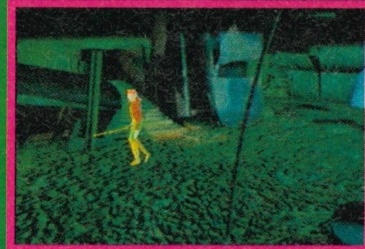
Atari's new Jaguar CD has given the console's software a new lease of life. Nick Roberts moves to higher land and samples an interactive cartoon!

Many of you will remember the series of movies starring Sean Connery and Christopher Lambert, but the animated series may have slipped your attention. Well Atari have got themselves the licence to produce a Jaguar CD game of the cartoon!

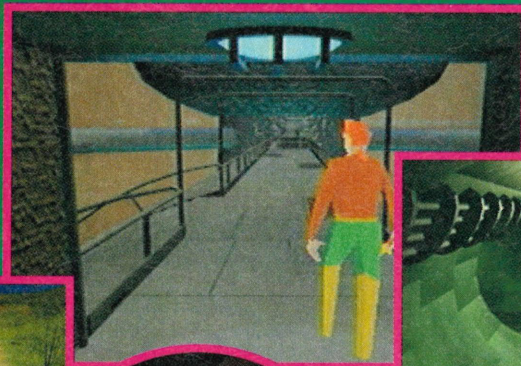
The first thing that bowls you over when the CD loads up is the quality and smoothness of the animated sequence that tells the story. The Jag CD can handle top-quality Full Motion Video without the need for expensive plug-in cartridges, and this really enhances the game.

All the animation in the adventure is done Alone In The Dark-style using polygon sprites with backgrounds hand-drawn from the cartoon original. This creates a great playing environment and gives the player immense freedom of movement.

With plenty of weapons to find, dastardly enemies to kill and objects to discover this adventure will keep you busy for some time. If all the Jaguar CD releases are going to be of this quality Atari are on to a real winner!



▲ Whoah, it sure is spooky around here. The moody scenery creates a dark and menacing atmosphere as you explore.



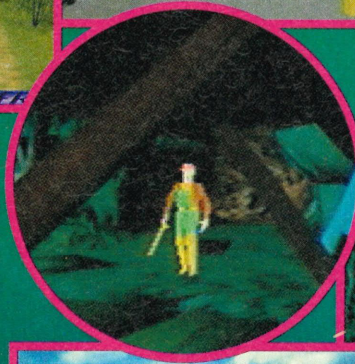
▼ Wandering through a maze of murky tunnels, you reach a junction. Which way now? The choice is yours, mister pony-tail.



▼ That's you, that is, posing with your big golden sword and looking really mean.



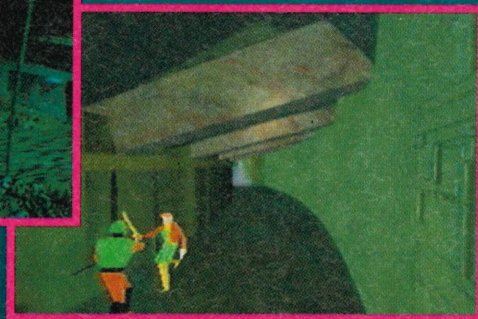
▲ Now this is what's it about: there's lots of swash-buckling in this game.



▲ Wow, what a huge fence, and someone's made a hole in it. Dare you enter here?

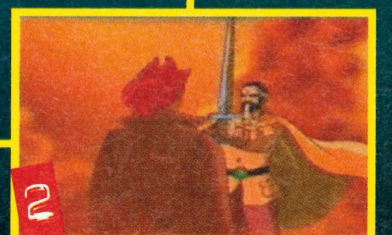
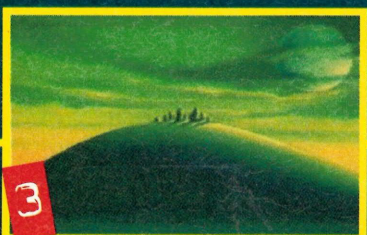
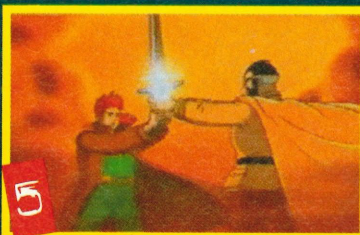
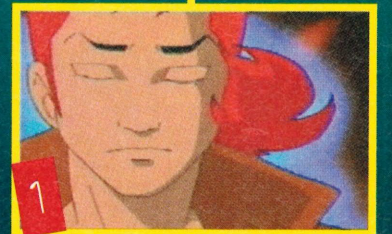


▲ You come across a strange invisible force field that stops your progress.



Top quality!

The new Jaguar CD can handle top-notch Full Motion Video. In Highlander: The Animated Series this feature has been used to reproduce the title sequence of the cartoon. Just look at the quality of those graphics!



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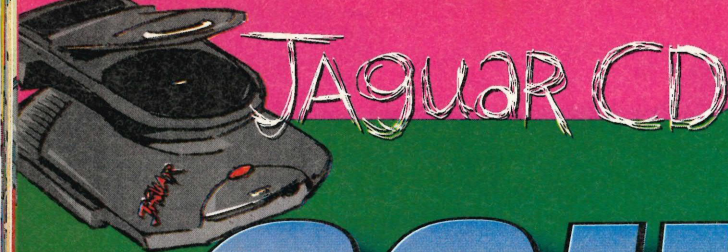
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SOULSTAR

With the first Jaguar game to come from hot developers Core Design, things could be looking up for Atari. Nick Roberts does some soul searching...

Core are famous for making people sit up and take notice of the capabilities of the Sega Mega-CD, and now they're turning their attention towards the Jaguar with a list of releases planned for this year. The first to surface is a conversion of their great space battle game *Soulstar*.

The Myrkoids are an evil, snivelling race who do nothing but suck the life out of planets for kicks. They've turned their attentions on the Soulstar galaxy now and will soon destroy everything in their path – unless you can stop them!

After being treated to a rendered sequence telling the story it's straight into Level One and on with the blasting. As you shoot your way through the levels, the vehicle you're given changes. There's a standard-looking spaceship, ED-209-style robot and a bladeless turbo-chopper to master.

The clever thing about the graphics is the way sprites are scaled in and out of the screen and shaded as they go. This gives an excellent feeling of speed and looks great! With tough-looking end-of-level guardians and lots of tricky sections to suss out, this is one of the best Jaguar productions seen so far.



▲ It's always a good idea to keep away from the edges of a tunnel when flying through, otherwise this happens!



▲ Aliens have got no idea when it comes to creating a nice place to live. I mean, look at this green monstrosity. You wouldn't bring a girl back here!



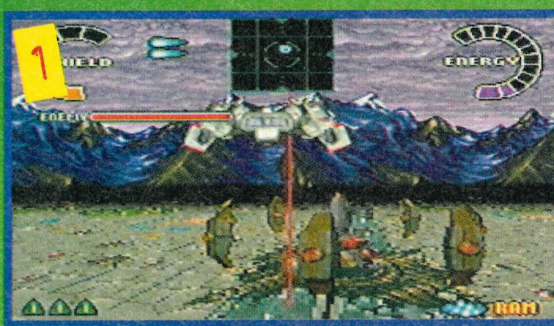
▼ The Jaguar's sprite scaling and manipulation routines are put to good use in the asteroid belt. These huge rocks start off tiny in the distance but they soon speed up as they spin through space. The best thing is to play chicken and dodge them all; the weapons aren't really strong enough.



▼ At first glance this version looks very similar to the Sega Mega-CD game, but on closer inspection you'll see that the graphics are much crisper and the whole game looks much more polished.



◆ It's not all zipping through space in a flashy space ship in Core Design's *Soulstar*. You also get to take control of a rather nifty little walking robot. This thing trundles around on the ground and can jump over nasty patches of ooze on the floor and avoid the enemy bullets.



Games WATCH

▼ While blasting the alien scum you must keep an eye on the two dials at the top of the screen. These show the amount of shield and energy you've got left. Run out of shield and you're on your own, run out of energy and it's time to die!



▼ It's not all nasty black space levels in this game. If you do well you'll get to fly over a nice rippling river complete with mines littered about and a family of ducks that float by. Okay, so I lied about the ducks.



▲ Collect the big Cs, they're good for your complexion.



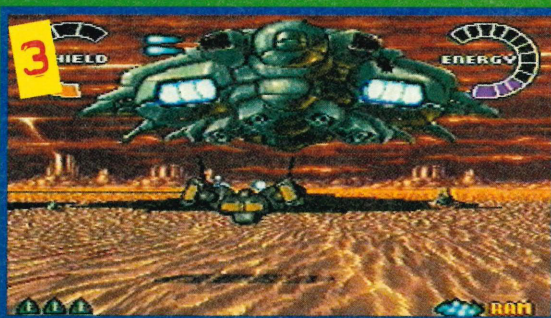
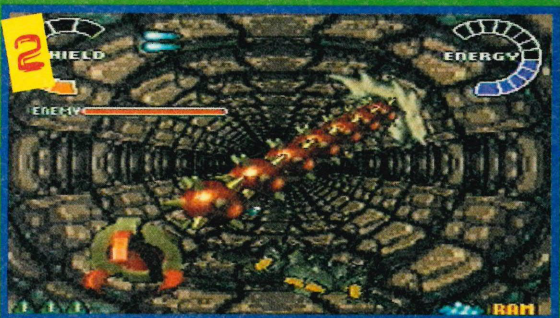
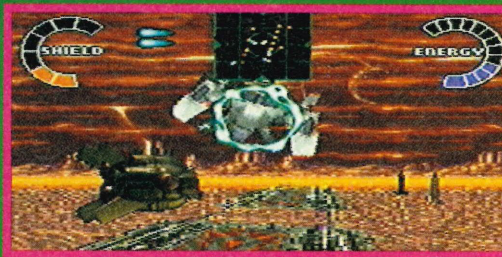
▼ This is one of the first third party Jaguar CD games to surface. If the rest are of this quality then Atari's fortunes could be changing.



▲ You've probably heard people talking about the 'big bang', the explosion that started the creation of the universe. Well here it is, captured forever in a screenshot of *Soulstar* on Jaguar CD.



▼ If the going gets too tough and your energy is low then try sticking on a shield. These will protect your ship from any weaponry for a short time, just long enough to get the hell outta here!



Boo, hiss!

What space shoot-'em-up would be complete without a few big, bad bosses to sort out? *Soulstar* has some nasty contraptions and creatures lurking in its levels. The question is: are you man (or woman) enough to take on the challenge?

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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.

Pick of the Bunch

Despite the magazine scores, each member of the team has a personal favourite game that has kept them glued to their monitors this issue. Here's what the guys have been playing to the max:

DAVE

Panzer Dragoon

"Visually superb and aurally inspiring, it also has a really tough game at the core. This is the kind of quality gamers should demand from their new formats."

PHIL

Daytona USA

"Who cares about the irrelevant graphical clipping glitch in the background? - Daytona is everything we'd hoped for and more."

NICK

Daytona USA

"Ever since I first sat in the arcade machine and had freeplays all afternoon I fell deeply in love with the slick graphics."

RYAN

Street Racer

"You'd be hard pushed to find a better racing game with as much lastability as this on any system."

REVIEWED

4 YOU!

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It's Judgment Day!

Over the next 22 pages we will be showing no mercy to this month's crop of top carts and CDs. In this 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 receives 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!



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Deadalus 68-69

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Immercenary 76-77



The most eagerly awaited Saturn title so far has arrived in rip-roaring fashion to torch the lily-livered hide off of its competitors.

UNSTOPPABLE!

PANZER DRAGON

The best-looking shoot-'em-up ever has swooped down from above to seize the Saturn by the gonads and launch it up to mythical status as a

serious contender for the new-wave console king.

Set in a futuristic fantasy world, you take to the smog-filled skies astride a mighty armour-plated wyvern to basically blast the poop out of anything that flinches. There are seven huge levels to conquer, and although the gameplay is sadly linear, the different perspectives and rotational capabilities give you a sense of captivating realism.

The game kicks off with a fabulous intro to drop-kick you into the storyline, and the action never lets up from the moment you find yourself in complete control of the subject matter. In good shoot-'em-up tradition you'll also come face to face with some truly amazing bosses (especially the Dune-style sand worms). How can you possibly resist this?

▶ Rotating the view to the side, you look past your dragon's flapping wing as you blast away at some more aerial enemies on this forest level. See the trail of smoke coming from a defeated enemy – very satisfying. The action never lets up in this all-out shoot-'em-up.



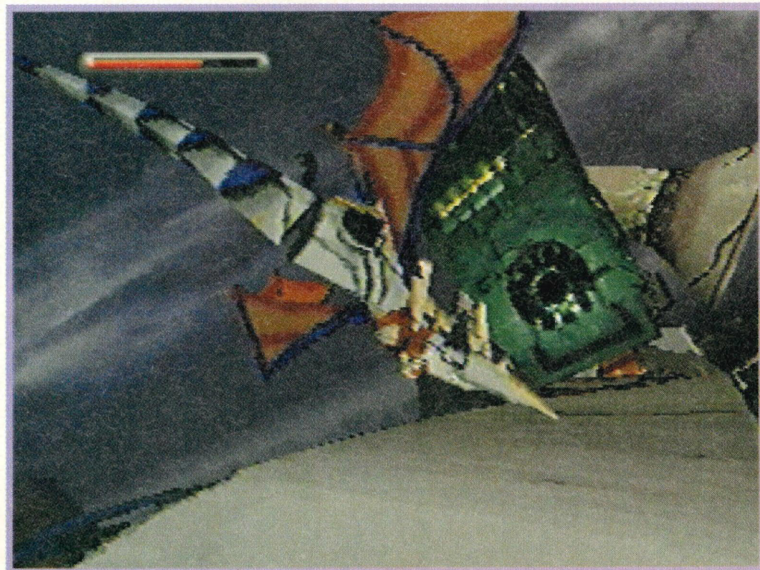
DAVE: This is the game that really convinced me that the PlayStation was not set to have it all its own way this year. The Sony machine has nothing to compete with a shoot-'em-up of this magnitude. Visually superb and aurally inspiring, it also has a really tough game at the core. This is the kind of quality gamers should demand from their new formats.

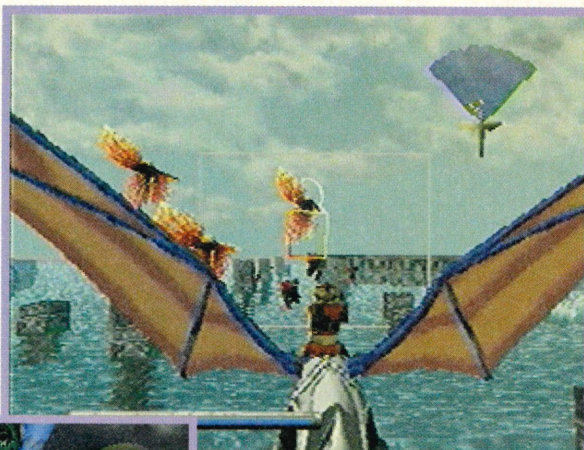
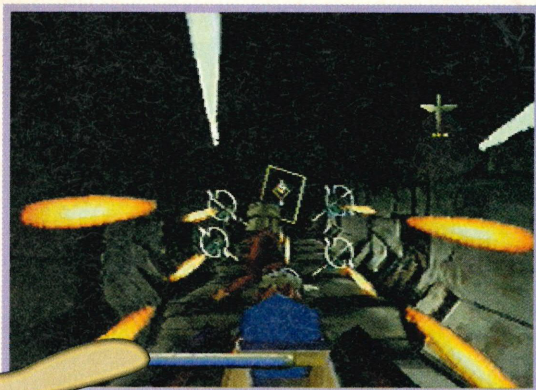


▶ This is one of the trickiest parts of the game as you come up against a big boss. This one's protected by rotating blades which you need to dodge by accurately flying up and down. It's tough but it can be done.



▲ Towards the end of the second desert level you come face to face with another 'dagoon', doing battle with it till it flies off again. Just look at those graphics to drool over.





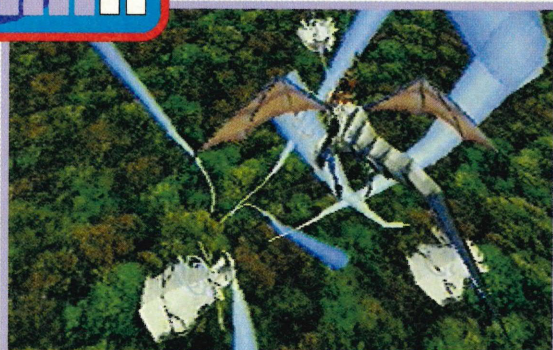
Does It Drag On?

The game begins with a stunning five-minute introduction sequence, showing how the hero meets his dragon...

RYAN: Strip Panzer Dragoon of its glitz and there's nothing new in there at all. It's your usual shoot-'em-up affair, blasting everything that moves and going up against big guardians. It won't take you very long to complete either (it's about as difficult as *Starwing*), so after a week all you're left with is a very impressive showcase for the Saturn. Good but not great.



Another scene from the first level. Although your overall flight path is set, you still careful manoeuvring to avoid hitting the scenery. Here you have to fly through these rock arches and pillars.



PHIL: I was dubious whether the game-play could possibly live up to the stunning visuals. However, far from being just graphical gimmicks, the different 3-D views really are part of the game, and I was soon rotating and zooming the view instinctively to follow the enemies. My only reservation is that there are only seven levels to blast through.

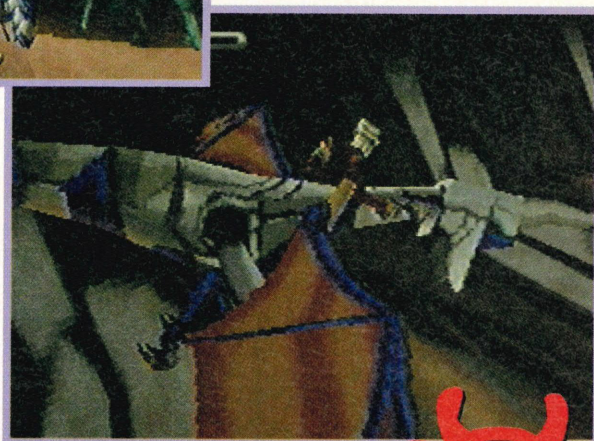
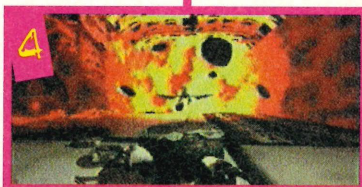


The first watery level is pretty easy to get you into the game.

NICK: I've been waiting for a game to show off the Saturn's capabilities and it's finally arrived. You've got 12 viewpoints all around your 'dragoon' and strange monsters fly at you from all directions so you definitely need them. I'd have preferred a little more control over the direction you fly in, and the attack waves could have been randomised for variety, but all in all this is a topper game!



Rotating the view around to the right, you spy the first end-of-level boss, a ginat ship underneath some sort of alien craft. It takes a hell of a lot of hits to kill and moves around a lot, requiring you to constantly change your view.



A real stunner that plays as good as it looks. The only flaw is the lack of levels.

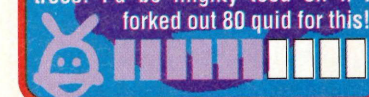
Overall



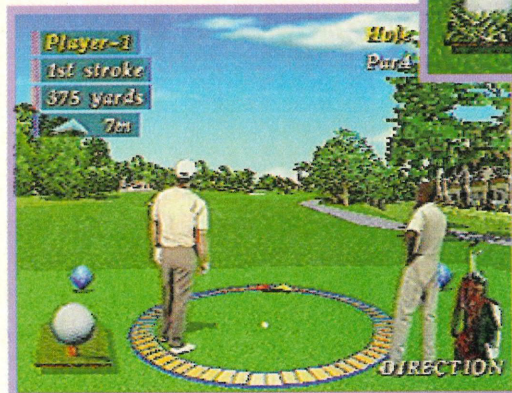
90

The Saturn's first golf game lets you venture to California's premier ball-thwacking resort to swing with the greats.

RYAN: This game begins like a bad Falcon Crest rip-off complete with cheesy music and exotic locational footage, and then gets even worse. The gameplay is tough to master and the graphics are very suspect in places – especially when you encounter the hideously pixelated trees. I'd be mighty teed off if I forked out 80 quid for this!

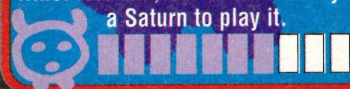


▼ Teeing off, you have to first aim your shot up the fairway. It's a par four so you'd better ask your caddy for a driver.

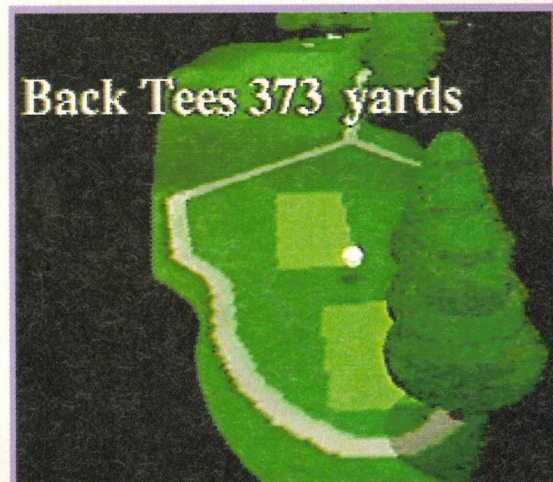


▲ It tells you how far your shot went. Phew, you just landed short of that bunker.

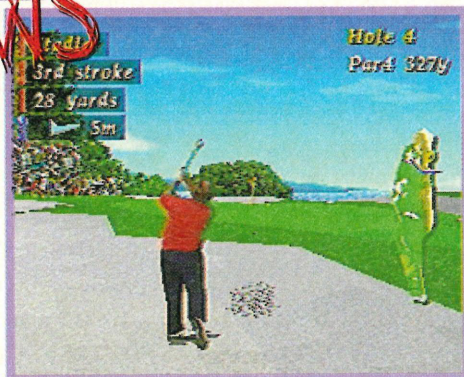
NICK: A company brings out a new console and one of the first games that's released has to be a golf game. Not that there's anything wrong with golf, I just think it doesn't work very well as a console game. The graphics in *Pebble Beach* are very smart – from a distance. It's when you get up close to a tree and it goes all pixelated that you lose faith a little. Not bad, but I wouldn't buy a Saturn to play it.



Back Tees 373 yards



▲ "I'm fed up to the back tees with these golf games!" Only kidding, this one gives you a nice rendered map of each hole.



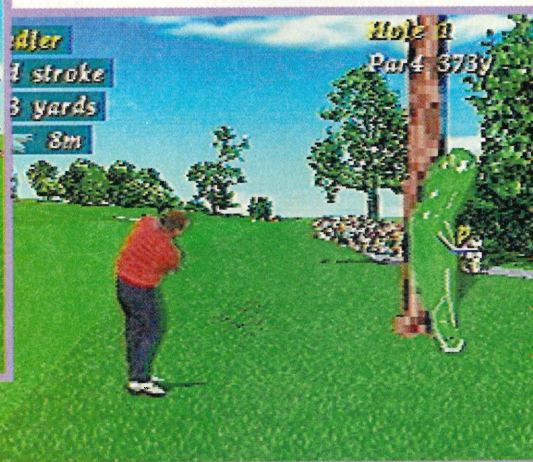
Hot on the heels of Victory Goal comes Pebble Peach Golf, the second sports sim to hit Sega's so-called 'super console'. Fronted by the legendary (in golf anyway!) Craig Stadler, this game offers golf pundits a real taster of what it's like to sink a few holes on the famous course.

You choose a golfer, a caddy, and probably even the colour of your checked pants before tackling Craig and a few of his mates in a bid to hit the top of the leader board. Your task isn't made easy, however, by a tricky control system and the ball's unique ability to never quite go where you want it to.

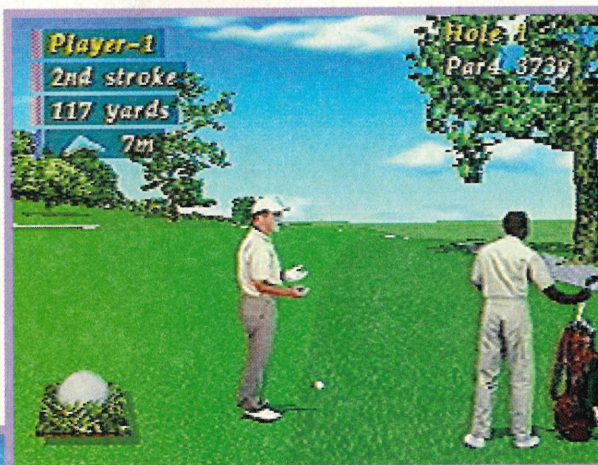
The game offers several mini tournament modes, friendly rounds, coaching tips, and loads of usual Saturn razzmatazz video footage and fancy effects to spice up what is at the end of the day... just golf.

Pebble Beach

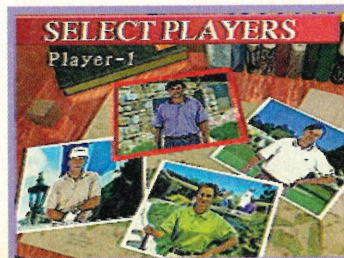
▼ The digitised American golfer Craig Stadler takes a shot from the rough. This is his second stroke on a par four.



▼ Your caddy is also digitised and hands you whichever club you want – well, due to a glitch, it suddenly appears in your hand anyway!



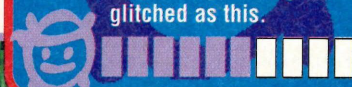
▶ This is where you select your digitised player. Looks like a pile of old photos to me. Hmm, where's that snap of cousin Sandra on the beach?





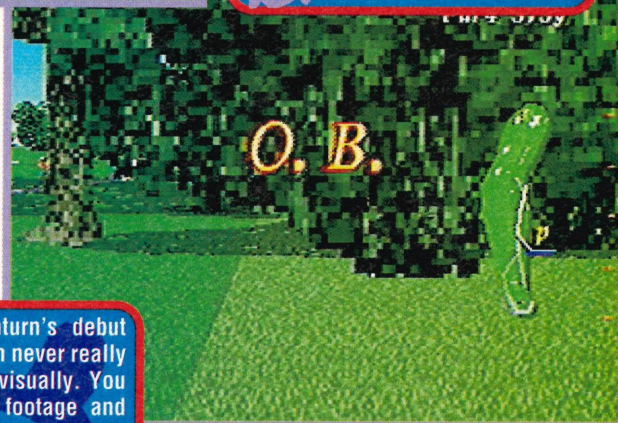
LEADERS																	
HOLE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
PAR	4	5	4	4	3	5	3	4	4	4	4	3	4	5	4	4	3
Takehashi	1	2	2	1	2	3	3	3	4	4							
Forris	0	2	2	3	3	4											
Thomas	1	2	2	2	3	3	3	3									
Brennan	1	2	2	2	2	3											
Carroll	1	1	1	2	2	1	1	2	3								
Curphy	0	2	2														
Martinez	0	2	2	2	2												
Ryan	0	0	0	1	1	1	2	2									
Sullivan	1	0	0	0	1	2	2	2	2								
Robinson	1	1	1	1	1	2	2	2	2								

DAVE: A bit of a rough conversion of the original arcade game which you have to feel has been hastily converted as makeweight for the present Saturn catalogue. This is an adequate golf game, but the emphasis is on digitised graphics and footage and unfortunately golf and golfers do not make exciting game screens. Especially if they're as glitched as this.

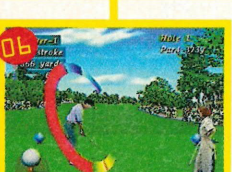
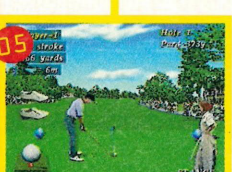
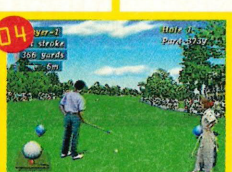
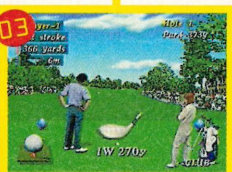
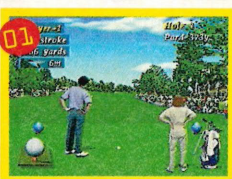


Golf Link

▲ The leader-board shows how the top players are doing on each hole. Looks like a lot of bogeys.



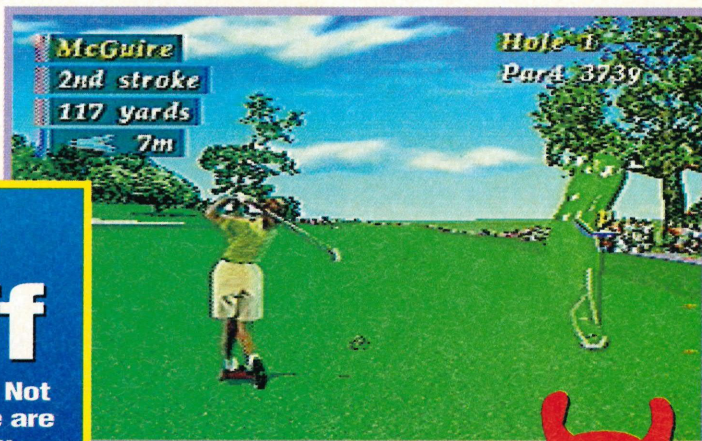
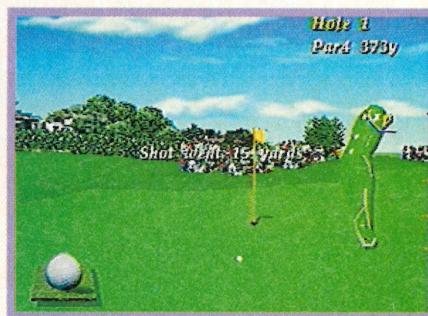
▲ Whoops. Slice your shot too much and it may fly out of bounds. This costs you an extra penalty shot.



PHIL: The Saturn's debut golf sim never really impresses, not even visually. You get the usual video footage and digitised players (and caddies), but the scenery gets horrendously blocky when close up – watch out for those Picasso-style trees! It doesn't play too brilliantly either, with no advances made on previous golf games. I'd still rather play PGA Tour.



▲ This lady player measures up her putt on the green. You can call up all the contours to help judge the slope.



Guide To Teeing-Off

Golf – it's just like hitting a ball, right? Not according to this game because there are seven dastardly steps to follow before you even get to take a swipe at the damn thing!

Step 1 – Ponder the distance.

Step 2 – Line yourself up with the flag.

Step 3 – Select a suitable club.

Step 4 – Ponder the distance again.

Step 5 – Sort out your stance.

Step 6 – Power-up the strength of the shot.

Step 7 – Finally, get the snap spot-on and you're on your way to a hole-in-one... probably!

A bit of a bogey with pixellated graphics and nothing special in the gameplay.

Overall **53**

Saturn REVIEWS

State-of-the-art texture-mapped visuals, roaming around 3-D tunnels blasting things... sound familiar? The latest Doom variant hits the Saturn.

bail you out of sticky situations.

As 3-D maze games go, *Deadalus* is astonishingly atmospheric. The screen is constantly peppered with relevant data, radars, and other fancy icons to convey the sensation of walking through dank corridors in search of enemies to top. Once an armoured terrorist has been maimed, the resulting carnage sometimes clears to reveal extra ammo, shields, and possibly even the pass-card. For extra assistance, you can log onto the computer which gives you a fully mapped layout of the current level, highlighting areas as yet unexplored.



▲ Another beautifully rendered scene to watch. I guess this ugly mug is you. No wonder you hide behind that suit.



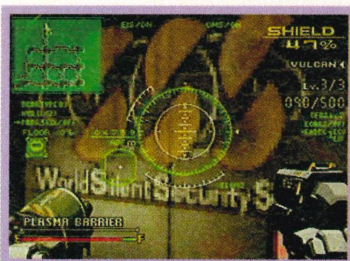
▲ The HUD computer display tells you everything you need to know.

Deadalus

Sega Saturn £69.99 1 CD



▲ Some iron bars block your way. It's just like doing bird.



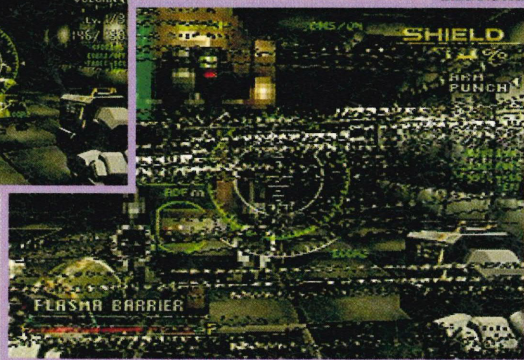
▲ Shoot the sliding doors to go through.



▲ More robots to kill. The top-left map shows you where you've been.



▲ These pesky robots blast away at you until you turn them into a pile of molten metal. Very satisfying.



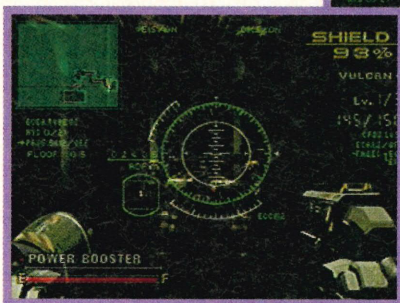
RYAN: At first I thought this game was fantastic. The graphics are outstanding with ultra-smooth texture-mapping and polished rendered sequences tucked away to give the game that extra slice of glitz. But then I began to realise the sheer repetitiveness of it all. Granted there are some great effects and touches on display here, but I just seemed to get bored very quickly.



PHIL: It seems everyone's jumping on the *Doom* bandwagon with first-person 3-D maze shoot-'em-ups – even Sega now. All the same, *Deadalus* is one of the more playable ones with plenty of different weapons and huge areas to explore. On the other hand it doesn't exactly show off the Saturn's capabilities and I found the gloomy graphics a bit dreary and samey.



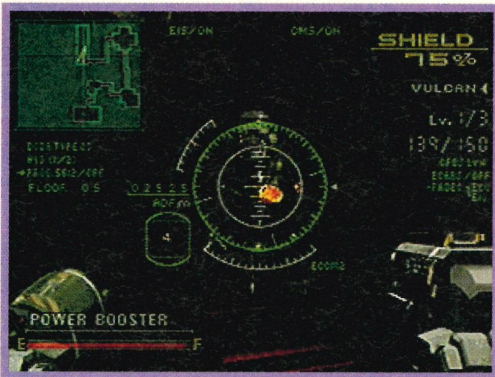
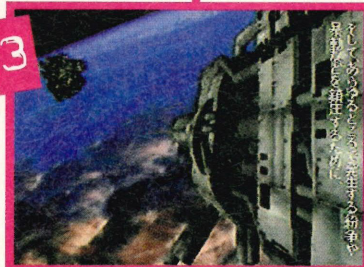
▼ It's a bit dark in here. Can you see where you're going? I told you to bring a torch along, you fool! At least you've got a load of weapons – the current one's shown bottom-left.



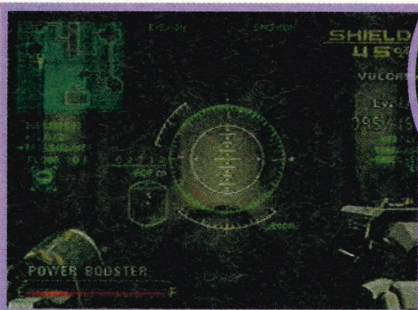
▲ The tension builds as you explore the labyrinthine corridors in near darkness. Whatever happened to cute and colourful sprites?!

World In Motion

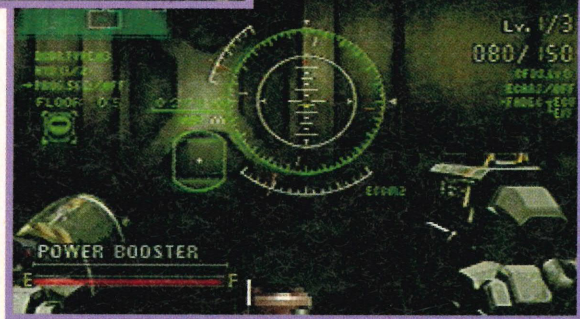
The intro to *Deadalus* is an awesome futuristic whirl of tunnels, planets, and loads of gunfire...



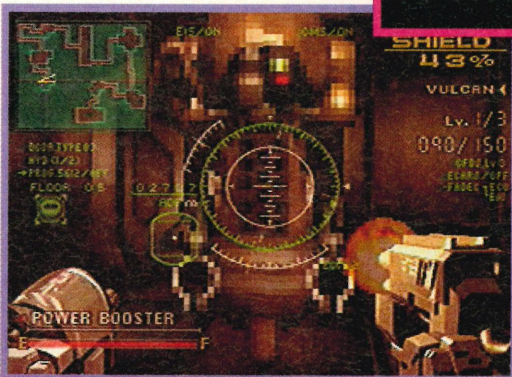
▲ You're currently on floor 5 of this multi-layered underground complex and you still have 75% of your shield left. Oh look, another robot to blast!



▲ "There's somebody at the door, there's somebody at the door..." Yep, it's me and I've got a load of high-tech weaponry to blast that flippin' Rod Hull and Emu with!



▼ Your blasting lights up the scene as you get an extreme close-up of a robotic enemy.



DAVE: It had to happen didn't it? After, dragging myself through *Kileak The Blood* and *Space Griffon* in the last issue, along comes another corridor plodder, this time for the Saturn. I suppose it's not really as bad as all that, but sitting in a big robot as it wanders down endless dull corridors shooting stupid trashcan robots that wait behind closed doors is not my idea of fun.



NICK: The Saturn games are coming thick and fast this issue. This one looks like a *Doom* variant to begin with but on further investigation I really began to enjoy it. You can hover in your robo-suit, which makes a change, and interact with computers around each level to pick up maps of the area. This is a worthy Saturn release, better than some of the similar PlayStation games.



An atmospheric 3-D blast-'em-up with some nice features, if not exactly original.

Overall





Mega Drive REVIEWS

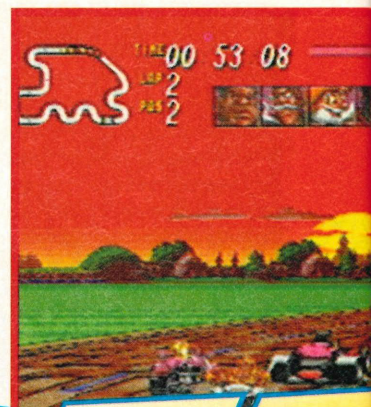
Mega Drive owners have been craving a decent *Mario Kart*-style racer for years. *Street Racer* is the game of their dreams...

Rleased last Xmas on the SNES, *Street Racer* was an instant hit thanks to its four-player fun and myriad features. But if you thought a Mega Drive conversion would be

dodgy, prepare to be amazed – everything from the original is here.

Selecting from eight wacky drivers, you and up to four chums compete in a variety of game modes. The main one is the Championship where you earn points in six races around different 3-D tracks. As in *Mario Kart*, there are dirty tricks galore as you punch rivals off course and even hand them sticks of collected dynamite! There are also turbos and on-track arrows to boost your speed. You can watch the race replay from any driver – switching between forward and reverse views.

As well as a straight head-to-head option, there's the choice of playing Rumble (where you try to knock everyone else off the track) and Soccer.



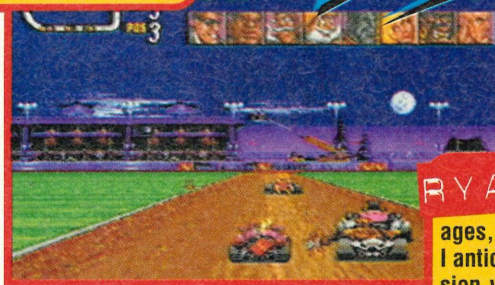
Game of the Month!
UNSTOPPABLE!



NICK: Speed freaks get your driving gloves on quick. Remember the SNES version? Well forget it! This is the best. Programmers Vivid Image haven't tried to emulate the Mode 7 in the Nintendo game, just topped it with special routines on the Mega Drive. With all the different characters to choose from and up to four players on screen at once, this is the ultimate racing experience.



► Heh heh, now this is the fiendish bit. Just bung that dynamite on the back of a rival's car and wait for it to blow! This can develop into a mad game of 'pass the parcel'.

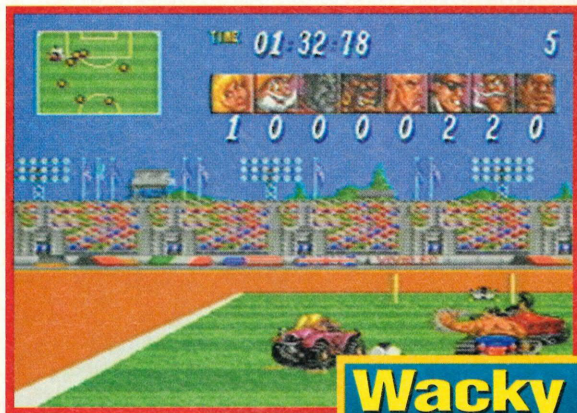


► There's no time to relax on the beach at Sydney as you race hell for leather over narrow sandy stretches. You can't sink – the water just slows you down.

RYAN: I've been looking forward to this for ages, and it's every bit as good as I anticipated. Unlike the SNES version which was marred by excessive Mode 7, this is stunningly fast and works even better without the fancy rotational elements. In fact, you'd be hard pushed to find a better racing game with as much lastability as this on any system. Buy it this instant.



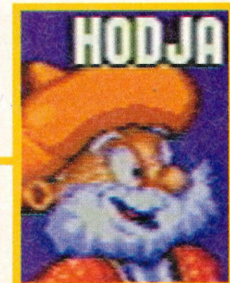
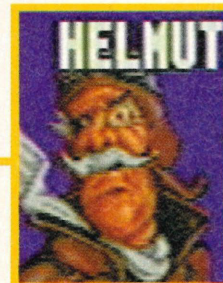
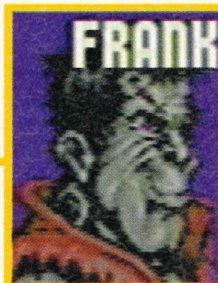
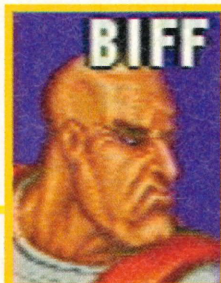
► Racing through the city at night. Blimey, both of those cars have dynamite on their backs.



► Yes, you can even play soccer in your cars. It's each man for himself in a race to score more goals than the rest. Thump your rivals to steal the ball.

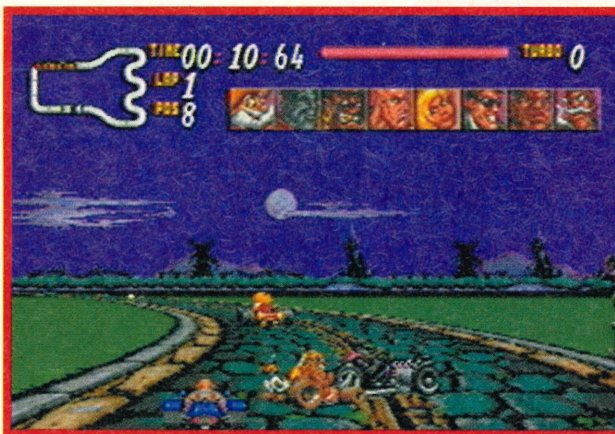
Wacky Racers

Each of the mad assortment of drivers has different ratings and abilities...





▲ Racing around a dirt track. You can really appreciate the brilliant textured road surface on this screenshot, but not the immense speed at which it moves.



PHIL: Wow, what an incredible conversion from the SNES this is – even recreating the Mode 7 textured tracks with fiendishly clever programming. Better still, it's faster than the original, making for incredibly hectic racing between up to four players. It's certainly one of the best multi-player games around, as well as boasting a plethora of fun options.



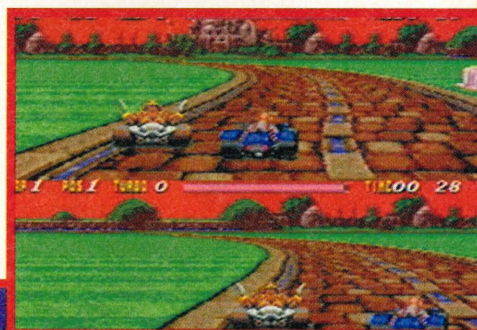
Outstanding stuff!



■ UBI Soft ■ Mega Drive ■ £44.99 ■ 8Mbit ■ May

POS	DRIVER	POINTS
1ST	SUMO SAN	24
2ND	HELMUT	21
3RD	HODJA	12
4TH	FRANK	9
5TH	SURF SISTER	5
6TH	RAPH	5
7TH	SUZULU	3
8TH	BIFF	1

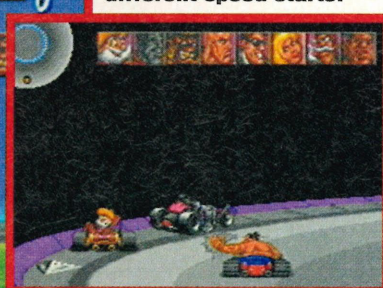
NEXT RACE: SUZULU / ROUND:



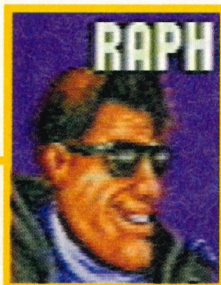
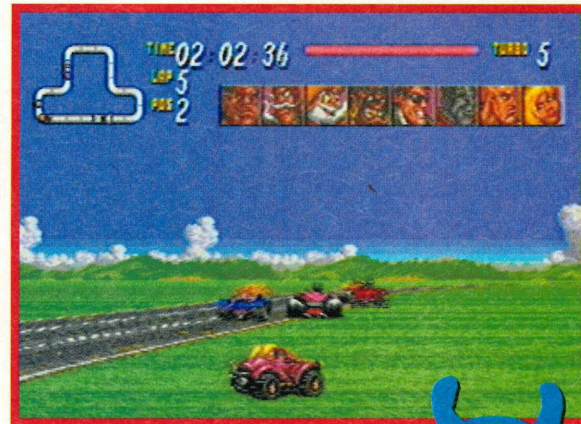
DAVE: The best racing game ever, on the Mega Drive! It's official! Why? Because I say so. But don't just take my word for it, go out and play this for yourself. Packed with features, brimming over with playability and so incredibly fast, you'll be amazed that the tracks can move so speedily and still be texture mapped. Bloody brilliant!



▲ Don't get left behind on the grid. There are ten different speed starts.



▲ The Rumble mode has the drivers trying to push each other off through the holes that form in the side wall of the circular track.



The best MD racing game you can get. It's even better than the SNES original!

Overall

94



Mega Drive REVIEWS

UNSTOPPABLE!

Theme

Ice cream, balloons, coconut shies and a bouncy castle. Is this Nick Roberts's idea of heaven or what?

Everyone was dubious when Bullfrog announced a Mega Drive version of *Theme Park*. How could it work on the console? What would they leave out? And how would the controls be handled? Well the time has come to unveil the game, and don't worry 'coz it's a classic!

Inevitably some elements of the PC original have hit the cutting room floor to fit into 16 Mbits, but these are the sections that were annoying anyway. There are no stocks and shares, warehouse or popularity screens. Instead these elements are handled automatically, leaving you to get on with being creative. What this version has got is a collection of stills from the specially rendered 3-D sequences on the 3DO game – these aren't even found on the PC or Amiga!

With buckets full of rides to research and use and lots of neat graphical touches, like the changing hats of the adviser (he wears a Santa hat at Christmas and has corks around it when you're in Australia), this is one of the best versions of *Theme Park* yet.



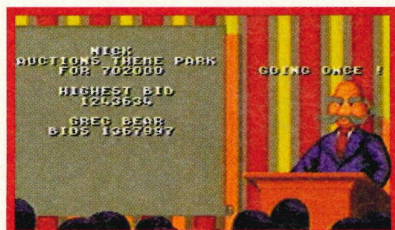
▲ The toobin' water ride is always popular with the kids. Just make sure it isn't too fast or they'll be flying off around the bends!



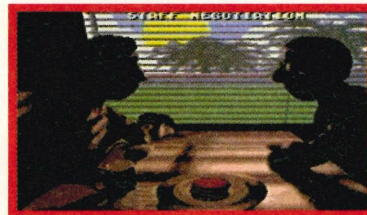
RYAN: I seldom get the time to sit down and play strategy games, but *Theme Park* knocked me for six! This conversion is even more user-friendly than ever, and as a result my social life disintegrated rapidly. It isn't that special to look at, but once you become immersed in the magnetising gameplay you'll not be able to put this down for months.



▲ This super spinning thing is a bit like the old 'cage' ride that kept you stuck to the side with centrifugal force. Just above it is an observatory – a bit low on thrill value. The circular pic to the right shows a dolphin pool, high-tech simulator and star-rocket ride.



PHIL: Bullfrog have made this conversion more accessible and playable by taking out some of the boring financial bits. The game itself is like *Sim City*, but loads more fun as your visitors get flung off merry-go-rounds or even beaten up by wandering gangs of thugs! And building new rides and roller coasters is always a thrill. Compulsive as hell.



▲ Negotiating supply prices and staff wages is done on this screen. You have to reach out your hand to agree a rise – if the hands don't meet within the time, you'll have to deal with a strike.



▲ God knows why, but this barn dance (complete with the appropriate country music) is a real hit with the punters. But like everything else, it can break down.



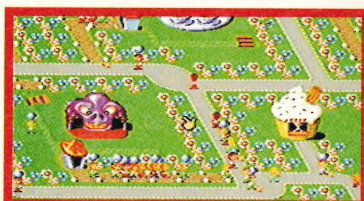
PARK

Electronic Arts Mega Drive £44.99 16 Mbit

NICK: This is one of my favourite games of the moment. I'm always playing the 3D0 version (the best in my opinion), but the Mega Drive has a perfectly playable game all of its own. Some of the options are missing or simplified, like the research vat and stock ordering but stills of the rendered ride sequences on the 3D0 are in here so that more than makes up for it. You'll love this game.

Just like real life!

In the 3D0 version of the game you could select various rides and play a 3-D rendered sequence of a kid having the time of his life. At the start of the Mega Drive version you're treated to a few stills from this to whet your appetite



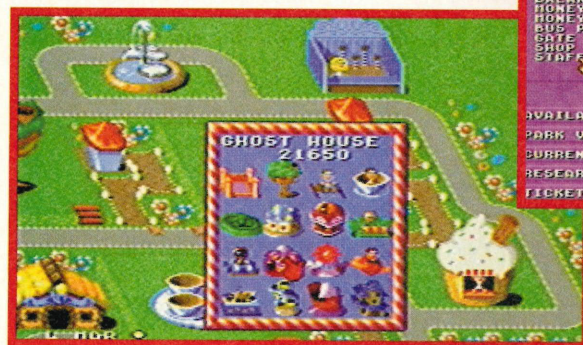
◀ The folks are really queuing up for your ghost train ride. Meanwhile the nearby ice cream parlour is doing good business. You can change the prices of the ices (and other shop items) to maximise profits.



▲ The classic pirate ship will get the punters in the swing, and that purple octopus ride looks fun. Then there's the twisty go-kart track.



BALANCE	10000
MONEY IN	10000
MONEY OUT	10000
RIDE PEOPLE	10000
DATE CASH	10000
SHOP CASH	10000
STAFF COST	10000
AVAILABLE CASH	5036
PARK VALUE	133800
CURRENT LOAN	150000
RESEARCH/MONTH	2500
TICKET PRICES	500



▲ The rides available to build grow in number as you spend on research. You can have anything from a bouncy castl to a full-blown roller coaster.

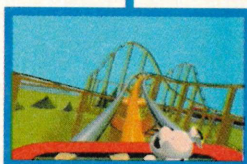


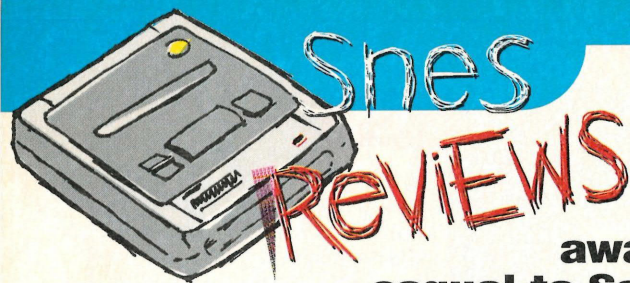
▲ By golly, the people are really queuing up for your rides — you have to build a special queue path for each one, joining it to main park path. If the folks are so happy, maybe it's time to raise your park admission prices.

DAVE: Noticeably different from the home computer versions, this has been shrewdly tweaked to be more appealing to the console market. Although I find the younger-style graphics both patronising and offensive, the gameplay and control method is now far more accessible and less fiddly, and for once you don't miss having a mouse on what is basically a point and click game.

A top conversion of the computer classic. Slightly less complex, it's more fun to play.

Overall





■ Nintendo ■ SNES ■ ETBA ■ 16 Mbit

The long-awaited

sequel to Soul

Blazer has finally been given the official treatment after months of import hell... and the end result is amazingly enthralling.

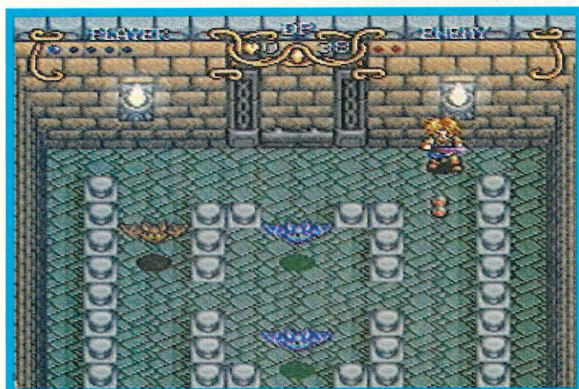
W

hy is it that all RPG heroes are suckers for beautiful princesses in distress? Don't they realise that by chucking everything in to rush off on some hair-brained adventure to save them, they are in fact letting themselves in for a lifetime of hassle!

Illusion Of Time unfolds around a young chap named Will, who lives with his grandparents after his father mysteriously vanished during an expedition. Life has been far from normal recently, though, with the arrival of strange monsters and fiery comets raging from the skies – odd circumstances indeed for pulling, which is why Will couldn't believe his luck when a beautiful princess showed up at his house one day. However, before Will could sling on his Barry White records and get down to the biz, a troop of burly guards appeared and dragged the young maiden away to rot in prison. So with cries of "Oi, that's me bird!", Will scurried on behind to salvage some sense out of the whole sorry predicament. And so begins one of the best RPGs to emerge in recent years.

ILLUSION OF TIME

▼ These strange-looking bats must be defeated before you can move on to the next level.



▼ Lost in a dark castle with no possible means of getting out? Why not ask that stationary guard to see if he can help you escape?



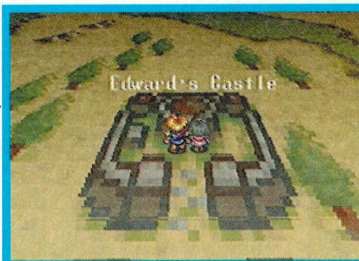
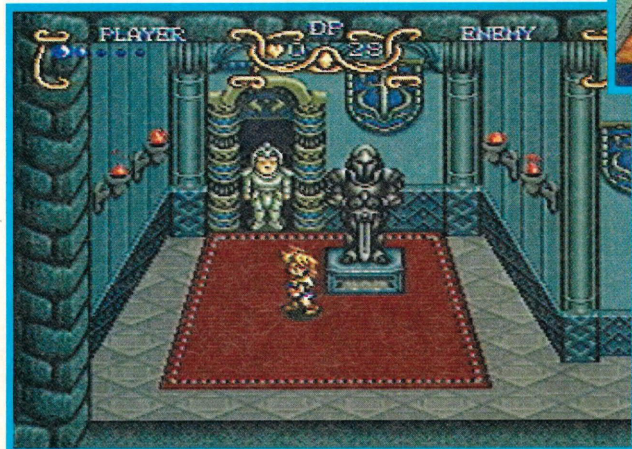
▼ Oh dear, looks like one of those depressing family pow-wows. Perhaps dad has lost his job at the shoe store and wants you to go work in the mines... or something.



RYAN: So, the sequel to *Soul Blazer* finally arrives officially after months of being on import – the end result has definitely been worth the wait. *Illusion Of Time* is a first-class RPG that will have your brain working overtime as you sleep, trying to fathom out the taxing puzzles. Graphically brilliant and tremendously atmospheric. An essential SNES purchase.



▼ Gaia is your spiritual mentor throughout your adventure. You'll draw great strength and knowledge from her.



▲ Where would any SNES RPG be without a hefty amount of Mode 7 trickery bunged in!



NICK:

SNES owners are well used to the top-quality roleplaying games that are available for the console. Nintendo's latest epic is *Illusion Of Time* and it's a giant game packed with interesting characters to meet, battles to fight and great special sequences that will really satisfy your appetite for adventure. This is one of those games I just want to take home and spend a week with!



▲ As in most of these Japanese RPGs, there are lots of narrative and dialogue boxes popping up to tell the story as it happens. You also get characters with bright blue hair!



PHIL:

These cutesy Japanese RPGs all look the same to me, but I could tell *Illusion Of Time* was of a superior quality right from the start. There's just so many people to talk to, tricky puzzles to solve and lots of swashbuckling – it's got the lot. I particularly liked the realistic characterisation, with one husband and wife telling you how much they hate each other! This is one truly engrossing adventure.



▲ Doctor Doolittle eat your heart out. Our hero finds a soul-mate in the form of a particularly pink pig. Anyone for a game of Scrabble?



▼ Behold, the map of destiny. There is much ground and many worlds to explore and conquer in *Illusion Of Time*, so don't expect to breeze through it in a few hours.

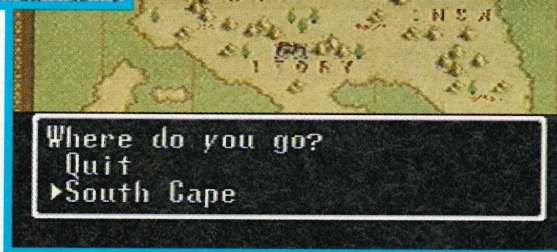
DAVE:

A giant sprawling roleplaying adventure from the masters of the genre, Nintendo, that unfolds intelligently before you as you persevere in your quest. There are a great many dialogue boxes that slow the gameplay a little, but most help to push you in the right direction and provide valid clues to your next course of action. I'm not a RPG fan but I played this for hours.



▲ Well that rules Bournemouth out for a start... the only refreshing breeze around here is from Fred's deluxe salted kipper emporium, or the stale stench of the nation's tramps that migrate down here in the summer.

▼ At least modern prisons provide you with a loo!



▲ Our hero prepares to battle with the dreaded green skeleton to gain control of the level.

Another superb Nintendo RPG that'll keep you adventuring for ages. Excellent.

Overall 90



Electronic Arts ■ 3DO ■ £39.99 ■ 1 CD ■ Out April

immer

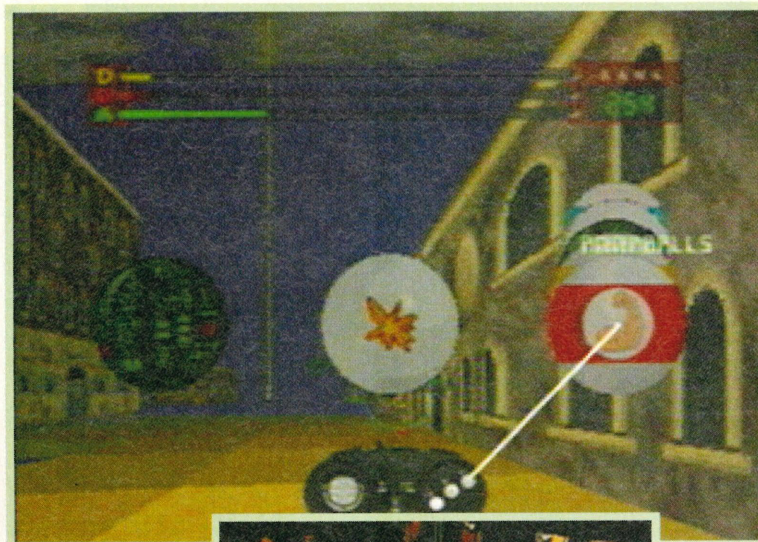
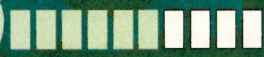
The theme of virtual reality is given a parapsychological twist in EA's weird 3-D shoot-'em-up.

Sitting in a laboratory, your mind is projected through time and cyberspace to the future world of Perfect. This is no paradise, though, as all life has become a virtual game controlled by a tyrannical operating system called Perfect 1.

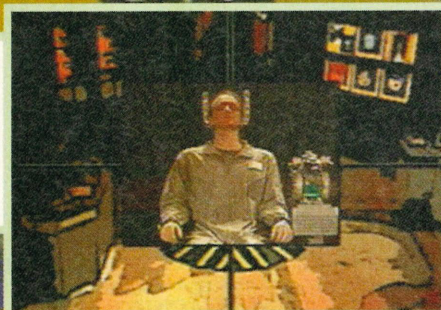
As you walk around the buildings of this first-person-perspective environment, you come under attack from its many hostile inhabitants. You can blast back with a laser or other collected weapons such as nuclear missiles and stun bombs. However, firing depletes your Offence level, while running and getting hit reduce Defence and Agility respectively. To recharge them, go to one of the colour-coded healing spires. Run out and you're sent back to the lab.

As well as standard blasting, there's an adventure element as you talk to characters to glean information about locations and special missions. Only when you've built up enough power can you take on top-ranking Perfect 1.

DAVE: Like a console version of Quasar, you're thrown into what is supposed to be a virtual environment, and then left to collect power-ups and blast everybody in sight. Trouble is the people you're blasting look like they've been run over by a steamroller and the gameplay, despite some nice graphical touches, is more than monotonous. What's the point?



▲ Pause the game and you can assign different weapons and functions to each fire button.

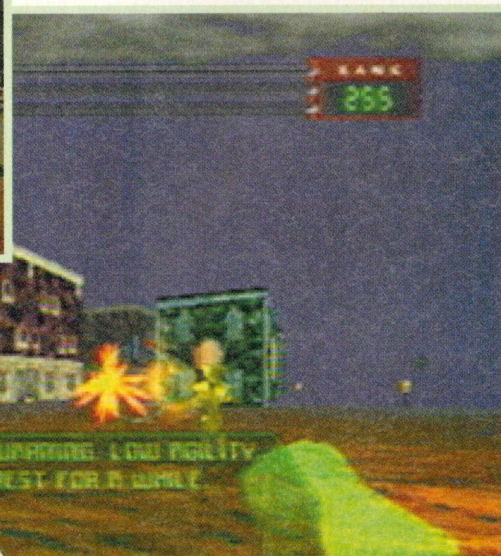


▲ That's you, that is... in the lab, your face contorted as your mind is transported into the future virtual world of Perfect. Either that or you had a particularly dodgy curry last night.

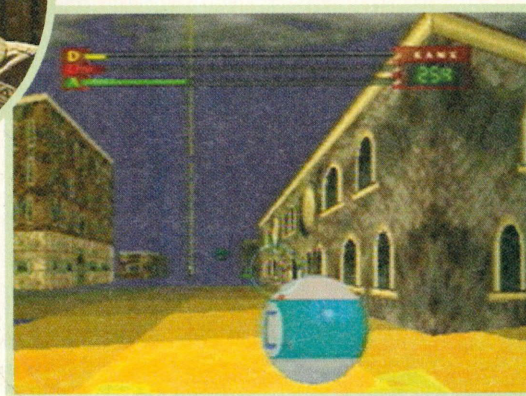
PHIL: Underneath the weird plot lies a fairly ordinary blaster. You have to be really cautious at first, hiding behind buildings to avoid enemy fire and seeking out spires to recharge energy. Things get more interesting as you build up power and undertake missions. You also get to talk to some wacky characters, including a bloke made out of orange peel! Bizarre.



▼ Blammo! You blast another cyberspace inhabitant with your laser. Your ghostly green arms swing in front of you as you walk around, but you need to rest to restore agility.



▼ There are loads of weapons and power-ups for you to find around the virtual city, but why the heck do they all look like giant pool balls?

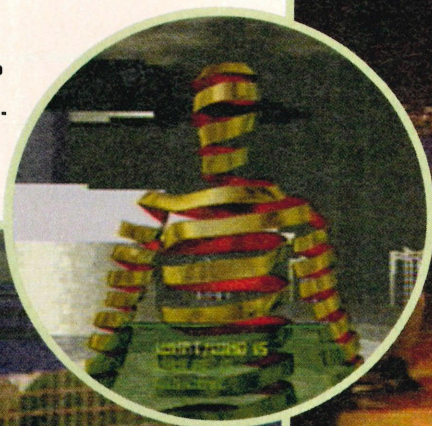


zenaid

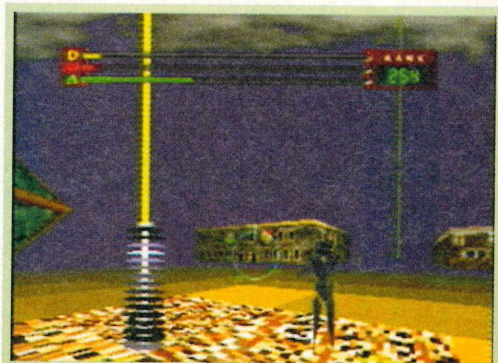
RYAN: I just didn't dig this futuristic VR jaunt through cyberland. In fact I found it very, very dull. It doesn't help matters that this is a real humdinger to get to grips with. When I did finally get the hang of it, my hard work was thwarted by a lame game that didn't deserve the effort and was ultimately a letdown.



► In the sanctuary of the Garden, your energy levels are automatically replenished. Meanwhile you can talk to some friendly folks for a change, including this bloke made out of ribbon. He's not tied up either, so you can ask him questions about locations, people and items in the virtual world.



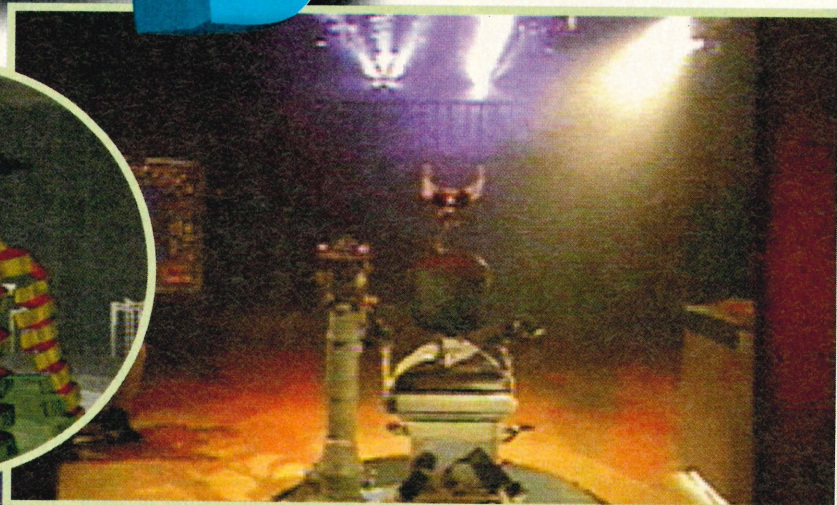
► Your three energy levels are restored by finding the colour-coded spires. Run out of offence energy and you can't fire, so you urgently need to find a red spire. I'm a poet and didn't know it.



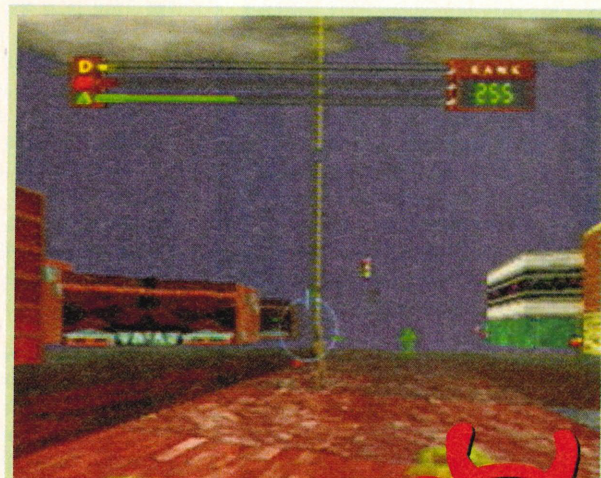
► The key to this game is to avoid the gangs of Goners and search out the more powerful Rhythms. They look like cardboard cutouts, but by beating them you can rise up the rankings. Get to number two and you can take on the evil Perfect 1 himself.



NICK: Help! Can someone please explain to me what on earth is going on here? I know the storyline and I know the objectives but playing the game is another matter. It's supposed to be set in virtual reality but the faceless creatures you come across and strange way the screen goes fuzzy when you've been hit really put me off. Give it a play before you pay.



► Da da-da da... DUH DUH! "Welcome to another edition of Mastermind. Sit back in the hot seat and let your mind wander through cyberspace to find the answers." Blimey, that's pretty dramatic lighting for a science lab.



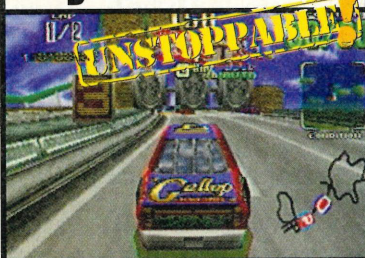
The weird virtual theme belies a pretty standard 3-D blaster that's hard to get into.

Overall



53

Daytona USA



SYSTEM: SATURN
PRICE: £69.99 (IMPORT) SIZE: 1 CD
PUBLISHER: SEGA

DAVE ■ I tell you what, after playing this and *Ridge Racer* I won't be going back to anything less. A fantastic conversion of the arcade blockbuster with plenty of hidden features, top-drawer graphics, and no slowdown. Even the slightly dodgy background update doesn't detract from the fact that this is the ultimate racing experience on console.

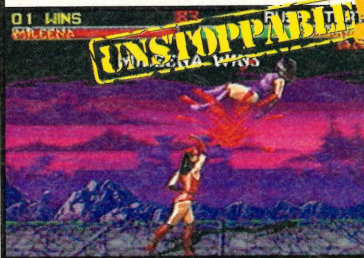
PHIL ■ I was a real PSX *Ridge Racer* fan... until I saw this corking conversion! Cor blimey it's good, and arcade fans can't possibly have any complaints as you get all the exhilarating speed (it's hellishly fast) and loads more play options. Who cares about the irrelevant graphical clipping glitch? - *Daytona* is everything we'd hoped for and more.

NICK ■ I love this game Ever since I first sat in the arcade machine, I fell deeply in love with the slick graphics, intense gameplay and quirky tracks. This Saturn version isn't arcade perfect, but near enough. There are some glitches in the way the scenery graphics build up, but nothing major - simply put, you must have this game for your Saturn!

RYAN ■ This is Sega's first real opportunity to stick their fingers up at the PlayStation and say "Ha! Our racer's better than yours!" Yes folks, *Daytona USA* is a stunning conversion of the arcade masterpiece. The only real flaw is the slightly juddery graphics and the fact that I couldn't see any sign of a link-up. But what the heck!

Overall 93%

Mortal Kombat II



SYSTEM: MEGA DRIVE 32X
PRICE: £TBA SIZE: 32 Mbit
PUBLISHER: ACCLAIM

DAVE ■ Streets ahead of the MD cart, with graphics comparable to the SNES, though why you need a 32bit add-on to keep up with a 16bit competitor is beyond me. The real plus is the sound. The FX are much crisper, clearer and add to the enjoyment of breaking an opponent's spine, ripping his head off or just simply lacerating his shattered body.

PHIL ■ The best conversion of the lot with arcade-perfect graphics and scintillating sound. Apart from that it plays identically to the MD game, so if you already own it don't bother getting this. Otherwise it's a must-buy as the most playable and brutal beat-'em-up ever created. With tons of special features, *MKII* is the connoisseur's combat game.

NICK ■ This is a big improvement over the Mega Drive game. I don't know whether it's just me but the visuals all seem to be much better defined. The digitised sounds are a lot more impressive too and the whole game has a much more polished feel to it. If it comes to a choice between this and the Mega Drive game, go for this.

RYAN ■ So what if the 32X is a rip-off?, it's first-class arcade conversions like this that make it worth its weight in gold! *MKII* is virtually perfect, I say virtually because there's bound to be some Kombat geek ringing me up and arguing the fact that one of the screaming trees is a fraction of a pixel out of line! Definitely worthy of a purchase.

Overall 91%

Addams Family Values



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

DAVE ■ I guess this was intended to be a cash-in game on the movie. Trouble is, it has taken years to appear and even the video release has come and gone, so what have you got left? A huge RPG-style game with Master System graphics, loads of annoying conversation boxes and a sad soundtrack. This is a criminal waste of a licence.

PHIL ■ These sort of arcade adventures need plenty of puzzles to solve and characters to meet. *Addams Family Values* involves far too much trudging round samey locations, zapping the odd ghost or walking plant. With very little to tax your brain, or your joypad skills, it's a dull trek through endless gardens and dungeons.

NICK ■ When someone Ocean bring out the same game on different formats you know there isn't going to be much difference between them. This is basically the SNES game with slightly rougher graphics. It's a perfectly competent RPG adventure, though, and all fans of the movie will love roaming around, meeting the characters and solving puzzles.

RYAN ■ The only thing this game has to do with the below-average film is the name. However, as opposed to the routine platformer we all expected, *AFV* is an intriguing RPG game centring on the repulsive Fester. Although nowhere near as good as *Story Of Thor*, it's an enjoyable romp through sinister locations. Hardly ground-breaking but not bad.

Overall 69%

Brian Lara Cricket



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

DAVE ■ Finally a cricket game arrives on the console, and it becomes bloody obvious why it's taken so long to produce one. It's dull, isn't it? A little like baseball, cricket does not translate well onto computer. This fiddly and unimaginative mix of button pumping and ball thwacking combines with some dire graphics to give you a thoroughly forgettable game.

PHIL ■ A fairly accurate simulation of the sport. Unfortunately, cricket games are always a load of cack! The trouble is that matches go on for far too long - even a one-day jobbie is an endurance test. *Brian Lara* recreates the sport well, although the bowling is a bit suspect in two-player games as you can tell exactly what you're opponent's going to do.

NICK ■ After *Pete Sampras Tennis*, Codemasters have a stab at cricket. This is an excellent adaptation of the sport with lots of neat options. My favourite is the colour change where you can have two teams dressed in brightly coloured pyjamas! A great summer game and a worthy addition to the Sportsmaster range (can I have a new T-shirt now?).

RYAN ■ Famed for their innovative leaps in the MD market, Codemasters have come up trumps with the very first cricket sim. Although the audience will be limited, *Brian Lara Cricket* is a neat depiction of the sport and has all the necessary traits to delight the devout following of loonies that dress up in woolly jumpers at the height of summer!

Overall 75%

Earthworm Jim: Special Edition



SYSTEM: MEGA-CD

PRICE: £44.99 SIZE: 1 CD

PUBLISHER: INTERPLAY

DAVE

■ One of the best platformers of all-time just got better. Rather than simply porting over the original, the boys at Shiny really got stuck into this conversion, adding new characters, levels and a much-needed password system. If you haven't bought Jimmy boy yet, and own a Mega-CD, this is your chance to catch up. Miss it and miss out!



PHIL

■ It's good to see a conversion that's more than a standard MD port-over. Not only does this boast a groovy CD soundtrack and animated intro, but three whole new levels to play. Perhaps the most welcome addition is a level password system so you don't have to keep restarting from scratch. And the gameplay is as fiendishly compulsive as ever.



NICK

■ I can't see what's so 'special' about this *Special Edition*. Okay, so the music is great and there are three extra levels to play. Besides that it looks and plays exactly like the MD game. If you're a privileged Mega-CD owner who missed the cart version this could be worth checking out, but it's not worth buying in addition to the original.



RYAN

■ Jim's CD debut is a stunning barrage of quirky graphics, supersonic sound, and gameplay you could just melt into. In this souped-up CD version you also get a handy password system plus a multitude of brand-spanking-new levels to get your teeth into. The best and most original platform game to hit CD in a long while.



Overall 89%

Eternal Champions



SYSTEM: MEGA-CD

PRICE: £44.99 SIZE: 1 CD

PUBLISHER: SEGA

DAVE

■ I was a great fan of the original cart, if only because it was so tough. This time around Sega have realised the game's shortcomings and instead of just releasing a straight CD port they've really gone to town adding some fantastic end sequences and intros, four new characters and tons of secret features to discover. A really good CD beat'em-up.



PHIL

■ Far from being just a straight conversion of the old MD game, *Eternal Champions* has been completely revamped into one of the most brutal beat'em-ups ever. There are just so many grisly moves to discover, including some stomach-churning rendered scenes. Then there are the 11 hidden fighters to find, including a dog and chicken!



NICK

■ Gore, gore, gore. That's all we seem to get these days – and why not? I'm sure none of you are going to complain to Sega if their beat'em-up characters get their heads chopped off. It's hard to get excited about the actual game inside this CD, though; it's okay but only comes alive when you find the special moves and fatalities.



RYAN

■ It takes a lot to shock me. I was raised on a strict diet of Freddy Kruger and Jason Vorhees! This game, however, left a distinctly queasy sensation in my stomach – it's disgusting! It certainly plays well, looks good, sounds great and is crammed with more fatalities than is humanly possible to find. Full throttle gore aplenty!



Overall 87%

Addams Family Values



SYSTEM: SNES

PRICE: £49.99 SIZE: 16 Mbit

PUBLISHER: OCEAN

DAVE

■ Having already had to endure the MD version, I was hoping the SNES could offer me something a little more impressive. Nope, it's just the same, although the music is a little better. With so much scope for fun and craziness, why do people keep turning out these bland Addams Family games? This is a really slow, plodding RPG.



PHIL

■ Oh flipping 'eck – I have to play this game twice this issue, and the SNES version is no more riveting than the MD one. There's just far too much wandering around vast scrolling areas, looking for something to do. If only there was more action or brain-taxing puzzles, it could have been quite good, but I soon lost all interest.



NICK

■ To tell you the truth I didn't like the movie, so I wasn't expecting much of this either. If you take the game on surface value you'd think it was a pile of dung with dodgy sprites trundling about and awful presentation. But play for a while and you discover a perfectly competent adventure. Not my cup of tea, but RPG nuts will soon take to it.



RYAN

■ The Addams Family transfer their sinister dwellings to the SNES as well this month, but not even Fester's bald head nor Wednesday's maturing figure could make this any more interesting. This looks slightly better than the MD version but plays exactly the same: you plod around with little to do, encountering all kinds of weird and wonderful things. Yawn!



Overall 69%

Boogerman



SYSTEM: SNES

PRICE: £54.99 SIZE: 16 Mbit

PUBLISHER: INTERPLAY

DAVE

■ Any game that uses snot, bogies and farts to sell itself is okay by me. *Boogerman* is an amusing platformer that, whilst not really original in the gameplay stakes, will outrage your mother and make your girlfriend make those funny 'rech!' noises as she tries not to be ill. Surely it's worth plugging into your console for that pleasure alone.



PHIL

■ The best thing about this game is the sick humour, with Boogerman belching and guffing away and flicking his bogies. But underneath all this, the platform action isn't all that original or compulsive. It's 'snot' bad, and you'll certainly have a good chuckle at some of the on-screen gags, but there are more playable platformers around.



NICK

■ What's so hilarious about farting, belching and going to the toilet? I never laugh when I'm in the bathroom – well not out loud at least! The so-called superhero in this game uses his bad manners as weapons to defeat dodgy characters. It's a fun little platform game and has some neat touches like slurping up noses and spinning down toilets. Very green.



RYAN

■ He belches, he farts, and he kicks ass. Interplay's new antihero is no role model for your kids, not unless you want them growing up like Bernard Manning anyway. Platform territory is the destination once again, and although this is packed with original ideas, there isn't a great deal besides the crudeness to spark much interest in this one.



Overall 75%

Dirt Racer



SYSTEM: SNES

PRICE: £49.99 SIZE: 4 Mbit + SFX
PUBLISHER: ELITE

■ The FX chip certainly proved to be a bit of a dodo. Big announcements and then nothing. The few games that have used it range from excellent like *Star Fox* and *Stunt Race FX* to downright dire, like this. Naff sound, awful graphics and poor control of the vehicles make this cart a real chore to play. There's no fun here.

DAVE

■ I prefer my racing games to be exhilarating pedal-to-the-metal affairs. *Dirt Racer*'s tricky car handling may be realistic and skilful, but it results in sluggish racing as you can never really build up any speed. I found it all a bit irritating as the tiniest mistake sees your vehicle spinning or rolling to a halt. You'll need patience for this one.

PHIL

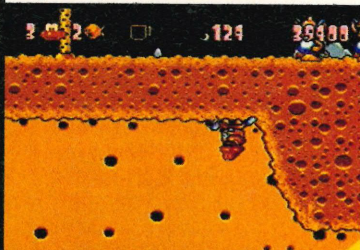
■ An acquired taste. That's the best way to describe Elite's new Super-FX chip game. At first all the shaded polygons don't resemble a racing track at all, just a jumbled up mess. But after practising for a while you really do get the hang of the game and learn the handling of the three vehicles. Give it a try in the shop and see what you think.

NICK

■ Clumsy is the word that springs to mind. I just wasn't impressed by any aspect of this game. Sure it looks good with the SFX chip and all that, but it plays like driving the wrong way down the M1 whilst being completely smashed out of your skull. Granted there are plenty of tracks, and nice quirks, but I was just expecting so much more.

RYAN

Operation Starfish



SYSTEM: SNES

PRICE: £TBA SIZE: 16 Mbit
PUBLISHER: US GOLD

■ Definitely James Pond's lowest hour. Goodness knows why this has taken so long to appear on the SNES. Maybe they were hoping everyone would have forgotten all the bad reviews it got on MD. You charge about without any real purpose, collecting hundred and hundreds of cheeses and enduring awful cheese jokes. Bring back Robocod!

DAVE

■ This cheesy platformer was on the Mega Drive ages ago, and seemingly it hasn't been improved at all for the SNES. The trouble is, it's just incredibly laborious collecting all those darn cheeses – especially when more of the things keep appearing as you headbutt bricks and scenery. This sad sequel just isn't a patch on *Robocod*.

PHIL

■ I always preferred the earlier *Robocod* to this. There's something about the way James Pond runs up and down the cheesy hills that really annoys me. How can he wear trainers? – he's only got fins, not feet! There is a playable platform game in here with lots of secrets to find but it's not as instantly attractive as the other games.

NICK

■ There was no denying the excellence of *Robocod* when it first appeared on the MD, but this game makes you forget that Pond was once a respectable games hero. It basically rips off every other platform game you've ever played and jumbles them all up in one megamix package. This isn't bad at all, just a tad on the unoriginal and boring side.

RYAN

Putty Squad



SYSTEM: SNES

PRICE: £44.99 SIZE: 8 Mbit
PUBLISHER: OCEAN

■ Brilliant to look at, packed with personality and playability, *Putty Squad* is one of the most impressive titles I've played on the SNES this year. All the characters are fantastically animated and the main sprite is incredibly versatile with his morphing abilities. The levels are ingenious and challenging and the whole cart oozes quality.

DAVE

■ As with the MD version, this is far more innovative than most platform games as the hero can do so many different things – you need to think to use these abilities wisely. On the SNES the game's even cuter and more colourful than ever, with a great soundtrack to listen to as you look for putties to rescue and special items to collect. Good fun.

PHIL

■ Here's a drug-induced game if I ever saw one! A little blob of putty squelches around the place, sucking up bombs and calling cats so he can bounce on their bellies. Oh, and there's a Terminator carrot. The thing is, it's a load of fun too! All the visuals are bright and colourful and Putty can do some brilliant tricks! Undiluted platform mayhem.

NICK

■ If it is possible for a lump of gunge to be cool, then this putty geezer is totally ice-box. His second SNES adventure is a mass jumble of puzzle and platform action interlinked with crazy visuals and hilarious sound effects. Okay so this routine has been done many times before, but never as stylish and enjoyable as this. Definitely worth a squidge!

RYAN

Super Turrican 2



SYSTEM: SNES

PRICE: £49.99 SIZE: 16 Mbit
PUBLISHER: OCEAN

■ Everyone likes to get trigger happy now and again, and for that you need a game that gives you masses of swarming baddies, and a whole armoury of big guns and bombs to use on them. I needed a good blast the night I plugged in *Super Turrican 2* and I didn't want to stop. Very reminiscent of the *Probotector* games and even *Super Metroid*, but not as hard.

DAVE

■ If you're into mass destruction, this is your game. You can always trust Turrican to come armed to the teeth and the lad doesn't disappoint here. He's equipped with plasma bolts, lasers, missiles, smart bombs, his beam thingie and a grappling hook to swing from the scenery. It all leads to tons of spectacular explosions as you wreak total havoc.

PHIL

■ I've always loved the *Turrican* games. The variety of weapons you get and mass destruction when something big is killed gives a great feeling of satisfaction. This new one has some amazing sequences that are only possible on the SNES, using the special modes and chips inside the console. Shoot-'em-up nuts will love this game.

NICK

■ Yeah... carnage – don't you just love it! Any game that gives you wildly extravagant weapons to obliterate all-comers has got to be a classic in my opinion. *Super Turrican 2* has this carefree element and a lot more besides – groovy graphics, a tremendous sound score, and simply tons of playability. Don't delay, get blasting today!

RYAN

Overall 51%

Overall 64%

Overall 84%

Overall 86%

The Flintstones



SYSTEM: SNES

PRICE: £49.99 SIZE: 16 Mbit

PUBLISHER: OCEAN

■ Nice try. At least Ocean attempted to show a bit of initiative with this cart. Instead of simply reproducing the Fred character from the cartoons they've made the main sprite look like John Goodman's movie portrayal. The graphics are lovely, the FX adequate, but they simply throw a smoke screen over what is an average platform game.

DAVE

■ Yet another movie-licence platformer. This one's a dodgy *Chuck Rock* variant with Fred pushing boulders around and bashing things with his club. It looks fairly slick, apart from John Goodman's head looking it was glued on, but there are no new gameplay ideas to maintain your interest. Making it all the more frustrating is the lack of restart points.

PHIL

■ I was really looking forward to playing this because I loved the film with all its prehistoric gadgets. Ocean have packed in lots of slick presentation and film characters but the game is just a bog-standard platformer with lots of irritating fiddly bits to get on your nerves. Don't be fooled by the hype; this game captures none of the fun of the film.

NICK

■ It's been ages since I've seen a cruddy product as hurriedly produced and feebly thought out as this. *The Flintstones* has absolutely nothing going for it at all. The graphics are about as pathetically clichéd as you can get, and the gameplay is just the kind of mind-numbingly boring drivel that is slowly killing the platform market.

RYAN

Overall 37%

Kingpin



SYSTEM: AMIGA

PRICE: £12.99 SIZE: 1 DISK

PUBLISHER: TEAM 17

■ *Kingpin* is one of the better bowling sims, if a little basic. More interesting graphics, FX and even some effort being put into the between-game screens would've been nice. The control method for ball direction is also uncontrollably fast and twitchy if you want to play with power. Okay, providing you can get it cheap enough.

DAVE

■ Very amusing, if only for the Tannoy announcements which include asking people to move cars and informing you that the bar is closed – accompanied by booing! Oh yeah, the game... it's okay as bowling sims go: intrinsically limited in gameplay but fun when competing with a group of friends. A good 'home from the pub' jobbie.

PHIL

■ If you're one of these armchair sports enthusiasts, you'll love Team 17's new arcade bowling game. It's got everything you'll ever need: balls, lanes and those hilarious Tannoy messages. The game itself is very simple to control, which does make it boring after a while – but that's bowling for you! Another cheap and cheerful Team 17 game.

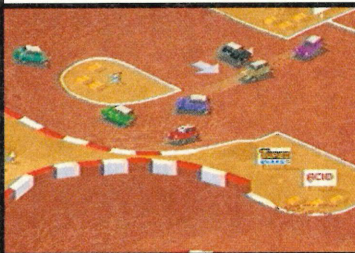
NICK

■ You just can't beat piling down the local Mega Bowl with a bunch of half-sloshed mates and indulging in a spot of ten-pin bowling. *Kingpin* just doesn't convey the same sense of hedonistic leisure, though: it's all a bit too limited. You select your power, ball, and direction, then just bung the ball – you can't even chuck three down the aisle at a time!

RYAN

Overall 60%

Super Skidmarks



SYSTEM: AMIGA

PRICE: £29.99 SIZE: 7 DISKS

PUBLISHER: ACID SOFTWARE

■ Cows with wheels pulling trailers. Yes, that's what we want. This is a colourful and simple racing game that looks a little better than it plays. The isometric graphics and nice 3-D sprites will keep you happily racing for a day or two, but the gimmicks eventually wear thin and the lack of any real thrills will soon yearning for *Street Racer*.

DAVE

■ What a fun little game this is. The simple isometric racing may be in the tradition of *Super Off-Road*, but here it's a lot wackier with loads of mad options such as slippery tracks, caravans to tow behind you, and even racing cows on wheels! The game really takes off on the speedier settings as you fly over bumps and barge each other off the track.

PHIL

■ Weyhey! This is great fun. It's a variation on the old racing theme but this time all the cars are made of polygon graphics and the tracks are full of bumps, ramps, twists and turns. There's even an option to have a caravan behind your car or have it towed by super speedy cows! Lots of loading with all the car and track disks, but lots of fun too.

NICK

■ This is weird! Not in a bad sense, but in that it sways away from the mundane stuff and experiments with things out of the ordinary. What other racer allows you to hurtle round with motorised cows on wheels whilst towing caravans? There are plenty of varied tracks and vehicles, and the gameplay is ast, furious and highly addictive.

RYAN

Overall 81%

Bioforge



SYSTEM: PC CD-ROM

PRICE: £49.99 MIN REQ: 486 33Mhz

PUBLISHER: ELECTRONIC ARTS

■ This atmospheric cyber-adventure stars one of the hardest heroes ever seen in a PC game. This cyborg's animation is wonderful, and there's plenty of gore to keep the blood and guts brigade happy. Puzzle solving and scrapping are the order of the day, and the occasional glitch can be forgiven in a product this adventurous.

DAVE

■ I was fascinated right from the start, due to the gruesome storyline where you're sliced up by a circular saw and turned into a cyborg. Later on you even get to pick up a severed arm and use it to batter enemies in hand-to-hand combat! I particularly liked the viewpoint – instead of the usual first-person, you watch your character from behind.

PHIL

■ All the new PC CD-ROM games these days have flashy intro sequences and wonderful rendered graphics but it's what lies underneath the glitz that matters. *Bioforge* is a great game. It's a bit tricky to start with but once I sussed out the controls I really enjoyed fighting with bloody arms and getting zapped. Another great EA product.

NICK

■ My one regret this month is that I didn't have the time to play *Bioforge* more. It's brilliant, offering an excellent blend of *Alone In The Dark*-style combat and puzzle solving, gloriously garnished with finger-licking graphics and sound. Buy this game tomorrow – just be prepared to watch your social life dwindle to a trickle!

RYAN

Overall 85%

Dark Forces

UNSTOPPABLE!

SYSTEM: PC CD-ROM

PRICE: £44.99 MIN REQ: 386 33Mhz

PUBLISHER: LUCASARTS

■ How many *Doom* fans are there? Lots I'd say. How many Star Wars fans are there? Bloody loads. So how will a Star Wars *Doom* game do? It'll sell by the bucketload mate, and quite rightly too. *Dark Forces* is an amazing addition to this ever-growing genre and is smooth, action-packed and still very faithful to the movie environment. Recommended.

DAVE

■ It's not often a game makes me sick, but this one did! Not because it was bad, but the 3-D is so fast and smooth that you get a real feeling of fast motion – I felt claustrophobic while exploring those murky passages. Other than that it's a *Doom* variant with some great shoot-out action with the Stormtroopers. It's a flipping tough challenge too.

PHIL

■ Star Wars is one of the best-loved films of all time, and *Doom* one of the most popular game formats. Well now LucasArts have put the two together for a certain hit, and it works really well. Darting around corridors shooting Stormtroopers and sorting out keys and puzzles is all great fun. If you like the films you'll go ballistic over this.

NICK

■ Another *Doom* clone enters the fray, only this one contains subject matter that should appeal to everyone. Blasting endless Stormtroopers has always been a particular fantasy of mine, and *Dark Forces* conveys the stunning realism of running around Death Star corridors perfectly. A tad repetitive and a bit limited, but what the hell?

RYAN

Overall 90%

Mortal Kombat II



SYSTEM: PC CD-ROM

PRICE: £TBA MIN REQ: 386 33Mhz

PUBLISHER: ACCLAIM

■ An accurate conversion of the console hit. *Mortal Kombat II* looks good on the PC, with nice big sprites and very smooth animation. All the usual arrays of moves and characters are here, although the music and FX seem very lame by comparison to the other formats. All you need now is a good strong joystick to play it with.

DAVE

■ A decent conversion of the ace coin-op with all the special moves, fatalities, and hidden characters intact. This is undoubtedly the best beat-'em-up around – not because of all the gore and grisly death scenes, although they're fun, but due to the sheer playability. The characters are all very equal so you get a fair contest every time.

PHIL

■ Acclaim continue their assault on the games market with yet another version of *MKII* – well they have to squeeze all the life out of this one because they've lost the licence to *MK3*! It's not a bad version though, as long as you've got a decent joystick for your PC – with keys you can forget it. Let's hope this is the last format we'll see this on.

NICK

■ A faithful recreation of the coin-op... hardly! This is on the verge of sucking big-time. Why? Well the graphics and sound are good enough, it's just the awful slowdown that dogs the gameplay and causes what were once fluid combo movements to appear staged and cardboard. Die-hard fans will hate it, newcomers will greet it with open arms.

RYAN

Overall 83%

Super Street Fighter II Turbo



SYSTEM: PC CD-ROM

PRICE: £39.99 MIN REQ: 386 33Mhz

PUBLISHER: GAMETEK

■ PC owners will have a difficult choice to make between *MKII* and this. Complete with the Turbo gauge for those big finishing moves, it's an excellent version. The animation is smooth and the sound crisp, but I don't really feel the PC is the right format for this kind of game – not with the present sorry array of sticks to play with.

DAVE

■ Another classic coin-op conversion. The full-size fighter sprites are just like their arcade counterparts as they perform a plethora of spectacular special moves. It's all very playable, especially in two-player mode, but not quite as compulsive as *Mortal Kombat II* with no special victory sequences to pull off or hidden characters to find.

PHIL

■ It's a beat-'em-up frenzy on the PC this month and this version of the classic arcade machine is one of the best I've played on any machine. It's got all the special moves and presentation, but as with *MKII* you've got to have a top-notch joystick to get any decent play out of it – it's no good with keys. An excellent version – congratulations to Gametek.

NICK

■ I honestly didn't think this was going to work – especially after the savage mutilation which befell the original *SFII* on PC. The one area I felt this game would blunder was in the speed, but no, it plays frantically like never before. Okay so it takes a while to load each fight, but it's worth it in the long run for a near arcade-perfect conversion.

RYAN

Overall 87%

Whizz

■ AMIGA ■ £25.99

■ 2 DISKS ■ FLAIR SOFTWARE

Fed up with the poor standard of platform games on the Amiga? Well it's time to throw away all your horrid 2-D efforts. Whizz is here and it's all in isometric 3-D. The main character is a chirpy rabbit who bounces and spins around the game like a mad March hare. There are lots of pick-ups to find along the way and plenty of gorgeous backdrops and finger-clicking tunes to enjoy. Good honest fun.

Overall 71%

Metal Marines

■ PC ■ £39.99

■ 486 ■ MINDSCAPE

War strategy over a network! *Metal Marines* works through Windows in desktop mode and can have head-to-head multi-player games. It is a strategy/roleplaying adventure where you are in charge of protecting the Earth and destroying the terrorists. The only way to achieve this is to carefully plan and build your Metal Marines... then set them free. Highly competitive with more than one player.

Overall 82%

Are You Afraid of the Dark?

■ PC CD-ROM ■ £TBA

■ 386 33Mhz ■ VIACOM

Straight from the studios of Nickelodeon comes an adventure that's both absorbing and entertaining. It's packed with great rendered views and puzzles but the quality of the FMV is a bit dodgy. The main drawback is the awful American accents throughout the game. It all reminds me of the brilliant *Return To Zork* so if you like this type of adventure this'll be a good investment for your software collection.

Overall 79%

Front Lines

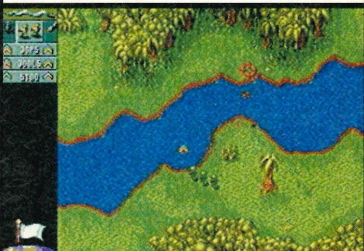
■ PC CD-ROM ■ £39.99

■ 386 SX ■ IMPRESSIONS

Very like *Return Fire*, but without the humour. *Front Lines* is a strategy combat game where you set up your troops and let all hell rip loose. You sit back and watch the action commence. Loads of info on your troops, good potential for tactical warfare, but not really anything new. Animation is good, though, and if you like war games then this isn't a bad buy for your PC.

Overall 76%

Cannon Fodder



SYSTEM: JAGUAR

PRICE: £49.99 SIZE: 16 Mbit

PUBLISHER: VIRGIN

■ As Jaguar owners continue to be starved of decent original titles, yet another oldie gets dragged out. Fancy owning a 64-bit machine and only just getting *Cannon Fodder* whilst Amiga owners have been playing the sequel for months. There isn't even the snazzy front end that the 3DO version had. Plus you have to play it with that awful joystick thing...

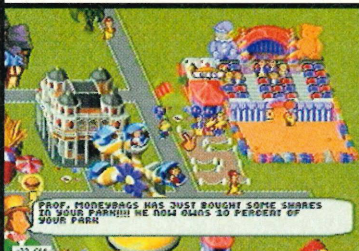
■ **These Sensible** titles put the emphasis on addictive gameplay rather than glitzy graphics, so they always look a bit naff when converted to the super-consoles. This one's no exception, being virtually identical to the Amiga original. Its saving grace is the sheer playability of the shoot-'em-up action. It should've been better on the Jag, though.

■ It's *Cannon Fodder* and it's on the Jaguar. There doesn't seem to be any major difference between this version and the SNES and Mega Drive games. One welcome inclusion is the original theme tune complete with singing on the title screen. Not bad, but Jaguar owners would have rushed out and bought this if it has been awful anyway!

■ This is like strategic warfare made easy for gung-ho fly-by-nights who just want to get down to the nitty-gritty business of maiming people with guns. The levels are vast and complex and the idea as a whole is a breath of fresh air for the shoot-'em-up genre. If you've got Jag, then you should definitely be looking to buy this.

Overall 80%

Theme Park



SYSTEM: JAGUAR

PRICE: £49.99 SIZE: 16 Mbit

PUBLISHER: ATARI

■ Once again, this version of a good but old game has no front end for 64-bit owners. So then what are all those extra 'bits' good for? You seem to get less with each game. Having played with the simple and easy-to-use Mega Drive control method, this version is a bit of a drag as every button on the pad has a function... including resetting the machine.

■ This is another port-over with no frills to set it apart from the other formats. Considering the power of the Jaguar, it's disappointing that you don't get any extras, such as the ability to go on the rides yourself – as in the souped-up 3D0 version. However, you may feel you're being taken for a ride when your 64-bit console can't do better than this.

■ I thought I was all clued up to create the ultimate theme park having just returned from Walt Disney World in Florida (brag, brag!) but this Jaguar version of the game let me down badly. The controls are dodgy and this isn't half as good as the Mega Drive and SNES versions. You expect something special on a 64-bit machine.

■ **Experience all the fun of the fare from the managerial side** – plan your park, build the rides, and then watch all that lovely dosh come flooding in. This game is a must for strategy freaks who want to get ahead in business. Just don't make any plans for the next six months because once you get started on this – you won't keep them.

Overall 78%

Battlechess



SYSTEM: 3D0

PRICE: £39.99 SIZE: 1 CD

PUBLISHER: INTERPLAY

■ Yet another golden oldie appears on a 'future machine'. *Battlechess* has been around for years and years. I remember playing when it first appeared on the Amiga 500. This is just a chess game with a bit of music and some pretty naff animations. If you want to use your 3D0 as a chessboard, feel free, but it's not what I bought mine for.

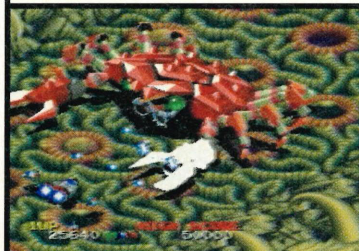
■ I can't tell you how good a game of chess the computer plays as I'm hopeless anyway. What I will say is that I can't see the point in these tarted-up chess games. Although a lot of fun to watch at first, the humorous battle sequences soon lose their novelty and become annoying interruptions to the game itself – so you end up turning them off!

■ Chess lovers will go bonkers when they see this game in motion. It has a normal boring game of chess underneath all the slick animation and special effects, but these neat additions make it come alive. Each piece has its own winning and losing animations and piece of music to go with them as they move. The whole board scales in and out too.

■ **Leading the jet-setting** lifestyle us top journos have to endure, the last thing I'm likely to dedicate the little spare time I have to is chess. That's why *Battlechess* didn't immediately grab me. It certainly looks good enough with huge armoured sprites going into battle whenever a piece is taken, but at the end of the day I wouldn't buy this for my 3D0.

Overall 62%

Viewpoint



SYSTEM: NEO GEO CD

PRICE: £54.99 SIZE: 1 CD

PUBLISHER: SNK

■ Whilst everyone talks about this machine's graphics and that machine's rotation capabilities, along comes the Neo Geo CD and blows them all away. There may not have been that much fuss created by its arrival, but with games that look and play as good as this, it takes some beating. Second only to *Panzer Dragoon* in looks, but way, way tougher.

■ It's still nice to blast away on an old-fashioned no-nonsense shoot-'em-up. And although the isometric view doesn't really add anything to the standard blasting gameplay, this one should keep you busy for ages. It's flippin' hard all right, even on Easy level, with some impressive big bosses that are hard as nails. An enjoyable challenge.

■ **Wow!** Forget the endless beat-'em-ups SNK churn out; this is the most outstanding shoot-'em-up I've played for ages. It's played at a strange viewpoint (hence the name I suppose) and is packed with polygon parasites that'll have you cacking your pants as you try to pull off a few megabombs and blow them away. This is an essential purchase.

■ **What a scorcher!** This has got all the essential qualities that mark a great shoot-'em up: mind-blowing graphics, a top-notch soundtrack, and captivating gameplay that is both enthralling and extremely challenging. One thing that did mark me off, though, was the lack of the simultaneous two-player mode promised on the back of the box.

Overall 85%

Chaos Control



SYSTEM: CD-I

PRICE: £39.99 SIZE: 1 CD

PUBLISHER: PHILIPS

DAVE

■ Visually it's fantastic, a little reminiscent of *Panzer Dragoon* on some levels, and certainly better than any 3D0 games of this kind. Trouble is, you are totally out of control, and whilst you sit wowing at the graphics your fingers simply keep pumping the fire button as enemies hurl themselves at you from every direction. It's also too easy to complete.

■ A real roller-coaster ride as your ship constantly changes direction to show off the scenery, disorienting you in the process. But you have no control over your flight path, so the cursor-aiming blasting action is very simplistic. It may look a whole lot better than most FMV shoot-'em-ups, but *Chaos Control* suffers from the same intrinsic limitations.

PHIL

■ I was bowled over by the graphical quality. The game contains the best rendered sequences I've ever witnessed including an amazing fly-by of the Statue of Liberty. After a couple of plays you realise that the things you're shooting are part of the background 'movie' too and are only covered in an explosion when you hit them. Nice, but limited.

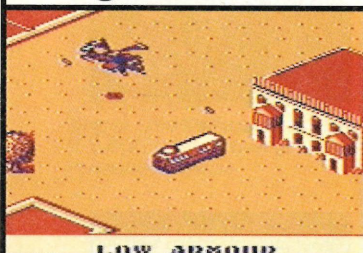
NICK

■ Oh no, another promising game that looks fantastic but is let down by average gameplay: it's good fun, but I completed it in a mere 30 minutes. Naturally, I'd be mighty peeved if I just spent a king's ransom on this, only to get a mere half an hour's enjoyment. Sort it out Philips or kiss your so-called 'super console' goodbye forever!

RYAN

Overall 61%

Jungle Strike



SYSTEM: GAME BOY

PRICE: £24.99 SIZE: 2 Mbit

PUBLISHER: OCEAN

DAVE

■ Small but effective sprites that handle very well make this a surprisingly playable addition to the Game Boy catalogue. It's amazing just how much they've managed to cram in. Taking into account the limitations of the format, this is an excellent version of the original that represents hours and hours of fun for Nintendo handheld owners.

PHIL

■ This is a top-notch conversion, retaining all the features that made the original such a success. As shoot-'em-ups go, it's a real tactical affair as you choose which targets to attack first, and continually top up armour and ammo. The only flaw is that some of the baddies are a bit thick: sitting ducks as they stop to fire shots in the wrong direction.

NICK

■ *Jungle Strike* wowed everyone when first released on the MD, but I never thought I'd see a playable version on the Game Boy. Ocean have managed it quite competently with everything here, only in miniature. Some of the graphics are a little ropey with dodgy sprites scrolling around the maps but this doesn't spoil an otherwise great conversion.

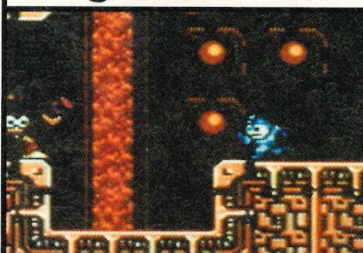
RYAN

■ Although the *Strike* games were brilliant on the MD, I'm not so sure if the handheld is suited to their greatness. The limited colour obscures bullets, POWs, and essential ground supplies, while the lack of buttons means that you can't go in for the attack with all weapons blazing at once. A brave conversion but sadly not up to scratch.

RYAN

Overall 83%

Megaman



SYSTEM: GAME GEAR

PRICE: £29.99 SIZE: 4 Mbit

PUBLISHER: US GOLD

DAVE

■ *Mega Man* on a Sega! Outrageous! I always tend to think of this little chap as a Nintendo character. A constant favourite of mine in the past, I must admit to slowly growing more and more frustrated with his antics. I'd forgotten how annoying it could be to only be able to shoot in two directions. That said though, I like the challenge of these games.

PHIL

■ It's nice that you can choose to play any of the four levels from the start, although you can't return to the menu once you've selected. The platform blasting action is much the same in each scenario, and I found it very annoying as the tiniest mistake can lead to instant death. Although I can appreciate the quality of this conversion, it drove me mad!

NICK

■ I used to love *Megaman* on the SNES. The Capcom characters just had so much personality and pizzazz you couldn't help playing again and again. I even had my own set of Megaman figures, but lost them. This GG version retains all the good qualities of the Nintendo original. Good work, US Gold, this is just what the Sega handheld needs.

RYAN

■ Although most things in life evolve at an alarming rate, some things haven't changed since the dawn of time... like *Megaman*. The graphics are still as basic, the sound as grating, and the restart points as bloody annoying as always. However, this format works well on the GG, and as a result, this is a good game to play on those long train journeys.

RYAN

Overall 77%

High Seas Trader

■ PC CD-ROM ■ £39.99

■ 386 SX ■ IMPRESSIONS

A whopper of a high seas adventure game, complete with swashbuckling pirates, raucous taverns and hidden treasure. You take the helm of a 17th century ship and become a merchant, trading for goods across the world. Defeat hordes of pirates and ask all the right questions at the local tavern to regain your long lost title. With 360 degree scrolling and 3-D animation, this looks good and plays okay too.

Overall 65%

Tank Commander

■ PC CD-ROM ■ £39.99

■ 386 SX ■ DOMARK

A beast of a battle! You control four tanks through heaps of dangerous missions, changing weapons, directions, views and tanks as you wish. With enemy fire bombarding you from all sides, you have to keep your wits about you. Call up air strike support if you wish, or play through a network to get the help of some mates. Explosive action with FMV sequences, amazing sound and fearsome skirmishes.

Overall 86%

Mutation Nation

■ NEO GEO CD ■ £TBA

■ 1 CD ■ SNK

These side-scrolling beat-'em-ups are getting a bit long in the tooth. Most of them are laborious affairs as you repeatedly punch and kick hordes of thick baddies into submission, and sadly *Mutation Nation* is no exception. Okay, so you can hold down the punch button to charge up some spectacular moves, but other than that it's repetitive duffing-up action all the way. Very predictable.

Overall 48%

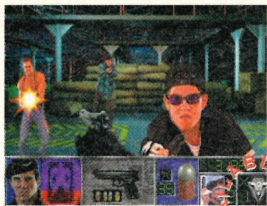
2020 Baseball

■ NEO GEO CD ■ £TBA

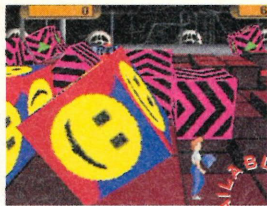
■ 1 CD ■ SNK

Baseball must surely be the most simulated sport ever, so any new one must have some sort of gimmick to make it stand out. Well, *2020* certainly has that with its robotic players and mines to avoid on the field. Of course, it appeared some time ago on the Mega Drive – and the Neo-Geo version doesn't look or play that differently. More fun than most baseball games, though.

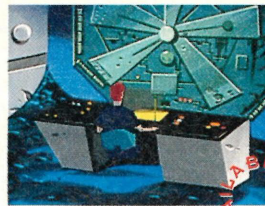
Overall 66%



Demolition Man™
Virgin Interactive Entertainment



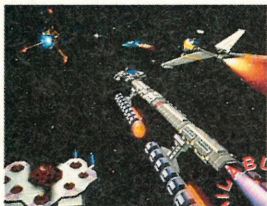
Gridders™
Studio 3DO/Tetragon



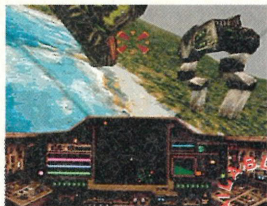
Another World™
Interplay Productions



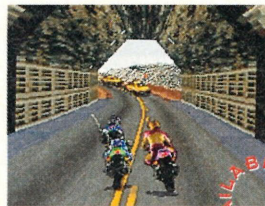
Total Eclipse™
Crystal Dynamics



Star Control II™
Crystal Dynamics



**Shock Wave:
Invasion Earth™**
Electronic Arts



Road Rash™
Electronic Arts



**Off-World
Interceptor™**
Crystal Dynamics



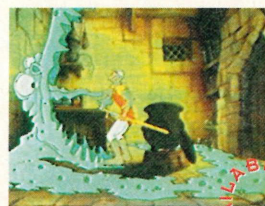
**FIFA
International Soccer™**
Electronic Arts



**Super Wing
Commander™**
Origin/Electronic Arts



PaTaank™
Crystal Dynamics



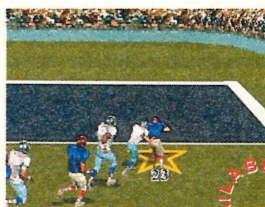
Dragon's Lair™
Elite



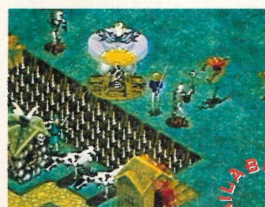
**The Lost Files of
Sherlock Holmes™**
Electronic Arts



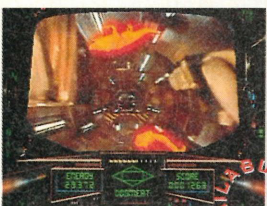
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Monster Manor™**
Electronic Arts



**John Madden
Football™**
Electronic Arts



The Horde™
Crystal Dynamics



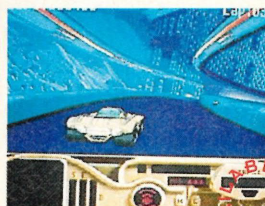
Sewer Shark™
Virgin Interactive Entertainment/
Digital Pictures



Night Trap
Virgin Interactive Entertainment/
Digital Pictures



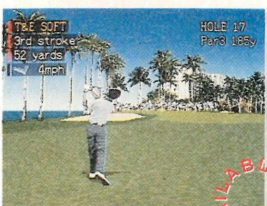
Powers Kingdom™
Panasonic Software



Mega Race™
Mindscape International



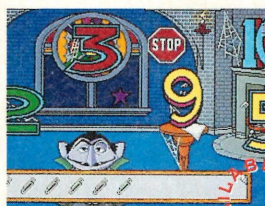
Soccer Kid™
Krisalis Software



**Pebble Beach
Golf Links®**
Panasonic Software

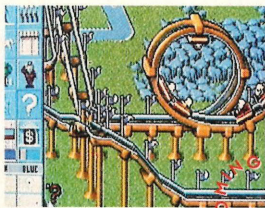


**The Incredible
Machine™**
Sierra On-line

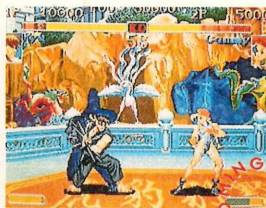


**Sesame Street®
Numbers**
Electronic Arts

Introducing the 3DO system



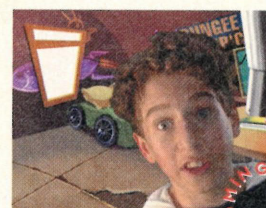
Theme Park™
Bullfrog/Electronic Arts



Super Street Fighter II Turbo™
Panasonic Software



GEX™
Crystal Dynamics



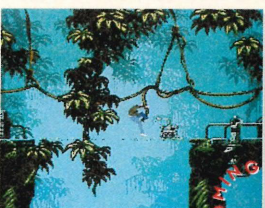
Club 3DO: Station Invasion™
Studio 3DO



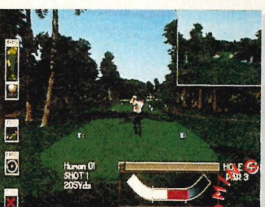
Samurai Showdown™
Crystal Dynamics



Wing Commander III™
Origin/Electronic Arts



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US Gold



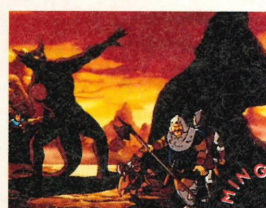
World Cup Golf™
US Gold



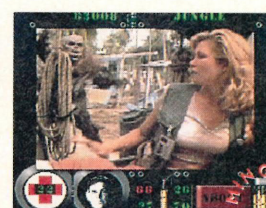
Twisted™
Electronic Arts



Way of the Warrior™
Interplay Productions



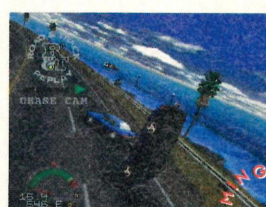
Kingdom™
Interplay Productions



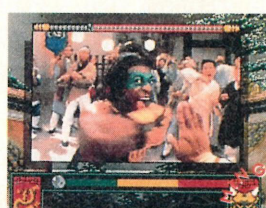
Supreme Warrior™
Acclaim/Digital Pictures



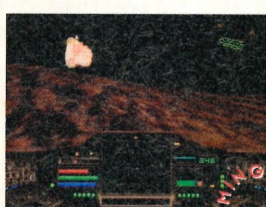
Virtuoso™
Elite Systems



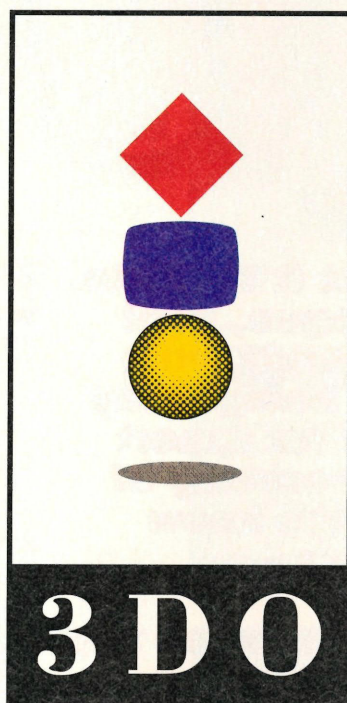
Need for Speed™
Electronic Arts



Corpse Killer™
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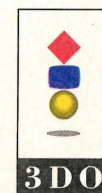
Shock Wave: Operation Jumpgate™
Electronic Arts



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.



MAXIMUM firepower

So you think you've got what it takes to compete in the big boys' league, huh? Well I've got news for you buddy, only the cream of console cyber beings may consult the following pages for expert gaming advice and tactics courtesy of the people who are truly in the know about beating the best games — yourselves!

If you have any tips for any game on any system, get them sent down to: Max Firepower, Durham House, 124 Old Christchurch Rd, Bournemouth, BH1 1NF. You could win some exceptional prizes.

Shaq Fu

**SNES
Blood Code**

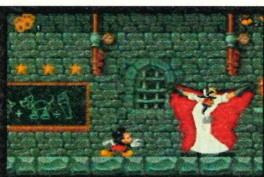
Ketchup-lovin' gore fanatics will love this little ditty that turns the sweat red in Ocean's far from stunning beat-'em-up. Go to the options menu and then input the following code on controller one: Y, X, B, A, L, and R. If the cheat has worked a red flash will surge across the screen and you'll notice a few red splatterings whilst duffing up the bad guys.



Mickey Mania

**SNES
Level Select**

Go to the sound test mode and select the 'Beastalk 1' score from the music option and then 'Extra Try' from the SFX option. Now highlight 'Exit' and hold the L button for about five seconds to access a level select option.



Probotector

**Mega Drive
70 Lives And Stage Select**

For a whopping 70-life advantage in this ultra hard shoot-'em-up, press C, B, A, Right, Left, C, B, A, Right Left, C, B, A, Right and Left on controller two during the title screen.

To access a hidden stage select, press Left, Right, A, B, C, Left, Right, A, B, C, Left, Right, A, B, and C on controller two during the title screen.



Doom

**Jaguar
Cheat Codes**

To enter the Degreelessness mode, pause the game and hold *. Now unpauses the game for the changes to take effect.

To get Happy Ammo, pause the game, hold #, and unpauses.

For a level select on stages 1-9, pause the game, hold any number, and then unpauses to go to that stage.

For a level select for stages 10-19, pause the game, hold A and any number, and unpauses.

For a level select for stages 20-24, pause the game, hold B and any number, and then unpauses to go to that stage.

Please note that it is impossible to warp beyond level 24 without the game crashing.



NBA Jam Tournament Edition

■ SNES

Hidden Characters and Cheats

To access the extensive list of hidden characters in Acclaim's excellent sequel, follow these easy steps:

- Go to the initial input screen by highlighting 'Yes' when asked if you wish to save your initials for future records.
- Position the cursor over the first letter of your character's initials and then press the first button of the keypad sequence in conjunction with Start (note: if the button is marked 'X' it means that you can push any button on its own without having to press Start at the same time - we usually use X).
- Move onto the second letter of your character's initials and repeat the process for the second button of the keypad sequence, and then the third.



Characters

Acclaim Team

Name	Initials	Joypad Sequence
Asif Chaudhri	AMX	X, A, Y
Dan Feinstein	RAY	B, A, X
Brett Gow	LGN	A, B, X
Eric Kuby	DAN	X, B, A
Alex De Lucia	XYZ	B, B, A
Eric Samulski	AIR	Y, X, B
Scott Scheno	KSK	X, B, C
Wes Little	HTP	A, X, Y

Iguana Team

Name	Initials	Joypad Sequence
Neil Hill	NDH	A, B, A
Jay Moon	JAY	X, A, B
Milo Stubbington	MPF	B, Y, X
Chris Kirby	CK_	B, X, Y
Snake Palmer	GOF	A, Y, B
Jason Falcus	JF_	A, X, Y
Mike Muskett	MCM	B, B, Y

Williams Team

Name	Initials	Joypad Sequence
Tony Goskie	TWG	B, X, A
John Carlton	JMC	Y, Y, B
Mark Turmell	MJT	A, X, A
Jamie Revitt	RJR	X, A, Y
Sal Divita	SAL	A, Y, X
Shawn Liptak	SL_	X, B, B

NBA Celebrity Team

Name	Initials	Joypad Sequence
Larry Bird	BRD	A, Y, A
Carol Blazekowski	BLZ	Y, X, Y
Benny the Bull	BNY	B, X, Y
Hugo the Hornet	HGO	X, Y, A
Crunch the Wolf	CRN	A, B, X
Good Time Gorilla	GOR	X, B, B

High Profile Team

Name	Initials	Joypad Sequence
Prince Charles	ROY	B, A, X
Bill Clinton	CIC	A, X, B
Hilary Clinton	HC_	X, B, X
Frank Thomas	SOX	B, X, A
R. Cunningham	PHI	X, A, Y

Rapping Team

Name	Initials	Joypad Sequence
Heavy D	HVY	A, X, B
Jazzy Jeff	JAZ	Y, A, A
Fresh Prince	WIL	Y, B, X
Mike D	MKD	Y, X, Y
MCA	MCA	B, B, X
Ad Rock	ADR	X, Y, B

Cheats

The secret characters are just the tip of the proverbial iceberg, check out these corks! They must all be entered very quickly during the 'Tonight's Matchup' screen.

Super Goal Tending - Right, Up, Down, Right, Down, Up.

Super Fire - Down, Right, Right, B, A, Left.

Super Turbo - B, B, B, A, Down, Down, Up, Left.

Super Offence - A, B, Up, A, B, Up, Down.

Super 3-Pointers - Up, Down, Left, Right, Left, Down, Up.

Super Dunks - Left, Right, A, B, B, A.

Super Defence - Down, Right, A, B, A, Right, Down.

Domino Effect - Up, Up, Up, Up, Left, Left, Left, A, A.

Reverse Domino - Up, Up, Up, Up, Left, Left, Left, Left, A, B.

Teleport Passing - Up, Right, Right, Left, A, Down, Left, Left, Right, B.

High Shots - Up, Down, Up, Down, Right, Up, A, A, A, A, Down.

Super Speed - Up, Up, Up, Up, Left, Left, Left, Left, B, A.

Slide Court - A, A, A, A, A, Right, Right, Right, Right.

The last few cheats can only be performed after entering this little code on the title screen: Y, Up, Down, B, Left, A, Right, Down.

Beat 26 Teams - Enter your initials as END.

Beat 27 Teams - Enter your initials as JAM.

To swap your team during the substitution screen, hold Up and B for a few seconds.



Super Street Fighter II Turbo

■ 3DO

Another Akuma Cheat

During the character select screen in Vs mode, highlight Ryu and simultaneously hold down all of the kick and punch buttons plus Select until Ryu's face changes into Akuma's dark silhouette. You can now use the dark destroyer to your heart's content in Vs mode.



Colonization

■ PC

Total Domination

When picking a country, put your mouse pointer just under Spain and click. This will give you control of all four countries. If the graphics corrupt, simply save, quit, and then reload.

DIAL-A-TIP

HINTS N' TIPS N' CHEATS N' POKES

ALL FORMATS CHEATLINES JUST SAY "YES" FOR YOUR SYSTEM

01891 101 234

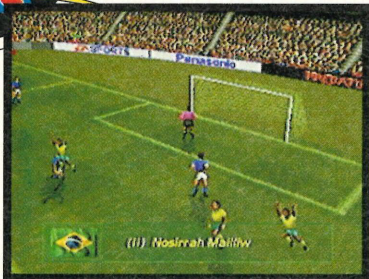
IF YOU MISSED LAST WEEKS MESSAGE CALL 01891 101 235

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 STREETFIGHTER 2: (World Warrior, Turbo, SCE) ..0891 445 940
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 If you are under 18 please ask permission to call. Maximum call charge at peak rate £3.00. Calls cost 39p per min cheap rate, 49p per min at all other times.



FIFA Soccer

3DO

Special Game Codes

These must be entered whilst the game is paused:

Laser Ball Mode – LACRBALL
Big Ball Mode – BCBALLABALL
Beefcake Mode – RALBACLABA
Brute Mode – RABBACLLBACL
Crazy Bounce Mode – LABARRACCA
Hot Potato Mode – CRABBRLABABR
Giant Player Mode – BABARBABBAR
Invisible Wall Mode – ABBACABABBA
Metallic Men Mode – BARCLBABBA
Radical Curve Mode – CARCABRABBL

Super Return of the Jedi

SNES

Hidden Cheats

All of the following cheats must be entered on the title screen. If for any reason they don't work, switch off the machine and try again.

7 Continues – A, B, A, Y, A, and X.
99 Lives – X, X, B, A, and Y.
View The Credits – A, B, A, B, A, B, A, and B.
Select Any Character – X, X, Y, Y, Y, and X.
Infinite Thermals – B, X, B, X, B, X, B, B, B, and Y.
Debug Menu – on pad 2, hold L, and R, and then press A, A, B, B, X, X, Y, Y, A, B, X, Y, A, B, X, and Y.



Way Of The Warrior

3DO

Hidden Characters

Here are some new hidden characters to be unscrambled in this rather gruesome beat-'em-up which are fully controllable:

Black Dragon – Enter the name and birth date, Wyvern 3-9-27.
Major Trouble – Enter the name and birth date, Bad Boy 2-4-08
Voodoo – Enter the name and birth date, Evil 6-6-66.
Gulab Jamun – Enter the name and birth date, Gulab 2-29-00

Here's how you fight against the same characters in one-player mode:

Black Dragon – During the winning round on the Graveyard stage, use only buttons L and A.
Major Trouble – During the winning round of the Lava Pit stage, use only buttons L and A.
Voodoo – During the winning round of the Rooftop stage, use only buttons R and C.
Galub Jamun – To fight him, simply achieve a flawless victory in the winning round of the Cave stage.

Hidden Game

Yes it's true, there is an ace little shoot-'em-up hidden deep within the circuitry of *Way of the Warrior*, and here is how you find it:

Select two player Vs mode, then the player on the right must select a character and hold Down Right, A, B, and C plus Start. The left player must select a player and hold Up Left, both shift buttons and Start.



Blackhawk

SNES

Level Codes

A very special thanks to the lovely Lynsey Newman from Bournemouth for slipping us these codes:

Level 2	QP7R
Level 3	WJTV
Level 4	RRYB
Level 5	ZS9P
Level 6	XJSN
Level 7	CGDM
Level 8	TJ1F
Level 9	GSG3
Level 10	BMHS
Level 11	Y4DJ
Level 12	MCKD
Level 13	NRLF
Level 14	J6BZ
Level 15	MJXG
Level 16	K3CH



Doom

PC

Cheat Codes

A hearty big cheer for Jakob Gronkjaer for supplying us with these handy cheat codes.

For all of the keys plus 200% armour, type in IDKFA. To enter a cheat mode, enter the code IDBEHOLD and then type:

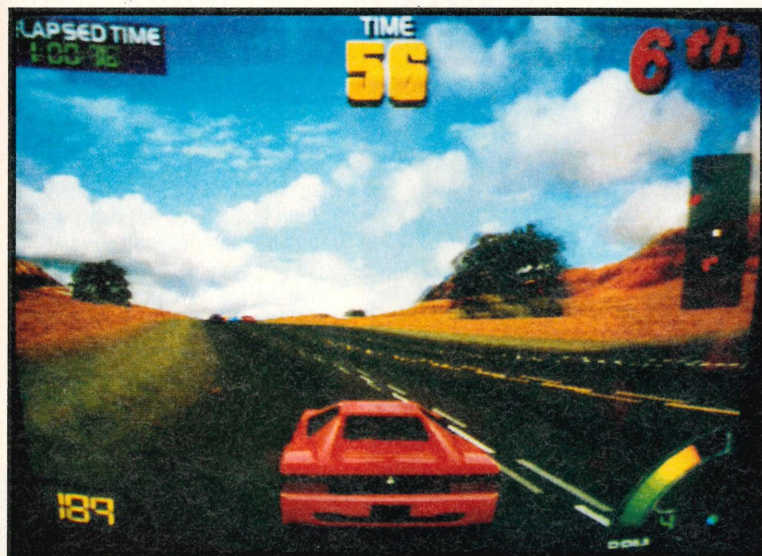
R – For the radiation suit.
I – For invisibility.
V – For Invincibility.
A – For the computer map.
L – To turn up the lights.
S – To go into the berserker mode.



Cruis'n' USA

■ Arcade
Hidden Track

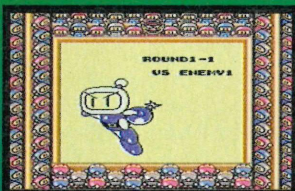
To enter a hidden course that allows you to speed across the Golden Gate Bridge, simply hold buttons 2 and 3 on the track select screen and then move the joystick across until it appears.



Wario Blast

■ Game Boy
Resurrect Bomberman

Ha! You thought that Wario had completely vanquished poor old Bomberman from this game... but it's not the case. By cunningly reversing your level codes (eg 1234 to 4321), the tin-headed one will return to bomb some serious ass.



Killer Instinct

■ Arcade
Hidden cheats

Many thanks to Geoffrey Biver and Martyn Clayton for supplying us with these excellent tidbits.

To play as Eyedol, select Riptor and then during the battleplan screen press and hold Left, 1, 2, and 4. Then on the Vs screen, press and hold Right, 2, 3, and 6 until you hear someone shout "Eyedol". Reverse this process for the right-hand controller.

Speed Up - Choose your character and then during the battleplan, press and hold Right and all three punches and both controllers until the game starts.

Easy Combo Breaker - Press Down and Start on both sticks as you are selecting your character and wait until the game starts.

Colour Change - Press Up or Down on the joystick when choosing your character.

Random Select - Press Up and Start when you are selecting your character.

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	(071) 344 5000
Codemasters	(0926) 814132
Gametek	(0753) 553445
Gremlin	(0742) 753423
Infogrames	(0891) 244444
Interplay	(0235) 821666
Jaguar	(0839) 994460
Nintendo	(0703) 652222
Ocean	(061) 839 0999
Psygnosis	(051) 709 5755
Sega	(071) 373 3000
Team 17	(0924) 385903
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CHEATS * TIPS * CHEATS * TIPS * CHEATS * TIPS

New Mangement, All Lines Updated Weekly

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FROM THE DEPTHS OF THE LABORATORY, A GAMING
MUTATION REVEALS ITS UNHOLY KNOWLEDGE!

The Game Brain



"Everybody is always telling me just how good fish is for the brain. Well, I've decided to try the theory out and this month I'm sharing my new jar with a scaly pal – Ratner the Goldfish – although it's not proving to be a complete success at the moment. Ratner's not turned out to be a

particularly stimulating companion, in fact he seems permanently drunk judging by his incoherent dialogue. Quite novel I suppose, although it was probably inevitable that being a fish he would drink like one, but I can't help but be a little gutted by the whole experience."
"Bubble, gurgle, blip!"
"Thank you Ratner."

Despite his cold-blooded co-presenter this issue, there is nothing fishy about the games knowledge of cerebral celeb. So, if you are hopelessly stuck on a level, need some timely advice about hardware, or have a rumour you want confirmed about a forthcoming release, don't hesitate, send your questions to:
The Game Brain
Games World: The Magazine
124 Old Christchurch Road
Bournemouth
BH1 1NF

Losing My Values

Dear Game Brain,
Once again I confide in Games World: The Magazine to clear up some of my problems and to confirm some of the information that I have read. First I was wondering if there is any way to keep my players prices up or to increase their value in *Sensible World Of Soccer*. Any time that I play this game, my players' values rocket down.
Secondly I read recently that Nintendo and Silicon Graphics had run into some problems with the Ultra 64 project. I read that Silicon Graphics designed a chip set for the Ultra 64 but if Nintendo are to use these chips the console will cost a lot more than had been promised. Will Nintendo say goodbye to the Ultra 64 unless they get the chips cheaper? Until Pete 'Nasty' Wilton loses his 30cm high tensile plastic ruler, I am yours.
Dennis O'Neill, County Wicklow



Hmm, well unfortunately Dennis you have discovered one of the many bugs that exist in the game. But, not men to shirk their responsibilities, Sensible have produced an update disk for the game that not only puts these faults right but also has a few player updates and modifications on the original, making it even better. If you sent in the registration card, when you bought your copy, you'll be sent this disk automatically, and for free! If you didn't send in the card, do it now to receive the upgrade disk. Look out also for this disk appearing on the covers of a number of Amiga mags in the not too distant future.

Big End Gone

Dear Game Brain,
I have bought *Micro Machines 1* for the Game Gear. I can come first in the first three races but I can't win the race called the Sandy Straights. Could you please help me by giving me a cheat? If this is possible, would it:

1. Make my car go faster?
 2. Make me skip levels?
 3. Give me infinite lives?
- Thanks for your help and for reading this letter.

Danny Lennon, Coventry



"Bubble, gurgle, blip!" Ratner's straight off the mark with this one, as it is apparently one of his favourite games.

Unfortunately though, he's talking

Chips? Don't use that word in front of Ratner, you'll set his gills a fluttering. I found your concern over the Ultra 64 interesting, so I took the time to chat to a few of my 'in' pals at Nintendo, including that Brian they have on the ads. It seems that although there have been fairly tough discussions with Silicon Graphics, these sort of hold-ups are all part of developing a new system and there have been no real problems with the Ultra 64 to date. Nintendo are still aiming for a release in 1996 at a price under \$200, although an exact date will be announced at the E3 show in Los Angeles. However, Nintendo are also keen to stress that this project is still very low on their priority list as they have VR32 to worry about first.

Easy Donkey Ride

Dear Game Brain,
I'm not going to go on about how great the mag is, you've probably had enough of that so I'll just get on with my questions.

1. Have you got any good cheats for *Aladdin* and *Super Soccer* (both on the SNES)?
 2. Why is *Donkey Kong Country* so easy to complete? I completed it on the day that I bought it.
 3. I have heard that you could get a ten-star cheat on *Street Fighter II: Turbo* (on the SNES). Is this true? If so, what is it?
- Please, Please, could you print this letter? Thanks for answering my questions.

Dick Jones, Huddersfield



What? Never! I never get enough of hearing people tell me how good the mag is. Why I've a good mind to... yes, I have got a good mind too. In fact all I've got is a good

crap, so let me elaborate. There are only two good cheats for the Game Gear version of this great little racer, although the cheats you mention do exist for the Mega Drive, but that's not much help is it?

Cheat 1. Just as you are about to complete the qualifying lap in a solo game, turn the boat around and go back over the line. This will give you turbo speed.

Cheat 2. This is the easiest and most effective cheat to pull off. Simply drive the wrong way around the first course, Breakfast Bends, until a special sound indicates that you have completed a full lap and the cheat is activated. Now play as normal and whatever position you achieve in the race, you will be declared the winner. Hope these help.



mind. Sorry, I lost it a bit then. Nintendo cheats, right...

1. Why you could possibly want cheats for a game as easy as Aladdin I'll never know, so here are some passwords to help you get by:

Level 1: Genie, Abu, Aladdin, Sultan
Level 2: Jafar, Abu, Jasmine, Genie
Level 3: Genie, Jafar, Aladdin, Abu
Level 4: Abu, Aladdin, Genie, Jasmine
Level 5: Jasmine, Jafar, Sultan, Jasmine
Level 6: Jafar, Jasmine, Aladdin, Jafar
Level 7: Aladdin, Jasmine, Abu, Sultan

Super Soccer has a few snazzy little cheats...

The Super Nintendo Team: Select a 1P VS 2P game, then, on the team select screen press Start and B on the second controller to access the superior Nintendo side. They're bloody good.

Play as the same team: Player 2

should select the team he wants to be, then press Start and B to get the Nintendo Team. Player 1 should then select the team that Player 2 originally chose to be and the Y button should be pressed on the Player 2 controller. This will cancel the Nintendo team selection and allow him to pick the same team as Player 1, although they'll be in the away strip.

Speed-Up Mode: On the skill selection screen press Left, Right, Left, Up, R button, R button. You will be greeted by "Bingo" and then you will be able to choose your options before the speeded-up action starts.

2. You can't finish Aladdin without a cheat, but you can finish Donkey Kong? Whose leg are you pulling? I will admit that Donkey Kong wasn't really all that tough, but often really good games seem like that because you become more engrossed and more determined to finish them. Stop asking stupid questions.

3. This is a better question. To get the Ten Turbo Stars in Street Fighter II: Turbo press Down, R button, Up, L button, Y, B, X and A on controller 2 when the word 'Turbo' scrolls across the screen. You should hear a sound if this cheat has worked. If you have problems with it Dick, try entering the code continuously when you first switch the machine on.

Also, if you enter the above code when the Capcom logo appears you will disable special moves within the game, so you can work on your combos.

Doom Gloom

Dear Game Brain, I got a 32X for my Mega Drive for Christmas and got the games Star Wars and Virtua Racing Deluxe. Can you tell me if there are any cheats for these games? On Doom I can get to Level 15 and get to the exit, but I do not go to Level 16. Can you tell me what I am doing wrong?

R. Reeves, Clacton On Sea



Ratner called Sega for you Reevesy, which was a complete waste of time really, the conversation went

like this:

Hello, Sega.

"Bubble, gurgle, blip!"

Mark Maslowicz? I'll put you through. Mark speaking.

"Bubble, gurgle, blip!"

Sorry, I don't talk to fish. Bye.

So I called them back, only to find out that there are no cheats for either of these games. Although, if you win all three races you do get access to the mirror mode on Virtua Racing Deluxe and can play the tracks again, but in reverse.

As for Doom, to get to Level 16 you have to complete Levels 1 to 15 in succession all in one go. You can die and continue as much as you want, but you cannot turn off or reset the machine. Pretty tough huh. If you do this you will get to Level 16 no problems. Also there is a secret Level 17 to be found on Level 3, if you're real good of course.

Console Yourself

Dear Game Brain, I love beat-'em-ups and all of the Sim City games. I have some questions for you to answer.

1. When will Saturday Night Slam Masters and The New Breed on the Mega Drive be available and what will they cost?
2. Will Virtua Fighter 1 and 2 be on the PC CD-ROM, and if so at what price and when?
3. What date and price will Star Wars Dark Forces and Full Throttle be?
4. I saw Darkstalkers The Night Warriors and Primal Rage in issue six and four. I was so amazed that I wanted these beat-'em-ups. Could you tell me if these games will ever be on the PC CD-ROM? If so, what price and date?

Ryan Wareing, Daventry



1. You can get Saturday Night Slam Masters on import at the moment Ryan, but it is pretty expensive. As for it being released

officially, Marubeni who usually handle the Capcom licenses, were offered it, but decided not to take it on as the massive cart size - 32Mbit - meant it would probably cost about £59.99 which is way too expensive. As for The New Breed, I'll let Ratner take up the story:

"Bubble, gurgle, blip!"

Yep, that about sums it up. The New Breed has temporarily disappeared off the scene, along with Fireteam Rogue as Accolade have been bought out by Warner Interactive. Whilst there are plans to continue the Accolade Sports range, the future of these other titles seems uncertain and they may be licensed out.

2. "Bubble, gurgle, blip!"

Sega games on the PC? Are you mental? Never, never. Get saving your pennies for a Saturn, or settle for a

32X version at the end of this year. Mind you I've just had a scary flashback, do you remember the Mega PC? He, he, he, that was cack that was.

3. Dark Forces is already on sale matey, it was released on 10th March and retails at around £49.99. As for the leather-clad Full Throttle, that will see the light of day on 1st May and will also cost £49.99. I've played both games and they really are well cool.

4. Aargh! Tell him Ratner!

"Bubble, gurgle, blip!"

I think you bought the wrong machine, pal. PC's are not a great format for beat-'em-ups and that seems to be what you are particularly interested in playing. Dark Stalkers will almost certainly never, ever appear on a PC, not in this lifetime anyway, absolutely not. As for Primal Rage, you will be glad to hear that there is a PC version planned for August, in fact there's even a Mac version on the cards, which will make Dave wet his bandana.

"The only beat-'em-up PC owners'll ever need," says the lovely Andrea Simpson, PR girlie for Time Warner.

"Bubble, gurgle, blip!" says Ratner.



Sadly, all good things must come to an end, and when you're hungry, you're hungry. Let's face it, the fish had to get it! It's like Hollywood, you know with the expendable co-star. You'll be glad to know Ratner didn't die in vain, he simply fell into a natural, peaceful sleep. Unfortunately he also fell into a bowl of delicately flavoured breadcrumbs and a red-hot frying pan of vegetable oil. Sizzle, sizzle. Mmm, mmm. Someone pass the tartar sauce...

Throw The Snow

Dear Game Brain,

I have the game Mortal Kombat 2. I have tried and tried to do Sub Zero's snowball, how do I pull it off? I have the game on the Mega Drive. Please can I have three autographs all to Karl?

Karl Kershaw, Liverpool



Fear not Karl, Sub Zero's fatalities are definitely the most complex and tricky to pull off in the game. For the Snowball Fatality you should stand a full screen away from your dazed opponent and while holding down the Low Punch button, tap

Away, Away, Down, Toward and then release Low Punch. The icy warrior will then hurl a small snowball across the screen, shattering his adversary on impact. As for the autographs, consider it done.

And it's a full-on "Hello Sir!" to all of you this month as Adrian Price runs around and scoops up tons of goodies for you to drool over, gets into a fight with Godzilla and watches even more anim  films than is good for the human body. Happy now? Adrian certainly is. Oh, and send him loads of birthday cards on the 11th of May, that'll keep him quiet. Respect is due in seriously large amounts.

Anim 

Angel Cop

Released: 1st May

Certificate: 18

Price: £5.99

Plot: At the end of the 20th Century, Japan created a ten-man elite team who had every available option open to them in order to protect the nation's security... including a licence to kill. Angel is the newest member and the

ride isn't going to be an easy one.

This is the first episode in a six-part series.

Legend Of The Four Kings 7+8

Released: 1st May

Certificate: 12

Price: £13.99

Plot: Everyone is fascinated by the arrival of the Red Dragon which has attacked the city. Unbeknown to all these people, it is in fact Ryuodo. Pursued by the government and mad scientists, all of whom want to cut him up into small cookable cubes, Ryuodo's brothers steam in to help him out. Will they save the day, or be forced to dine?

Macross Plus 2

Released: 1st May

Certificate: PG

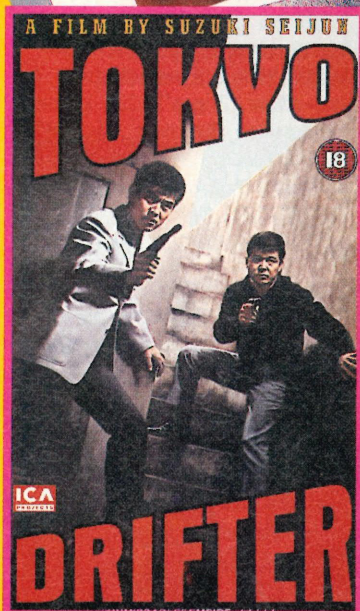
Price: £9.99

Plot: Isamu Dyson continues to test the Transformer aircraft, designed to combat the alien menace. Will his affections for his ex-girlfriend cause problems now that his rival, also an ex-boyfriend of hers, is on the scene? Will the test-pilot duo come to blows or will the alien advancement cause a heap of problems?



ACCESS
ALL AREAS

Live Action Japanese Things



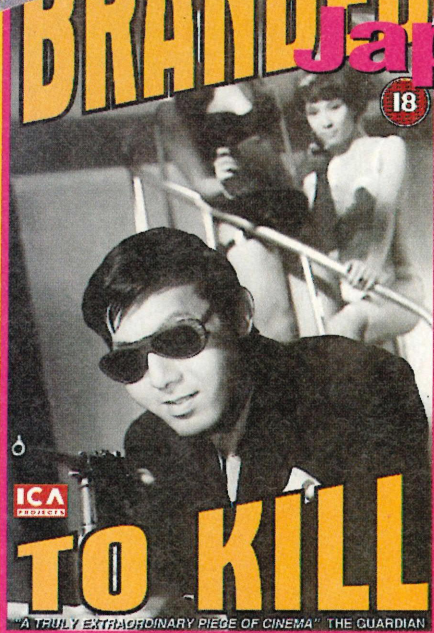
Tokyo Drifter

Released: 1st May

Certificate: 12

Price: £13.99

Plot: Yet another really mad film with plenty of chases and fights and pretty young girls. The cover artwork looks like it should be a Japanese version of The Man From U.N.C.L.E.



Branded To Kill

Released: 1st May

Certificate: 18

Price: £13.99

Plot: You may have seen a lot of Chinese and Japanese Gangsta movies recently, by such directors as John Woo and Beat Takeshi, but these are

The Wicked City

Released: 1st May

Certificate: 18

Price: £12.99

Plot: Like the anim  version, this has a strong storyline, and among the bad guys there's the Spider-Woman and a host of Demons. Full of car chases and Martial Arts fights, The Wicked City will be a rough ride right until the very end.

the original films that maybe, just maybe inspired a generation. Branded To Kill is a 1960s Yakuza film made by Suzuki Seijun and offers loads of violence and nasty things. If this was on TV, it would probably be on really late at night and have a small red triangle in the corner. Probably.



Kekkou Kamen

Released: 29th May

Certificate: 18

Price: £10.99

Plot: Strictly aimed at adults, this tells the tale of a Japanese high school which falls under the shadow of Satanism.

Needless to say that the teachers then pay special attention to the nubile young school girls. Pay close attention to the troublesome Nazi hit squad who run around with bizarre and zany antics. Mad.



Godzilla Versus Mothra

Released: 1st May

Certificate: PG

Price: £13.99

Plot: Godzilla, Godzilla... GODZILLA!!!

He's big and bad and can just about kick the living pants out of anyone – and he usually does. This time around he's battling the evil Mothra. Beast from Hell, or annoying pesky git who needs a good slap? Watch and decide.

Kishin Heidan 2

Released: May 22nd

Certificate: 12

Price: £12.99

Plot: The Kishin Corps are having a bit of a hard time really. With them fighting the Kanto army and the aliens, their resources are a bit stretched at the moment. But when an opportunity arises to attack the Kanto army's camouflaged train, supplying parts for their own offensive, it seems to good to be true... and it is. Just when it gets good, all hell breaks loose and the Kishin must fight.

Competition

Well, what have we here? It looks uncannily like another competition in which you can win the first two Kishin Heidan videos, and also some other great Pioneer stuff like hats, posters and badges. Just answer this question correctly to be in with a chance of winning. If the aliens really invaded Earth, sort of like they will quite soon, who would be the best person to deal with them and why? Any famous person from history will do, but no bloody video-game fighters like Shang Tsung, right? Answers on a postcard with rude women on the front to "S'cuse me, passing through, thank ya kindly" at the usual address.



8 Man After

Released: 1st May

Certificate: 18

Price: £10.99

Plot: This is based upon the '60s comic book, but updated for the '90s. It's a sci-fi cyberpunk thing and is widely accepted as being the forefather of RoboCop. Hazuma, an ex-cop, is in fact 8 Man, and with a cyber-suit he can kick in loads of drug-crazed bad guys, and this film has plenty. Watch out for this... 8 Man may be our new Guyver.



Green Legend Ran 3

Released: May 22nd

Certificate: 12

Price: £12.99

Plot: Aira is now inside the holy shrine of Green 5 and is being tested by the five bishops of the temple. They're trying to see whether or not Aira is in fact from the Silver Maiden, or if he's lying. I can't bear to think what's going to happen if he's a liar.



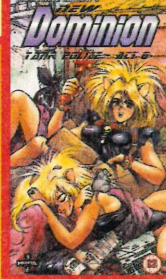
Dominion Tank Police 6

Released: 1st May

Certificate: 12

Price: £5.99

Plot: The riotous tank police are out to stop the ever-increasing tide of crime and corruption that is sweeping through Newport City. However, their unorthodox, not to mention highly destructive, methods seem to create more chaos than they solve. With the incredible cat sisters witnessing a murder, the Tank Police spring into action yet again.



Horror Special Madness

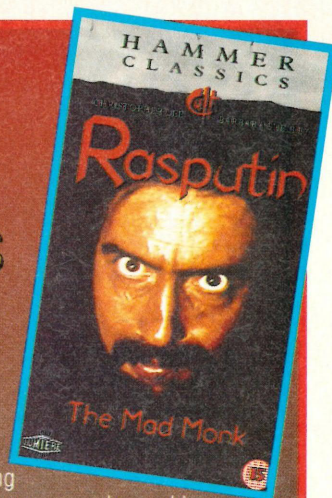
Rasputin The Mad Monk

Released: 22nd May

Certificate: 15

Price: £10.99

Plot: Rasputin was a well-hard, and well-mad monk, who liked nothing better than going around, getting into fights and seeing how many women he could 'cure'. Anyway, Christopher Lee plays the infamous scallywag and goes around being a top lad. Just don't try any of his tricks at home.



Frankenstein Created Woman

Released: 22nd May

Certificate: 15

Price: £10.99

Plot: It's all bad news here, I'm afraid, as there's loads of fighting and deaths and stuff. But it all turns out okay as Peter Cushing plays Baron Frankenstein. After getting two corpses, he brings them back to life, thus making Ms Frankenstein.

It's The Christopher Lee Season

All of these films will be shown at 10pm sharpish. Miss them at your peril.

May 3rd –

The Face Of Fu Manchu

May 4th –

Rasputin The Mad Monk

May 10th –

The Brides Of Fu Manchu

May 11th –

Theatre Of Death

May 17th –

The Vengeance Of Fu Manchu

May 18th –

Circus Of Fear

May 24th –

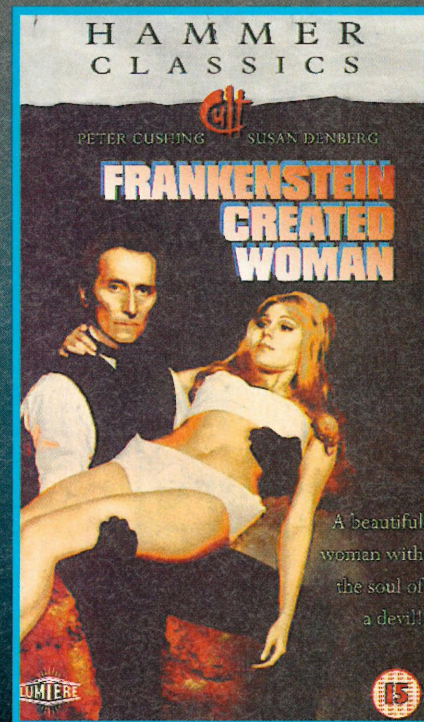
The Blood Of Fu Manchu

May 25th –

I, Monster

May 31st –

The Castle Of Fu Manchu



Competition

Hey, come and look at this and discover how you could win a set of Dominion Tank Police 5+6 and a groovy poster and T-Shirt. We have five sets to give away. All you have to do is answer this spinelessly simple question. Which of these is not a Tank?:

A: Challenger

B: Warrior

C: Kitten

Send in your answers on a lovely sized postcard and if your name's not pulled out of the proverbial hat, then tough. Oh, and the name of the compo is: Bloody Hurry Up, Mr Postman, I'm In A Hurry!





Videos to Buy

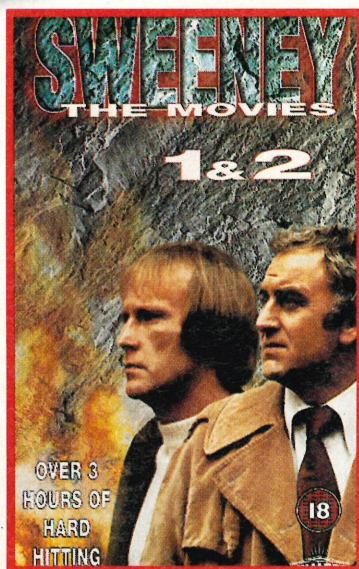
The Sweeney

Released: 24th April

Certificate: 18

Price: £10.99

Plot: Oi, SLAG, get off my manor... I said ditch the Shooters, we'll stitch this SCUM, up like a kipper. Right Guv!... Now, if you understood any of that, then you'll no doubt be interested to know that Reagan and Carter are returning to the small screen for more flying squad action. Sandwiches Sir?



Rental

Wes Craven's New Nightmare

Released: May 9th

Certificate: 18

Plot: Hmm, a bit of a tricky one to explain. Right, here goes. Wes Craven, the man who originally wrote the Nightmare On Elm Street series is planning on writing a new story, but while he does, the REAL Freddy Kruger is getting ready to wipe out the original actors. Weird stuff, but that's Hollywood.

Competition

We have five videos of Wes Craven's New Nightmare available for a few lucky readers. Worth lots of money at the moment, because they're only available on Rental, you'll be the envy of some of your friends. To win a copy of the film, answer this simple question.

Name the actor who plays Freddy Kruger. Answers on a postcard to: Freddy Kruger? Who's he?, at the usual address.

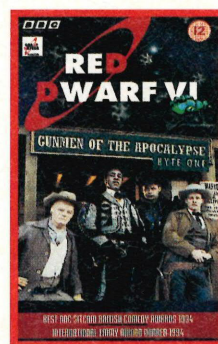
Simpsons 13 + 14

Released: 2nd May

Certificate: 15 TBC

Price: £8.99

Plot: There are two separate videos, the first has two episodes called Dead Putting Society and Oh, Brother. The second tape has two: Separate Vacation and Mr Lisa Goes To Washington.



Red Dwarf VI: Gunmen of the Apocalypse

Released: May 1st

Certificate: 12

Price: £10.99

Plot: The exploits continue as three more episodes are shoved our way with

Psirens, Legion, and Gunmen Of The Apocalypse. All three are highly funny and will please the many Dwarf fans out there.

Deep Space 9: 3.6

Released: 24th May

Certificate: PG

Price: £10.99

Plot: Yet more adventures and hassles for the inhabitants of space station Deep Space 9.

Star Trek TNG 8: Descent

Released: 24th May

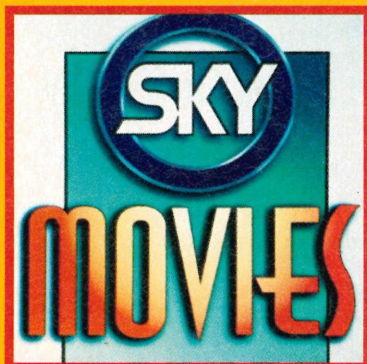
Certificate: PG

Price: £10.99

Plot: The eighth episode in the feature-length Star Trek series.

Premieres

Okay, sit down and kick back. Here are the first screenings of these films on British TV. And they're all in May, which is when my birthday is, actually. On the 11th... Just in case you wanted to send me any presents... Because I didn't get any last year... Nobody loves me! Sob, sob, boo, hoo, etc.



Dave Saturday 20th 10pm

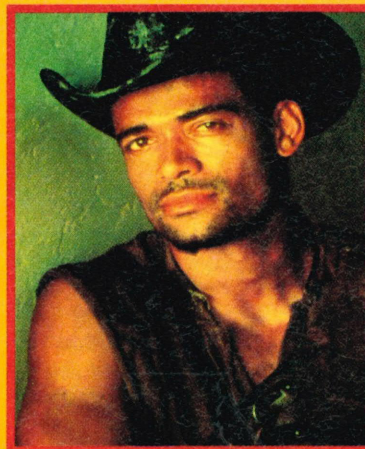
Kevin Kline stars as a regular guy who just happens to look exactly like the President of the United States. When the real one is taken ill, Mr Kline steps into the biggest pair of shoes in the world and acts as the President rather well. Also stars Sigourney Weaver and Ben Kingsley.

The Piano Saturday 6th 10pm

Can you imagine a story based around a piano? Well this is a film all about one mute woman and her piano. She hasn't spoken since she was a child and she shows her emotions through her playing of the piano. Things take a turn for the worse when she's shipped off to New Zealand for an arranged marriage.

Homeward Bound Monday 29th 6pm

Hey, it's the classic tale of totally incompatible animals trekking across America. The cute animals don't really speak but are supplied with voices by Don Ameche, Michael J. Fox, Sally Field, and Jean Smart. Cute animal-loving fun at its best.



Prelude To A Kiss Saturday 27th 10pm

Alec Baldwin and Meg Ryan are the happy couple who aren't so happy when a strange man invades their wedding reception and swaps souls with Meggy. After a strange wedding reception they hunt for this stranger so they can get back to normal.

Posse Thursday 25th 8pm

Top gangsta geezer Mario Van Peebles stars in and directs this contemporary Western about black gunslingers who are asked to do a job for a mad Colonel, but end up being fugitives. Look, it serves them right. When a mad Colonel, played by Billy Zane, asks you to go on a glory mission, you just know there's going to be trouble.

The X-Files

Released: 4th May
Price: £1.25

Plot: We here love The X-Files, and think that Scully is in fact great. But now the series has finished on BBC2, you can't get it unless you have Sky TV, but now you can have it every day of the week thanks to this comic of the show. Each month there will be a 25-page comic strip along with features and interviews, competitions and all manner of other great stuff. The comic is out there.

The Making Of Tank Girl

Released: May 4th
Price: £7.99

Plot: After making a big entrance in Deadline, a British comic magazine, Tank Girl has impressed just about everyone who's ever read her. This book focuses on her rise to fame during the time she's spent riding her tank around the Australian outback, firing off shells in mad costumes. We all love her and we'll be able to see her in the new film due soon.

Judge Dredd: The Complete Judge Child Quest

Released: May 18th
Price: £10.99

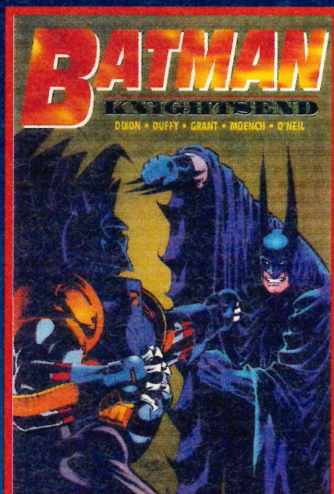
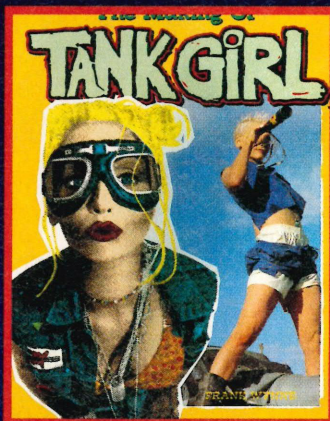
Plot: The fate of Mega-City One lies in the hands of a small child who has been sold into slavery. Unless he is returned to rule over this hulking city, chaos will reign. Enter Judge Dredd to save the day and return the child to his rightful place. Hooray for Judge Dredd, give the man a cigar. "Right perp, you're for a stretch in the cubes, smoking is illegal, and bribery is against the law, I am the law, etc..." Oh no!

Batman: Knights End

Released: May 18th
Price: £9.99

Plot: After a huge fight with his arch-enemy Azrael, Bruce Wayne, aka Batman, lies crippled while a new Batman stalks the streets. After retraining, the real Batman comes to reclaim his crown and the fight is renewed.

Comics



Laserdisc Intersection

Released: May
Certificate: 15
Price: £24.99

Plot: This used to be a French film about love and following your heart. But with the arrival of Sharon Stone and Richard Gere in the lead roles, things look all set to get better.

Laserdisc Top Ten

New this month is the Laserdisc Top 10, with a joint tenth place. Source: Virgin Retail Stores...

- 1: The Thing
Pioneer
- 2: Four Weddings & A Funeral
Columbia
- 3: Jurassic Park
Pioneer
- 4: Wolf
Columbia
- 5: Terminator 2
Pioneer
- 6: Addams Family Values
Pioneer
- 7: Total Recall
Pioneer
- 8: In The Line Of Fire
Columbia
- 9: Diva
Laser UK
- 10: Basic Instinct
Columbia
- 10: Groundhog Day
Columbia

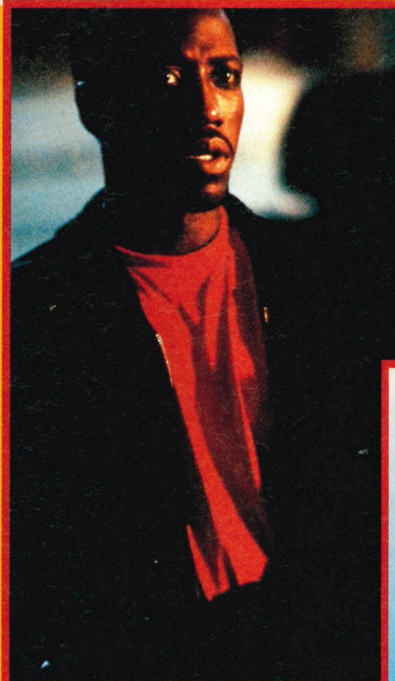


Hocus Pocus Thursday 18th 8pm

Three witches who have been held in a spell for 300 years suddenly find themselves in modern-day America thanks to three young kids. Much havoc is sure to ensue unless the kids can stop them. Stars Bette Midler and Sarah Jessica Parker.

The Concierge Thursday 11th 8pm

Apart from being on MY BIRTHDAY, ahem, Michael J Fox, again, plays a



hotel porter who will do anything to make sure the guests have a really good time. But will he ever run his own hotel?

Rising Sun Saturday 13th 10pm

Wesley's back and this time he's badder than ever. With Sean Connery at his side, he's out to find the killer of a beautiful woman. He knows that the killer is Japanese, but with the help of a computer expert, played by Tia Carrere, all may not be quite what it seems.

UFO The Movie Saturday 6th 11.35pm

Roy Chubby Brown, the filthy comedian from 'Up North', moves into real films and has a go at just about everything. But while doing a stage show on Blackpool pier he's abducted by aliens, who just happen to be feminists. Oh dear, Chubby. Also stars the ravishing Sara Stockbridge. Hello Sir!

WIDESCREEN

The Vanishing
May 13th
12.10 am
The Movie Channel

The Firm
May 14th
8pm
The Movie Channel

Rising Sun
May 23rd
10pm
The Movie Channel

Sleepless In Seattle
May 30th
8pm
Sky Movies

COIN-OP CORNER

by Segaworld Bournemouth

From now on, instead of 'It's Showtime', we'll be having a regular arcade column. This month we discover what's going on at Sega's Family Entertainment Centres (FECs) from our special Segaworld reporter...

level of free access to our simulator games for a nominal fee we continue to ensure value for money while providing the state of the art in gameplay."

The Gauntlet series is at the moment unique to Segaworld Bournemouth but free-play evenings have been tried at other Sega FECs and due to their huge success will be running at a centre near you soon.

Admission Details

Location: Segaworld, Westover Road, Bournemouth.

Admission: £5, Students £3.50

Time: 7pm to 11pm

Dates: Every Tuesday till summer, except 2-5-95.

Virtua Fighter II – New Moves

Do you know all the moves for each character?

I doubt it – but you soon can. Sega Japan has recently published a series of postcards like the one shown below, illustrating more and more moves for each character. You can pick up these cards and try out some new super moves at any of the Sega centres listed at the bottom of the page.

Take Up The Gauntlet

During special 'free play' evenings Sega's renowned range of hi-tech machines (which include *Air Hockey*, *Sega Rally*, *Daytona USA*, *Virtua Fighter II* and 10 Pin Bowling) will be open for hours of 'play till you drop' access! – all for a small admission fee.

Julian O'Duro, Sega's promotion manager said, "This is the first event of its kind to take place within the British Amusements industry, and present attendances have proved it to be hugely popular amongst beginners and enthusiasts alike. By providing this



Strange But True

Can Geoffrey (of VF II origin) breakdance? Of course he can: just pull up to his statue on the experienced course of *Daytona USA* and keep pressing the start button to see him strut his funky stuff. Wicked!

New Release – Sega Rally

(Games World Issue 11 – 83%)

Sega Championship Rally, the latest addition to Sega's classic range of driving simulators is now exclusively available to play at all Sega's FECs.

Designed by Sega's R&D Division AM 3, the game features Sega's super Model 2 CG texture-mapping board; the graphics engine on which the brilliant *Daytona USA* was based.

Special features:

300,000 texture-mapped polygons per second
Responsive steering
Realistic driving cabinet 50"
Colour Monitor
Authentic rally teams

Primal Rage Version 2

Look out for Version 2 of *Primal Rage* in your local arcade very soon. The gameplay has been improved, with the creatures' centre of mass being adjusted to make controlling them far more realistic. The animation is now smoother and alterations have to made to several of the finishing moves to make them far more brutal. There are bigger health bonuses for eating followers, and the weaker characters in the game have been beefed up a bit to level things out.

Players can also now choose from four different colour palettes by pressing any one of the game's four buttons on the selection screen to change colour. Most importantly though, each character now has a new special move:

Armaddon – The Impaler
Blizzard – Redemption
Chaos – The Churl
Diablo – Infernal
Sauron – Grape Crusher
Talon – Stampede
Vertigo – La Vache Qui Rit

Sega Family Entertainment Centres in the UK:

Segaworld Bournemouth
Metropolis Hamleys London
Segaworld Erdington
Segapark Reading
Sega Megaworld Acton
Sega Megaworld Romford
Segadome Collindale London
Segaworld Wolverhampton
Planet Sega Queensway London
Sega Megaworld Croydon
Sega Megaworld Harrow

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Revealed!

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100
Games!**

**Free
Tips Book**

**Exclusive
Review!**

Daytona USA – Saturn

Exclusive Preview!
The Punisher – Mega Drive

Also Featured

Deadalus – Saturn

Eternal Champions – Mega-CD

Street Racer – Mega Drive

Guides to: The Story of Thor • X-Men 2 • Toughman Contest

Prepare for Sega all formats... Go!

Sega Pro

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Please reserve me a copy of:

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- ☐ SEGAPro CD (ISSN 1354-859X) at £5.99

SEGAPro and SEGAPro CD are available the second Thursday of every month.

SEGAPro And SEGAPro CD are distributed by Seymour Ltd (0181 679 1899) and are published by Paragon Publishing Ltd (01202 299900). Both are fully SOR.

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3DO

JAGUAR

PC CD-ROM

CD-i

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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IBM PC CD-ROM: 386 or higher, 4MB RAM. Single speed CD drive. VGA 1 MB RAM. Supports: Roland™, SoundBlaster and SoundBlaster 100% compatibles.



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