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GAMES WORLD

THE MAGAZINE

Born Killers! Virtua Fighter 1&2

On the Saturn and in the arcades!

Free! 1995 Calendar

Spend the New Year with the world's top gamers!

Ristar

Cooler than Sonic? Sega's new star!

Also featured:

- Metal Head – 32X
- Ridge Racer – PlayStation
- Samurai Shodown – MD
- Wing Commander III – 3DO
- Lost Eden – CD-i
- Killer Instinct – Arcades

■ ISSUE 8 ■ £2.50 ■ FEBRUARY 1995

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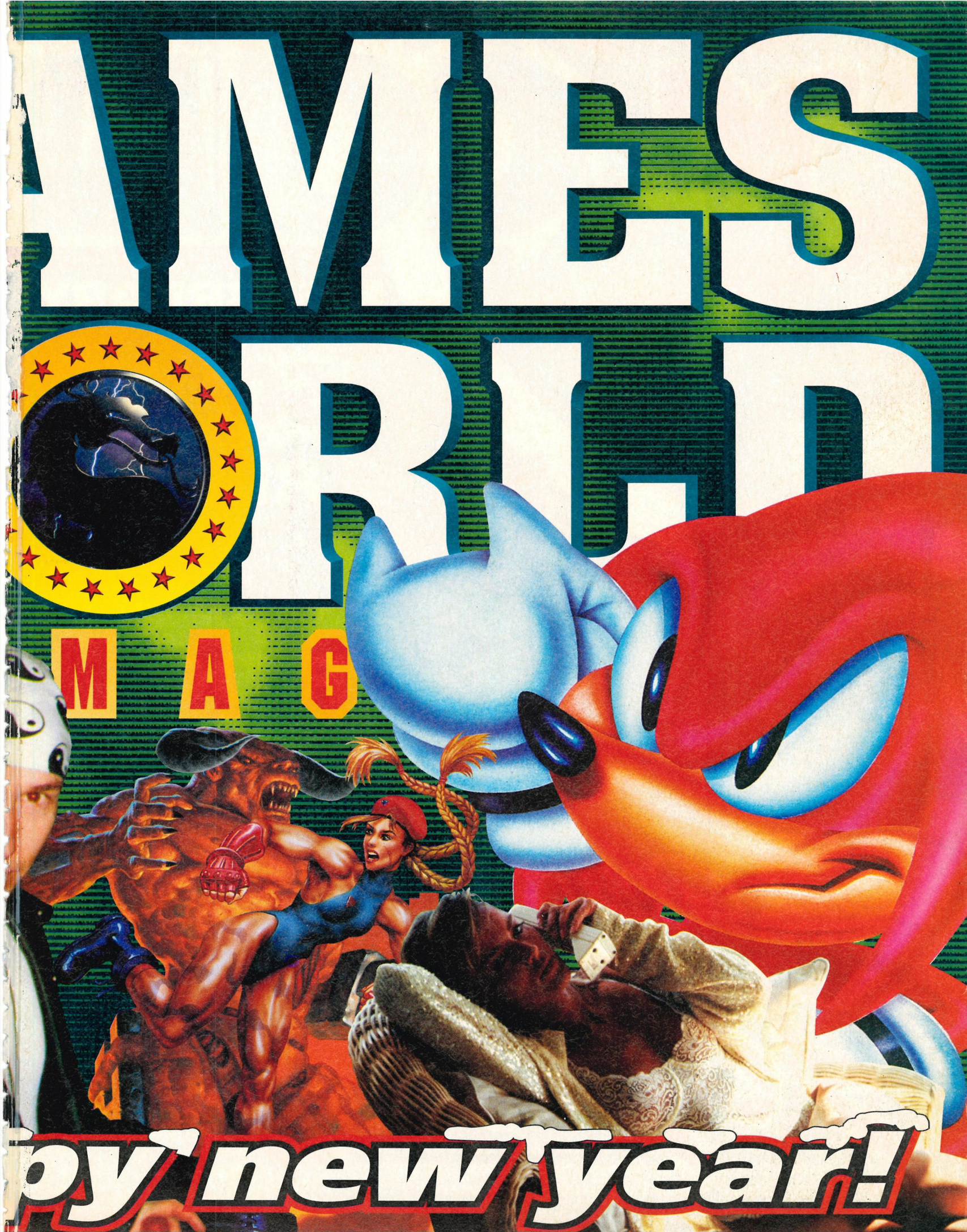

py new year!

MCON

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

FEBRUARY

50 A new star is born...

RISTAR

He's small, gold and head-butts anyone who gets in his way. Sega's Ristar has arrived.

The PlayStation moves into top gear...

RIDGE RACER

Sony show the green light on an incredibly accurate conversion of one of the arcades' most exciting race games.

42 Prepare to be amazed...

Virtua Fighter

The Saturn has arrived and with it comes an arcade-perfect version of Sega's top arcade beat'em-up. You'll be amazed, we were!

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The mechs are coming...

METAL HEAD

Hard as titanium and armed with all the latest weaponry, these metal monsters must be terminated!

Down the arcades...

VIRTUA FIGHTER II
KILLER INSTINCT
ACE DRIVER

We fill our pockets with pound coins and go for high scores on three of the new year's biggest coin-op releases in a four page special peek.

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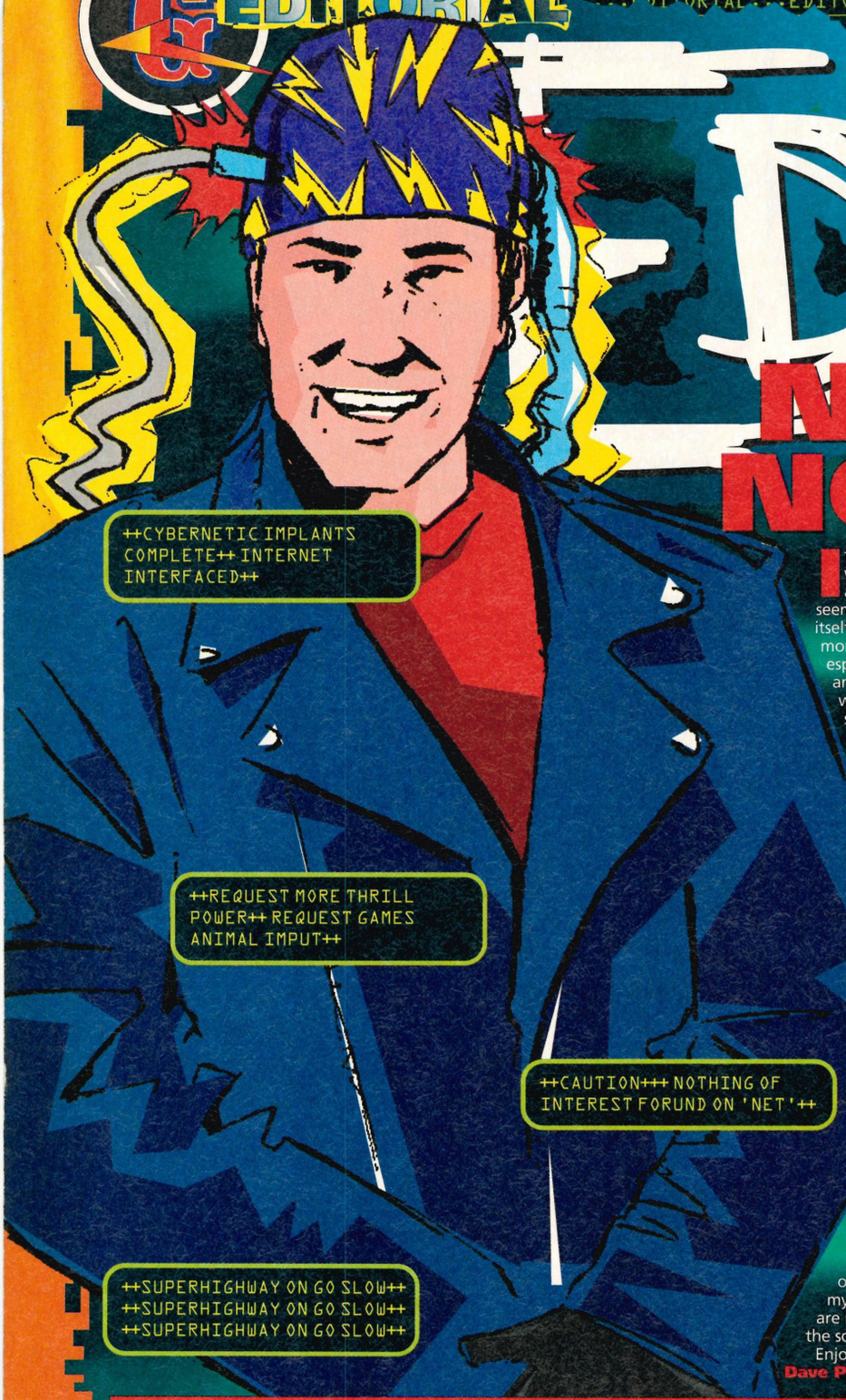


NODE TO NOWHERE

It didn't seem so long ago that the only nets people like me had to worry about were the ones used by greedy tuna fisherman that were carelessly killing dolphins around the world. But whilst I worried for the safety of these beautiful creatures, it seems that boffins were quietly weaving a much bigger net around the whole planet itself. In fact, so big that it became known as THE Net. Hmm, well I've spent the last few months swotting up rather heavily on the much heralded 'information superhighway', especially when I heard such sweeping claims as "it will be the end of magazines", and more importantly because it was the latest techno trend and I just wanted to see what all the fuss was about. I thought it had to be fun, especially with terms like 'net surfing' and 'Cyber café'. Well it's not, is it!

Little more than an elaborate fax machine, it seems that no matter what service you subscribe to, you eventually get bored and end up just passing E-mail messages about to people hiding behind names like 'The Night Lord' or 'Street Raven'. Good fun if you're a bit sad like that I suppose, but in the meantime your phone bill is rising as the light flickers away on your modem. Alternatively, you can use it as a phone answering machine and leave and collect messages from your fellow 'surfies' (a name that's surely a joke). A bit expensive though, buying a whole PC system just to pass notes to everybody. Oh, sorry, you can down-load animations, software and pornography (surprise, surprise), but all of this will send your phone bill through the roof, the amount of time 'on-line' depending on the size of your computer or the speed of your modem.

'Bozo filters', 'Fido Net', 'Databurst', 'Phreaking', 'Infonaut', what a load of rubbish! I thought this was supposed some kind of advanced communication network yet, unless you understand the over-elaborate jargon (designed to make boring functions sound cool I guess) or can afford the hardware, you are excluded. It is elitist and doesn't relate to the common man on the street – like me – at all.

So what is the fuss all about? Not a lot. It is probably one of the decade's most successful marketing exercises to make you buy new gadgets and bump-up your phone bill. Still it will be "the death of magazines" they tell me, good. Alright, I'll be out of a job, but think of all the rainforests we'll save, this is worth a try I thought. So where do I read most? I tried to take my PC into the bath and nearly electrocuted myself. I couldn't fit it on my lap in the loo. I had a long coach journey, but after struggling to my seat with it I couldn't find a socket for my modem. Then whilst I waited for a bus I found it was impossible to use 'the net' without a power socket. So, it seems 'the net' may be everywhere, yet it isn't portable, so how can it expect to replace magazines?

Well, needless to say, I was unimpressed. Now don't get me wrong, I am not knocking the business communication network that has operated successfully in offices for years and years, just the new DIY version. I am pleased to inform you in my somewhat 'primitive' publication, that you are not missing out on anything if you are not cruising the 'superhighway', it doesn't really lead anywhere at the moment and the scenery sucks.

Enjoy

Dave Perry

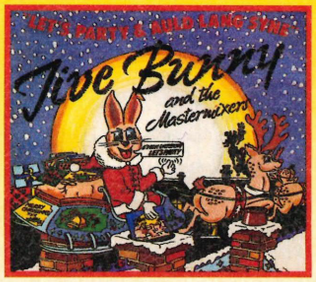
DJ NICKO'S PARTY SEASON DODGY DISCS

You put your left leg in... left leg out... in... out...! Having a party during the next few weeks? Then there are certain records you just shouldn't be without. My record collection is jam-packed with party favourites for the festive season. Anyone remember dancing to *Agadoo*? Or what about *Knees Up Mother Brown*? Here are my three party favourites for a corking good time...

You can't swing your pants without one of the superb mega-mixes from *Jive Bunny and the Master Mixers*. All the classic Fifties jiving records mixed together into one non-stop foot tapper that no-one can resist (no matter how much they say they hate it). I find my 12" picture disc of this rampant rabbit goes down especially well with aunties and uncles.

All the grans and granddads get up and bop to The Snowmen and *Hokey Kokey*. All that putting your legs in and out and turning around really sets their pace-makers going. Just make sure they've got a seat handy because they'll need a good sit down afterwards...or an ambulance.

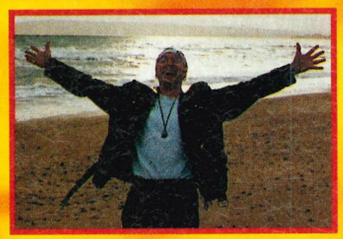
Of course, you can't have a Christmas bash without the excellent effort from non other than comic genius and bald man extraordinaire, Russ Abbot. His *Atmosphere* shot to the top of the charts and will have all your sozzled guests singing along, 'I love a party with a happy atmosphere'!



If you want your party to go with a bang then slip these party pointers on the turn tables and pump up the volume – it'll be a smash success!

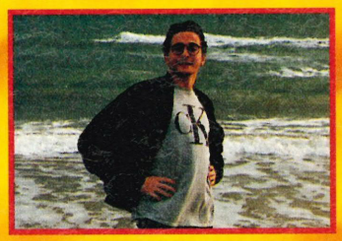
EDITORIAL

THE WORLD GAMERS



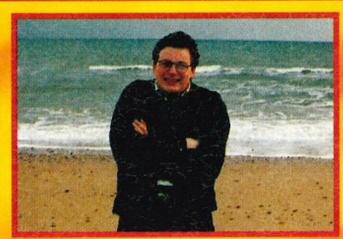
DAVE PERRY

■ Having outgrown his trusty MG, our intrepid Ed has been combing the length and breadth of Britain over the past few weeks looking for a new car big enough to transport both himself and his ego. After finding an ideal Suzuki jeep on the Isle of Wight, 'The Games Animal' returned to the mainland happy and content. However, two dead bodies were found just after he left! Is there a connection, or will he get away with this set of murders as well?



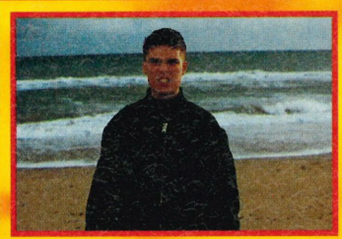
NICK WALKLAND

■ Inspired by Sheffield Wednesday's surprise early season victory over Dave's beloved Manchester United ("Glory Boys!" he roars across the office at the mere mention of their name), Nick has thrown himself into soccer in a big way. Unfortunately, playing in goal in his testimonial match with the Paragon boyz, he forgot to bring his contact lenses and so couldn't see the ball as it hit him between the legs from point-blank range. Ooh, went the crowd. Nick said nothing.



NICK ROBERTS

■ Our animated Games Ed has been indulging his cartoon fetish this month by watching countless videos of *The Animaniacs* and making countless trips to the cinema to pay homage to Disney's *The Lion King*. Nicko has to make the most of his spare time now as Christmas and New Year are always a busy time for Ludlow's most in-demand DJ. The next few weeks will be one long stream of parties and glitter balls. Will it never end?



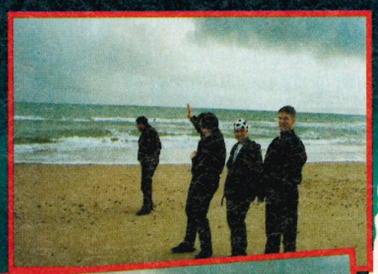
ADRIAN PRICE

■ With his new 'Take That haircut', Ade has his heart set on becoming a teen sensation. He was recognised in the street the other day. Yes he was, really. Wandering about his home town of Bath, Ade suddenly realised that his private life was no longer his own as a gang of inebriated lads started shouting at him. TV and Magazines have made the 'Games Cub' a hunted man and now Dave's former bodyguard has to employ his own army of minders.

NICKED!

Nick Walkland (March '94-Dec '94)

He helped bring **Games World: The Magazine** into the world. He saw it through the good and bad times until it reached the full flower of maturity. Now, it's time for The Lover Man, Nicky Noo, Mr Nicholas Walkland, to move on to pastures new. Yes, with lumps in our throats and trickling tears glistening on every cheek we bid a fond farewell to Nick and, more importantly, his coffee machine. Never more will the phrases "Frog!" and "Pants!" be hurled across the tranquillity of the office (sniff). As Nick does a Reggie Perrin and legs it into the sea we wave goodbye and wonder: What the heck happened to that Scooby-Doo ending anyway?



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Special Thanks:
To SNK for hours of excellent Samurai bashing fun.

WORLD NETWORK

THAT WAS LIQUID FIFA!

FIFA Soccer '95, the recently released soccer game on the Mega Drive, has now achieved a stunning first, storming straight to the top of the game charts with the accolade of being the fastest selling game of 1994. This may not sound like such devastating news except when you consider that it has shattered the much touted opening weeks sales of *Mortal Kombat II* (which grossed more money than any of 1994's summer movies opening weeks).

SEEING LED

As we examined in our last issue, the Virtual Boy from Nintendo is all set to appear on the scene. Priced at around the £100 mark it will have an initial range of three games, including a *Mario* game and is due for launch in Japan in the Spring. As usual, the US and Europe will have to wait for the simultaneous release in September. Unlike some other magazines, we had the correct information about the Reflections chnology using red LED images constantly reflected through the flipping mirrors to create total immersion for the viewer. Deemed to be totally portable, the images will simply be red on black, and hark back to the days of Vectorex machines. Nintendo are so keen about the Virtual Boy they have broken tradition and invested in an American company who developed the system, called Reflections Technology.

It has to be said that the early development kits of this virtual reality system are a little harsh on the head. People trying it out claimed that after five minutes they had to take it off as it gave them headaches. Hopefully, this will pass with the final product which will be on display when officially announced at the CES in Las Vegas.

SNK'S NEO BABY

The long awaited new Neo Geo machine has finally come out officially in the UK. It made its debut accompanied by no big song and dance, although maybe this is one system that should blow its own trumpet. Fully PAL TV compatible, the Neo Geo CD has all of the classic arcade-quality beat'em-ups that made the original system so coveted but now SNK have made it affordable with the cheap production costs of CD's. Games will come in at the same price of standard console games, varying from £29.99 through to £59.99 for the biggest and latest titles. These games take a short time to load into the machine's in-built 55Meg DRam chips but, once there, you could be back in the arcade. Although only appearing in small numbers in the UK, the Neo Geo CD comes complete with two four-button joypads, power supply and one game for £399.99. And with games like *Samurai Shodown 2* appearing in January, this system is certainly worth checking out. It's class.

CAPCOM'S WILY MOVE

Capcom's eagerly awaited *Mega Man: The Wily Wars* has finally made an appearance on the Mega Drive but don't hold your breath as you may be disappointed. Instead of releasing the game as a stand-alone console title, *The Wily Wars* will be exclusive to the Sega Channel cable system in the States for US users to down-load. The channel provides videogames on demand 24 hours a day and subscribers can choose from a wide selection of popular Mega Drive games, with special versions of soon-to-be released titles, gameplay tips, news, contests and promotions. Alas, there is still no news about the Sega Channel appearing yet on the UK's cable networks.

LET'S GET DIGITAL!

Acclaim Entertainment have completed their purchase of a minority equity interest in Digital Pictures Inc. Digital Pictures are major players in the CD FMV game arena, producing games like *Slam City with Scottie Pippen* and will enhance Acclaim's interest in the area of motion capture.

ANIMATED LEMMINGS

Psygnosis, the makers of *Lemmings*, have announced a deal to produce a Saturday morning cartoon series based on the suicidal critters. Already past an early drawing board stage, CBS, the people who have signed up the series have announced that the Lemmings cartoon series will make its appearance on the CBS networks on Saturday mornings from around Autumn next year. At the moment we don't know about the release on TV screens over here in the UK.

MONKEY MAGIC

Nintendo have created a new concept in advertising for *Donkey Kong Country* with the first talking posters in bus shelters nationwide. So when you sit waiting for the bus you'll hear realistic gorilla sounds and authentic jungle background noises through hidden amplifiers. So if you live in Leeds, Glasgow, Bristol, Birmingham or London, you'll be the first to see (and hear) these 'live' posters.

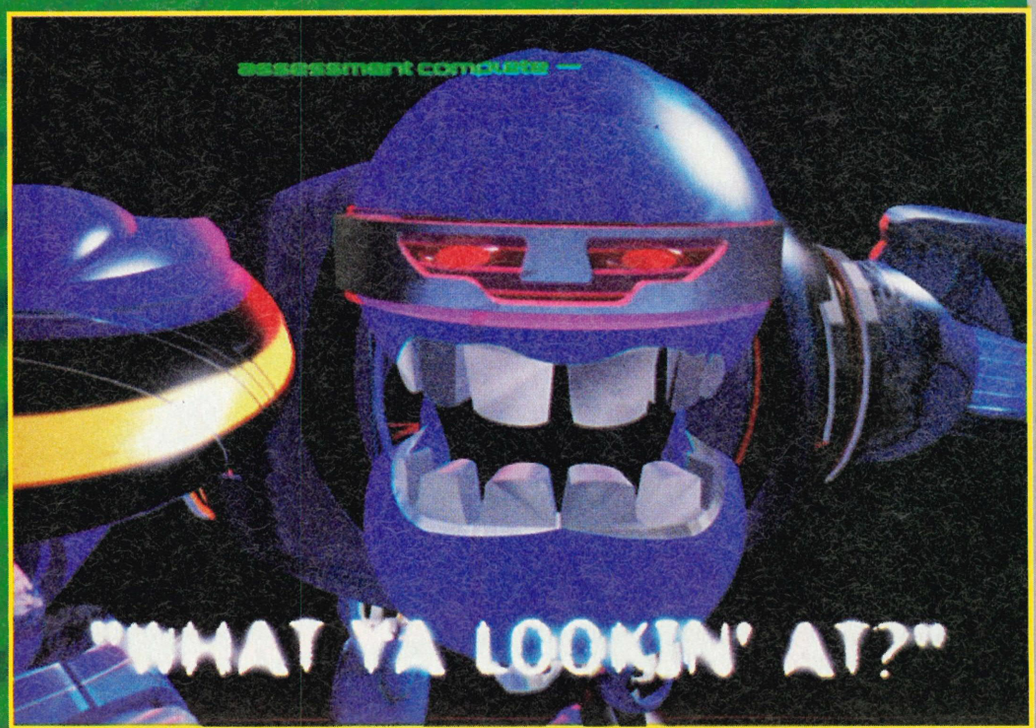
A BEAUTIFUL GAME

FIFA Player of the Year game is a game we've been keeping close tabs on since we announced it back in issue 2, but we now have some more information about it. *PFA* will be a spectacular soccer arcade-management sim combo with the added feature of you being the guardian angel or manager, of a single player who you guide through the wonderful world of the football league, transferring here there and everywhere all with the aim of one day becoming the PFA Footballer of the Year, or 'Young Footballer of the Year'. The player you select can play in any position on the field and, so long as you select him and avoid injury, he'll rack up points for you. Playing the team will be much in the style of *Manchester United Football* where you control the entire team instead of one player.

The overall aim is to develop a player's career through his skill and aptitude on the pitch. Play to win and get promotion, earn the title of Player of the Year or Young Player of the Year from your fellow professionals and gulp with pride. PFA are keenly involved in the project so it is all set to be a screamer in the top corner by this summer.

RISE TO THE BAIT

You may well have seen the *Rise of the Robots* teaser adverts late in the evening, the reason behind this is that the in-yer face adverts have been banned by the ITC during religious and children's programmes. Why? Well, they aren't subtle, using terms like, 'Are you religious?' or 'You can't dance with broken legs.' These follows on from the Viz ad which caused many complaints. Time Warner Interactive's Jeff Tawney stated: 'If some people find it offensive, that's tough. Our customers love it.'



SHORTS

■ **Super Street Fighter II has finally made its official Super Nintendo release in the UK, but this is a release with a difference, you won't be able to get it everywhere. Gamers will only be able to get hold of a copy through Future Zone stores as they will be stocking the smash beat'em-up exclusively into January through February. If you can't find a store, you'll have to wait until March when it goes on general UK release.**

■ **Although we have stated that the Mega Drive 32X contains £50 pounds worth of 32X money-off vouchers previously, we were accosted by a customer who complained that it didn't. What it did have was a coupon to send off to receive the vouchers. Mmm. So when you buy a 32X (which comes with no game) you won't be able to get a game without paying the full price. Now that sounds quite like a scam to us at Games World: The Magazine...**

■ **With all the fuss about the newer machines, the Atari Jaguar has been happily plodding along ignoring everyone. But some good news has reached us about an imminent price drop. Now, thanks to the distribution company SFL, it will retail at only £199.99. More info when we get it.**

■ **T•HQ are still storming through since they changed their image and have now got quite a few spin-off titles in the pipleline for the Nintendo consoles. These include Akira, The Mask, PGA European Tour, PGA Tour 3 and Urban Strike for the Super Nintendo as well as Shaq Fu and Chaos in Windy City for the Game Gear and Game Boy**

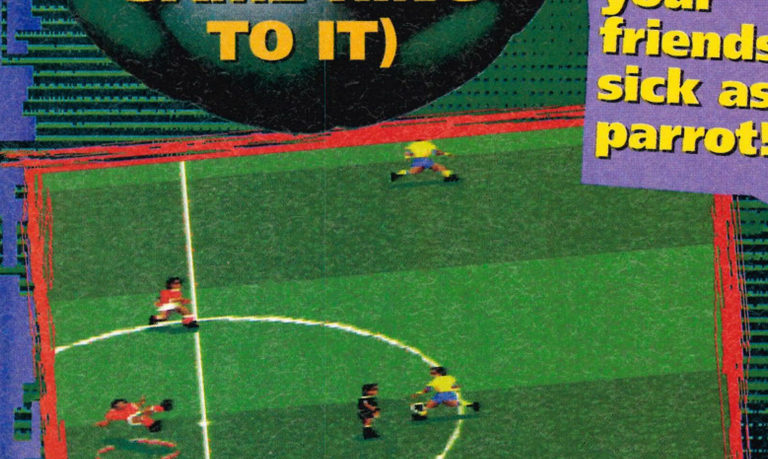
■ **Sega have been slated for their campaign to push the Mega Drive 32X, especially with the obviously dubious slogan, Score Some Speed. Anti-drug groups have called for it to be toned down and not so blatant in its use of words, especially when these groups state that Sega are attractive to the young and should set more of an example to their customers.**

■ **Sega have a competition giving a first prize of a pair of VIP tickets to the Brazilian Grand Prix in April 1995, including £400 spending money, plus the option to visit the Interlagos circuit to see practice and qualifying sessions. So all you budding race fanatics will have to buy some shades, some suntan cream and a Virtua Racing Mega Drive pack to get a chance to learn the samba.**

Over the with Ki

(OVER THE SATURN ACTUALLY, BUT IT DIDN'T HAVE QUITE THE SAME RING TO IT)

WIN Sega's stunning new Saturn console and make your friends sick as a parrot!



moon

SNAZZY KICK-OFF 3 T-SHIRTS FOR 30 RUNNERS UP

You can be the proud owner of Sega's shiny new Saturn console, courtesy of Vic Tokai, the publishers of Kick-Off 3: European Challenge. Not officially released in this country until summer 1995, this is your chance to be the envy of all your pals and be the first person in your street to enjoy the benefits of owning a next generation machine.
All you have to do to score is answer this simple question:

How many teams are featured in Kick Off 3: European Challenge?

Send your answers on a postcard or the outside of an envelope to: OVER THE SATURN! Games World: The Magazine, 124 Old Christchurch Road, Bournemouth, BH1 1NF.

WIN!

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REVIEWS WARNING

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

REVIEWED 4 YOU!

- After Burner
- Alien Breed: Tower Assault
- BC Racers
- Biker Mice From Mars
- Boogerman
- Cannon Fodder
- Cannon Fodder 2
- Clayfighter 2
- Cosmic Carnage
- Creature Shock
- Cyberwar
- Daffy Duck
- Doom
- Dungeon Master 2
- Ecco II
- Ecstatica
- Escape from Mars
- FIFA International Soccer
- Hebereke's Popoon
- The Incredible Machine
- Inferno
- Jurassic Park II
- The Lawnmower Man
- Little Big Adventure
- Mutant Rampage Bodyslam
- Newman Haas Indy Car Racing
- Pinball Fantasies
- Pinball Illusions
- Pinkie
- Power Rangers
- Premier Manager 3
- Radical Rex
- Red Zone
- Rise of the Robots
- Rock 'N' Roll Racing
- Seaquest DSV
- Shaq Fu
- Shockwave: Operation Jumpgate
- Slayer
- The Smurfs
- Soulstar
- Starblade
- Super Drop Zone
- Super Punch Out!!
- Syndicate
- The Lost Files of Sherlock Holmes
- The Need For Speed
- Theme Park
- VR Stalker
- Waialae Country Club
- Wing Commander Armada

CD-ROM GAME OF THE MONTH!

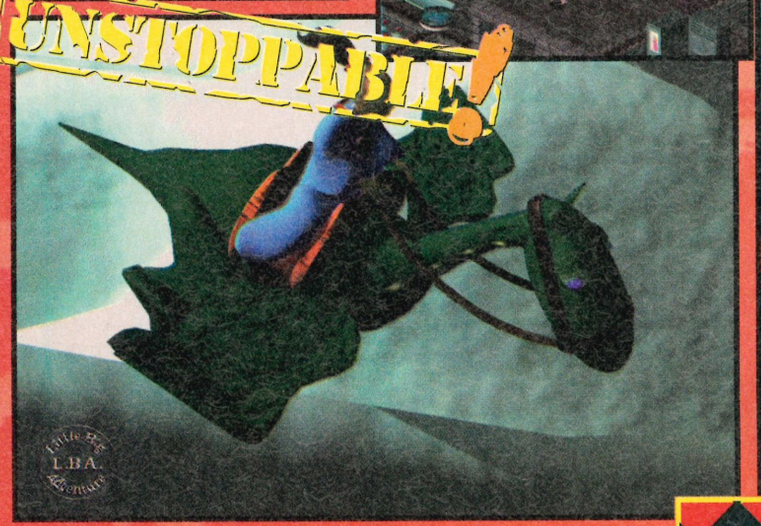
LITTLE BIG ADVENTURE

SYSTEM: PC CD-ROM
PRICE: £49.99 ■ SIZE: 486 33Mhz
PUBLISHER: ELECTRONIC ARTS

■ The most impressive isometric adventure of all-time. You control a little sprite trying to overcome the aliens on Twin Sun. Alter four mood options to make the goraud shaded main sprite deal with different situations in different ways as he explores the detailed game environment. Big, involved and guaranteed to have you drooling with anticipation this is stunning. ■ **DAVE** ■

■ This is one of the cutest, neatest and most well produced games I have seen on the PC in quite a long time. The on-screen display may look small and meaningless to you looking at this static screenshot, but if you see it moving you would be impressed. A weirdly charming game of character and challenge and one that will get you burning the candle at both ends. ■ **NICK** ■

OVERALL 95



■ Coming from the creators of *Alone in the Dark* I was expecting something special from *Little Big Adventure*, but nothing as amazing as this. The amount of expressions and animations they've managed to squeeze into your small character is amazing. Packed full of interesting creatures and all sorts of puzzles, this is the essential PC CD-ROM game of the year. ■ **NICK R** ■

■ This is the funniest, best looking and most challenging game that has come along on the PC in a long time and if you don't believe me then run down to the shops and drool all over the window. The humour that is contained within the four styles of movement is brilliant – smacking someone in the head with a flying kick is enormous fun! This looks fabulous and plays well too. ■ **ADRIAN** ■

BOOGERMAN

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

If you put enough belches, farts and bogeys into a game it's bound to appeal to somebody. It is also going to grab some welcome attention and distract people from noticing that this is basically a very simple game. Control the Boogerman as he runs leaps and flies through a multitude of levels. Flick snot, set your farts on fire and disappear up nostrils, this is a toilet humour overload. Hurrah! **DAVE**

All very gross and all so entertaining for that reason. The toilet humour may be used to excess but all I can add is, why not? Thrills may be limited, but if you like your games spiced with the occasional guff, snot and other pleasantries, this may go down well. A game to wind-up concerned parents but, beneath the exterior of mucus and slime, it's simply a polished platformer. **NICK**

I'm so glad they haven't invented such a thing as 'smelligames' yet because this would be a real stinker! As it happens it's not though – it's a flippin' marvellous game. Okay, so it's full of farts, burps, snot and all kinds of nasty toiletness but addictiveness also oozes from every pore. The animation is excellent, the sound effects fit the game perfectly. What more can I say. Check it out today! **NICK R**

Novel idea this. Why don't we get a really obnoxious fat bloke to run around a world full of snot and flick bogeys at people and belch and fart in their face. Yeah, why not? I'll tell you why not, it's horrid. The idea is nasty enough, but the game is just your standard platform fare with lots of bogey-things to destroy with your mildly amusing bottom emissions. There are better platform games about. **ADRIAN**

OVERALL 81

CANNON FODDER

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

For any Mega Drive owners who are looking for a game that doesn't involve beating characters up or jumping from one platform to another, this cart should prove a breath of fresh air. Converted perfectly from the Amiga and utilising a suitably instinctive control method, console owners can now discover why this game spent so long at the top of the charts. The music is real funky too, nice one lads. **DAVE**

Armed to the teeth, those little people fresh out of the shower from *Sensi Soccer* get stuck into yet another incredibly playable game. Forget the tinsy-looking graphics and immerse yourself in a game of such addictive one-more-go flavour that you'd be a mug to miss it. This has made the transfer from Amiga to console with consummate ease. Explosive entertainment. **NICK**

Brilliant. Whether it's the Amiga, SNES or Mega Drive versions of *Cannon Fodder* you play they're all great fun and they all look exactly the same! The tiny soldiers are a little off-putting to first timers but play a couple of games and you'll soon get into the swing of things. It's a little tricky playing with a joypad instead of a mouse too but that soon changes with practice. A must-have game! **NICK R**

Mega Drive owners can now bark their happiness at the arrival of the most impressive display of human wastage ever shown on console. *Cannon Fodder* is uniquely playable and, although all your little men take it in the head from the enemy, you have loads more in reserve just waiting to do what you tell them. Fiendish missions and great gameplay make this a must buy. **ADRIAN**

OVERALL 89

DAFFY DUCK IN HOLLYWOOD

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

Okay guys, just keep rolling them out! Take a cartoon character, put him in a standard platform scenario and milk it. At a time when we are seeing games like *Earthworm Jim* and *Donkey Kong Country*, these old low profile releases have had their day. The only thing this game has going for it is a nice big sprite. It lacks charisma, atmosphere and excitement. Yawn. Zzzzzz. **DAVE**

This is competent platform action with my favourite of all the Warner Brothers' cartoon characters. This doesn't do my animated hero much of an injustice (hardly breathtaking on the gameplay front but not too bad as a standard old hop around game). Smart enough graphics and neat sound and speech effects add up to make this a rounded game but without sufficient depth for hardcore gamers. **NICK**

Cartoon licence games on the Mega Drive just seem to keep getting better and better. *Daffy Duck in Hollywood* follows in the footsteps of the brilliant *Sylvester & Tweety* with large, colourful sprites making the Warner Bros. characters look great on screen. This game isn't as much fun as the Sylvester one though but younger games animals should enjoy it. **NICK R**

Looking extremely like Taz, *Daffy Duck in Hollywood* has big sprites and looks really cartoon-like. The plot has Daffy working for Yosemite Sam trying to recover his stolen awards. What this entails is Daffy walking like a jive brother around each level and collecting sticks of dynamite. While the game looks really nice, it's just another platformer, but if you love Daffy... **ADRIAN**

OVERALL 65

RADICAL REX

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

Even though they gave us free skateboards, I can't find it in my heart to recommend this game to any one above the age of four. Slow, cute and dated the minute you plug it into your machine, this would keep a toddler amused with its simplistic gameplay and unadventurous challenges for a while, but certainly not anybody looking for a top-notch platformer. It deserves to be extinct. **DAVE**

Radical Rex is all very pretty, colourful and jolly but, all said and done, it won't set many consoles on fire. Yes it looks neat and tidy, it smells spring fresh but it feels dated, there simply isn't anything new here. However, what it does offer is a classic jump 'n' collect game that will appeal to many people. Nice is a word I try not to use very often but that is precisely what this game is. Nice. **NICK**

Rex is a street wise dinosaur who rides on a skateboard. A strange character to take the lead in a platform game you might think – and you'd be right! All the animation in the game is top-notch with lots of crazy antics for this hyper-active dino to get up to. There are some challenging levels too but the game is lacking that extra sparkle that would push it into the 'unstoppable' category. Shame. **NICK R**

At the start of the game you jump onto a skateboard and start speeding down a hill. It reminded me a lot of *Wonderboy*, except that you are a dinosaur. There are loads of things to collect as well as plenty of enemy dinos to kill. It's colourful, bright and the control method is good, but it's all a bit simple. Those expecting a really good platform romp might be disappointed. **ADRIAN**

OVERALL 68

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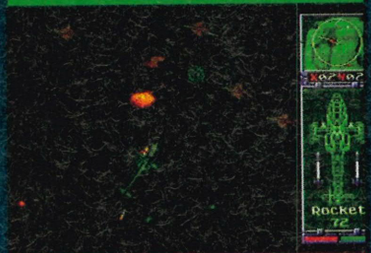
SYSTEM: MEGA DRIVE
PRICE: £39.99 SIZE: 8 Mbit
PUBLISHER: TIME WARNER INTERACTIVE



RED ZONE

Bit odd this, an overhead perspective helicopter game. Packed with nice graphics and good presentation, *Red Zone* is another of those games that you try really hard to like but to no avail. The problem with this perspective is that as a result the game appears flat and lacks atmosphere and the fixed cross-hairs that sit in front of the 'copter make the whole thing unrealistic and too inflexible. Dull. **DAVE**

Red Zone doesn't get me bubbling with excitement in the slightest, it starts off with a very impressive sequence producing an FMV-style intro on the Mega Drive. Alas, this is the only thrill. The game simply doesn't deliver the baby. It's fast and furious and graphically slick but, and it's a big but, it doesn't grab you by the neck and make you play it. Not all bad, but too one-sided and limited. **NICK**

Everyone's first reaction when they see *Red Zone* is, "It's flippin' *Desert Strike*, isn't it?". Well no, it's not actually. I prefer this new chopper strategy shooter from Time Warner. The graphics are slick with a semi-3D effect as you fly over pylons and buildings. There are lots of missions to attempt and you can hop out of your chopper and advance on foot if you feel brave enough. Superb. **NICK R**

Red Zone has a brilliant intro sequence, but it's all downhill from this favourable first impression. Commanding a helicopter that flies about is good fun for a while and the way that all the objects below you move is also good, but the gameplay soon becomes stale. There's a brief respite as you get out and collect bits of info, but it really isn't enough to make this airborne offering enjoyable. **ADRIAN**

OVERALL 72

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

ROCK 'N' ROLL RACING

A long time favourite of mine on the Super Nintendo, this version isn't quite as good but it is still one of the best racing games that you will get on the Sega. Wonderfully playable, loads of tracks and packed with lots of great commentary on all of the races, I would recommend this to anybody who doesn't have the SNES version. In fact, I think I'll be taking this beauty home tonight. **DAVE**

Get the motor running and prepare for an arcade style racing game with such incredible gameplay thrills that you must give it a go. Massively improved up to the standard of the SNES version with top-notch sound and speech effects, fast action and the ability to create that sweat-inducing adrenaline rush. A highly recommended nitro boost and perfectly legal to boot. Absolutely fabbo. **NICK**

It's a strange combination, rock 'n' roll and racing but the two seem to gel together nicely in this simplistic but fun racing game. This doesn't try to push back the boundaries of the racing simulation like *Virtua Racing* and all its clones. Instead, it's an honest to goodness arcade style game that'll have you joypad bashing into the early hours. It's best played as a two-player racer though. **NICK R**

Not a strict simulation, more of an arcade game really. Choose a driver and you're away in a mad race around various planetary circuits. While it may be fun racing around, the action does get spiced-up with the addition of weapons like mines and missiles. Blast them all, that's what I say! This isn't too bad but, like *Biker Mice* on the SNES, it isn't for full-on driving game fanatics. **ADRIAN**

OVERALL 85

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

THE SMURFS

They're back, they're blue and I'm not surprised. Those cheeky little Smurfs deserved a lot better treatment than this. I mean, in the Eighties they took the world by storm, this time around they'll be lucky if they can muster up a drizzle. Slow and terminally bland, this platformer makes no attempt whatsoever to get going. Way too obvious, there is no reason to play this, buy it at your peril. **DAVE**

This is a great game and a platformer which has loads of cutesy appeal coupled with tons of tough gameplay. Some of the levels are graphically brilliant, especially the luge stage which offers graphics similar to the SNES's Mode 7 (but even better) and the mine stage which may even give *Donkey Kong Country* a ride for its money (although a very short ride). This is excellent platform action. **NICK**

Those little blighters, you just can't keep them down. A couple of months after the launch of their adventure on the Snes they leap onto the MD to do it all over again. This game is virtually identical to the SNES in every way. The programmers have even created a semi-3D snowy section that's smarter than the SNES's Mode 7 effort. Great platform fun – needless to say, I love it! **NICK R**

The Smurfs, for those of you who don't know, are little blue geezers who run around and do a lot of Smurfing. Well, now all you Mega Drive owners can get 'into' the Smurfing malarkey with loads of platform levels that have you guiding a Smurf across treacherous terrain. You'll like the sledding and mine cart ride levels especially. Not bad at all for a bunch of tiny little blue blokes. **ADRIAN**

OVERALL 79

NEWMANN HAAS INDY CAR

Mega Drive £TBA
16 Mbit Acclaim

There's just no way any Mega Drive owner is going to want to play this offeringafter racing around the tracks in *Virtua Racing*. This game is a step backwards for racing simulations. It's all really well presented and has lots of neat options but when you get into the actual race the game's a real let down. Even putting Nigel Mansell's name on the front won't save *Newmann Haas Indy Car*.

OVERALL 70%

POWER RANGERS

Mega Drive £39.99
16 Mbit Sega

Is there really any point in us playing this game? Those who like the 'Mighty Morphing Power Rangers' will no doubt buy the game anyway and those who know their videogames will steer well clear of it. It's basically a run-of-the-mill beat'em-up starring those great TV superheroes with all their special powers thrown in for good measure. If you want to discover the secret powers of earth's dinosaurs, be our guest!

OVERALL 52%

THE LAWNMOWER MAN

Mega Drive £39.99
8 Mbit Time Warner Interactive

The Lawnmower Man on the Mega Drive is a real mixed bag of game styles. There's a platform bit with tiny sprites jumping around that doesn't look very impressive at all, then there's a 3D shoot'em-up stage that's almost hypnotic and a dodgy semi-3D flying bit that looks like a 1984 Spectrum game! None of this adds up to a worthwhile game and it's out ages after the film as well. A poor show.

OVERALL 67%

SEAQUEST DSV

SNES £49.99
16 Mbit T•HQ

Why on Earth would anyone want to make a game of this crumby American TV series? Steven Spielberg may be able to work his magic on the TV screen but not on the SNES. Everything looks watery enough and development house Sculptured Software have probably done the best they could but at the end of the day this isn't a particularly fun game at all. If you like the TV series you might get a kick out of it, but you'd have to be brave to take the plunge.

OVERALL 65%

SYSTEM: MEGA DRIVE 32X
PRICE: £39.99 (£10 off with voucher)
SIZE: 16 Mbit PUBLISHER: SEGA

AFTERBURNER

Why, if the Mega Drive 32X is supposed to produce more advanced games, are they all so badly pixelated? You never got that problem with the good old MD. *Afterburner* is supposedly a perfect version of the ancient arcade game that offers little that we haven't seen a million times before on other formats and from copycat games like *G-Loc*. Bland, simple fun but nothing new. **DAVE**

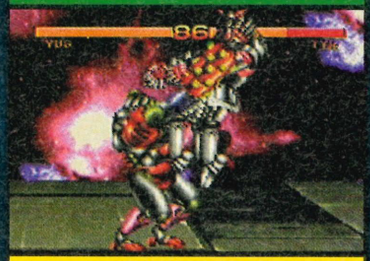
This is so goddang fast, it's incredible. Striving for arcade perfection is usually a poisoned chalice but with *After Burner*, Sega have achieved it. Unfortunately, the poisonous tinge is that the arcade game itself is now almost a museum piece. A challenging game that plays better than it looks. Play this and you'll be diving left, right and down in your chair to the on-screen effects. **NICK**

If this is a taste of what's to come on the Mega Drive 32X then I thank my lucky stars! I loved the arcade machine, spending a fiver to complete it back in my younger days. This version is arcade perfect as far as I can tell with fast-paced shooting action and the added bonus that you don't have to feed in those 10ps! Now, how about a version of *OutRun* for the 32X? That would be something special! **NICK R**

After my burning ambition to be a fighter jock was shot down in flames I had to fall back on *After Burner* a fair few years ago. Why Sega are releasing this now is anyone's guess, but putting out old games onto new machines seems stupid. Alright, it moves fast and plays just like the arcade, but it does become too pixelated and confusing to play after a while. Best left in the hangar really. **ADRIAN**

OVERALL 81

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



COSMIC CARNAGE

Sega can't make beat'em-ups can they? I had hoped that with the added power of the 32X things would change. Wrong! *Cosmic Carnage* is a slow, unresponsive, pixelated affair, with only eight characters, all of whom look like they're made of lego bricks. I can think of a great many fight games that I would play ahead of this and none of them need an expensive new hardware add-on. **DAVE**

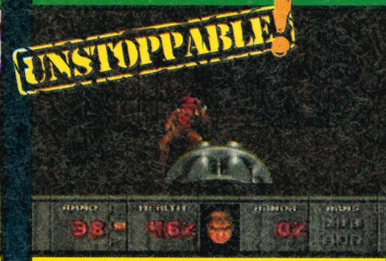
Last month's special feature game is a stormer of a beat'em-up. Not one of the biggest names, but one of the best thrills you'll come across. Slick movement of characters and an incredible number of viewpoints impossible on a standard MD make it a beat'em-up of phenomenal depth with different armour and varied camera angles. Tricky, but worth persevering with to master. **NICK**

Wow! A beat'em-up that I can actually beat people at. All I've got to do is choose the character Tyr and suit him up and there's no stopping me. There are loads of special moves packed into the game, depending on the different pieces of armour you use. This does have a down side though as you can't remember most of the moves! This is a great addition to the 32X collection – a brilliant game. **NICK R**

I like my beat'em-ups to be fast, furious and with lashings of blood spewing from the neck when I've just slashed someone's head off. *Cosmic Carnage* doesn't fall into this category, in fact, it falls flat on its face. The fighters seem to be a bit pixelated when coming 'out' of the screen and the gameplay involves repetitive kicks and punches instead of devastatingly quick fun-filled rounds. **ADRIAN**

OVERALL 78

SYSTEM: MEGA DRIVE 32X
PRICE: £59.99 (£10 off with voucher)
SIZE: 24 Mbit PUBLISHER: SEGA



DOOM

Brilliant. The perfect opportunity for Mega Drive owners to play one of the biggest games of recent years, providing they own a 32X of course – and it really was worth the wait. Almost identical to the PC version, easier to control than the Jaguar one, this is a quality cart that takes you to hell and back, shotgun in hand, and treats you to a gory, monster-blasting frenzy. **DAVE**

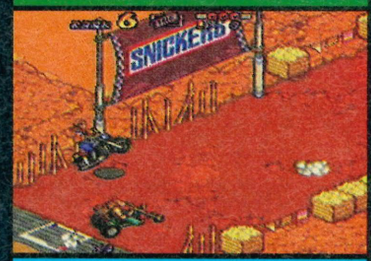
This is the business as far as the plethora of console versions of *Doom* go, it's just so goddang smooth and fast. Forget the small postbox-sized screen and indulge in the charnel house game of *Doom* that wouldn't disgrace some of its fans with higher end PC's. If bloodlust is your thing, and lego-like overly pixelated characters turn you on then you won't go far wrong with this conversion. **NICK**

This is the first of the *Doom* games we've had this issue, the other one being on the 64bit Jaguar and I must say that this 32bit game looks every bit as good. There's a border around the action making a smaller play area but that doesn't effect the gameplay at all. All the blood and guts of the PC original have been squeezed into the cart making it a must for all 32X owners. **NICK R**

Compared to the other versions of *Doom* that have appeared lately, 32X *Doom* is the most impressive of the whole bunch. It moves like it's just had a red hot poker poked where the sun don't shine and the graphics really do the PC version justice with smooth rendering all round. This is certainly the best game that you can get for the 32X and it nearly ranks as one of the best Sega games ever. **ADRIAN**

OVERALL 91

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



BIKER MICE FROM MARS

Yet another title launched on the back of a successful children's series, *Biker Mice* is an enjoyable racing game that sees you control one of the show's top characters, good or bad, over several laps of a suitably hazardous course. Pulling wheelies, leaping huge ramps and skidding around corners, this is fun but often just a little too 'cheesy'. Enjoyable, but lacking in long-term appeal. **DAVE**

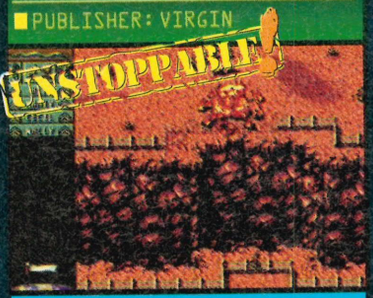
I've heard about and even seen the Biker Mice from Mars but I don't like these trite, low-budget cartoon creations. This game of the characters does nothing to enhance their reputation, in fact it may just as well bury it and leave it to rot. The graphics look dated, the gameplay hardly holds you in raptures and it's just, well, one big let down. But then I was expecting something like that all along. **NICK**

Another dodgy cartoon show makes an appearance the SNES – but this is a cracking game in its own right. Sponsored by Snickers, there's lots of blatant advertising all over the place but the racing itself is great fun with all the characters having a different vehicle to whiz about in and lots of hot tracks. I really enjoyed this race fest, especially on two-player. Let's rock and ride! **NICK R**

This is like *Rock 'N' Roll Racing*... but with motorbikes. You can choose any of the biker mice, or you can choose their arch-enemies – each have their own strengths and weaknesses. It's okay if all you want to do is race round and round tracks that have a few awkward obstacles, but not if you want a proper racing game. Fans of the TV series will love this as will Rockers and Rollers. **ADRIAN**

OVERALL 74

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



CANNON FODDER

Computer games hardly ever convert successfully to console format, I am happy to say that *Cannon Fodder* is an exception to the rule. Just as playable as its disk cousins and without boring loading times, once you get used to controlling the cross-hairs with the D-Pad, this is an excellent addition to the Super Nintendo's games catalogue. A bit of blasting, a bit of strategy, and a whole heap of fun! **DAVE**

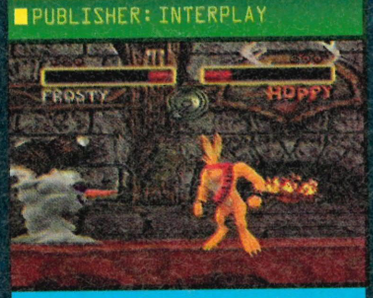
This is absolutely excellent. I had many doubts about the possibilities behind this game and how it would convert to the SNES, especially with the mouse control method being perfect. With a few control changes in the options, you're away in a shooting frenzy par excellence. It's a shame about the ropy password system, but this will keep your eyes wide-open and bloodshot many a late night. **NICK**

It's the Mega Drive game! Or is it the Amiga? Well either way this is still a 'must-have' title. The original theme music blares out as soon as you switch on your Super NES and you instantly know that you are in for an old-fashioned, blasting good time. With lots of missions to complete and all kinds of military vehicles for you to master this is one game that you won't complete in a hurry. Dig in. **NICK R**

SNES owners can now enjoy the delights of 'offing' a few enemy soldiers as *Cannon Fodder* comes shooting, rocketing and even Skidoo-ing onto your SNES. This is fun through and through and with 24 missions that each have between one and six phases, this should hold your attention for quite a while. The men are easy to control, making this a great game of run and shoot. **ADRIAN**

OVERALL 90

SYSTEM: SNES
PRICE: £54.99 SIZE: 24 Mbit
PUBLISHER: INTERPLAY



CLAY FIGHTER 2

The original was one of the most amusing beat'em-ups of last year and the sequel is bigger, bolder and packed with even more features. Unfortunately, it doesn't have the 'originality' appeal of its predecessor and once that novelty is wiped away there is very little left in the way of gameplay. That aside, it's still an amusing combat game that is fun to master but will not please purists. **DAVE**

The original was a decent enough puncher but this takes it leaps and bounds into the future, putting it on par with the quality fighting romps of recent months. Now its graphics are incredible, the speed can be rocketed right up and the gameplay quotient is much more impressive. A smart game that might disappear behind the hype of other big name punchers. That would be a shame. **NICK**

Fighting games come and fighting games go but every now and then there's one that will really make you sit up and take notice. *Clayfighter 2: Judgment Clay* is just such a game with superbly animated characters and backgrounds that just jump out of the screen at you. The novelty soon wears off though and you're left with a beat'em-up that's fun but won't have you playing for hours. **NICK R**

Make way for a few new characters in the follow-up to the surprisingly popular game, *Clayfighter*. There's the same old punching and kicking action as well as the superb voices and sounds but, ultimately, it's just another beat'em-up that won't really scratch the eyes out of *MK II*. Still, if you liked the first game and crave for more clay, you should be more than content with this sequel. **ADRIAN**

OVERALL 82

SYSTEM: SNES
PRICE: £44.99 SIZE: 8 Mbit
PUBLISHER: SUNSOFT

HEBEREKE'S POPOON

Quirky and impossible to play without smiling, *Hebereke's Popoon* is the latest in the long line of falling block battle games. Like *Mean Bean Machine* and *Pac Attack*, this is fast and very tactical. It is also extremely addictive but the main hook lies in its overtly Japanese sense of humour. Cute, weird, and packed with bizarre characters and sound effects this is a delightful cart. **DAVE**

This is bonkers. I played it months ago but now it's about to receive a UK release you ought to know that this is the sort of game the Japanese go mad about. With four cute Hebereke characters, it's another puzzler that seems to break out in a rash at times. Nice and weird. The designers have set a devilish gameplay trap that even James Bond would have trouble getting out of. Smart. **NICK**

After everyone in the Games World office playing *Mean Bean Machine* for what seems like a millennium, *Hebereke's Popoon* had a tough rival to take on. It hasn't really beaten the Mega Drive game in the gameplay department but it excels as far as downright weirdness goes. With lots of special combinations to get, giving some great effects, this is a game that will entertain you for ages. **NICK R**

With *Mean Bean Machine* being part of the office routine, *Hebereke's Popoon* is really up against it. Using the strangest characters I've ever seen, the Popooning really gets bizarre when an eight ton hammer drops down the screen and clears your opponent's Popoons. You just know that defeat looms close by. Not a bad puzzler, but not the best. What is a Popoon anyway, eh? **ADRIAN**

OVERALL 84

SHAQ FU

SNES £54.99
16 Mbit Ocean

If Shaq is a basketball player, why is he starring in his own beat'em-up game? No, you can't answer that question either. The big guy's been digitised into this as a bit of a cash-in deal and the result is a very mediocre game that you simply wouldn't want to play twice. The sprites are tiny for a beat'em-up and there is not one ounce of originality in the entire game. Look elsewhere for your kung-fu kicks.

OVERALL 71%

SUPER DROP ZONE

SNES £TBA
16 Mbit Psygnosis

If you fancy a trip down memory lane, to the arcades of yesteryear, then look no further than this new game from Psygnosis. It's a souped-up version of *Drop Zone* with a sprinkling of colour thrown into the basic graphics and all the elements that made the original so addictive left intact. Wave after wave of vicious aliens are just waiting to be blasted away. It might sound rather simple but aren't those the games that you always find most fun in the long term?

OVERALL 79%

PINBALL ILLUSIONS

Amiga 1200 £29.99
4 Disks 21st Century

It's pinball. What more is there to say? *Pinball Illusions* from 21st Century has three brand new tables to play: Law 'n' Justice, Babewatch and Extreme Sports with tons of bonuses, scoreboard animations, a multiball option and arcade quality sound effects but nothing you won't have seen down the arcade. If you've played and enjoyed the tables in *Pinball Dreams* or *Pinball Fantasies* then you might be up for three more to add to your collection.

OVERALL 80%

ALIEN BREED: TOWER ASSAULT

Amiga 1200 £19.99
3 Disks Team 17

From the moment you load up the first disk you'll be hooked on this game. The graphics are all really well drawn and animated from an aerial viewpoint and running around blasting anything that moves is very appealing. All the classic shoot'em-up adventure elements are stuffed in here. There's plenty to blast at and lots of items to pick up such as keys to open certain locked gates and crates of first aid supplies to heal your wounds. Stormin'.

OVERALL 83%

JURASSIC PARK II

SYSTEM: SNES
PRICE: £54.99 SIZE: 16 Mbit
PUBLISHER: SONY IMAGESOFT

Nice graphics and backgrounds are spoilt by a complete lack of atmosphere and gameplay. Running from left to right and mindlessly shooting away at a constant onslaught of dinosaur sprites becomes extremely repetitive after a while and a lack of continues, power-ups, or restart points makes playing this game a bit like having a tooth pulled. Sad and instantly forgettable. **DAVE**

We covered this game back in the fourth issue and it hasn't changed much since then. It's still the all-shooting, leaping, vine-hanging frenzy that it was but there's something I'm chronically ill-at-ease with in this game. What's that? Well, it plays nicely enough but then it loses it in a dull looking platform rompette that should have ended with the finale of the first film. **NICK**

I'm not sure what to make of this game. It all looks much better than the original on the SNES with large, well animated dinosaurs running about and great sound effects. My problem is that it's all really tough. The Raptors are the worst. You're running along nicely, shooting the odd Spitter when a pack of them kill you! As a fan of Jurassic Park I still think this is a hot game though. **NICK R**

The film isn't even out yet and here's the game. Sort of carrying on after the first film, you have to go around and make sure none of the other companies take control of Jurassic Park. *JP II* is nothing special in the gameplay department, but it does give dinosaur lovers another thing to go whoopee about. The levels look nice but if the film is anything like this, it won't do very well. **ADRIAN**

OVERALL 54

NEWMANN HASS INDY CAR RACING

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

Not another F1 racing game, this is based around the Indy championships brought to the attention of race fans in this country recently by the success of Nigel Mansell. Featuring all the world's tracks and offering the usual selection of race options, *Newman Haas* drives well, but in the wake of games like *Virtua Racing* and *Ridge Racer*, seems a little dated and unimaginative. Competent, but predictable. **DAVE**

Whereas the Mega Drive version of Newman Haas was pretty standard in the gameplay stakes, this takes it one step further and makes it faster. Unfortunately, this only makes the game pretty standard and fast rather than taking it to another gameplay level. There have been hundreds of driving games on the consoles and this is just more of the same. Leave this in the pit lane. **NICK**

It's brave of Acclaim to release this racer in the wake of such superb offerings as *Virtua Racing Deluxe* on the 32X and *Street Racer* on the SNES. *Newmann Haas Racing* is a step backwards rather than forwards with graphics that we've all seen before and gameplay that's as old. They've stuck our Nige on the front to try to give it a boost but not even that is enough to make this a winner. **NICK R**

The boy Nige done well over in the Indy series, but did they have to drag him back for a game like this? Too similar to *Nigel Mansell's World Championship* to be original, its only saving grace is the addition of more tracks. Whoopee doo! Hardly worth parting with loads of dosh for, is it? If you've got *NMWC* then don't get this... unless you're Nigel wanting to fill your trophy cabinet. **ADRIAN**

OVERALL 76

PINBALL FANTASIES

SYSTEM: SNES
PRICE: £45.99 SIZE: 8 Mbit
PUBLISHER: GAMETEK

I think everyone knows my opinions on pinball computer games, they just don't work. But taking into account that some people do actually want to play these games, this collection of four tables is certainly better than most. It's well presented, animated and has the right amount of table complexity. *Pinball Fantasies* works hard to capture that authentic pinball feel, and comes pretty close. **DAVE**

Compared to the earlier release of *Pinball Dreams* on the Super NES, this is actually quite an improvement with slicker movement, greater sounds and a darned fine gulp of gameplay thrown in for good measure. Although somewhat jerky in places to watch, you don't actually notice the judderyness when you are playing. Good multiplayer action apart from the odd strange glitch. **NICK**

Do SNES owners really want a pinball game for their machine? I know I wouldn't. The thing about pinball is it has to be played on a giant table in a noisy arcade to get the real feel for the game. Games like *Psycho Pinball* on the Mega Drive get away with it because they are packed with sub-games but this tries to emulate the real thing and fails. It's well done but lacks atmosphere. **NICK R**

Is it just me or do most Pinball games nowadays only come with about three tables that only have a limited amount of features on them? *Pinball Fantasies* is no exception as you propel balls around three basic tables. Not much fun to play really and it seems like a huge waste of money to me. Go down the local arcade where they'll have real tables for you to flip away on. **ADRIAN**

OVERALL 78

SUPER PUNCH OUT!!

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

The much beefed-up version of the old NES classic *Punch Out*, *Super Punch Out!!* is a behind-the-fighter perspective boxing cart that pits you and your wits against a number of colourful opponents who all possess their own fight techniques and patterns. It is great fun to watch, brilliant to play and surprisingly addictive. A top quality boxing game for those who want more fun and a little less blood. **DAVE**

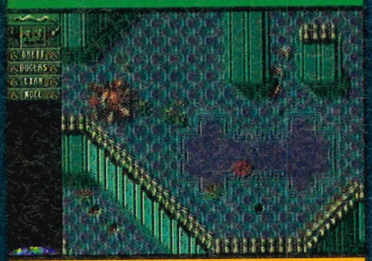
The old classic NES puncher has had a fine conversion onto the SNES and what a real punch-drunk title it is. Prince Naseem would be pleased at your Southpaw uppercuts, it's just a shame that you can't perform a somersault into the ring – but then it is a bit dour, especially after a few plays as the repetition of ducking and weaving gets tedious. Quite entertaining but ultimately rather annoying. **NICK**

Coming from Nintendo themselves you can imagine just how slick the presentation and graphics are in *Super Punch Out!!*. All the boxers are really well drawn and finding the right combination of punches to knock them out is both fun and rewarding. All your scores and KO's save to a battery back-up too so that's a real bonus. A fun game that's had us all ranting and raving at the TV. **NICK R**

The sport that for many years has made me drool at the mouth when people like Tyson, Eubank, and now Naseem Hamed, step into the ring – knowing that the other guy is going to hit the floor – makes a great game on the SNES. Step into the ring and give the CPU the thrashing of its life. If there's a game that can cure natural aggression then this is it. Good, clean man-to-man fun. **ADRIAN**

OVERALL 85

■SYSTEM: AMIGA
■PRICE: £TBA ■SIZE: 3 DISKS
■PUBLISHER: VIRGIN



CANNON FODDER 2

■Not so much a sequel as a re-heating of the first game. This is more of the same from the boys at Sensible but I guess, why change a winning formula? It's still the best fun you can have with a gun on your Amiga, but I'd have liked to have seen a little more imagination used in tweaking the game. New loading screens would've been nice and where are the gravestones? If you liked the original....■ **DAVE** ■

■With the release of *Cannon Fodder* on both the SNES and Mega Drive this month, not to be undone, the Amiga has got the latest version of this challenging blastaholic frenzy. More an update than a whole new game but then, what a game it is. A definite choice for your collection as you waste privates by the score – the angels must have been singing when this was released. Bloody fab. ■ **NICK** ■

■Just as we get the first game on the consoles the Amiga is blessed with the follow-up from the guys at Sensible. If you thought the theme music to the original was wild then you should hear the Killer song on this one – it's great. The game itself is more of the same with a few odd new levels like the alien encounter thrown in. But if that's what all *Fodder* fans want, who am I to argue? ■ **NICK R** ■

■Blowing small people away with a machine gun is just the best sort of fun that you can ever have. *Cannon Fodder 2* is level after glorious level of this and it even manages to be a bit tougher than the first one with all the enemy soldiers rushing onto you in waves and sure to kill at least one of your team unless you 'slot' them quickly enough. Brilliantly playable and worth many sleepless nights. ■ **ADRIAN** ■

OVERALL 88

■SYSTEM: AMIGA
■PRICE: £25.99 ■SIZE: 3 DISKS
■PUBLISHER: MILLENNIUM

PINKIE

■ I was not surprised to discover that this game was as insipid and twee as its name. This is just a *James Pond* rip-off from the Millennium team, only it is not as good and is about two years too late. I wonder what people are thinking about when they make games like this, do they really think that they will sell? Bright, colourful and dull, I feel a bit nauseous just looking at the box. ■ **DAVE** ■

■I wasn't expecting anything half decent with this and I was pleasantly surprised at how well it has turned out. Okay, it's all very twee and err, pink, but it is an excellent platformer for the Amiga, albeit it has a certain look and feel reminiscent of the earlier *James Pond* series of games – which isn't that bad a thing. Well presented and produced, it just lacks that essential addictive quality. ■ **NICK** ■

■ *Pinkie* has been going to appear on the Amiga for months and it's finally arrived. After all this wait I have to admit that the game isn't up to much. Millennium have attempted to create a console style character and game for the Amiga and it hasn't worked at all. The disk access is slow and annoying and the levels are monotonous and garish. This isn't worth the disks it comes on.■ **NICK R** ■

■I can now see why so many kids become aggressive and violent when they play something so cute and bleedin' pink as this. Pinkie is annoying and horrible, he trots around with a sort of "Wayhay" look on his face rising up in his little car and leaping about the place. Everything seems to be, well, pink. Being a real man I can't put up with all this frilliness in a videogame. ■ **ADRIAN** ■

OVERALL 61

■SYSTEM: AMIGA
■PRICE: £25.99 ■SIZE: 2 DISKS
■PUBLISHER: GREMLIN

PREMIER MANAGER 3

■The *Premier Manager* series returns with probably its best incarnation yet. Most of the tweaks have been made without affecting the tried and tested structure of the game and simply allow you to play a little differently with three modes of viewing matches, an assistant manager to help you, loan facilitiesand competitions – I can see that this will be the cause of many a late night. ■ **DAVE** ■

■For the train spotter group of computer gamesplayers of which I'm proud to be an anorak-wearing member, Gremlin have released the latest version of their classic footy management sim. Complete with new in-match highlights and a great zoning feature, this is a must-buy for us nerds who like to think they can manage a footy team to glory without the discomfort of a dug-out. ■ **NICK** ■

■It's not very often I can sit down and get 'in' to a football management game. All those screens of nothing but text and the odd pathetic graphic – they really don't do anything for me at all. Having said that I can appreciate why soccer fans will love this new one from Gremlin. It's all really well laid out and presented with colourful icons to help you around the game. I'm sure you'll love it. ■ **NICK R** ■

■ Football games aren't usually to my liking and as far as management sims go, I really despise them. I suppose if managing teams and looking over hundreds of stats was a particular preference of mine then I would love this to bits, but I just can't see the fun in it. So, unless you are dead-set on stealing Alex Ferguson's job or you are madly keen on the beautiful game, don't play *PM3*. Please! ■ **ADRIAN** ■

OVERALL 84

■SYSTEM: PC CD-ROM
■PRICE: £49.99 ■SIZE: 486SX 25Mhz
■PUBLISHER: SCI

CYBERWAR

■Extending the story of *The Lawnmower Man* into the realms of Jobe's cyber world this game will please fans of the movie no end, but bore the rest of us to tears. Lots of fantastic visuals and brilliant animations turn this into a mini movie. Unfortunately, the game is little more than a selection of sub-games and puzzles. It reminds me a little of *7th Guest*, impressive but rather limited. ■ **DAVE** ■

■Yes, it's all very pretty but get past the dayglo packaging and select the right disc (there are four of them) and you get into a decent arcade style, graphically impressive game. It's more like a compilation of mini games but it does succeed in producing a playable package unlike its predecessor, *The Lawnmower Man*. If you've got a PC CD-ROM, it's worth taking for a virtual test drive. ■ **NICK** ■

■Beautiful packaging. That's the first thing I wanted to say about this PC CD-ROM arcade game. Install the game and get going and you'll instantly be impressed by the visuals too. Lots of 3D rendering and smart animated sequences with a futuristic theme. This starts off quite slow with the various sub-games but it soon hots up. One I'll be hanging on to for my PC CD-ROM collection. ■ **NICK R** ■

■So the film The Lawnmower Man was released ages ago and it wasn't brilliant, but here's a game about it anyway... sort of. Made up of lots of different games, *Cyberwar* takes you through loads of different areas, most of the in-game graphics are good with you controlling bits of the action at a time. A smart looking title with nice little games for you to play. Not bad at all. ■ **ADRIAN** ■

OVERALL 84

RISE OF THE ROBOTS

PC CD-Rom £49.99
386 25Mhz Time Warner Interactive

It's a beat'em-up with robots and cyborgs in it instead of strange Japanese characters. Nuff said really! Well, after all the hype surrounding this game you'd expect something pretty amazing wouldn't you? Well, expect to be disappointed. Yes, it all looks wonderful with graphics to die for but the game itself is all a bit ho-hum on all the different formats. Just marvel at the morphing.

OVERALL 82%

WING COMMANDER ARMADA

PC CD-Rom £34.99
486SX Electronic Arts

Wing Commander Armada takes the space shoot'em-up to new heights with loads of new missions and loads of new features. The most noticeable feature is the split-screen shooting section where you and a friend can rocket through the dark depths of space, trying to kill each other. With the huge campaigns that you can play, *WCA* will keep you fighting for your side for months to come. There aren't really any flashy looking graphics, just loads of good, solid gameplay.

OVERALL 80%

DUNGEON MASTER II: THE LEGEND OF SKULLKEEP

Mega-CD £44.99
1 CD JVC

As a follow up to the original *Dungeon Master* this is excellent. Set in and around the castle of Skullkeep, it's packed with spooky dungeons, strange villages and lots of characters to meet and slice with your sword as well as some particularly nasty monsters. The only trouble is that it's all a bit too slow. Make one wrong move and you'll have to wait for all the data for a section to load in again. Aaargh!

OVERALL 76%

SOUL STAR

Mega-CD £44.99
1 CD Core Design

Putting a game like this on the same page as Sega's *Star Blade* is a real test for the two different shoot'em-ups. Whereas Sega's game uses vector graphics to create the space environment this hot game from Core has impressively drawn and shaded ships, aliens and absolutely gorgeous backdrops behind all the action. This is a Mega-CD game to be proud of and a right good blast to boot!

OVERALL 84%

SYSTEM: PC CD-ROM
PRICE: £TBA SIZE: 486 33Mhz
PUBLISHER: VIRGIN

CREATURE SHOCK

This much awaited silicon graphics rendered space adventure is more like a miniature movie than a computer game. It is to the PC what *Donkey Kong Country* has been to the SNES and it is hard to play it without gasping at the sheer quality of the visuals. Lots of mapping, blasting and high speed mouse clicking, this is the kind of game you bought a CD drive for. Monster! **DAVE**

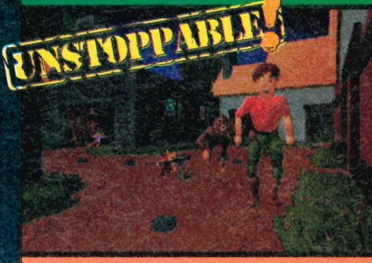
I have been eagerly awaiting the release of *Creature Shock* for what seems like an age now and I am glad to report that it was worth the wait. The rendered graphics are absolutely spiffing and the gameplay isn't left in the quagmire of tedium usually found in PC CD-ROM games. The monsters are vile, the action quite fast and the atmosphere is really heart-stopping. **NICK**

Almost every PC CD-ROM game I play these days has a slick, 3D rendered intro that's great to watch once but that you soon get fed up of. *Creature Shock* follows in this tradition, but the impressive graphics don't stop there. There are a number of game styles to play from an arcade shooter to a spooky 3D maze complete with horrifying monsters. I was enthralled from the start. **NICK R**

To look at, *Creature Shock* is lovely with its totally gorgeous graphics. The sound too, is quite superb and the whole game is slickly put together. It really does look good with all the scenes that are cut to in the game adding to the atmosphere. If you like your space adventure games with plenty of ugly alien critters and brilliant graphics and sound, then *Creature Shock* may be for you. **ADRIAN**

OVERALL 89

SYSTEM: PC CD-ROM
PRICE: £44.99 SIZE: 486SX 25Mhz
PUBLISHER: PSYGNOSIS



ECSTATICA

Visually, this game is nothing short of fantastic, creating a whole interactive world where you can meet all manner of strange creatures...and beat them up! The excellent control method makes it easy to stroll around and with the choice of a male or female main character it's even politically correct! However, it is a little short, I guess so much time was spent programming the graphics. Stunning. **DAVE**

Ellipsoids. Polygons. What's all fuss about, eh? Well, take a gander at this and be amazed. Alright, so the game is, despite Psygnosis's claims, very similar to *Alone in the Dark* – but that's no bad thing. It may be a trifle linear in the gameplay stakes but it's lovely to play even if it is a bit weird. Adult entertainment? Bizarre more like. Ooh yes, the punched woman says. Oh yes, say I. Top piggy action. **NICK**

Psygnosis should be proud of what they've created with *Ecstatica*. The game is very *Alone in the Dark* but they've come up with a graphic engine that gives a much more realistic feel than the sharp edges of Infogrames games. The story is excellent, if a bit violent, and the game is packed with interesting characters and situations that you can't help getting sucked right into. Wow! **NICK R**

Great, the little piggies are here with all their axe-wielding mates! *Ecstatica* is very much like *Alone in the Dark* where all the camera angles are constantly shifting around. The adventure element of the game will see you alright in the gameplay department, but it's the real sadistic nature of the story that will make you enjoy it more... unless you're soft. You must see this. **ADRIAN**

OVERALL 92

SYSTEM: PC CD-ROM
PRICE: £39.99 SIZE: 386 25Mhz
PUBLISHER: ELECTRONIC ARTS

FIFA INTERNATIONAL SOCCER

Despite the limitations of *FIFA International Soccer* in the gameplay department, it works surprisingly well on the PC, and this is definitely the best version. Apart from the quality of the graphics it's the added Tony Gubba running commentary that really puts the finishing touches to the title and utilising the capabilities of CD, it just adds that little smidgen of extra excitement. **DAVE**

Just like the Mega-CD version compared to the Mega Drive, the PC CD-ROM version is almost identical to the PC version except for the enhancements only a CD can provide. Here it's one of the gods of football commentary, Tony Gubba! This adds an entirely new dimension to the game and really makes it more realistic. The game itself is standard *FIFA* fare, but it's a real scorcher. **NICK**

Are there any formats left to release *FIFA International Soccer* on? Well, here's the PC CD-ROM version and it looks and plays very well. All the options and statistics of the other *FIFA* games are all in here along with some nice Full Motion Video sequences and great crowd sound effects to add to the atmosphere. If you're an armchair football enthusiast give this one a quick kickabout. **NICK R**

The best soccer game ever, apparently, is now out on the PC. If you're a total footy nut then you'll really enjoy this, as it is, I'm not too impressed. I never really liked the first set of *FIFA* games on the consoles with their awkward passing and dribbling and there's nothing here to make me change my mind. But if you've experienced the MD or SNES versions, then you know what you're in for. **ADRIAN**

OVERALL 88

020 020 020

SYSTEM: PC CD-ROM
PRICE: £49.99 SIZE: 386 33Mhz
PUBLISHER: OCEAN

INFERNO

Super slick space adventure that seems to have been doing the rounds at the computer shows for ages. This is packed with predictably impressive in-game animations and story screens that alter depending upon your performance throughout the game. A huge combination of adventure and flight sim from the team behind *TFX*, this game exudes quality but should be played before you buy. **DAVE**

This is a slick product that deserves a good play and if you get this game you'll be hard-pressed to leave your PC unplugged. A fighting, flying adventure with no pretensions of accurate sim tedium, this is darned fast and smooth and will have you in the cockpit of your living room for months to come. I enjoyed this despite my initial reservations trying to learn to play. It'll definitely grow on you. **NICK**

Ocean are rather fond of epic adventures. *Inferno* is a grand affair with lots of animated sequences setting the scene and showing you all the characters, or are they just to show off those fancy graphics workstations that Ocean have got? The game itself is a space war played from the cockpit. It's all really slick and will no doubt appeal to all *Elite* fans and Trekkies out there. **NICK R**

For all of those people who like their adventures big, *Inferno* is for you. With plenty of missions to complete, this will take you a long time to finish properly. The sound is great thanks to Alien Sex Fiend's fine entry into the computer music arena and the graphics are delightful to look at. All budding Space Cadets should take a good look at this and decide if they really want to blast off. **ADRIAN**

OVERALL 83

SYSTEM: JAGUAR
PRICE: £59.99 SIZE: 32 Mbit
PUBLISHER: ATARI

DOOM

Not as good as the 32X version, but boasting more levels, this is one of the better games to have appeared for the Jag and had it not been for Atari having already signed *Wolfenstein 3D*, owners would have probably seen it a lot sooner. It suffers a little from wobbly graphics, but with a larger screen than its Sega counterpart, this is one must-have cart for the *Doom*-deprived. **DAVE**

I've rapidly gone off *Doom*. To be honest I'm sick of it. Being attacked by chunky lego-esque monsters whilst getting motion sickness through the smooth wall movement is no longer my idea of fun and, despite being converted to this 64bit system, it's superseded by the 32X version. The graphics are worse and the secret areas now shout out to show where they are. Arrrgh! **NICK**

Sit up and pay attention all programmers of *Alien Vs Predator* on the Jaguar. This is what a 3D shoot'em-up adventure should look like. It's fast-paced, well defined and packed to the brim with monsters of all shapes and sizes. You can choose to start on any of the levels and there are some impressive weapons to pick up. This is great. At last Atari are on the right track – but for how long? **NICK R**

Being fair and honest, I would say that this version of *Doom* is a respectable one and it will go a long way to helping the Jaguar overcome some of its more traumatic failures. Unlike the 32X version, this is full screen and for what it's worth it really does give the Jaguar a promising title. If you've got a Jag, this will rest comfortably next to *Tempest 2000* and walk all over *AVP*. **ADRIAN**

OVERALL 87

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

SYNDICATE

Best of the console conversions so far, *Syndicate* on the Jag is almost identical in appearance to its brilliant home computer big brothers. Unfortunately, it still suffers from the fiddly, awkwardness that all mouse-controlled games encounter when played via a joypad. This is made worse by the dodgy Jag pad and as a result the gameplay suffers. Good, but not really a console title. **DAVE**

This is more like what we want on the Jaguar, excellent gameplay rather than yawn-inducing wandering about. *Syndicate* is a great game. Alright, so the graphics and sounds are little different to the Amiga original and the improvements are minimal but I wouldn't mind having this for my Jaguar. It's just a shame that Jag owners have to rely on conversions to supply good quality games. **NICK**

Bullfrog have made their fortune from creating highly addictive games with small but perfectly formed sprites. *Syndicate* is a sort of *Cannon Fodder* but with much more strategy involved and missions where persuasion is often a better weapon than an Uzi 9mm (no, really). It's good to see other developers coming out with games for the Jaguar now, Atari need all the help they can get. **NICK R**

Syndicate is a tremendous game where you get to run around loads of cities indiscriminately killing people. The game really gets fun if you kill the wrong people. Oh, it's okay to drive past in a car and toast a politician with your flame-thrower, but not to shoot some Uzi-lover for no reason – where's the respect in that? *Syndicate* is mouth-watering. Hmm, I may just buy a Jaguar yet. **ADRIAN**

OVERALL 85

STAR BLADE

Mega-CD £44.99
1 CD Sega

This game falls into the unfortunate category of software that should really get a 4-play review but we simply didn't have enough space in the mag. It's a nicely put together space war along the lines of *Star Wars Arcade* on the Mega Drive 32X. There are lots of speech samples to urge you on as you play and some impressive vector graphics. Unfortunately, you don't control the direction of the ship, only the firing, which lets the game down slightly.

OVERALL 82%

SHOCK WAVE: OPERATION JUMPGATE

3DO £24.99
1 CD Electronic Arts

It was originally thought that this 'add-on' disc for the original *Shock Wave* needed the first game to run, but our fears proved totally unfounded. This is a stand alone game with three extra missions to play at a knock down price. It's more of the same though but with new aliens and an outer space setting instead of the invasion on earth. If you enjoyed the first game and are looking for a similar challenge then you can't go far wrong with *Operation JumpGate*

OVERALL 77%

THE INCREDIBLE MACHINE

3DO £39.99
1 CD Sierra On-Line

This is a strange game. On the surface it looks a bit naff with rather simplistic graphics and monotonous gameplay but after solving a couple of puzzles you'll be hooked! There's a perfect learning curve as each level introduces a new element to the game. The background music is superb too with all styles catered for including Country & Western! An original and engrossing puzzler

OVERALL 79%

THE LOST FILES OF SHERLOCK HOLMES

3DO £39.99
1 CD Electronic Arts

Electronic Arts haven't really done anything special with this title on the 3DO, just brought it over from the Mega-CD. The storyline is quite engrossing with tales of murder and mystery and the visuals are average with the odd burst of nice presentation. Everything moves quite slowly, which isn't a bad thing with role playing game of this type. If you're a budding Holmes and fancy this kind of thing then try on this deerstalker for size.

OVERALL 65%

SYSTEM: MEGA-CD
PRICE: £44.99 SIZE: 1 CD
PUBLISHER: CORE DESIGN

BC RACERS

Better than expected Mega-CD release that is a little simplistic but great fun to play. You take control of the characters from the *Chuck Rock* games as they embark on a prehistoric bike race. Lacking in the graphics department, everything seems extremely pixelated, this is not in the same class as *Mario Kart* and *Street Racer*, but it's the best racer that you will find on the Mega-CD. **DAVE**

This is more like it and hopefully we'll see more like this sort of thing in the future. At last there is a *Mario Kart*-esque game for the Mega-CD to make full use out of its rotational abilities. This takes some getting used to (especially cornering) but the game is well put together and, given time to master, you'll get used to it. Not quite *Mario Kart* standard but a darned close attempt. **NICK**

Yee-haa! This is one cool racing game, packed with prehistoric characters and bags of fun. There are lots of excellent animation sequences to set the scene for the game and it is all presented in a 'BC' Flintstones style with stone text and some rather strange cave-man-made contraptions. The game is very much like *Super Mario Kart* on the Super NES but this is on Mega-CD so that's okay! **NICK R**

Trying to be a prehistoric *Mario Kart*, *BC Racers* is surprisingly good. With a supply of different drivers, and a load of different tracks, you should be racing for a long time to come. With a split-screen option, you'll be able to race a friend and, as most driving games are better against a human opponent, this can only be a good thing. The best driving game on the Mega-CD to date. **ADRIAN**

OVERALL 86

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

SLAYER

As a former editor of a role-playing magazine, *Slayer* took me back to my old days of dungeoneering and reminded me how much fun these games can be when done properly. Packed with varied dungeons and monsters, this is a nice blend of first-person exploring and hack 'n' slash action. A little fiddly to play at first, you'll soon lose yourself in the foreboding stone corridors. Good. **DAVE**

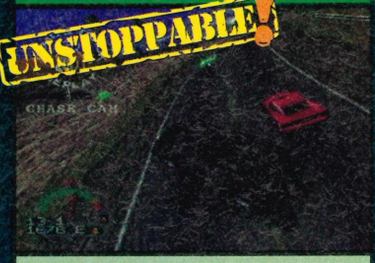
Now, as *Doom* clones go this is one of the best because although there's no excessive gore or 'guns in it', it nevertheless contains masses of interesting locations and baddies. The D&D style of gameplay fits snugly into the whole caboodle creating a game that you can (and most certainly will) sink your teeth into. A little slick perhaps, I'd still prefer to play rather than blast away in *Doom*. **NICK**

As part of the official Advanced Dungeons & Dragons range this game will have an instant following. It's visually superb with a *Dungeon Master*/*Doom* look – the main difference being that you can look up and down as well as whiz around in great 3D. With some impressive monsters to dispose of and an involving fantasy storyline this is a 3DO adventure for you to to savour. **NICK R**

With *Slayer*, you first get to choose what sort of fighter or cleric, or elf, you want to play and then set out on a scary mission underground. The graphics of the dungeons are good enough and the game moves extremely quickly, but all the monsters and doors are flat and tend to look a bit sad. But apart from that little annoyance, this is quite good a good 3D-er. But it hasn't got any guns in it! **ADRIAN**

OVERALL 87

SYSTEM: 3DO
PRICE: £44.99 SIZE: 1 CD
PUBLISHER: ELECTRONIC ARTS



THE NEED FOR SPEED

Fantastic! The greatest console driving game ever! Eight cars to choose from all breathtakingly rendered, presented with stunning film footage, stats and three different views to race from on super realistic tracks. Police radar, solid sounding crunches as you bump into other cars, wheel spins, replays...It's all so real! 3DO owners will be the envy of the games world with this new title. **DAVE**

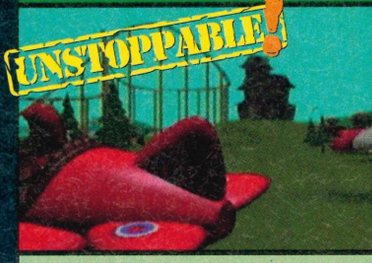
I feel the need... Thankfully Electronic Arts satisfy it with this turbo-charged slick effects packed driving extravaganza. With the massive selection of vehicles it is a true rubber burning spectacular with some impressive graphics, fun gameplay and a realistic feel. Not the toughest game ever created but totally engrossing. The only things missing from this are the fluffy dice and nodding dog. **NICK**

Do you want a racing game for your 3DO? Well, don't look any further than this masterpiece – it really shows what the machine can do. The visuals are out of this world with perfectly animated cars that spin, skid and have head-on collisions. The other cars have artificial intelligence too, they beep their horns and try to avoid you as you're messing around. This is simply the best racing game ever! **NICK R**

I really do want Frank Williams to call and invite me to partner Damon Hill or whoever is in next year's World Championship. It's hardly going to happen, so I'll comfort myself with *The Need for Speed* and some paper hankies and race really fast in some flash-looking sports cars. *The Need for Speed* is a bit limited with not enough tracks. The FMV scenes are neat though. **ADRIAN**

OVERALL 92

SYSTEM: 3DO
PRICE: £44.99 SIZE: 1 CD
PUBLISHER: ELECTRONIC ARTS



THEME PARK

Undoubtedly the best version of this game yet. *Theme Park* on the 3DO is surely the version that Bullfrog wanted to show the world. Instinctive control methods are backed up by excellent sound and graphics – you can even ride many of the attractions in your park once you've built them. Addictive, challenging and great fun, this is yet another top class release for the 3DO. **DAVE**

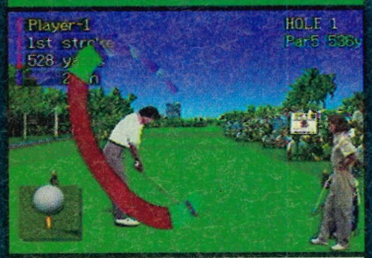
Having now played *Theme Park* on more systems than you can shake a sticky doughnut at, I feel as competent as Walt Disney in judging the best one. The 3DO version is certainly the pick of the crop with plenty of rendered in-game sequences. It's just a shame that some of the original bugs are still in there, but still, an essential purchase for megalomaniacs everywhere. **NICK**

This is the best version of *Theme Park* on any system so far. Bullfrog have taken the most popular fairground rides and created rendered 3D sequences of you riding on them – excellent! The basic game is exactly the same as on any other platform with all the options and stats screens, except it runs smooth and fast on the 3DO. This is an essential purchase for all 3DO owners. Get a copy now! **NICK R**

Theme Park on the 3DO has some great features that set it apart from the other versions. You can actually have a go on the rides and see if they're exciting enough, if not, pull them down and start again. With its frustrating "trying to please the kids in your park" syndrome, this will keep you up all night trying to keep the punters happy. Poison them with loads of salt and caffeine and sugar. Ha Ha. **ADRIAN**

OVERALL 90

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



WAIALAE COUNTRY CLUB

■ Definitely the best golfing game on the 3DO, *Waialae Country Club* utilises the 3DO's graphics capabilities to the full. Unfortunately, this is at the expense of the gameplay, but newcomers to the hobby won't worry about that. Although not in the same class as *Microprose Golf* and the *PGA* Series, it looks beautiful and is the nearest you'll get, visually, to a round of golf in your front room. ■ **DAVE** ■

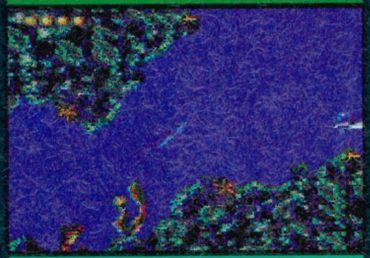
■ I have a certain seedy love affair with golf games. When everyone has left the office I have a quick dabble on one of the many on offer. I think they're better than the real thing – being cold and wet and looking for lost balls isn't fun. This isn't particularly fun either. It looks pleasant enough, but it has too many rough edges and annoying disc interruptions to make it really playable. ■ **NICK** ■

■ Golf games have always been a dodgy option on consoles. Up until now the graphics have never been good enough to give a real feeling of the sport, but the 3DO is here to put an end to all that. With photo-realistic courses and a simple to use control method this is a golfing experience not to be missed. The presentation has FMV and explanations of each hole too. Great. ■ **NICK R** ■

■ Golf is a game for very wealthy people who have too much free time, so why I'm playing this is beyond me. The courses and players are all done using photographs and move very realistically, but the control method isn't very natural and you have to be spot on if you want to hit the ball at all straight. I'm sure the 3DO can handle better stuff than this, but golf fans will certainly enjoy it. ■ **ADRIAN** ■

OVERALL 79

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



ECCO 2

■ Well Game Gear owners get very little in the way of great games to choose from, but *Ecco II* takes a small step towards redressing that balance. For such a small screen this is a huge, beautiful, game that sees Ecco swimming through treacherous seas, interacting with other creatures and solving a multitude of puzzles along the way. Real quality, and great value for money. ■ **DAVE** ■

■ I blame Sainsbury's. They were the first supermarket to throw out Dolphin unfriendly Tuna way back when, and ever since we all go ga-ga over these mammals. I don't like them much, they get too much attention and, face it, they can't be that clever if they live in the oceans but breath air. The game is friendly and oh-so right on, and the graphics and gameplay are top-notch. I confess it's good. ■ **NICK** ■

■ I'm really impressed by this! Of course, it looks a lot like the Master System game but that's not necessarily such a bad thing. Ecco swims around in a convincing manner, chasing shoals of tuna, solving difficult puzzles and avoiding the fishing nets as only he can. The *Ecco* games make a welcome break from the endless beat'em-up and shoot'em-up clones and I give it a big thumbs up! ■ **NICK R** ■

■ *Ecco 2* on the Mega Drive was a visual treat that you could look at for hours on end. But, due to the screen on the Game Gear, it just looks like a big tuna fish swimming around some tasteful bits of seaweed. Still, there are plenty of levels for you to swish around, and it's quite an improvement on the original. Those who prefer a different sort of challenge should check this fishy out. ■ **ADRIAN** ■

OVERALL 82

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

THE SMURFS

■ On the 16bit machines this is too simple and uneventful to warrant a purchase, on the handheld...well, it's not a lot better, but you don't notice the lack of excitement quite as much. The simplistic gameplay and chunky sprites work well on a smaller screen but the whole thing just lacks any real sparkle and I couldn't imagine myself spending too much time on this cart. Colourful but a bit bland. ■ **DAVE** ■

■ I don't like the smurfs cartoons much, but I must admit this game has done a lot to change my opinion. Instead of being overtly cloying and sweet, there is a beast of a game crammed inside this cart. Excellent graphics combine with simplistic, yet smile-inducing animation. If you want a platformer with staying power you have to try this. A brilliant conversion to the handheld. ■ **NICK** ■

■ These little tykes just can't put a foot wrong in my book! They're colourful, jolly and bring back all those memories of my happy childhood. The game is a pretty standard platform affair with lots of exploring, jumping about and power-up collecting to be done and the gameplay comes together a real treat! I can see myself playing this until the Smurfin' cows come home – what a game! ■ **NICK R** ■

■ More Smurf related mayhem with the blue trouser wearing geezers from abroad. The Smurfs this time around get to float down rivers and jump through forests to get to the evil Gargamel and his stupid cat. This is quite a good game for the Game Gear and, with the lack of decent platform games around at the moment, you could do a lot worse than check this out. Go on, get Smurfing! ■ **ADRIAN** ■

OVERALL 80

VR STALKER

■ **3DO** ■ **£39.99**
■ **1 CD** ■ **Morpheus Interactive**

■ Flight simulations haven't made an appearance on the 3DO before so you might be expecting something special from this. It's not much cop though. Basic graphics with a lack of detail in the ground and on planes let the game down, big time. There are lots of planes to choose from and some nice presentation sequences but these aren't enough to keep *VR Stalker's* head above water. Steer well clear.

OVERALL 59%

MUTANT RAMPAGE BODYSLAM

■ **CD-i** ■ **£39.99**
■ **1 CD** ■ **Philips**

■ Woah! A beat'em-up on the Philips CD-i – whatever next? This is sort of *Streets of Rage* on the MD but with lots of nifty animations before, during and after each level. The strange characters look brilliant in their animations but once into the game they lose their impressive qualities. The actual beat'em-up isn't the most amazing you'll ever play, but there's no competition on the CD-i, so it'll probably do really well.

OVERALL 42%

TAZ IN ESCAPE FROM MARS

■ **Game Gear** ■ **£29.99**
■ **4 Mbit** ■ **Sega**

■ Why bother watching cartoons on TV when you can star in one on your Game Gear? *Escape From Mars* has that wild thing of TV toons, Taz, in it and this latest toon game looks and plays great! Set among aliens on an odd planet all the Warner Bros' animation looks especially nice on the small screen. Some of the level layouts are a little confusing though, making the game a bit on the frustrating side, but still pretty playable.

OVERALL 78%

PINBALL FANTASIES

■ **Game Boy** ■ **£24.99**
■ **2 Mbit** ■ **Gametek**

■ Pinball is the sort of game that's best played in short bursts so a handheld version of the 21st Century classic was just what was needed. It's been done really well with nice tables including the brilliant Party Land table. A nice pinball game with all the trimmings that you should be proud to have in your Game Boy collection.

OVERALL 75%

The big 10 high 5

ELSPA

CHARTS COMPILED BY GALLUP

CONSOLE CHART

1: SONIC & KNUCKLES - MEGA DRIVE
2: SONIC THE HEDGEHOG 2 - MEGA DRIVE
3: MORTAL KOMBAT II - MD/SNES/GB/GG
4: URBAN STRIKE - MEGA DRIVE
5: FIFA INTERNATIONAL SOCCER - MD/SNES
6: SONIC THE HEDGEHOG - MD/GG
7: JUNGLE BOOK - MD/SNES/GG
8: SUPER MARIO WORLD - SNES
9: ALADDIN - MD/SNES/GG
10: COOL SPOT - MD/SNES/GG

16/32 BIT FLOPPY CHARTS

1: SIM CITY 2000 - PC/AMIGA
2: DOOM 2 - PC
3: PREMIER MANAGER 2 - PC/AMIGA
4: FRONTIER: ELITE 2 - PC/AMIGA
5: FIELDS OF GLORY - PC/AMIGA
6: THEME PARK - PC/AMIGA
7: CHAMPIONSHIP MANAGER '93 - PC/AMIGA
8: INTERNATIONAL SENSI SOCCER - PC/AMIGA
9: CANNON FODDER - PC/AMIGA
10: TIE FIGHTER - PC

TOP FIVE SNES
1: SUPER MARIO WORLD - NINTENDO
2: STUNT RACE FX - NINTENDO
3: FIFA INTERNATIONAL SOCCER - OCEAN
4: MORTAL KOMBAT II - ACCLAIM
5: STARWING - NINTENDO

TOP FIVE MEGA DRIVE
1: SONIC & KNUCKLES - SEGA
2: URBAN STRIKE - EA
3: SONIC THE HEDGEHOG 2 - SEGA
4: SONIC THE HEDGEHOG - SEGA
5: THE LION KING - VIRGIN

TOP FIVE MEGA-CD
1: REBEL ASSAULT - JVC/MARUBENI
2: MICKEY MANIA - SONY IMAGESOFT
3: FIFA INTERNATIONAL SOCCER - EA
4: SONIC CD - SEGA
5: SEWER SHARK - SONY IMAGESOFT

TOP FIVE AMIGA
1: FRONTIER: ELITE 2 - GAMETEK
2: INTERNATIONAL SENSIBLE SOCCER - SENSIBLE
3: SOCCER KID - KRISALIS
4: PREMIER MANAGER 2 - GREMLIN GRAPHICS
5: CANNON FODDER - VIRGIN

TOP FIVE CD32
1: ARCADE POOL - TEAM 17
2: FIELDS OF GLORY - MICROPROSE
3: UFO: ENEMY UNKNOWN - MICROPROSE
4: LITIL DIVIL - GREMLIN GRAPHICS
5: GUARDIAN - ACID SOFTWARE

TOP FIVE PC
1: SIM CITY 2000 - MAXIS
2: DOOM 2 - VIRGIN
3: TIE FIGHTER - LUCASARTS
4: COLONIZATION - MICROPROSE
5: FIFA INTERNATIONAL SOCCER - EA

TOP FIVE PC CD-ROM
1: DOOM 2 - VIRGIN
2: UNDER A KILLING MOON - US GOLD
3: ECSTATICA - PSYGNOSIS
4: THEME PARK - EA
5: TFX - OCEAN

TOP FIVE GAME BOY
1: SUPER MARIO LAND - NINTENDO
2: TETRIS 2 - NINTENDO
3: SUPER MARIO LAND 3 - NINTENDO
4: DONKEY KONG - NINTENDO
5: KIRBY'S PINBALL LAND - NINTENDO

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

TOP FIVE CD-i
1: BURN: CYCLE - PHILIPS
2: MAD DOG McCREE - PHILIPS
3: CLUEDO - PHILIPS
4: PALM SPRINGS OPEN - PHILIPS
5: SURF CITY - PHILIPS

SILICA ARE NOW IN 18 BRANCHES OF DEBENHAMS
SEE BOTTOM PANEL FOR DETAILS

JAGUAR OFFICIAL UK PRODUCT

Look out! There are some stray cats coming into the country! Some USA Jaguars have been imported into the UK unofficially. This imported product has been manufactured for America and is not compatible with UK Jaguar equipment. Look out for the UK sticker above on the Jaguar products you buy. This will ensure it is official product and will work properly in the UK.

AWESOME SOFTWARE

SOFTWARE UPDATE
AS OF MID-NOVEMBER '94

There are now more than 150 developers signed up to produce Jaguar software titles, with over 50 titles in progress. The following are the current titles, with Atari's release dates.

Alien v Predator - JGS 1122	NOW	£54
Club Drive - JGS 1794	NOW	£49
Crescent Galaxy - JGS 1852	NOW	£39
Doom - JGS 2282	NOW	£59
Dragon - Bruce Lee Story - JGS 2272	NOW	£54
Evolution - Dino Dudes - JGS 2462	NOW	£39
Raiden - JGS 6722	NOW	£39
Tempest 2000 - JGS 7472	NOW	£49
Wolfenstein 3D - JGS 8932	NOW	£49
Brutal Sports Football - JGS 1532	NOV '94	£54
Chequered Flag - JGS 1761	6/12	£54
Iron Soldier - JGS 4011	14/12	£54
Bubsy the Bobcat - JGS 1581	22/12	£49
Kasumi Ninja - JGS 4502	31/12	£59
Air Car Wars - JGS 0871	DEC '94	TBC
Cannon Fodder - JGS1704	DEC '94	£39
Double Dragon - JGS 2181	DEC '94	TBC
Flashback - JGS 2971	DEC '94	TBC
Pinball Fantasies - JGS 5931	DEC '94	TBC
Rayman - JGS 6891	DEC '94	TBC
Sensible Soccer - JGS 7011	DEC '94	TBC
Syndicate - JGS 7301	DEC '94	TBC
Theme Park - JGS 7501	DEC '94	TBC
Tiny Toon Adventures - JGS 7592	DEC '94	£49
Zool 2 - JGS 93122	DEC '94	£54
Rise of the Robots - JGS 6942	FEB '95	£49
Creature Shock - JGS 1802	EARLY '95	£39
Demolition Man - JGS 2142	EARLY '95	£39
Hardball III - JGS 3841	EARLY '95	TBC
Highlander (CD) - JCD 3651	EARLY '95	TBC

ACCESSORIES

Composite Monitor Cable - JGA 4327		£16.99
Jaguar Controller - JGA 2000		£19.99
RF Switch Box inc Cable - JGA 4871		£16.99
Scart Cable - JGA 4200		£9.99
CD-ROM Add-On - JGA 1164	JAN/FEB '95	TBC
VR Headset	LATE '95	TBC

All Prices include VAT

PLAY WITH THE FUTURE NOW!

- **SUPER CONSOLE! AHEAD OF THE PACK**
  Atari's Jaguar offers more power than any other system. It is totally futureproof with the power of virtual reality and remote gameplay via modem expected during next year.
- **PLAY FROM ANY VIEW**
  Change play perspective. View gaming areas from above, left, right, behind or in front.
- **ZOOM IN FOR CLOSE UP ACTION**
  Jaguar allows you to zoom in on any part of a game's play area.
- **SAVE STATE OF PLAY**
  Store those high score tables and game positions in special random access memory stored on the cartridge.

EXPECTED DURING '95

- **LINK UP WITH 'CATBOX'**
  The optional extra Catbox plugs into the back of your Jaguar, enabling you to connect a wide variety of add-ons simultaneously. Facilities include the ability to link up to 32 Jaguars together for multi-player games such as Doom and Club Drive.
- **CD-ROM FILMS & UNBELIEVABLE GAMES**
  Tap the power and speed of CD-ROM with Atari's Jaguar add-on (expected Jan/Feb '95). Play bigger 3D games, standard audio CDs and films (with optional extra FMV module). The CD-ROM drive also includes a virtual light system, which creates an interactive light show in time with CD audio output.
- **VIRTUAL REALITY'S COMING**
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..... Postcode: .....

Tel (Home): .....

Tel (Work): .....

Which computer(s), if any, do you own?

..... 217H

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

to describe how good we are, there is one: 'Unstoppable!'. Of course we also like the word 'Ultimate', but the problem with that was that a rival publication were such big fans of ours that they stole it to use as part of their new name. In fact, they even wrote on the cover that they had 'Unstoppable' reviews inside. What fans! No problem, we were only too glad to help them out.

It seems that the Jaguar Advanced Gaming supplement has been a big success all round. There have been rumours that JAG Mag will soon be released as a regular publication because it was so popular, but at the moment I don't feel that there are enough new games appearing for Atari's console to support a regular mag. But maybe sometime in the not too distant future...

Finally, I'm glad you like our editorial policy of not filling the pages of ***Games World: The Magazine*** *with 'in-jokes'. We are the country's leading games experts, not comedians. We leave the silly jokes and playground humour to lesser mags. We take playing games seriously!* ■

HERE COMES THE VIDEATOR!

Dear Dave,
I think your magazine is really good, and although I still buy the GamesMaster magazine, I think that yours is better. Even if it is 25p dearer.

I watch your program every weeknight and my favourite is the Friday show, with the Videators. I like Ragga D best, but I would most like to fight Colin the Console Cowboy on *Mortal Kombat II* and wipe that smug look off his face.

What I would really like to see is the Videators all squaring off against each other. The fights I would like to see are:

Colin the Console Cowboy vs The Violet Blade.
Electric Eddie vs Mr Mathers.
and Big Boy Barry vs Ragga D.

It would be really good!
■ **Graham Nash, Essex**

■ *You know, you are not the first person to have said that Graham. I think that the ultimate edition of Games World would almost certainly see all the Videators going head-to-head. It's what the public really want, and this year's bunch are definitely the best yet. Unfortunately, even though the show's producers are aware of the viewers' interest in this battle of the Titans, many of the Videators are actually afraid of playing each other in case they are humiliated – the pussies! So we will probably never see it. However, if you want to see an All-Videator Eliminator, and find out just who of these oddball characters is the ultimate console warrior, write to: Videator Special, at the usual magazine address, and I will pass your letters on.*
LET'S GET IT ON! ■

HOGGING THE LIMELIGHT

Dear Dave,
I am writing to you about the new *Sonic* games that are still coming out. For instance, *Sonic 2*. That has been out for a while and is still very popular but, even though I have got it for my Mega Drive, I find it a waste of time! When Sega created *Sonic 2*, they didn't create a new Sonic with ultimate powers, new presentation, and different coloured fluff, they just put out the same old Sonic with a new character who isn't anywhere near as good as he is. What's the point? I don't see any.

Then they bring out *Sonic Spinball*, which wouldn't be half as popular if there was a normal ball bouncing round instead of Sonic (which doesn't really look like him anyway). Then, to top it all, they bring out *Sonic 3*, which is just the same old boring Sonic all over again.

About the best Sonic game out is the new *Sonic & Knuckles*, even though it is the same old Sonic as usual, at least it has got a character who's just as cool as Sonic and has the advantage of being able to climb walls. This is part of the problem though. You see, either the new character in the games is so sad (Tails) that you always play as Sonic or so good (Knuckles) that you hardly ever play as him again.

Now, maybe you're thinking that I'm pretty two-faced saying this when I've got one of the games, but I'm not saying they're all rubbish, just that maybe it's time for Sonic and Dr Robotnik's adventures to come to an end.

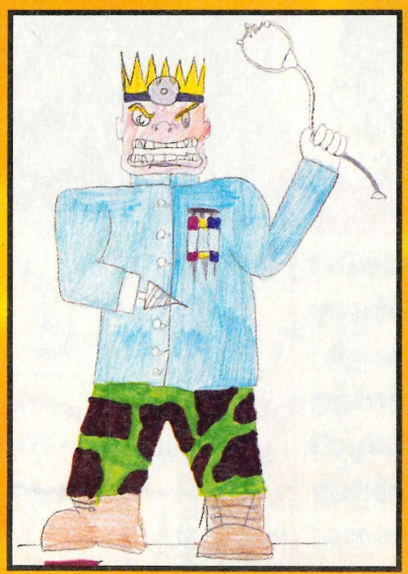
Games World: The Magazine is cool, if it wasn't for it I wouldn't have been encouraged to write this letter.
■ **Neil Trigger, Notts**

■ *Neil, I couldn't agree with you more. Sonic really is getting dull. If I didn't have to review them I probably wouldn't play these samey carts at all. For some reason the little blue hedgehog has failed to evolve with time, okay the game environments have been tweaked with each new release, but only slightly. When the arcade game appeared with the viewed-from-above perspective and new characters, I remember being quite excited* ▶

R DEATH BOWL

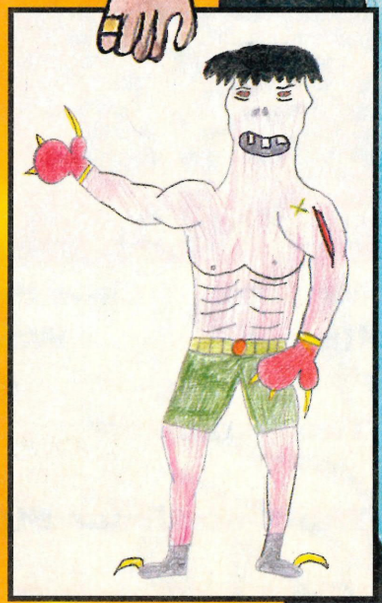
The Paramedic

■ A twisted medical genius, The Paramedic holds doctorates in Quantum Physics, Extortion, Torture and (gasp) Dentistry. Shunned by his peers, The Paramedic's inclinations turned decidedly homicidal. He's heard a rumour that the Games Mistress has been seen with Mr Cool at various hot night spots and, being a fan of the leather-bound babe, he really wants to catch up with Cool and remove a few vital organs!



Raptor

■ Wing Fox, alias 'Raptor', was a boxer until he was knifed in an illegal fight. After he recovered, he became involved in the illegal sport of Bloodball and acquired the blades on his gloves and boots that give him his name. After his parents were murdered, he joined the Death Bowl to showcase his awesome slashing power and pay the fees of the private investigators on the trail of their killers.



about the way I hoped the games were going, but that was the only one that ever showed any real imagination after the original.

The problem is, apart from Sonic and a not very exciting Dolphin, Sega don't really have any other public figures, so they are probably reluctant to retire him. Meanwhile, Nintendo have given Mario a much earned rest and shoved Donkey Kong into the limelight whose SNES game, it must be said, kicks seven bells out of Sonic.

It's a tough decision for Sega to take, but I say "retire him or rethink him. The trouble with resting on your laurels for too long is that sooner or later they begin to wilt." ■

THE GAMES WORLD ROADSHOW

Dear Dave,

I am writing to you for three reasons: First, how does someone like me who has no satellite (to watch your Number One Show) go about getting info on Games World TV Show? I would love to go on and give those other contestants a kickin', but I don't know where you broadcast from, your telephone number or address. So question number two offers a possible solution to the problem:

Why don't you send a mobile around the country assessing the skills of videogamers everywhere, you could put it on your show and everything! The winners from each mobile competition then get to appear on the show.

Thirdly, any news on *Starfox 2*?

Your biggest FAN EVER,

■ **Brendan Burns II, Co Donegal**

DAVE YOU'RE GREAT!

■ *Well,* ***Games World: The Magazine*** *does offer a fair amount of information about the show, but as a lot of it is filmed live or at the last moment, so as to be up to date, we are a bit limited in what we can do. The best bet for anybody who wants to find out more about our brilliant, top-rated TV show is to contact the producers, Hewland International direct at the following address:*

Games World: TV Show, PO Box 19, London, E14 9GT

or call: (071) 895 9955

Can you imagine the cost of taking a mobile games arena around the country and the amount of time and organisation it would take? I'm afraid that it's a nice idea, but a little impractical. I try to get out as often as possible to play people and run challenges around the country. But these are usually at shop openings, games launches and charity events. As for giving the other contestants a good kickin', I've heard it all before Brendan. There's only one way to find out, come on the Eliminator and show us what you're made of!

Star Fox 2 is certainly in development, Brendan, but all information about the game is being kept very hush, hush at the moment by its developers. But don't worry, we'll keep you informed as soon as we know more about it. ■

DREAM RACER

Dear Dave,

You're the best magazine around, so I thought I'd ask you to solve my problems. I would like a racing game for the SNES, but I can't make up my mind which one to get. Could you please tell me the racing game with the most fun, the best graphics, mind blowing tunes and loads of gameplay. And don't say *Mario Kart* because I've already got it. If you can't solve my problems, nobody can.

■ **Stuart McFadyen, Fife**

■ *You speak the truth Stuart and as I see it you have two choices of racing game for the SNES. The first is the hot new UBI Soft cart, Street Racer. This is very good, with a bewildering number of options and eight drivers to choose from all with their own attributes and special moves. It looks and plays very much like the classic Mario Kart, which is the highest praise any race game can get in my opinion, but*

despite its four player option, and the comments of some misguided journalists, it's not quite as good. However, it still scored 90% in the last issue of ***Games World: The Magazine*** *and is probably the nearest you will get to the immortal racer from Nintendo.*

The second choice is the brilliant Rock n' Roll Racing from Ocean. A few months old now, this game scored 91% in our first ever issue and is fantastically playable. It also has a thumping soundtrack and great in-race commentary. If you already own Mario Kart and want a change, this would be my choice. But if you want more of the same, go for Street Racer.

Let me know which one you choose Stuart. ■

Let the Death Bowl begin!

▶The first hooter sounds and Mr Cool's off, he's racing down that tunnel and into the Death Zone. He can hide but the Vidstalkers are trained to flush him out!

The second hooter goes and The X-ecutioner chases him down the tunnel and takes a powerful swipe at him with his axe. But wait, he hasn't seen that loose electric cable! Whoops, he's lit up like a Christmas tree. Well, don't worry folks, there are still two more Vidstalkers to come.

Mr Cool quickly scampers away form X's steaming corpse but he'd better run for his life as the next stalker is Raptor!

Raptor enters the arena. Mr Cool is trying to hide behind that burnt-out car but the spotlight's found him out and Raptor's on his way. He has bounded over the car and is in hot pursuit! He's knocked him down and is about to deliver a deadly slash to Cool's neck! What's happened? Raptor's turned away, he seems to have heard someone in the studio audience saying something about his parents and Raptor has left the arena, he's chasing the guy out of the studio! We certainly didn't expect that...

So, The Paramedic gets his chance to operate on Mr Cool after all. Cool legs it down an alley but only to run into a dead end. The Paramedic is cackling, it looks like he's going to go to work on him with his diamond-tipped drill. He's closing in, he's going to drill out Cool's brains... Oh no! He's slipped on a pool of oil! The Paramedic's down and his drill's still going. Oh dear. It looks like The Paramedic needs a paramedic.

We go live to our man on the spot, Ben Richards, for an exclusive interview with Mr Cool.

–So, Mr Cool, how exactly did you beat the Vidstalkers?

"Well Ben, they just weren't cool enough..."

THE CAST

Mr Cool	**Chris Hobley (Norfolk)**
Raptor	**Warren McElhiney (Co Fermanagh)**
The Paramedic	**Dan Whelan (Clwyd)**
The X-ecutioner	**Stephen Bleakley (Co Tyrone)**

TAKING THE MICKEY!

Due to the huge number of entries we have had for our *Mickey Mania* compo we are delaying announcing the winner until next issue so that we can show off more of your artwork. Here is how you see some of Games World's greatest personalities as Disney cartoon characters:

■ Dave Evinrude Perry, the first of four great pics sent in by **Bruce Millar** of **Staffs**.

YOUR GAME IN OUR HANDS

Dear Dave,
WOW!!! What a mag, GamesMaster eat your rotten heart out!!! I think all computer mags are over priced, but yours is value for money.

Now, can you help me? Of course you can. I enjoy playing computer games but I have some ideas of my own which I would like to put forward to a manufacturer and possibly be made into a game. Could you please give me an address or some advice on how to get into that type of business?

I would also like to ask if you could give away some posters in future issues of **Games World: The Magazine** as we have just moved house and my bedroom walls are a bit bare.

I don't think you'll need it, but good luck on the best mag out!!!

Your greatest fan,
■ **Matthew Freeman, Devon**

■ *Okay, listen up. This is a question I get asked all the time, and I think it is about time that something was done to encourage the creative people who possess a genuine interest in breaking into the world of computer gaming but can't afford the thousands and thousands of pounds it costs for development boards. The games industry can be a cold and difficult place to break into, there are no real starting points, or easy routes in. Until now.*

Using my newly set-up project, GAMES ANIMAL Professional Gaming Services, I for one want to open up the precious doors of the professional games world and help budding game creators everywhere get their big chance to put their ideas across to the right people. Helping me to do this will be ace game producer Mevlut Dinc at Vivid Image, the man behind games like First Samurai and Street Racer. Together we will ensure that your ideas and concepts are dealt with in strict confidence and given the expert attention they deserve. If they are good enough, we will advise you on how they can be improved, provide you with a professional critical analysis, tell you what the next step will be for you and maybe even turn them into a top-selling game. We'll do all of this for free! You see we're not just doing it for you, we're doing it for the games industry.

Interested? Of course you are.

■ *The first stage is to send your proposed game ideas, illustrations and concepts to me at: GAMES ANIMAL: Concepts to Conception, **Games World: The Magazine**, 124 Old Christchurch Road, Bournemouth BH1 1NF.*

I will then sieve through them all to find which ideas have potential and which do not. Those with potential will make it to the next stage, those that do not, will be discarded or returned if you have enclosed a stamp addressed envelope. At this stage it is impossible to provide comprehensive reasons for their failure to be accepted, but these are some of the guidelines I will be working along:

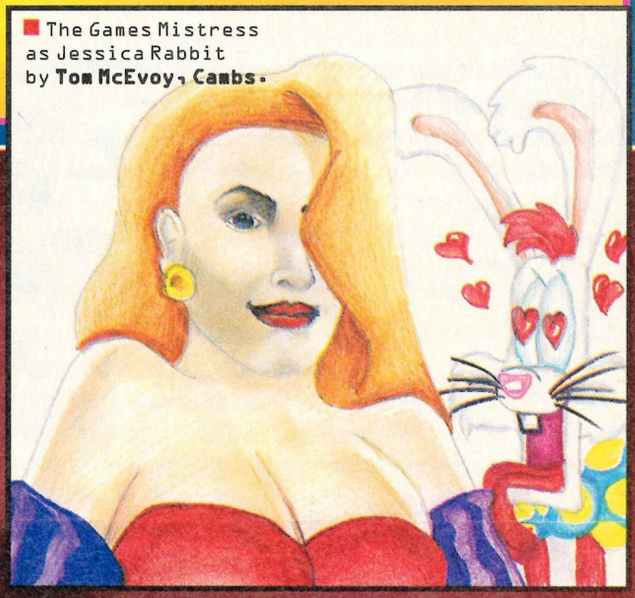
Proposals should be imaginative, original and creative. I will instantly spot any 'rip-off' concepts. You should have thought out how the game will work, what will make it compelling and what storyline it will adopt. Your suggestions should be realistic, but don't be afraid to throw in any experimental ideas you may have. Remember, professional games development is big business, a few scribbles on some lined paper will not be enough to make you a millionaire. Think it out!

Stage two, will see me present your ideas to games producer Mevlut Dinc. He will then use his expertise and knowledge of the market and game development to decide which ideas will work and which won't. At this point we may be contacting you to ask you more or to tell you what you need to do to make your idea feasible. Of course, we may also be contacting you to offer you a large sum of money and a contract, that depends on just how good your idea is.

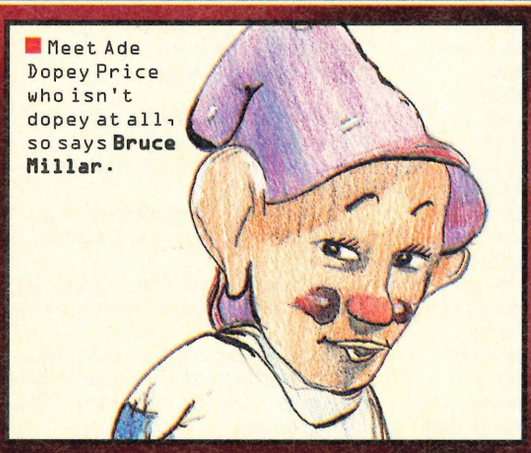
There are no guarantees of success and the decisions of both Mevlut and I are final. What we are trying to offer is a chance for you to make your first steps into the games industry. Your proposals will be dealt with confidentially, but you send them to us at your own risk. If you do not enclose a stamp addressed envelope your work cannot be returned.

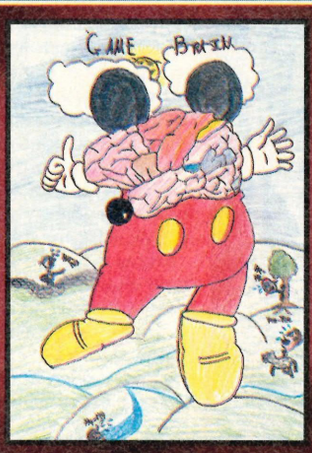
REMEMBER: IF YOU DON'T BUY A TICKET, YOU CAN'T WIN THE LOTTERY! What have you got to lose? ■

■ The Games Mistress as Jessica Rabbit by **Tom McEvoy, Cambs.**



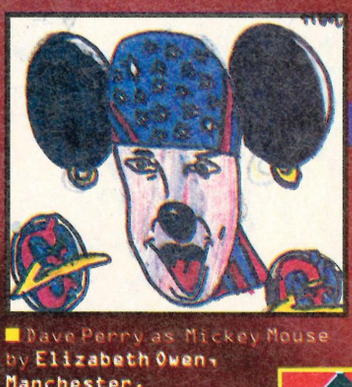
■ Meet Ade Dopey Price who isn't dopey at all, so says **Bruce Millar.**





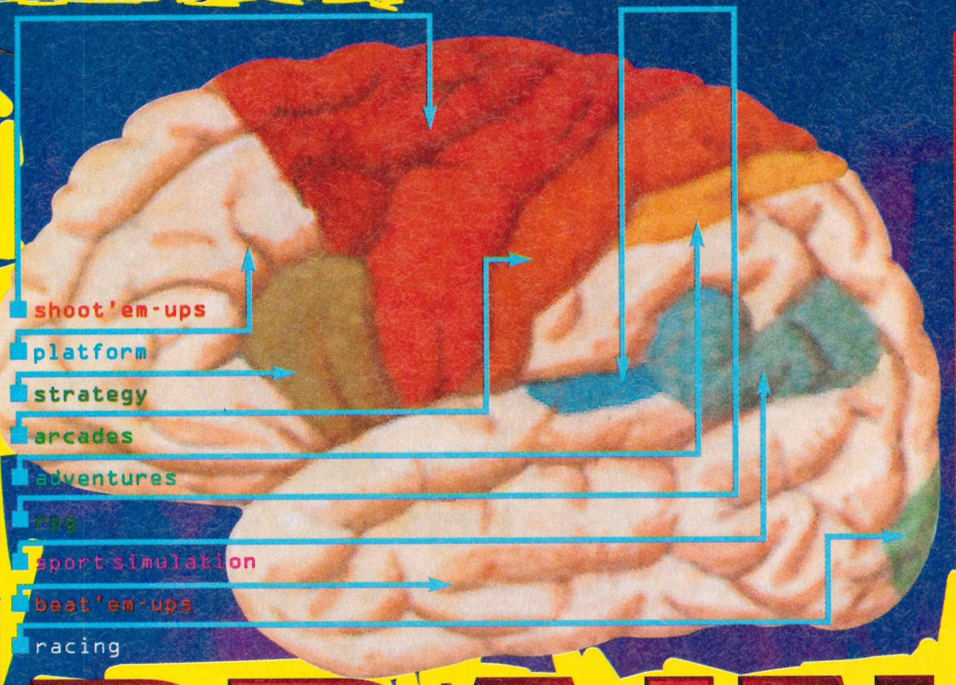
■ A highly charged picture of Eddie Mouse, one of two pics sent in by **Elisabeth Owen** of **Manchester.** Remember to write your name on every piece of artwork you send in.

■ Above: Game Brain as Mickey Mouse by **Stephen Bleakey, Co Tyrone.** ■ Left: Pinocchio Walkland. Right: Nicko Mickey Roberts. By **Bruce Millar.**



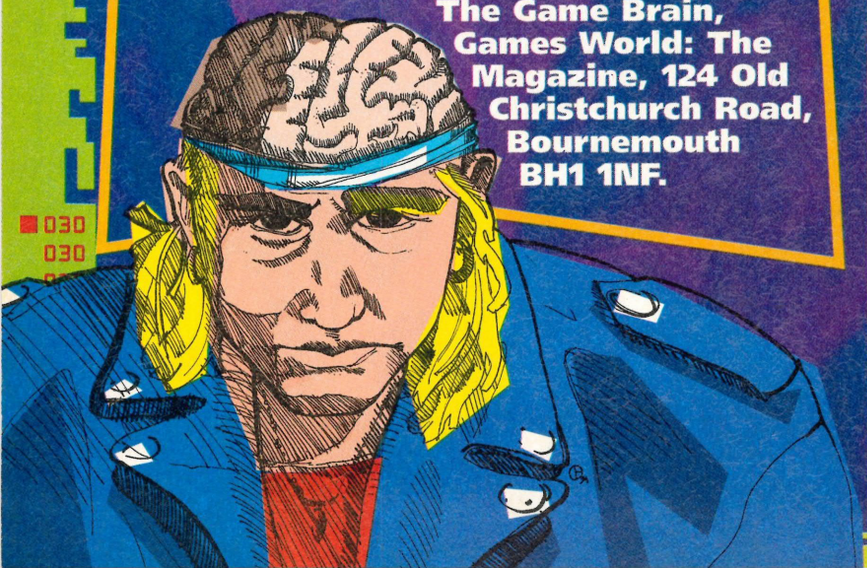
■ Dave Perry as Mickey Mouse by **Elizabeth Owen, Manchester.**

GAME BRAIN



brain (brein) n. 1. The soft convoluted mass of nervous tissue within the skull of vertebrates that is the controlling and co-ordinating centre of the nervous system and the seat of thought, memory, creativity and emotion. It includes the cerebrum, brain stem, and cerebellum.

game brain (geim brein) n. 1. Well cool, all knowing cerebral games oracle with his regular section in the world's greatest videogames magazine. To communicate with this all-knowing gaming guru, write to: The Game Brain, Games World: The Magazine, 124 Old Christchurch Road, Bournemouth BH1 1NF.



UNPRINTABLE!

Dear Game Brain,

I have about a million or so questions that I want answering, but for now I'll be happy with just a few of them getting answered. First up, would you know anything about a CD-ROM for the SNES and the Virtual Boy, both of which are from Nintendo of course.

Second, is there a *Sim City 2000* and a *Civilization* on the SNES? Will *The New Breed* now on the Mega Drive come out on the SNES at anytime? And thirdly, do you know if there are any plans for a printer for the SNES? When I say this I mean for the *Mario Paint* software that you can get. If there will be a printer for the SNES how much will it cost? And exactly how good is the *Mario Paint* software? Finally, thank Dave for a couple of issues back refusing to stick up the price of your

THINGS TO COME...

Dear Game Brain,

Please could you print this letter as I want to get a new console so please answer these questions:

1. What order would you put these consoles in from good to bad: Atari

THE ULTIMATE SOLUTION

Dear Game Brain,

I was reading issue number six of **Games World: The Magazine**. I was reading the Game Brain section when I came across a letter from a **Mrs Roberts** of **Aberdeenshire**. I could not help feeling sorry for her as she pleaded for the solution to her problem. This problem was that she couldn't find Dennis Nedry's ID card on *Jurassic Park* for the Super NES.

I have a Super NES and just by sheer chance I have the game *Jurassic Park*. I can complete the game. As you probably know Dennis Nedry's ID card is one of the first needed in the game. I thought that if **Mrs Roberts** was stuck so early on in the game that she may need a few hints and tips to help her through the rest of the game as it is quite difficult.

So with this letter I have enclosed The Complete Guide to *Jurassic Park*. This guide tells you everything you need to know about the game. It tells you where all of the ID cards are, the position of the batteries, which computers to go to for the right reasons (eg security clearance and communications), the answers to all of the game objectives and the positions of all the 18 eggs. I have even included the whereabouts of the secret level.

I thought that this solution would be very useful to you and many readers of **Games World: The Magazine** who are completely lost in their efforts to conquer the game *Jurassic Park*. I would be extremely grateful if you would print my solution to this game in the next issue of your magazine as it took me quite a long time to put it together, to get everything in the right order and I would really like to see my name printed in your magazine.

The Complete Guide to Jurassic Park – The SNES version

1. Switch on the generator at the Nublar Utility Shed.
2. Get the battery from the Nublar Utility Shed. This is in the first room on the right.
3. Go to the Beach Utility Shed to get Dennis Nedry's ID card which is on the ground level.
4. Go to the Visitor's Centre, to the upper level and reboot the computer.
5. Switch on the motion sensors using the computer.
6. Go to the roof to get John Hammond's ID card.
7. The battery in the Visitor's Centre is found on the sub level.
8. Alan Grant's ID card is needed in the Raptor Pen, sub level 2. It is found in the dark room outside the lift to the sub level on the ground level of the Visitor's Centre.
9. Go to the Raptor Pen for the second mission – then secure the Visitor's Centre.
10. The battery in the Raptor Pen is found on the ground level.
11. Security level 1 clearance is needed on the ground level of the Raptor Pen. To get to this door go out of the lift and through four doors.

magazine just so someone could get better front cover gifts.
■ **Craig McKenzie, Farnham**

■ *Okay Craig, I will try to answer all of your questions for you. First up, there are no plans for a CD-ROM drive for the SNES. The Virtual Boy is a 32bit RISC machine that uses two LED's slotted together (one for each eye) to give a stereoscopic, 3D effect. With a separate controller and a workable headset in the pipeline the first titles for this new battery-operated, portable system (hence the 'Boy' tag) are likely to be Space Pinball, Mario Brothers VB and Telero Boxing. Launched in Japan in the spring, it should reach Europe in September '95 for around £125. Sim City has been available on the SNES for years now and has just been cut in price by Nintendo to £19.99, so get down to your nearest game shop now!*

The New Breed is not out on the Mega Drive, nor will it be out for a long, long time yet as its release date has dropped way back but yes, it will eventually appear on the Super NES too, if it ever appears...

A printer for the SNES? You must be deranged! There is no such thing, nor will there ever be. Mario Paint artwork can be saved onto video, but that's all. As for Mario Paint itself, it is a limited art package that is recommended only for very young children.

You are now much wiser Craig, and you only have me to thank for that, matey. ■

Jaguar, 3DO, Sega Saturn and the Mega Drive 32X.
2. Or do you think I should wait until the Ultra 64 comes out?
3. How much is the Jaguar?
4. Will Atari release a different control pad for the Jaguar as the one they have got seems a bit big?
5. Are all these consoles full screen when you play them on the television? Or do they have thick black borders?
6. What game do you get with the 3DO and how much is the console?
■ **Westley House, Dagenham**
PS. Dave Perry is the best!!!

■ *Alright Westley, I hope these answers will in some way help you with your search for a new console.*

1. *Each console has its good and bad points but this is my personal view of the new consoles:*

Without a doubt the 3DO is finally starting to realise its full potential. Many of the games appearing for it over the next few months are excellent and, although it is hampered by slow access times on the CD, it is certainly the only 'new console' that I would even consider spending my money on right now.

The Jag got off to a roaring start (excuse the pun) but has since begun to stutter badly, with its biggest game release, Alien vs Predator, being one of the software bores of the year. Hopefully the new deal with Sega will lift its flagging profile and provide some decent software.

The Sega Saturn is still a long way off, some time in '95. Although it has already been released on import, I must reserve judgement until I have seen the official version. I would not encourage anybody to buy an import version of a new console as they may encounter compatibility problems, have to pay over the odds for import software and endure barren months without much real game support.

Finally, the Mega Drive 32X does not really count as a console as it is useless unless you already own a Mega Drive to attach it to. If you are a Sega player and don't necessarily want a completely new machine this is the safe choice.

2. *If you wait for the Ultra 64 you will have to have a great deal of patience as it's not due to appear until late 1995, and whilst the signs are that it will probably be the best of the bunch, by the time it appears everybody will probably be getting excited about something else.*

3. *The Jag retails at around £249.99.*

4. *Nope. For the time being Atari seem very happy with their present control pad. Although everyone I know thinks that it's almost certainly the worst designed pad ever seen.*

5. *As long as you have a PAL machine and use PAL software then you should not suffer from black borders. It is only with overseas games that these problems seem to arise.*

6. *The Panasonic REAL multiplayer costs £399.99 and you get a copy of futuristic shoot'em-up Total Eclipse with it, plus a sampler CD.* ■

JAG LACKS THE FORCE?

Dear Game Brain,
This is the first time I have written to this mag, I hope you can print it.
Three weeks ago I bought *Tempest 2000* because I couldn't wait for other games to arrive. A certain mag gave it 97%!? so I just had to buy it, only to find NES graphics and I had to ask myself; "Is this a 64bit game or *Horis Goes Skiing* on the speccy?" Next time I will take your opinion on the games. Do you think *Iron Soldier* is any good?

After hearing three weeks ago that Sega were going to make games for the Jag, I danced around my living room. Do you think the Jag will succeed now?

Will *Star Wars Arcade* come out on the Jag? Is the Jag more powerful than the PlayStation or the Saturn? My mate says he would rather have an Amiga 1200 than a Jag, do you agree? By the way, I think the tips pages are great and so is the GamesMistress. A few more Jag reviews please Dave!
■ **The Jag Master, Cheshire**

■ *I know the magazine you mean and I expect you took the second half of your nickname from it. When a game achieves 97% it is only 3% away from being totally perfect, which is rubbish, particularly for Tempest 2000, which was good but couldn't live up to such an over-inflated review mark. Stick with* ***Games World: The Magazine****, we are the best!*

As for Iron Soldier, I have yet to see a finished version of the cart so I will reserve my judgement until I can make a totally informed assessment.

It is slightly inaccurate to say that Sega are making Jag games. Atari have access to the Virtua and Daytona games because Sega now own shares in their company and the word is that they are now converting some titles. However, it's unlikely that Star Wars Arcade will appear as the rights to the game belong to LucasArts, who Atari are currently taking legal action against.

Which machine is the most powerful? I spoke to a well respected developer who, for legal reasons, wants his name kept secret. He gave me these answers;

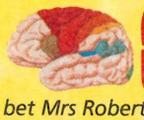
"Well the Jaguar certainly seems to lose out to the PlayStation overall. Although it has more raw power than Sony's machine and is slightly faster, the PlayStation is far superior graphically.

As for the Saturn..." What he said next was unprintable, for legal reasons, but the Jag came out on top of that one, although I'm sure the Saturn will have better games. But don't just judge machines by their specs JM, try them out! ■

Well that's my lot for another month. I hope you liked the English lesson at the start of the page. You get it all here you know. I hope you feel enlightened, educated and more than a little in awe of my incredible knowledge. See ya, wouldn't want to be ya!

The door is on the right.
12. Ian Malcom's ID card is found in the Raptor Pen – in the upper level – dark room.
13. Robert Muldoon's ID card is to be found on sub level 1 of the Raptor Pen. It is needed in the North Utility Shed – sub level.
14. Secure the Visitor's Centre by pushing the boxes against the door in the same room as the lift to the Visitor's Centre on sub level 2 of the Raptor Pen.
15. Donald Genaro's ID card is found in the Nublar Utility Shed on the sub level. It is needed so that you can get into the lift (right of entrance) in the Beach Utility Shed.
16. Go to the ship. The battery is found deep into the entry level.
17. Dr Wu's ID card is found on the ship – sub level – dark room. It is needed in the Visitor's Centre.
18. Ray Arnold's ID card is needed in the ship on sub level 2. It is found in the dark room on the sub level of the Beach Utility Shed.
19. The battery in the Beach Utility Shed is found on the sub level.
20. Security level 1 clearance is granted using the second computer on the upper level of the Visitor's Centre.
21. Behind the 'security level 1 clearance needed' door in the Raptor Pen on the ground level is a computer. Ship communications can be accessed from this console. This means that you can stop the ship from sailing using this terminal.
22. Security level 2 clearance is granted using the console behind the door. This is where Ray Arnold's ID card is needed.
23. Go back to the ship and kill all the remaining dinosaurs on it.
24. Ellie Sattler's ID card is found on the ship – sub level 3.
25. The battery in the North Utility Shed is found on the entry level.
26. The nerve gas is found on the sub level of the North Utility Shed.
27. Destroy the Raptor Nest which is in the East Forest. Put the nerve gas in the Raptor Nest where all the eggs are. Then get out of there as fast as you can.
28. Go to the ship and go to sub level 3. In the dark cabin is a computer. Contact the mainland using this terminal.
29. Once you have collected all the eggs get to the helipad.
30. When you reach the helipad you have escaped Jurassic Park.

The Secret Level
The secret level is on the Eastern Mountain Range. To get to it you have to go down the stairs on the south-west of the peak. Go down the next set of stairs. Then go east then north. Walk into the wall in the corner. This is the secret level. There is a secret door in here. It appears to be a dent in the wall. Walk up to this. Behind the door is an extra life. Keep going out and coming back into the secret level to get lots of lives.
■ **Paul Grant, Tyne & Wear**



■ *Now this is what I call reader interaction. Paul you are a star, I bet Mrs Roberts is well chuffed with this. I've decided to leave out the exact egg locations though. Well, you've got to have something to do, haven't you Mrs R?* ■

STAR WARS

MAY THE FORCE BE WITH YOU!

WIN FANTASTIC STAR WARS GOODIES!

Thanks to our brilliant mates at JVC, we've got a brilliant competition for you. There's a SNES up for grabs with a copy of the latest Star Wars game, we've also got sets of Star Wars books and a superb set of Star Wars videos, and they're all Widescreen. All you have to do to get yourselves a bundle of Star Wars goodies is answer three simple questions which are all about the films:

1st Prize

A SNES with a copy of Super Return of the Jedi.
A set of three Star Wars books. The Art of Star Wars, Empire, and Jedi.
The Star Wars trilogy, in Widescreen.

2nd Prize

A set of three Star Wars books. The Art of Star Wars, Empire, and Jedi.
The Star Wars trilogy, in Widescreen.

5 Runners-up Prizes

A Star Wars goodie bag courtesy of JVC. Filled with loads of Star Wars merchandise and paraphernalia.

Q1 STAR WARS

What hairy creature is the co-pilot of the Millennium Falcon?

A: Wicket W Warwick
B: Chewbacca the Wookie
C: Brian Blessed

Q2 THE EMPIRE STRIKES BACK

How is Han Solo imprisoned for shipment to Jabba the Hutt?

A: Shock-Cuffed by Imperial Stormtroopers
B: Shackled to the Village People
C: Carbon Frozen

Q3 RETURN OF THE JEDI

What is the name of Jabba the Hutt's small pet?

A: Bib Fortuna
B: Salatious Crumb
C: Boney T Ratfink

If you think that you know the answers, send them, or if you don't want to deface your beloved mag, a photocopy of this page to: May the Force be with me, Games World Star Destroyer, Paragon Imperial HQ, 124 Old Christchurch Road, Bournemouth, BH1 1NF, Sol System. And no multiple entries, because Darth Vader lives in our cupboard and will check every entry...twice. Anyone found cheating will have a squad of bounty hunters sent to their house. The Emperor's decision is final.

COMPETITION

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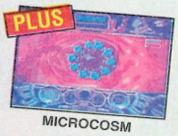
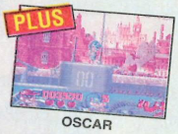

MICROCOSM

PLUS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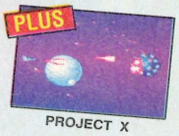
PLUS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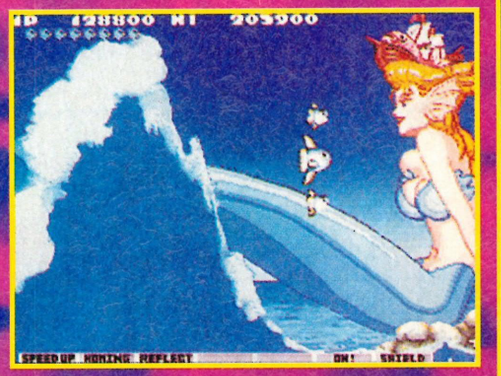
FUTURE SCREENS

SUPER PARODIUS

KONAMI

Konami have a reputation for producing some of the finest and most polished games on the SNES. But, when *Parodius* was released, it was a bit of a shock. Why? Because instead of having huge gurgling aliens spewing molten death at you, there were waves of pink pigs and stupid little penguins. Going against the flow or what? But that didn't stop it from being a success or hold Konami back from producing a sequel. With much the same style of graphics that include Octopi and cute Anime girlies flying about spitting cute molten death, it looks as if *Super Parodius* might shock us all over again. It'll also get a release on the Sony Playstation so that's even better. Oh yes it is.



information...
- KONAMI
- SNES
- DECEMBER (IMPORT)

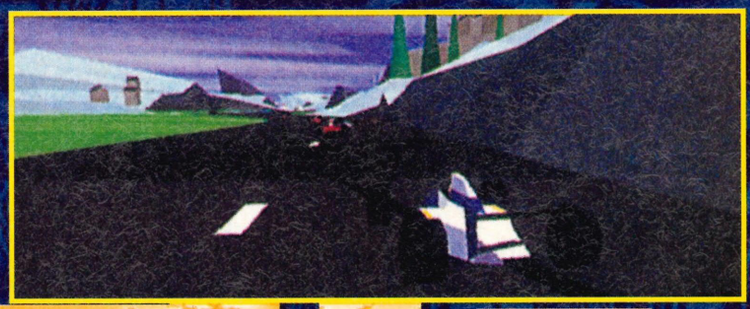
VIRTUA RACING

TIME WARNER INTERACTIVE

Everyone's favourite racing game is set to make its appearance on the Saturn in Japan very soon but, surprisingly, it won't be under the all-powerful Sega umbrella. This time *Virtua Racing* is going to be released under another all-powerful company in the shape of Time Warner Interactive and should be available on import in the early part of the new year.

All the graphics have been improved and revamped from the Mega Drive and 32X versions to the quality of the classic arcade polygon racer, to make full use of the Saturn's advanced sound and graphics processors. This is going to take owners of the Saturn by storm although the question remains, will people invest in this when *Daytona* (with its four player link-up) is already on the cards for an Easter release?

information...
- TIME WARNER
- SATURN
- SPRING



VIRTUAL MARIO

NINTENDO

Nintendo aren't a company to be left behind on the new technology front. Sega might have their Mega Drive 32X and Saturn but Nintendo are busy developing for the Virtual Reality market. Their Virtual Boy turned a few heads when they unveiled it at a large computer entertainment show in Japan recently.

Using a 32bit RISC CPU and LED display the headset has two displays, one for each eye. When you look into it, this gives the impression that the games are in 3D. The unit has a stand to rest it on a table with a joypad made up of two direction pads and four buttons.

And guess what? There's a *Mario* game to launch the new piece of kit! The little Brooklyn plumber appears in three dimensions on the Virtual Boy introductory screen and a platform game along the lines of the original on the NES and Game Boy is already up and running. With pipes and blocks galore everyone's favourite platform star looks like he's guaranteed a future in the videogaming world. We can't wait for the ape to make an appearance.

information...
- NINTENDO
- VIRTUAL BOY
- MAY

TAMA - ADVENTUROUS BALL IN GIDDY LABYRINTH

TIME WARNER INTERACTIVE

This is a particularly strange game that combines elements of *Spindizzy* and all those bizarre viewed-from-above maze games. Despite looking quite bland from these standard screenshots, it's actually a devilishly addictive rompette as you guide Tama, an 'adventurous ball' (that's the Japanese for you!) through numerous mazes in the 'giddy labyrinth'. With some smart visual effects designed to churn your stomach, this looks like it could be a surprise hit on the Sega Saturn system.

information...
- TIME WARNER INTERACTIVE
- SATURN
- TBA

VIRTUAL HYDELIDE

SEGA

Doom. What can topple this behemoth of a game? Well, for the moment nothing, but that's not stopping Sega from trying to come up with a game that's sure to core out Doom's hardcore following. *Virtual Hydelide* is an RPG which uses graphics that make the backdrops of *Magic Carpet* look almost like a white-washed wall (well, nearly). The game is viewed from above the head and from behind your man, who you're controlling, trying to help him escape through the seven planes of hell, including toasty hell, rat-infested hell and hells even Dante would have had a bit of trouble writing about, with the aim of getting him back home to his Ovaltine and electric blanket. On your travels you can use weapons and spells to get rid of any nasty RPG-like monsters that you may encounter. This is possibly the first RPG to grace the Saturn and we'll just have to wait to see whether it's truly spell-binding.

information...
- SEGA
- SATURN
- SUMMER

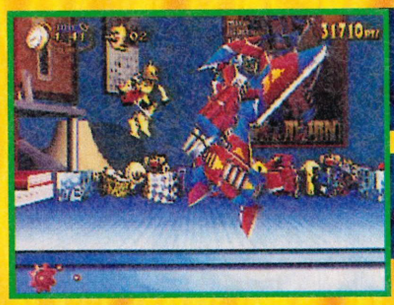
CLOCKWORK KNIGHT

SEGA

Here's a game we've covered in Import Scene before now and one that's planned to be one of the first releases for Sega's Saturn. The game's full title is *Clockwork Knight: Pepperouchau's Adventure* and, as well as being a mouthful, it's a bit of a platform/bash'em-up.

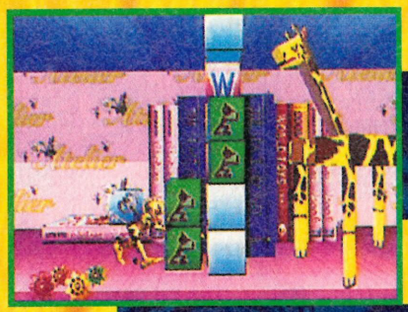
information...
- SEGA
- SATURN
- SUMMER

The player takes on the role of a gallant knight, equipped with a sharp sword and cheeky grin. Each level has all kinds of obstacles to overcome including buses, bricks, teddy bears and alarm clocks and there are all manner of weird and wonderful creatures to take on.



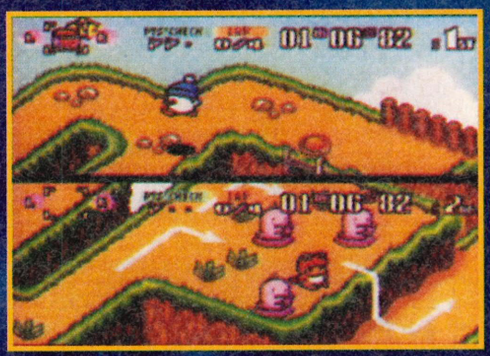
Early levels have a giant giraffe who will stomp on the knight given half a chance and a huge transformer type robot with giant boots you don't want to mess with. There's a time limit to complete each level in and lots of opportunity for scoring bonuses.

The visuals are, of course, amazing. The Saturn's advanced technology has been put to good use and has created an outstanding game within the restrictions of the platform game genre. With only *Virtua Fighter* to play on the Saturn as we go to press, this is one game we just can't wait to give a good jousting.



HEBEREKE RACE

SUNSOFT



Hebereke's Poopoon has only just been released over here to much delight within the Games World office. The Japanese, however, have known for a long time just how bizarre and madcap Hebereke and his chums can be. But instead of another *Mean Bean Machine* variant, Sunsoft are bringing out a racing game featuring all of the characters from their last game. Using an isometric viewpoint, *Hebereke Race* has a total of eight characters to chose from, each with their own abilities. Very much like *Hanna Barbera's Crazy Chase*, a game shown on Games World: TV Show, *Hebereke Race* has all the cutesy manga-esque characters running against each other over various race-tracks. Should be one to watch, even if it is only one half as playable as its sister game, *Hebereke's Popoon*.

information...
- SUNSOFT
- SNES
- JANUARY (IMPORT)

AGGRESSORS OF DARK KOMBAT

SNK

information...
- SNK
- NEO GEO CD
- SPRING

Mercy is for the weak. A fighter must always train to be the best, but must remember that he will inevitably die. Only the strong will survive, the weak are buried. Or so says the SNK bumf with their latest Neo Geo CD release which is (surprise-surprise) another beat'em-up. This fighting rompette should be out in the arcades by the time you read this but it's all set for a early new year release on CD. The game in the arcades is an absolute whopper, crammed onto 178 Mbits of sheer silicon power, this is certainly one to keep your knuckle dusters polished for...

035 035 035 035 035 035 035 035 035 ...

FUTURE SCREENS

PANIC BOMBER

TBA

information...
- ARCADE
- NEO GEO
- SPRING

One of **Games World: The Magazine**'s office favourites, Mr Bomberman and friends, have finally made their appearance on the Neo Geo system in this 52 Mbit whopper, *Panic Bomber*. But this isn't your expected dash-around explosive maze rompette, this is a puzzle game much in the same vein as *Hebereke's Popoon*, *Mean Bean Machine* and the classic *Tetris*. Essentially, you take control of the different coloured characters making strategic explosions in order to destroy your opponent with your power bombs. A pleasant change all-round for the Neo Geo with its sheer plethora of fighting games and one that should be in the arcades in the new year prior to its Neo Geo CD release.

SAMURAI SHODOWN 2

SNK

information...
- SNK
- NEO GEO CD
- JANUARY

Following hot in the footsteps of the Neo Geo CD comes the latest beat'em-up from SNK, *Samurai Shodown 2*. Called *Samurai Spirits 2* in Japan, the game takes the classic mould that SNK have used successfully so many times before and adds new options and features to create another hot beat'em-up.

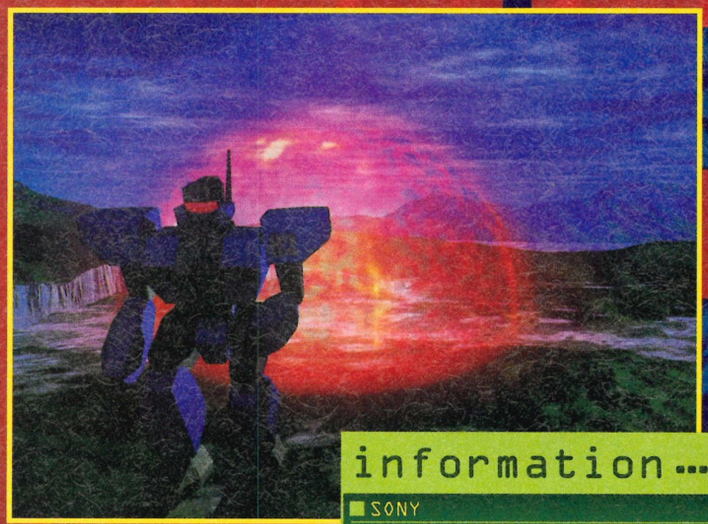
This time there are 15 characters including all the ones in the original game. New kids on the block include a green-haired babe called Cham Cham with a monkey up her sleeve and tough guys Gen Jeurou, Sieger, Nicotawe and Iji join Poppy the puppy dog in the never-ending battle.

This game will materialise on the Neo Geo machines in the arcades in January. The cartridge version is a hefty 202 Mbit meaning one massive price too! Luckily, the Neo Geo CD version will be released around the same time on two CD's. You might have to wait a little longer for the stages to load in but there's a massive price difference between the two.

Samurai Shodown was a fantastic game and this sequel looks like setting the Neo Geo alight again. We can't wait!

METAL JACKET

SONY



information...
- SONY
- PLAYSTATION
- TBA

Mechanoid games are getting more and more popular these days. We've only just covered the new Sega Mega Drive 32X release *Metal Head*, when along comes the stunning *Metal Jacket* for Sony's new PlayStation.

The two games are remarkably similar in looks and storyline. There are eight mechs to choose from in *Metal Jacket*, each with different weapons and strengths. The missions take you through woodland, cities and on night time raids with everything created in shaded, texture mapped polygons. There are all kinds of viewpoints in the game from an aerial shot where you can see the explosions in all their glory to close-ups of the mechs doing their metal thing.

Get used to these polygon games as the technology inside all the new consoles allows for faster and more impressive polygon graphics than the SNES with its Super-FX chip could ever dream of running.

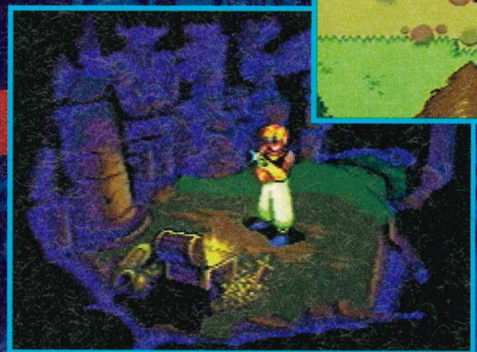
THE STORY OF THOR

SEGA

Described as a kind of *Streets of Rage* meets *The Legend of Zelda*, *The Story of Thor* is a good-looking new role playing game from Sega.

The 16bit cartridge is packed full of animated sequences, idyllic villages and daunting castles where the main character can roam around to his heart's content. The visuals have been absolutely packed full of detail. From the hanging baskets and brickwork on the houses to butterflies and dogs going about their daily business, this game is a non-stop visual feast.

Part role-play adventure and part beat'em-up, there's always something exciting around the corner. You can chat with all the characters in the game to find clues and information. Come across any of the bad guys and there's an impressive array of moves that you can use against them. Weapons can also be picked up and used to defend yourself against these cads.



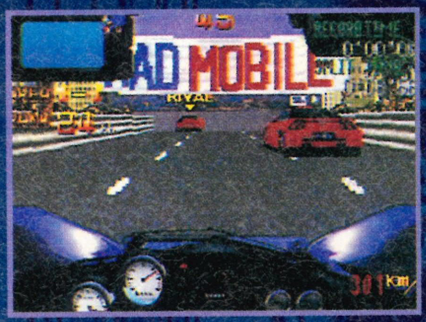
We're sure to bring you a full Games Watch on this excellent new Mega Drive masterpiece very soon. You never know, it might even have hammers in it.

information...
- SEGA
- MEGA DRIVE
- MARCH

GALE RACER

SEGA

Sega have catered for fans of the beat'em-up and platform game so here's the first racing simulation for the Saturn to complete the trio. Everyone thought that the first racer from Sega would be one of their arcade classics *Virtua Racing* or *Daytona USA*, but no. The first racing simulation is *Gale Racer*, better known in the UK arcades as *Rad Mobile*.



This is one wicked racing game. The game is played from an in-car viewpoint with a dashboard on show with km/h and rev counter. Stages each have a theme and are split into check points. There are night time, snowy, desert and countryside stages to whiz though with lots of other cars in the race to bump off the road while not forgetting to keep your eyes peeled for the coppers.

There are lots of neat touches in the game. In some stages it starts to rain and you must find the button that switches on the windscreen wipers and then, when night falls, you can either try to drive around in the dark or fumble for the switch for your headlights.

Rad Mobile is getting on a bit in the arcades now but it will be a joy to play it again on the Saturn. It's still one of the best racing games to ever grace a British cabinet. And that's a fact!

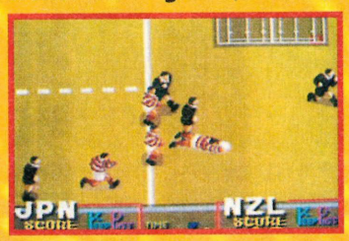
information...
- SEGA
- SATURN
- SUMMER

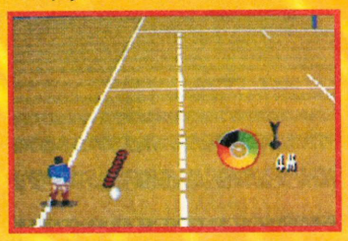
SUPER RUGBY

TBA

From the makers of probably the greatest Tennis game on the Super NES, *Super Tennis*, comes a sporting title that you'd probably never expect them to produce. This is none other than the imminent release of *Super Rugby* in Japan.

Taking all of the Rugby World Cup teams including England, New Zealand, Western Samoa and (of course) Japan, they've managed to pull together an arcade-style rugby game that has all the speed and rules of Rugby Union without losing out in a stop-start style that so often marks rugby computer games. According to our sources, this will make an appearance officially in the UK prior to the World Cup next year but, as yet, no publisher for the European launch as been signed. **Games World: The Magazine**, as usual, will keep you informed.





information...
- TBA
- SNES
- EASTER

FIREMEN

MARUBENI

It's winter in New York. The annual Christmas party at the Metrotech Chemical company is underway. However, at six o'clock a small fire starts to spread. Fuelled by the abundant chemicals it rapidly makes its way through the building.

D-Sector fire brigade are sent to the scene. Pete is the captain of the five person unit, Daniel is the second in command and the other members of the unit are Max, Walter and Winona. Splitting up, they discover that in the basement is a large quantity of the chemical MDL which, if it gets too hot, will blow (taking the building with it).

That's the least of your problems though as you don't know how many people are trapped and whether the building is structurally sound. They also have to make sure that they don't become victims of backdrafts, cracked ceilings and falling items. Viewed from an overhead perspective, this is a novel and fast-paced action game with a very novel theme. Hot stuff.

information...
- MARUBENI
- SNES
- MARCH

information...
- CAPCOM
- ARCADE
- FEBRUARY

X-MEN

CAPCOM

Due for release Stateside late this January, Capcom have the rights to produce one of the hottest arcade licences in a long time with all the characters from the hit comic and Saturday morning cartoon series. *X-Men* for the arcade is a head-to-head fighting game which features all the 12 X-Men characters including Wolverine, Cyclops, Storm, Psylocke, Silver Samurai, Iceman, Colossus and Omega Red. There are also plenty of boss characters to choose from such as Magneto, Juggernaut, Spiral and the Sentinel and, to make things more interesting, all the bosses are player controllable (with the exception of Magneto). With the same character versus same character mode built-in, the gameplay will be of the same instinctive fighting style as the sister Capcom arcade, *Street Fighter II*. Complete with graphics straight out of the comic book, the characters' abilities are suitably wild. This will take the arcades by Storm (if she calls on the power of lightning and hurricanes that is).

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MAXIMUM firepower

maximum firepower

Another day, another game, another cheat. Maximum Firepower reaches the inner sanctums that other tips sections fail to reach. Sit down, relax and let your friendly MP relieve the stress of tough-nut games. If you'd like to help your fellow man, then send in any cheats you may have to: The Gob-Smacking Maximum Firepower, Games World: The Magazine, Durham House, 124 Old Christchurch Road, Bournemouth, BH1 1NF. And if you aren't blessed by a saint for doing so then there is something wrong with the world today.
If you'd like to send us tips via alternative means, then get on the Internet and send them to: gw_magazine@mail.on-line.co.uk

JURASSIC PARK II

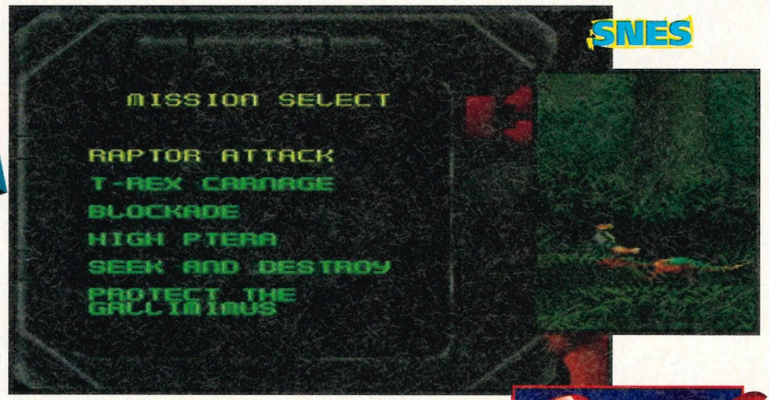
Infinite Continues

Dinosaurs, eh? Those big nasty things that eat small goats and men sitting on toilets. Never mind, here's a cheat code. When on the mission select screen, press the following combination of top buttons on controller one:

L, L, L, R, R, R, L, L, R, R, L, R, L, L, R, R, L, L, L, R, R, R

A beep will now be heard and you will have infinite continues, making the completion of the game a bit easier.

SNES



STREET RACER

Hints and Tips

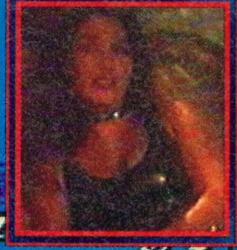
SNES

First off, the best drivers to race with are the following:
Raph has the highest top speed, but is let down by some poor handling. This might work out better though for players who are more experienced.
Helmut has a good top speed and slightly better handling so he might just be good for those wishing to upgrade themselves to Raph in the future.
Sumo-San may be a big fat bloke, but he does have a good top speed.
Out of these three drivers, you should be able to pick one that you can drive fairly well who should (hopefully) win you lots of races. The best courses to race on for sheer speed are Helmut's and Biff's courses. They both have long straights and good sets of corners.

The best drivers to help you fight your way to the finish are the following:
Appropriately titled, Biff is one of the hardest characters due to having a heavy car that can take a lot of punishment.
Frank is another hefty character who you can use for fighting your way to the front. He has a high defensive rating and a good solid punch.

Some general driving tips:
While driving around, you can collect stars that will allow your car to go much faster. There's a drawback with going really fast – you lose grip and tend to slide all over the place. If you're really good, you can skid to help you get around the corners. Powersliding can be used to get you around the tightest bends. To do this, approach the corner at high-speed and, as you reach the apex, come off the accelerator and turn to face the inside of the corner so that your car is sliding sideways. As you go around the corner, stick the throttle on again.
All the cars can jump and the jumping technique needs to be mastered before you can say that you're really good at the game. The main place to jump is when you're going over rough ground. If you're jumping then you won't slow-down so much over rough terrain.

GM MASTER CLASS



THE JUNGLE BOOK

Level Select and Cheats

As soon as you start the game and the Virgin Logo appears, on controller one press: Up, Up, Up, B, B, Y, Y, Select, Up, Down, Left, Right, B, Up, Y. If you've done it correctly then you'll hear some clicking noises indicating success, if not, switch off the machine and try again. If it does work then go to the title screen and move the arrow to the options menu and press Start, a new option will have appeared that will let you choose what level you start on. If you also change the value of the cheat icon to five, you will be able to float through the level by pressing the L button and you can become subject to the forces of slow-motion with the R button.

SNES

MICKEY MANIA

SNES

Level Skip

How about a lovely level select that will appear on the options screen and allow you to start on any level you like? Go to the options screen and select the sound test. Play the music "Beanstalk 1" and then select the sound FX titled "Extra Try". Go to the exit and hold the L button for about seven seconds. You'll hear a sound that confirms that the cheat is activated and the level select will appear on the main game screen.

There's also a Bonus Level hidden away. While you're in the elevator on the Mad Doctor level, exit to the right and as soon as you've left, jump back in. The elevator will shoot you up to the top of the tower. Get out of the elevator to the right and a secret passage below you will be revealed. Jump into this passage and collect the stars and marbles while on the way down. Once you're at the bottom the screen will darken and you'll only be able to see Mickey's eyes. Walk right and jump up to collect the stars. When you reach the final star, there will be a pair of Mickey's ears hanging in the air, collect these for an extra one-up and watch the Mad Doctor appear.

VORTEX

SNES

Level Codes

Use these level codes to get through the game:

Planet	Code
Cryston:	YFGJW
Voltaire:	RWXVP
Thermis:	DHLNC
Magmeno:	BGVRG
Vortex II:	JNBTK
Trantora:	XLQMB

TAZMANIA

SNES

Level Select

That kooky little Warner Bros character, Taz, has his own little game and if you're stuck on it don't worry as we have some useful level codes for you to try. On the Title screen press Select and then if you want to receive 20 continues, press: Y, X, B, X, A, X, L, R, B, A, Y, A, X, A. If you want a level select then press A, Y, A, Y, X, Y, B, A, R, L. You will now be endowed with a level select that will let you choose what level you start on.

SUPER BOMBERMAN 2

Extra Weapons

Having a problem cremating your opponents? Try this little trick. To start the game and play with a fabulous amount of weapons (six bombs, six flames, a glove and a detonator) enter 1111 on the password screen. You will now have no problems getting further into the game and all those people who stand in your way will become toast, instantly.

SNES

DONKEY KONG COUNTRY

SNES

Hidden Levels

Having fun pulling out your hair at the sheer frustration of trying to find the secret levels hidden in the game? Well, fear not because we have two secret rooms for you to 'monkey' around in:

Oil Drum Alley

There are two bonus rooms in this level, the first is near the start of the level and is quite easy to get to, the second is near the end of the level. To get here you have to throw a barrel into the wall, once inside there is another secret level to be found. In the bonus room, you can pick up a barrel. If you take this to the far right and throw it against the wall a third secret room will appear. Go inside and collect the goodies.

Tanked Up Trouble

In this level you have to keep on collecting fuel barrels to keep your platform moving, if you miss a barrel then you'll plunge to your doom. If, however, you miss the first barrel on purpose and carry on along on the platform, it will fall into a bonus room. Collect the goodies and exit. You will now find yourself halfway through Tanked Up Trouble, saving yourself a load of hassle.

MORTAL KOMBAT II

SNES

Cheat Codes

Massive respect to **Brendan Burns**, from **Ballyshannon**, **Ireland**, for sending in these cheats for *Mortal Kombat II*. He'll be my special friend forever. Anyway, the cheats that young Brendan has sent in allow you to play against all of the secret characters that are hidden away and also bag a whole load of kredits. All of these codes are done while on the character select screen, they must be done fairly quickly in order for them to work:

Handicap the Console: (giving you lots of power and giving them hardly any):
Down, Up, Right, Up, Left, Select.
29 Kredits: Left, Up, Right, Down, Left, Select.
Fight Noob Saibot:
Left, Up, Down, Down, Right, Select.
Fight Jade: Up, Down, Down, Left, Right, Select
Fight Smoke: Up, Left, Left, Up, Up, Right, Select
Fight Kintaro: Up, Down, Down, Right, Right, Select
Fight Shao Khan: Right, Up, Up, Right, Right, Select

GM MASTER CLASS PLAYING TIPS

PSYCHO PINBALL

Bonus Game and Extra Ball

During the game press Start, Pause the game and then press: B, A, B, B, A, C, A, C. This will take you to an arcade section. If you press Down, B, C, B, Right and Right you will be given an extra ball.

MEGA DRIVE

MICKEY MANIA

MEGA DRIVE

Level Select

If you're getting stuck on *Mickey Mania*, then try this level select code to help you get further into the game.

Go to the Options screen and select the sound test. Select the music "Continue" and then select the sound FX "Appear". Now select the speech for "Think". Go to the exit and hold Left on the joypad for about five seconds. A sound will confirm that the cheat has worked and you can now choose the level you wish to start on.

There's also a secret level included in the game. At the doorway to the Giant's castle, bounce on a beetle to turn on a switch which is hidden above you. Then, go back to the left and bounce on the butterflies up to a secret area. You should now see the animated short The Band Concert which was drawn in 1935.

If you want to get to a hidden Bonus Level, go to the Mad Doctor Level and get on the elevator. Exit to the right when it stops at the top and as soon as you've left, jump back in. The elevator will whip you up to the top of the tower. Get out of the elevator to the right and a secret passageway below you will be revealed. Jump into the passage and collect the stars and marbles while on the way down. Once you're at the bottom, the screen will darken and you will only be able to see Mickey's eyes. Walk right and jump up to collect the stars. When you reach the final star, there will be a pair of Mickey's ears, collect these for an extra one-up, and watch for the Mad Doctor's entrance.

MEGA DRIVE

PROBOTECTOR

Hidden Level

On the third level there is a secret room that's full of big bosses that will easily kill you if you're not experienced enough. To get to this room you've got to go underground, past the turrets until you get to a door with a load of red Japanese graffiti around it. Instead of blasting the door and exiting the level, jump up above the door and climb up the wall, out of the level. A nasty bloke will appear and ask if you want to fight in the arena, you'll find yourself in a room that looks like a lozenge. Once in this room, a load of bosses will come out and fight you, they won't appear anywhere else in the game except in this room. The last boss is like an alien and if you beat him a warphole will appear and take you to one of the possible endings of the game.

MEGA DRIVE

DYNAMITE HEADDY

See Animations

Press Start on the title screen and highlight the Options menu. Then enter B, A, B, C, B on controller one, you will now be able to cycle through all of Headdy's animations. Lovely.

MEGA DRIVE

SYLVESTER AND TWEETY

Skip to Level 5 with 99 lives

While playing the game, press Start to pause the game and using controller 1, press: A, A, A, B, B, B, A, Start. You should now be warped to level 5. If you keep entering this code you will be given even more lives to satisfy your gaming needs.

EARTHWORM JIM

Level Select and Secret Level MEGA DRIVE

Here's a way to get into a secret room full of goodies. At the end of the first level you'll see a moose's head on the left. Use your head to lasso onto this and Jim will be able to swing into a solid-looking wall. If you jump into the wall you will find yourself in a secret cavern.

Now if you'd like a level select follow these directions carefully: Hold down A and press Left, then B, B, A, hold down A and press Right, then press B, B, A. The level select is now yours.

SPARKSTER

MEGA DRIVE

Level Codes

Enter these codes on the level select screen to get you to levels two and three of the normal game.

Level 2:

1st Row: Green Sparkster	Blue Sparkster	Green Sparkster	Green Rocket
2nd Row: Red Sparkster	Blue Rocket	Yellow Sparkster	Blue Sword

Level 3:

1st Row: Yellow Sword	Blue Sparkster	Green Sparkster	Green Rocket
2nd Row: Red Sparkster	Blue Sword	Red Rocket	Blue Rockets

MEGA DRIVE

URBAN STRIKE

Level Codes

Top chums **Ben Chandler** and **Aaron Vernon** from **Kingstone** have supplied us with some lovely level codes for EA's chopper game:

Level 2: CRTXCWR4NBH
Level 3: 9GR7XGDR4KD
Level 4: NWDTZGDR4KD
Level 5: L6V9D4FKB6P
Level 6: GPTFZ9LGJ4Z
Level 7: W7K9LBR6SV6

MEGA-CD

BRUTAL

Play Extra Characters

There are two fighters that you can't normally select – Karate Croc and the Dalhi Llama – but with this cheat you can. On the title screen press: Up, Down, A, B, C, C, B, A, Down and Up to get to choose Karate Croc. If you want to be the Dalhi Llama, press: C, A, B, A, Left and A, also on the title screen. Whichever boss's code you have entered, you can now choose them from the character selection screen.

MICKEY MANIA

MEGA-CD

Level Select

If you're getting stuck on *Mickey Mania*, then try this level code to help you get further into the game.

Go to the Options screen and select the sound test. Select the music "Continue" and then select the sound FX "Appear". Now select the speech for "Take That", go to the exit and hold Left on the joypad for about five seconds. A sound will confirm that the cheat has worked and you can now choose your starting level. All the sounds that you have chosen will spell the word CAT.

There's also a secret level included in the game. At the doorway to the Giant's castle, bounce on a beetle to turn on a switch which is hidden above you. Then, go back to the left and bounce on the butterflies up to a secret area. You should now see the animated short 'The Band Concert' which was created in 1935.

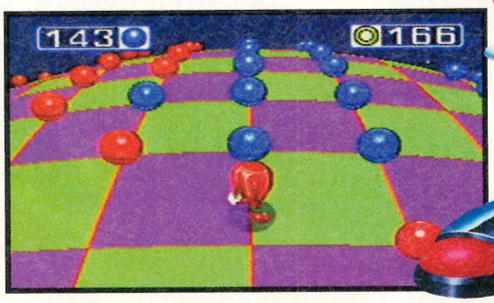
There's also a Bonus Level hidden away. On the elevator in the Mad

SONIC & KNUCKLES

MEGA DRIVE

■ **No Way Cheat**

Cheeky chappie **Daniel Young** from **Leamington Spa** has sent in a fine cheat that works with *Sonic & Knuckles*. Plug in any game that makes the "No Way" screen appear and then press A, B and C simultaneously. You will now play a really hard special stage where you have to collect the blue spheres. If you press the C button before you start you can change your character between *Sonic & Knuckles*. Press Start to begin the level.



SUPER MARIOLAND 3

GAME BOY

■ **Extra Lives, Time, Coins and Hearts**

Here's a code for all those people who could do with a few more lives, coins, hearts and a bit more time on the clock. Pause the game at any time by pressing Start. Once you have paused the game you must press Select 16 times, only then will a little black box appear next to Wario's head. Hold the B button down and press Left or Right to move the icon to whatever you need replenishing. When you've moved to the icon you want, press Up, or Down, to change the values. Now press Start again to resume the game.

7TH GUEST

CD-i

■ **Level Select**

Follow this handy and somewhat nifty cheat allowing you to skip to any level you so desire. Start playing the game and at any time go to the options screen and save the game putting in your name as BADGER. You should now see the chattering teeth icon when you move the cursor to any of the corners, press any button while on the corner and you should move to a new screen with all of the rooms laid out in front of you. Click on a room and you'll go to it straight away.

SPACE ACE

CD-i

■ **Level Select**

That roguish nightshift worker **Alan Horsley** from **Bishops Stortford** – again – has sent in a little tip of his for us to play with. On *Space Ace* there is a lovely level select that will allow you to choose where you would like to start. Play the game and when you've died and the play again screen appears, press the left-hand button two on the infra-red controller four times, then press the right hand button two three times, then the left hand button two once. A lovely level select screen will now appear. Thanks Al.

WAY OF THE WARRIOR

3DO

■ **Fight the Bosses**

You can now go straight to the boss characters in the game without having to fight all the way through. Go to the start up menu and go into the name options. Enter these names.

Knull the Despoiler: A GAVIN JUN 11 1970

High Abbot: J RUBIN JAN 6 1970

You'll have to scroll through the characters on the selection screen in order to find these tough bosses.
If you want to fight in a psychedelic stage then enter this groovy code:

**PARANOID MAY 5 1975.
Trippy, man!**

Doctor level, exit to the right and as soon as you've left, jump back in. The elevator will whip you up to the top of the tower. Get out of the elevator to the right and a secret passageway below you will be revealed. Jump into the passage and collect the stars and marbles while on the way down. Once you're at the bottom, the screen will darken and you will only be able to see Mickey's eyes. Walk right and jump up to collect the stars. When you reach the final star, there will be a pair of Mickey's ears, collect these for an extra one-up then watch out for the Mad Doctor!

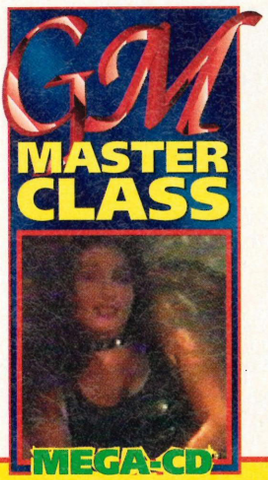
SUPER STARDUST

AMIGA

■ **Level Codes**

Big thanks and stuff go to **Alan Bunker** from **Up North** for these level codes. Enter these codes to get you further into the game. However, you'll have to find out the last level code for yourself.

**Level 2:
BSUAAAADXJ
Level 3:
CESUQAAQFSX
Level 4:
DFSTUQAAHIE**



FIFA SOCCER

■ **Hidden Footage**

Enter the Coaching/Stats screen and highlight either Formations, Coverage, or Strategy. Now press the A button for a special video-clip that is related to that option. Simply smashing.

RESPECT IS DUE TO...

That top geezer **Brendan Burns** from **Ballyshannon** in **Ireland** for his lovely *MKII* tips that have revolutionised the way we perceive life here in the office. And if the Games Mistress is happy, we're happy, so we've already sent Brendan some goodies so that he's happy too. Unfortunately Brendan, when we spoke to Mark Hamill (aka Luke Skywalker) he said he doesn't have a letterbox in his door so you can't send him letters. Sorry.
If you want to be like Brendan – happy with arm-loads of Games World gifts and the affections of the Games Mistress – send in your tips to us at the usual address. If you're especially photogenic, then send in a picture of yourself as well and we'll stick you in with your tip.

HELPLINES

■ **Please get permission from whoever pays the phone bill before you call these numbers. If you don't and get a big thick leather belt applied to you by your dad, we're not going to stand in the way of justice. You have been warned!**

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

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Virtua Fighter

Virtua Fighter is one of the smartest arcade games ever and now with the release of the Saturn in Japan it will be available to everyone with that wonderful new piece of kit. So get your digits primed for some serious polygon pummelling action!

VITAL STATISTICS

NAME : VIRTUA FIGHTER
PUBLISHER : SEGA
SIZE : 1 CD
SYSTEM : SATURN
PRICE : £TBA
AVAILABLE : JULY

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SPECIAL FEATURE

virtua fighter

Wolf is the wrestler supreme. Kicks and throws are what he's especially good at.

A long time ago, in the Era of Showa, the Japanese army attempted to overthrow the last Emperor of the Ching Dynasty, Henry Pu-yi. They were defeated however by the Imperial Guards who used a devastating martial art called Hakkyokuken. Wisely, the Japanese army attempted to master this fighting style and ultimately created the toughest infantrymen in the world. Hakkyokuken was proclaimed the ultimate martial art.

Over half a century later, Akira Yuki decides to take this style of combat on the road with him as he attempts to win the ultimate World Fighting Tournament, and prove both its and his own worth.

This tournament is entered by combat experts from all over the world and the winner will be proclaimed the world's number one fighter. However, there is an ulterior motive behind the Syndicate supporting the tournament...

Sega's exciting Model-1 arcade machines certainly caused a lot of interest in the arcades. Now the classic Model-1 game, *Virtua Fighter* is available to play in the home on the newly released Sega Saturn so that you can indulge in the excellent sound and stunning graphics of a beat'em-up par excellence. This is a game that will hold you in raptures with visuals that actually zoom in and zoom out, changing both the perspective and the camera angle in ▶

BASIC MOVES

These moves work for all eight fighters:

Stamp (on a floored opponent)
- Quick Up, **Punch**

Throw
- **Punch** and Defend

Burst Sprint
- Quick Forward, Quick Forward

Burst Escape
- Quick Back, Quick Back

Run
- Quick Forward, Hold Forward

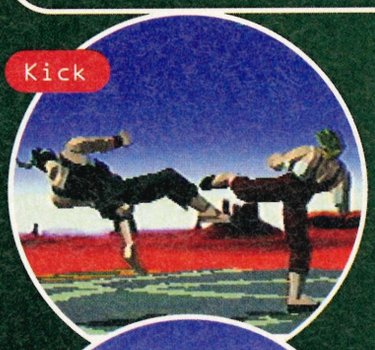
High Kick
- Quick Forward/Down, Kick

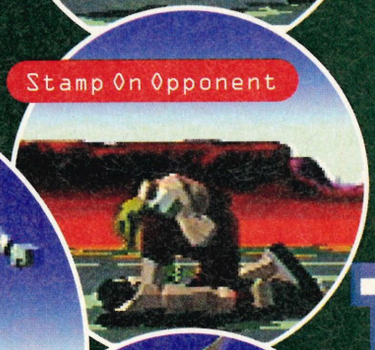
Tumble and Rise
- **Defend**, **Defend**, **Defend**

Rise and Kick
- **Kick**, **Kick**, **Kick**

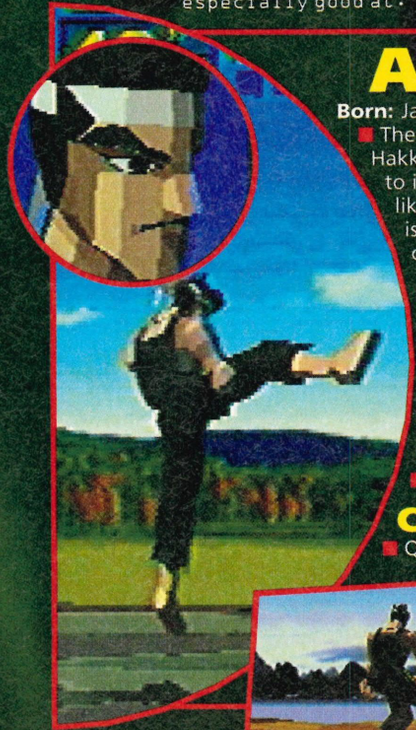
Flip Away
- Hold Back

See the character box-outs for the fighters' individual moves.





AKIRA YUKI



Born: Japan.

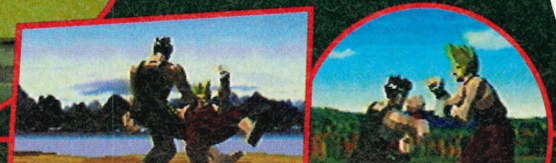
The only person to whom the Hakkyokuken style has been handed down to is Akira. Looking more than a little bit like Ryu from *Street Fighter II*, Akira Yuki is on a fighting tour of the world to test out his combat skills.

Renkantai
- Forward, Forward, **Kick**, **Kick**

Rimonchocho
- Quick Forward, Quick Forward, **Punch**

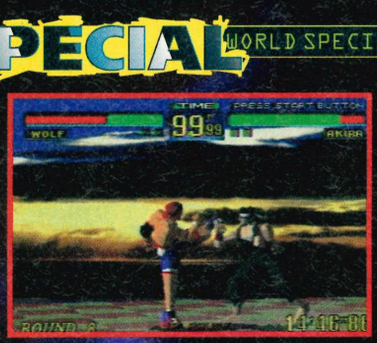
Mokokohazan
- Down, Quick Forward, **Punch**

Cheeky Leg Trip
- Quick Back, **Punch**



Virtua Fighter

Above: In a close-run thing against Pai, Jeffry shows off his sheer power, knocking her out as she leaps through the air.



In the last bout against Akira, Wolf tries to sweep him but, as usual, Akira laughs and blocks the movement with his arm.

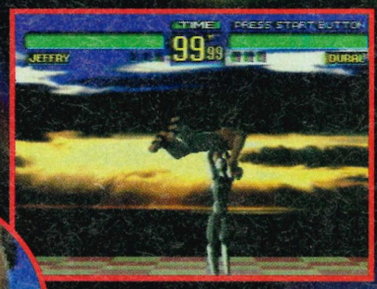
Who's this guy? Beat all the characters and you get one chance to fight Dural, a metal man who knows every move.

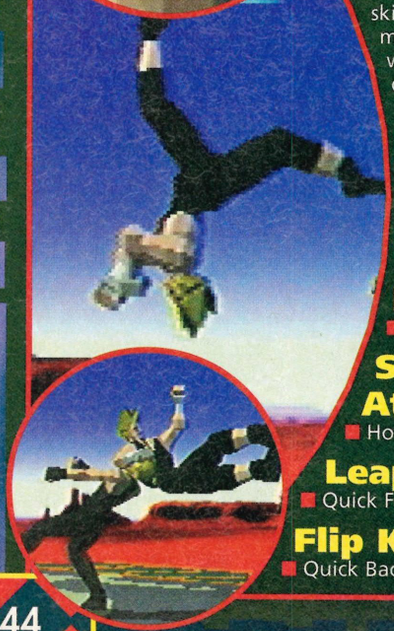
a flash. Incredible.

Sega believe they're on to a winner as this is complete with all of the features of the classic Sega arcade and much more. *Virtua Fighter* on the Saturn even has the trusty replay function of the arcade version so that you can really rub your opponent's nose in it as they crash to their doom!

But the best news of all is that *Virtua Fighter* comes complete and packaged with the Sega Saturn as a free gift in some of the better compilation packs. A little known fact is that *Virtua Fighter*, although popular over on these shores, never took off in the same way as it did over in Japan, hence the conscious decision to release the game with the Saturn to attempt to blow away the hype behind the Sony PlayStation. As we write this, it seems to have worked. Initial stock of the Saturn has sold out, in Japan as they have gone plain crazy bonkers over the Saturn in a *Virtua Fighter* frenzy. We've played it and we can understand why – it's incredible, there's so much more to the game than even arcade fans probably realise – but that's the joy

Below: The token Aussie, Jeffry, gets a chance to gloat as he beats Kage in fight one.





JACKY BRYANT

Born: USA

The Billy Idol of the game, the spiky-haired Jacky Bryant used his combat skills to help him recover from the mysterious car crash in which he was injured. The former racing driver suspects foul play and is using his martial arts prowess to help him investigate the mysterious Syndicate.

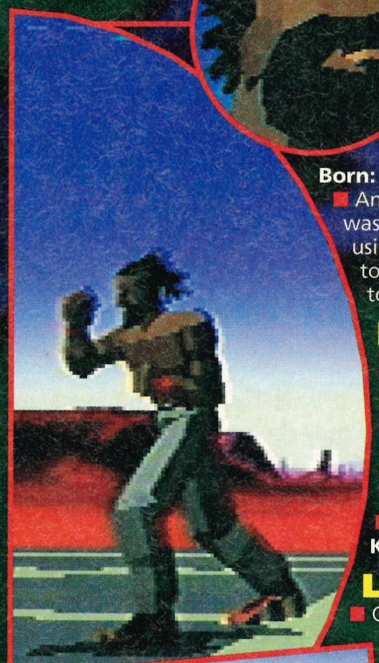
Spinning Back Knuckle
Quick Back, **Punch**

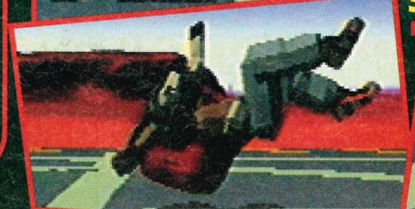
Elbow Spin Kick
Quick Forward, **Punch, Kick**

Spinning Arm Attack
Hold Back, **Punch**, **Kick**

Leaping Neck Grab
Quick Forward, Quick Forward, **Punch**

Flip Kick
Quick Back/Up, **Kick**





JEFFRY McWILD

Born: Australia

An aboriginal fisherman whose boat was destroyed by a giant shark. He is using his refined Pancratium technique to win fights and earn enough money to rebuild his vessel.

Power Slam
Quick Forward, **Punch**

Elbow Upper
Quick Forward, Quick Forward, **Punch**, **Punch**

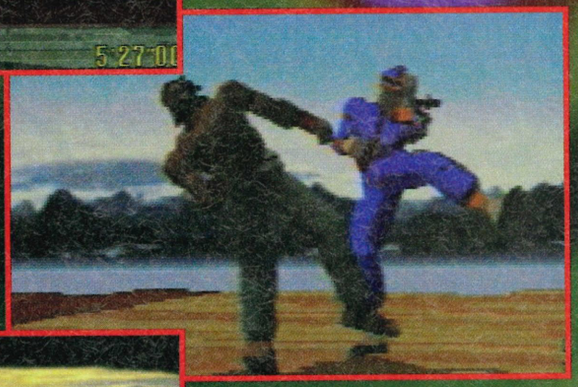
Power Bomb
Quick Forward/Down, **Punch** and **Kick** and **Defend**

Leg Catapult
Quick Down, **Block** and **Punch**

Shoulder Lift
Quick Down, **Punch**

SPECIAL FEATURE

Above: Wolf shows off his brilliance in close-up combat by picking up Jeffry and slamming him down onto the cement floor.



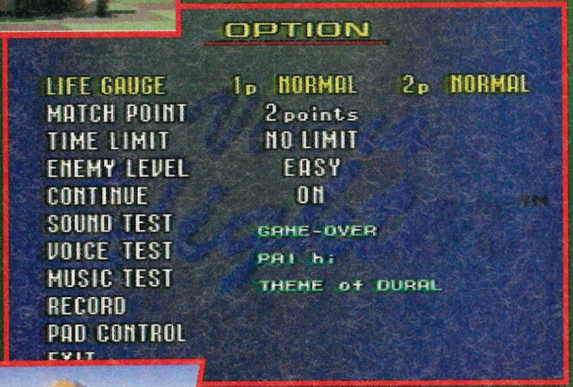
Above: Lau isn't a character to take lightly, especially when his power punch gains a perfect KO against the mighty Jeffry.

Left: It may not look much in a static shot, but Akira's jump and stab punch is a real killer.
Below: No longer are you at the mercy of your pound coin collection in the arcade as you can try everything here.

of having free play in the comfort of your own home.

For the uninitiated, you get to choose from one of eight characters all of whom have a set selection of standard moves, special moves and literally tons of secret special moves that we shall unveil in a forthcoming issue. According to the game developers at AM2, Sega Amusement's Research and Development team, a character like Sarah has no less than 22 attacking manoeuvres offering much more depth than the three that were mentioned on the arcade cabinet.

These special moves can be accessed with the direction controls and either a combination of punch, kick or block buttons being rapidly pressed or held down. Control is via the standard eight-way direction control of the joypad, like ▶



KAGE-MARU

Born: Japan

Kage-Maru is the mysterious ninja character in the game. He is using his Jujutso skills to wipe out the Syndicate who took his mother away and killed his ninja father.

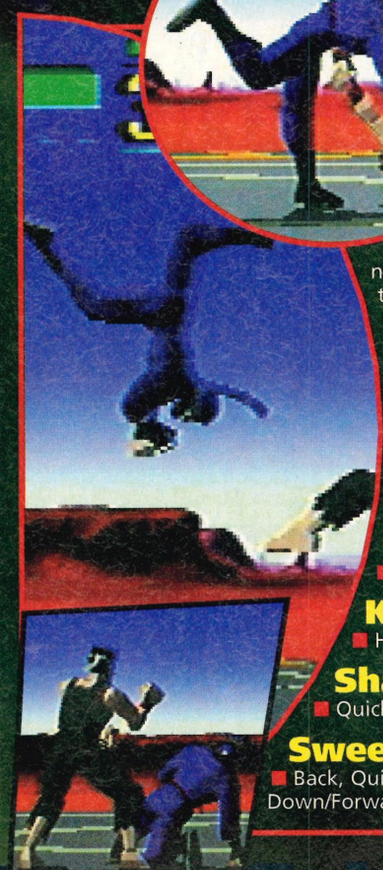
Suishageri
Quick Up/Back, **Kick**

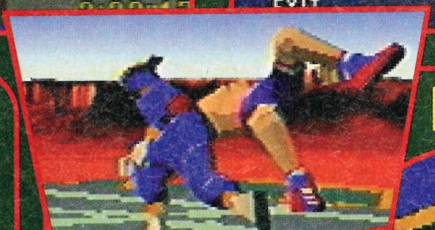
Koenraku
Quick Back, **Punch**

Kagegasumi
Hold Back, Hold Forward, **Punch**

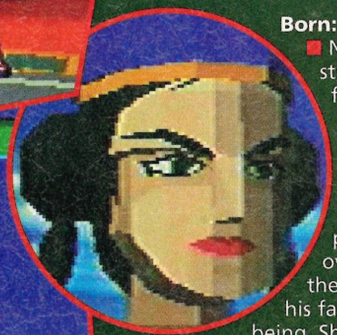
Shadow Kick
Quick Forward, Quick Forward, **Kick**

Sweep Roll Kick
Back, Quick Down/Back, Quick Down, Quick Down/Forward, Hold Forward, **Kick**





PAI CHAN



Born: Hong Kong

Not quite as strong as her father, Pai is an all-action female competitor who resents Lau for pursuing his own ideals at the expense of his family's well-being. She is in the competition to teach her arrogant dad a lesson he won't forget.

Senpuga
Kick and **Defend**

Ensenhiryu
Quick Back, **Punch**

Renkantenshinkyaku
Punch, **Punch**, **Punch**, **Kick**

Slam Punch
Quick Forward, Quick Down, **Punch**

Stretching Uppercut
Hold Back, Hold Forward, **Punch**

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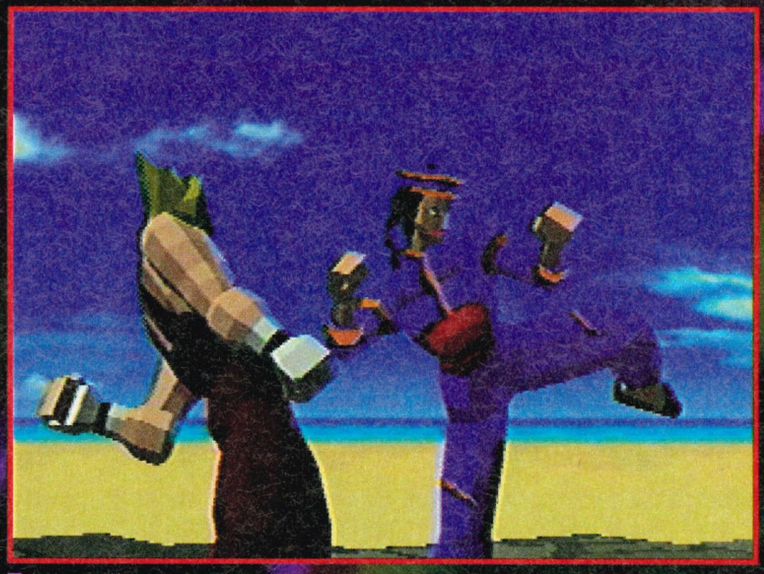
Virtua Fighter



Above: You can see from this close-up that the polygons the fighters are made of look as realistic as in the arcade. The camera movement too adds to the game's tense atmosphere.

the joystick in the arcade. However, the Saturn version has four options that change how you control the game. The first is the standard option of only the A, B and C buttons being used, with A as Block, B as Punch and C as Kick. There's also an Arcade option, which sets the button set-up in a similar alignment to the arcade version, with A as Block, Y as Punch and Z as Kick. The advanced control method can also give more blocking options than the standard option with all of the remaining buttons representing a blocking manoeuvre. Also thrown in is a beginner's option where the standard buttons are the same, but the others give control over varied button combinations which are so ideal for the multitude of special moves each character can perform.

As is standard with fighting games, *Virtua Fighter* is based on a multiple matches-a-stage system, which is user definable on the Saturn from best out of one, three, five or even seven bouts. Also, unlike the arcade version where the game had a time limit of only 20 seconds per match, here the player can adjust the match length to his or her personal preference with the opportunity to make the time infinite where the game only finishes when all one fighter's energy is exhausted causing a Knock Out, or a fighter is pushed out of the ring causing a Ring Out.

When the game is timed you have to knock the stuffing out of your opponent, draining more energy to progress to the next foe in line. If the time runs out before either a Ring Out or a Knock Out occurs, the winner is the player with the most energy. In the event of a draw you will both be given a point as if you have both won the bout.

In one-player mode you get to choose one out of the eight characters to fight against the one selected and operated by the CPU. When you lose the game you can have infinite continues – on the Saturn it's Free Play! When in one player mode a buy-in feature is available for another player to break into the game. Like all good fighting romps, you can also fight against a character identical to the one that you have chosen.

Select either the Arcade mode, the Versus mode and later (only appearing once you've completed the game) the Ranking mode where you can test your speed in a competition saved to memory. There's also an in-depth Option mode where you can adjust the Life

SARAH BRYANT

Born: USA

While investigating the racing accident her brother Jacky was involved in, Sarah was captured and hypnotised. She has been programmed by the evil Syndicate to kill her brother.

Joint Butt
Quick Forward, **Punch**, **Kick**

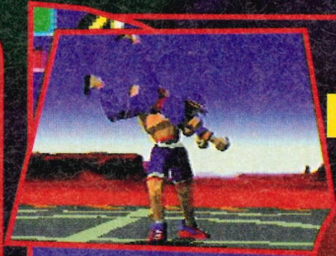
Double Illusion Kick
Hold Forward/Down, **Kick**, **Kick**

Combo Rising Knee
Punch, **Punch**, **Punch**, **Punch**, **Kick**

Swinging Clothesline
Quick Forward, Quick Forward, **Punch**

High Chin Kick
Quick Forward, Quick Forward, **Kick**

Flip Kick
Quick Back/Up, **Kick**



WOLF HAWKFIELD

Born: Canada

A peculiar red-headed woodcutter of American Indian descent, turned pro-wrestler. His Herculean strength backs up his proud boast that he has never been defeated in a fight.

Body Slam
Quick Forward, **Punch**

Axe Lariat
Quick Forward, Quick Forward, **Punch**

Double Arm Suplex
Quick Back/Down, **Punch** and **Kick** and **Defend**

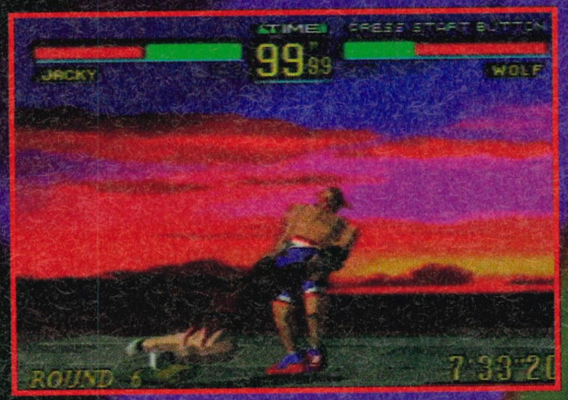
Low Uppercut
Quick Down/Forward, **Punch**

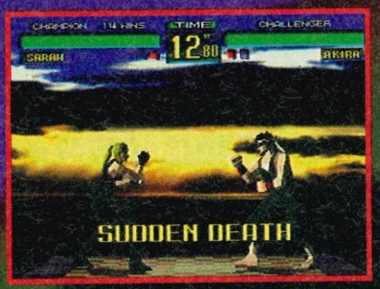
Power Uppercut
Hold Back, Hold Forward, **Punch**

SPECIAL FEATURE

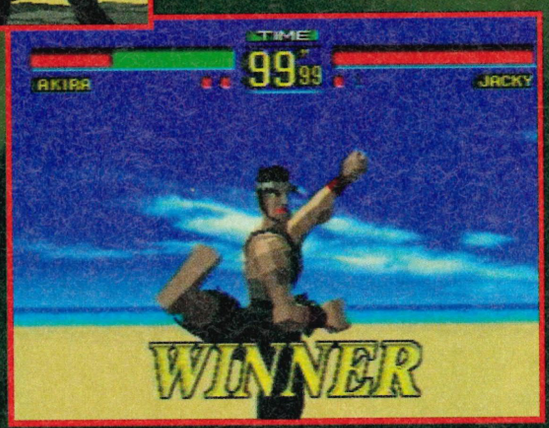
Gauge from Easiest through Normal to Hardest, change the number of bouts needed to win, alter the time limit from 30 seconds to infinity, choose the skill level of the CPU opponents and decide whether Continues should be on or off. There are also different tests like the Sound Tests of the various noises, the Voice Test of the various speech samples and, of course, the Music Test of the various tunes. There's even a recording option allowing you to pose with your end of game victories. Of course, before you can complete the game you must first defeat the bonus Metal character, Dural, who plays with all the other characters' moves. Beat him and you get the Ranking mode and even if you lose to him, you still get the highlights of all your wins shown in the credits.

Virtua Fighter captures all the detail of character movements and fighting techniques in stunning 3D to bring you all the thrills of high-speed, super realistic fighting. As an intensive 3D fighting game, this has interesting new features that will make it appealing to hardened beat'em-up enthusiasts as much as fans of the original arcade game.

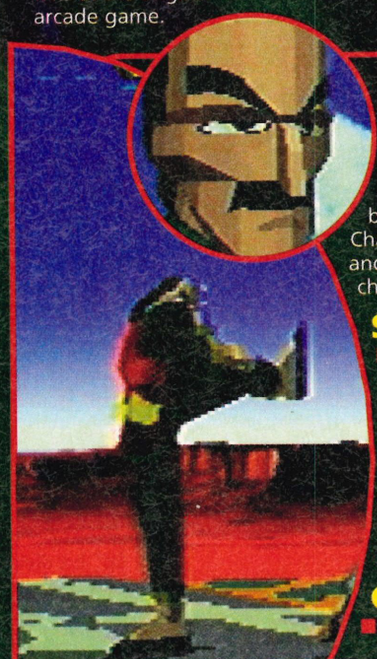




Above: Keep on drawing and the Sudden Death option appears.
Left: The amazing Wolf swing.



Right: Akira is the powerful all-rounder of the *VF* bunch. His charge attack can be lethal.



LAU CHAN

Born: Chinese

Reputed to be one of the world's greatest chefs and believing himself to be the world's greatest fighter, Lau Chan uses the brutal style of Koen Ken and loves to jump on his fallen opponents' chests to aid their digestion.

Senpuga
Kick and **Defend**

Tenshinhainsho
Quick Back, Hold Forward, **Punch**

Renkantenshinkyaku
Punch, **Punch**, **Punch**, **Kick**

Jumping Fist Drop
Quick Up/Forward, **Punch**

Chin Uppercut
Hold Down/Forward, **Punch**

WHY WAIT UNTIL '95?

Virtua Fighter will only be available on the ridiculously priced import machines at the moment, as the official version of the game and the European Saturn aren't due for release in the UK until around the second half of 1995. The official Sega Europe line is that if it was released now it would distract punters from the launch of the Mega Drive 32X. Although the 32X has less custom sound and graphics chips than the Saturn, it is actually as powerful a games machine overall with its two 32bit RISC processors working in tandem with the Mega Drive processors to make 32X games (in theory) just as fast as their Saturn counterparts. According to our sources, *Virtua Fighter* is very likely to make its appearance on the 32X sooner or later...

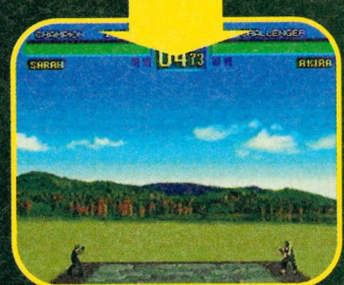
QUICK PAN

The most stunning aspect of the visuals is the way they flip around and zoom right in on the action:

Close Up

Medium View

Distant View



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Ristar

VITAL STATISTICS

NAME	RISTAR
PUBLISHER	SEGA
SYSTEM	MEGA DRIVE
PRICE	£TBA
SIZE	16 Mbit
AVAILABLE	FEBRUARY

In a far off galaxy, many light years away, an evil alien force is at work. The terrifying tyrant Greedy has corrupted the leaders of a small planet and enslaved the entire population so that no-one can put a stop to his evil plans. There was only one hero who could save the planet from this cad and he has been captured too!

The people made a desperate plea for help, without knowing who might hear it and answer their prayers. Far away, in an underwater dome, the son of the planet's hero,

Move over Sonic, take a hike Knuckles, Sega have signed up a new star who's ready to enter the platform game hall of fame. He's yellow, he's got a cheeky grin and he'll make a large crater in your back garden!

SPECIAL FEATURE

The hero of *Ristar* is this plucky little heavenly body who can run, grab, jump and streak his way through its tricky levels.

a small yellow star, was fast asleep. On hearing the plea for help Ristar rushed off to the rescue.

And so begins the first platform adventure of Sega's rising new star. Ristar is a shooting star with some clever little tricks up his sleeves to help him through the game. He can grab any of the critters he encounters and smash them into his face to kill them off, his stretchy grabbing arms can also be used to bash open treasure chests and pick up power-ups.

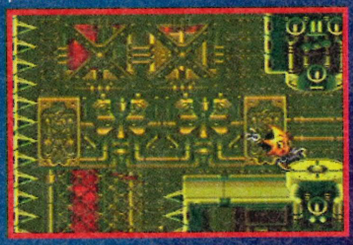
Six planets, each with different terrain, must be cleared of creatures. Each planet is split into two parts with a guardian inbetween and a huge boss to dispose of at the end. All kinds of contraptions have been created to help the little star.

The first machine that you must master to succeed in *Ristar* is the spinner. Ristar can grab onto the bar and by pressing in the direction he was facing he slowly speeds up his spin. When he is spinning fast enough blue sparks start to spray in all directions and letting go of the bar sends our hero flying into shooting star mode. This clever move can be used to reach higher platforms, discover secrets in each level and bash through tough walls to progress. There's a special ▶

Above: Watch out in the musical level as some of the instruments are deadly. These drums though, will help you gain extra height.

It's lucky Ristar can breathe underwater as the whole level becomes flooded, bringing all the fish back to life.

If you find the secret spinner in each level you'll be blasted to a bonus section packed with treasure.



PLANET FLORA

1 As a nice, easy start to the game Planet Flora is a leafy, countryside level with trees, bushes and lots of little creatures bouncing around. But there are sinister goings on beneath this cutesy exterior...

2 To get rid of the nasty critters who get in the way, Ristar must grab them with his long arms and smash them into his face. Surprisingly, this doesn't effect the little star but pops the creature with no trouble at all!

3 Making his way around the game, Ristar can stretch out and grab onto railings, ladders and swing across ravines marine style, saving him from a horrible encounter with a creature down below.

4 When playing a game you either attempt to complete the adventure or go for a high score. Your score in *Ristar* is given a boost by collecting the emeralds hidden in treasure chests. Bash the chests and out they come.

5 The dandelion heads start to rise up into the air when they are stirred up. They all have stalks on the bottom which can be swung on. Swing from one to another and from side to side to make it to the platforms high in the sky.

6 These are the spinners that can turn the normal cuddly Ristar into a super-charged shooting star. They can be used to reach higher places and kill all the enemies on the way.

7 Reach the end of the first section of the planet and there's a cunning snake to dispose of. He weaves his way in and out of the holes and must be destroyed by Ristar bashing into him.

8 Into the second stage of the planet there are loads of trees standing in the way. By grabbing these and bashing them a couple of times, Ristar can fell them and simply walk over the logs.

9 At the end of every planet a special spinner appears. Jump onto this and you will turn Ristar into a shooting star. Release him and the spin will cause him to fly upward to collect extra bonus points.

10 Here's the wizard Rhio. He floats above the ground and must be bashed three times to make a piece drop off him. By now bashing the piece, his energy can be dropped down one notch.

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Ristar

SEGA'S RISING STAR

Ristar is a brand new character to come from the game designers of Sega in Japan. Him and his game are obviously influenced by *Sonic the Hedgehog* but the gameplay in this is quite different.

He's a cute little shooting star with a big cheesy grin. Being a star he can do things that you're average videogame character can't, like grab creatures with his long, stretchy arms and bash them into his head. By using the spinners scattered around the game he can also fly through the air. The animation on the little star is simply out of this world. Just take a look at these frames...

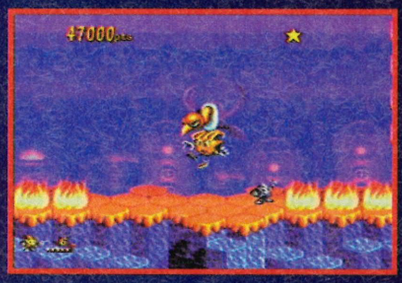
JUMP
■ The little star can jump high into the air with one press of the joypad button.

GRAB
■ Using his long arms, Ristar can grab creatures and bash them to oblivion.

GRAB DOWN
■ Grabbing power-ups can be done with a normal grab across or downwards.

CLIMB
■ The ladders and bars around the game can be climbed up to reach platforms.

FALL
■ Make one wrong move and Ristar will plummet downwards.



spinner at the end of each stage too. Using this one, Ristar must get as much height as possible for a special bonus.

The game can be played in normal or hard mode with four gold star energy points awarded in a normal game along with five lives and five continues. Treasure chests can be found in strategic places scattered about each planet. These contain a variety of handy items to help in Ristar's quest. A gold star will add one unit to the energy bar, a silver star restores energy to the full four stars, a tiny pointing Ristar is an extra life and emeralds give a variety of point bonuses.

Each planet has a theme reflected in the graphic style and end of level boss. Starting out in the leafy lushness of Planet Flora there's a nasty snake and the wizard Rhio to fend off as well as dandelion heads to catch a lift on. Planet Undertow plops Ristar into an underwater adventure with killer fish by the shoal and giant shrimps that get in his way. The nasty fish Ohsat is ▶

PLANET SCORCH

1 Things soon start to hot up on Planet Scorch. Fireballs fly all around the place and there are some hot customers to throw a bucket of water over. Good luck Ristar – you'll need it!

2 Pressure pads on the floor trigger flames that come shooting up and a trap that falls, stopping our hero from moving. By picking up the silver Ristar trophy and throwing it, you can avoid being caught.

3 As if flames licking around your ankles weren't enough there's a big golden eagle who swoops down, dragging Ristar off and dropping him into the fire – what a nasty creature!

4 Lose the trophy or get caught off-guard and Ristar will be trapped inside one of these cages. The only way out is to continually bash the cage until it breaks open.

5 This is a bit of a memory test, along the lines of Simon Says. You must watch the order the bombs appear in and then bash them in that order to win a power-up. Get it wrong and the flames will scorch our hero.

6 With lots of treasure chests and power-ups to be found high up in the level it's always a good idea to use a spinner to fly up and see exactly what's what. And besides, it's fun being a super-fast shooting star!

7 One wrong step and it's barbecue time for little Ristar. He's not a pretty sight when he's smoking away and it doesn't do that old energy bar much good either!

8 With flames lapping across the floor there has to be some way of staying in the air. These lifts go down the level and by jumping from one to another you can get safely across.

9 Just as you think that you're almost there some nasty creature jumps on a detonator and the whole place blows up leaving only tiny platforms for you to bounce along.

10 Deep underground, it's Adahan the mole who has a go at finishing Ristar off. With his razor-sharp claws and tricky attack patterns he's a hard guardian to defeat.

■ Left: The icy wastes are a real pain for our hero. He can't stay on his feet for more than five minutes and there are lots of spikes all over the place.

SPECIAL FEATURE

SWING
■ Bars attached to the ceiling mean a swinging time for our little hero.

HIT
■ Ristar doesn't always get his hit in first. This is what happens if he doesn't.

HOT
■ Yowch! The flames of Planet Scorch have a rather nasty effect on poor Ristar.

PLANET SONATA

1 Here's a planet for the musically minded. Musical instruments make up the platforms and obstacles in the level and, when Ristar bashes into them, they actually make music!

2 The first stage has metronomes that must be given to birds who won't let Ristar pass until they've got one. These fans will blow the miniature counters up into the air.

3 Either holding the metronome up in the air or placing it on the pad will make the claw come along and lift it up. It will then be moved further along the level onto the other pad.

4 The bird can then be given the metronome to make him happy. He flies off into the air singing and Ristar can get past and onto the next stage of the game.

5 Here's an interesting mid-level guardian. The small bird commands the strange giant bird creatures wearing shades. They peck the ground and must be bashed when in reach.

6 Once you have passed the silly guardian birds you think that they're dealt with. Not so. They come back again and will take one good bash before they explode. Quite annoying really.

7 These trumpets in the second stage of the planet are great fun. You've got to grab them and swing past but get it wrong and you'll hit the buttons and get a toot out of the instrument.

8 What do you think drums could be used for? Yup, that's right. Ristar must bounce on them to propel him high up into the air and over the dangerous spiky walls that are in the way.

9 These walls are made out of pianos! Ristar can grab them to move up slowly or use a drum to bounce up faster. When he bangs into one of the keys it plays a note.

10 As Ristar walks onto the stage at the end of the game a little bird starts to sing. It's soon knocked off its perch by Awaueuk, a giant bird who dive bombs you making him tough to hit.

PLANET UNDERTOW

1 After the walk in the park that was Planet Flora, Ristar goes for a swim on Planet Undertow. There's lots of splishing and splashing to be done and some tricky level layouts.

2 Amazingly, Ristar can breathe perfectly well underwater. He does a nifty breast stroke and doesn't have to come up for air. While underwater he can still grab and bash things as normal.

3 There are all kinds of traps and dangers in the underwater caverns. These spikes must be carefully negotiated. One wrong move and an energy star will sink without trace.

4 Halfway through the planet there's a terrifying attack from a shoal of kamikaze fish. They fall from the sky (!) and explode – if Ristar doesn't grab and bash them fast enough.

5 Bubbles slowly rise from the depths of the pools in Undertow. They're quite sturdy though and can be stood on. By bouncing along these, Ristar can make it to a treasure chest on the left of the level.

6 These face statues are a real pain. They spew out all kinds of creatures for you to kill. The only way you can rid yourself of them is by bashing them a number of times. Once dead, they open up the way forward.

7 These giant shrimp creatures work in a similar way to the faces. They let out mini versions of themselves and when these have been killed you can bash the shrimp and open up a new passageway.

8 By this time Ristar will probably be running a little short of energy. Always be on the lookout for treasure chests as many of them will contain a star for you to gobble up.

9 If you're a high score freak, then you'll be waiting until the end of the level to clock up a big bonus. Use the spinner to gain height and then zoom off the right of the screen.

10 This underwater cavern has plugs in the floor and a giant fish called Ohsat to defeat. When bashed, he bounces about and knocks out one of the plugs. Keep bashing until all the water has been drained away.

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Ristar

PLANET FREON

1 This is quite a suitable level for our spring issue as it's covered in ice and snow. This causes a bit of a problem for Ristar though, as he's continually falling over and sliding for miles.

2 Once on his bum (do stars have bums?) Ristar finds it difficult to get back up again. He'll continue to slide until he reaches a wall. He'll then go back in the opposite direction.

3 Strange alien ships hover overhead and drop bits of ice downward. These explode when they reach the ground sending splinters flying. Avoid them at all costs.

4 This is quite a fun section of the game but it's really tricky to play at first. A little snow creature throws snowballs at you and Ristar can make his own and throw them back. Hit him a number of times to continue.

5 If you're an experienced platform game player then you'll know instantly that these blocks will twist when you walk over them. Jump across to make it without dropping down below.

6 Ristar has not only got to watch out for bomb attacks from the ground, now they parachute in from above! Either dash straight past these or bash them as they land.

7 To make it difficult to move in one direction the evil powers now have fans that blow air towards Ristar. Just keep running to the right to make it past these.

8 These snowmen just seem to be cute decorations for the level at first but you soon discover that they can be moved by bouncing at them. Push the sections of their bodies to make steps for you to bounce up.

9 Ice slides are a real pain in the neck. Ristar is on his bum once more and must jump up to the next slide at the right time or fall down to the bottom again.

10 Itamor is an ice monster who throws frozen strawberries! The only way to kill him off is to grab the hot soup brought on from the left and lob it into his mouth when he opens wide.

■ Does this stage remind you of any other Sega superstar? Yup! Sonic went for a few skiing lessons in his games too!

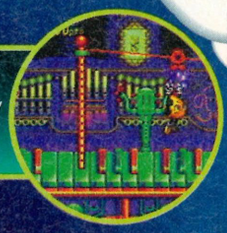
▶ waiting at the end of this planet. Then it's off to Planet Scorch which (as you've probably guessed) is a pretty hot place to be. Fireballs are everywhere and Adahan the mole is sharpening his claws in anticipation at the end. Planet Sonata is full of musical madness with trumpets, guitars and drums to encounter and the deadly singing bird, Awaueuk. It's all icy in Planet Freon making controlling Ristar almost impossible as he slips and slides all over the place. A huge ice monster by the name of Itamor must have hot soup thrown at him to polish him off. Then, finally, you'll come to Planet Automation with teleporters, special flying shoes and a monster with a crane to take on. That lot should keep platform fans busy for a while.

Luckily, there is a password system incorporated in the game but the difficulty levels have been set so that the average player will be able to get pretty far into *Ristar* on the normal setting, urging you on to see the rest of the game. On completing a planet all the scores are totalled up. The number of secret rooms discovered, power-ups collected and height bonuses are added together to give the score for the level and Ristar then gives your gameplay skills a rating, flashing 'wonderful' and 'fantastic' across the screen – if you're any good!

The first reaction of most gamesplayers when they see *Ristar* is, 'It's just another Sonic', but this is far from the truth. The title screen sees the star (no pun intended) of the game in the standard Sega/Sonic pose and the graphics are slick and smooth like a *Sonic* game but the way that you play is totally different. *Sonic* is fast and furious with the emphasis on speed whereas *Ristar* is a slower kind of game that needs much more thinking time to complete.

LIFT

■ Moving around the fiery caverns in Planet Scorch is made a little easier with some help from the lifts.



SLIDE

■ Planet Sonata has a great slide at the very start of the first stage that will take Ristar over the spikes.

SPINNER

■ These spinners are found everywhere. They turn Ristar into a shooting star so that he can gain height bonuses.

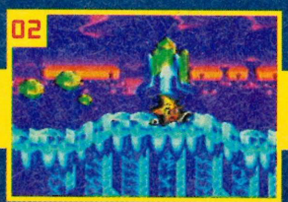
TROPHY

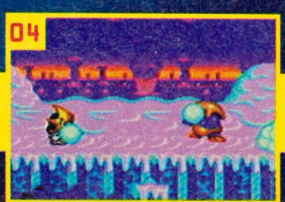
■ Pressure pads on the ground in Planet Scorch can be triggered using these special silver Ristar trophies.

CUNNING CONTRAPTIONS

■ Don't get us wrong, Ristar is one hard star all by himself but there are a few contraptions to be discovered around the game that he can use to improve his performance.

All fans of platform adventures are going to simply love the gameplay in *Ristar*. With six planets to conquer, lots of smart bosses with different attack waves to see off and some of the most attractive graphics ever seen on a Mega Drive, this is one game that certainly hasn't got its head in the clouds!



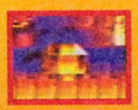


SPECIAL FEATURE

PICK ME UPS

As in all great platform games there are all kinds of power-ups to pick up by bashing the treasure chests. Let's see what's on the menu...

1-UP
■ A miniature version of Ristar means a nice extra life for that status panel.



EMERALD
■ Bash open a treasure chest and these give lots of extra points.

GOLD STAR
■ A gold star in the hand gives one extra point on the energy meter.

SILVER STAR
■ A silver star in the hand will replenish your energy bar to the full.

JEWEL
■ These appear on the final planet for inserting into the teleporter.

FLYING SHOES
■ Pop these on Ristar's feet and he'll fly around as if he's swimming.

TREASURE
■ The bonus games have loadsa treasure as an incentive at the end.

TEAPOT
■ Later into the game this teapot is part of the bonus treasure.

TROPHY
■ Pick this up and use it to trigger the pressure pads on Planet Scorch.

■ Right: Oh no! Our brave little shooting star has been zapped on the final level of the game. It's time to give the evil guardian a right good boffing from us!

PLANET AUTOMATION

1 This is the final planet to visit before the big showdown with the evil Greedy himself. Everything here is automated which means that it can be stopped with a few simple grab 'n' bashes.

2 Spike monsters crop up throughout the level. They tilt from side to side and the only way to stop them is to bash at their base when they tilt-up. Get it wrong and wave bye-bye to an energy star.

3 These pipes come and go and can only be grabbed to pull Ristar up while they're moving. Miss them and the little fellow will drop down to the nastiness waiting below.

4 For this final level Ristar is blessed with a pair of special flying shoes. When they've been picked up he can fly around in mid-air as if he's swimming.

5 These spinning bombs are even more dangerous than the normal ones. If you attempt to bash them out of the game you will lose lots of energy so it's best just to avoid them altogether.

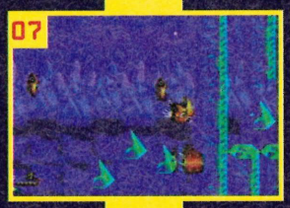
6 When a jewel has been picked up and placed into the holder, the teleporters will start to work. Just walk Ristar into one and he will be whisked off to another part of the planet.

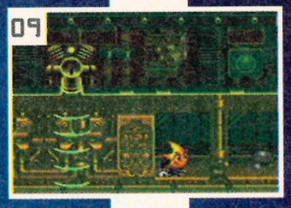
7 This blue monster runs at our hero in an attempt to stop him reaching the final boss of the game. He's not as tough as he looks though and repetitive bashing will soon sort him out.

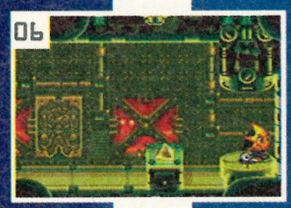
8 Here's a sight. Not one spinner for Ristar to turn supersonic on but loads of them all placed in a circle. Swing around these and send the shooting star high up into the sky.

9 There are two levels to the game in this final section. By walking through the beam Ristar either moves into the background or foreground. The trouble with being in the background is that you can't really see what's going on.

10 This final guy is called Uranium. There's a monster to bash away at and a guy in the background working a giant crane. Simply keep bashing at anything that moves to be on your way to the final showdown.



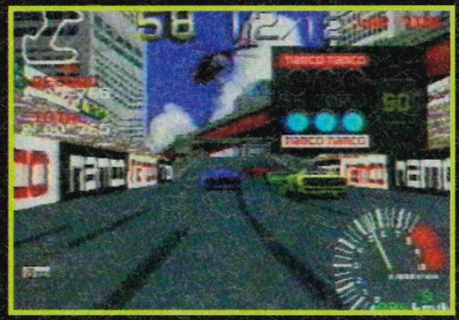




■ 055 055 055 055 055 055 055 055 055 ...

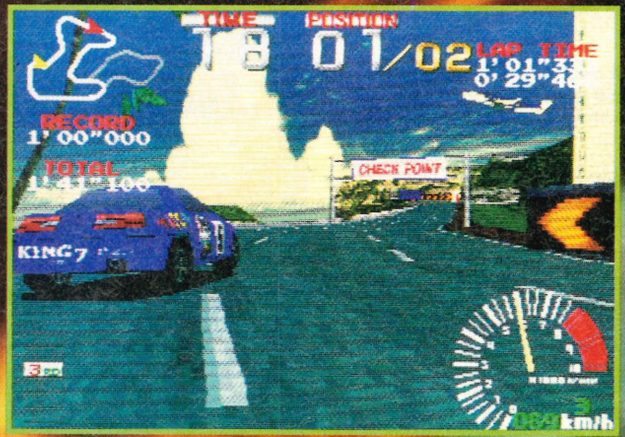
RIDGE

Like beat'em-ups, driving games have increased in popularity recently getting a new lease of life thanks to Virtua Racing and Daytona USA. Ridge Racer has been in the running since the start but now it's got a circuit all of its very own on Sony's PlayStation. Strap yourself in and prepare for a 200 mph race into oblivion with the drivers of Games World: The Magazine's GTi.



Above: This is one of the fly-by screens where fixed position cameras follow the car around the track.

Above: Get those revs up at the start.
Below: That yellow car's trying to take you on the inside of the corner.



You wouldn't guess from these shots that *Ridge Racer* is only 70% complete.
Right: Suspension bridges seem to be an integral part of modern track design.

RACER

GAMES WATCH

VITAL STATISTICS

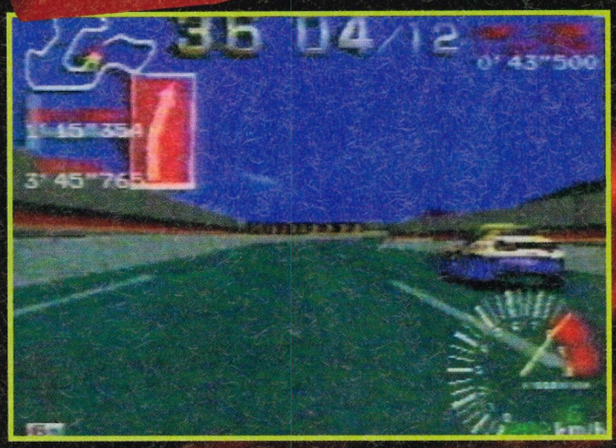
NAME : RIDGE RACER
PUBLISHER : NAMCO
SYSTEM : PLAYSTATION
PRICE : £TBA
SIZE : 1 CD
AVAILABLE : TBA

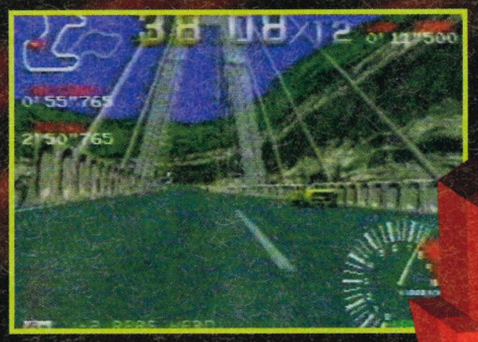
"80, 90, 100, a bend approaches. Who cares? It's only a game..." But is it? With the arrival of Sony's PlayStation, games will tend to take on a more realistic look and feel. *Ridge Racer* should be no exception. This first home version is almost arcade perfect... and the screenshots scattered around this page were taken when the game was only 70% complete! Things can only get better.

Ridge Racer the arcade, has recently spawned a sequel that was basically the same game with just a few modest improvements. The PlayStation version of *Ridge Racer* has been tweaked a little too, so it's not just a straight conversion from the original. There are four cars to choose from and each has its own unique colour scheme. All of them are also plastered with advertising to give that authentic feel. You can play on any track you like. The first has a few corners that shouldn't be too demanding for the beginner, while the later tracks are full of nasty twists and turns designed to catch even experienced racers out.

Early driving games had just one fixed point of view. Then along came *Virtua Racing* and *Daytona USA* with the option of changing the view while you were racing. *Ridge Racer* in the arcade had a fixed viewpoint but this has been re-thought for the PlayStation as you can choose to race with the view slightly behind the car, above it or with the original 'on the bonnet' arcade view.

With the power of the PlayStation, *Ridge Racer* could be the first home console game to look and play like its arcade counterpart. Unfortunately, although Sony's new piece of kit is out in Japan at the start of December, at the moment it isn't scheduled to arrive officially in the UK until next September (mind you, we can't believe they won't speed up its release). In the meantime, the question is, can you wait that long or will your twitching little fingers demand a test drive?





■ Left: This is one of the option screens where you can choose a car and a track to race around.
■ Below: The car in front is a slow-coach. Better overtake him while you can.

■ Above: As night looms the slower cars on the track begin to fall behind the pack. The only thing to do is to burn straight past them.
■ Below: More nose-to-tail driving.

NICE MOTORS

1. In first place we seem to have a slinky little blue number that's got a good top speed but poor grip.
2. On the second row of the grid is the sultry red car with an all round set of statistics that would make Cindy Crawford sit up and take note.
3. This yellow car is the fastest accelerator but is rather hard to control as its got the poorest grip.
4. The Red and Green car has good handling and grip with okay top speed and acceleration.

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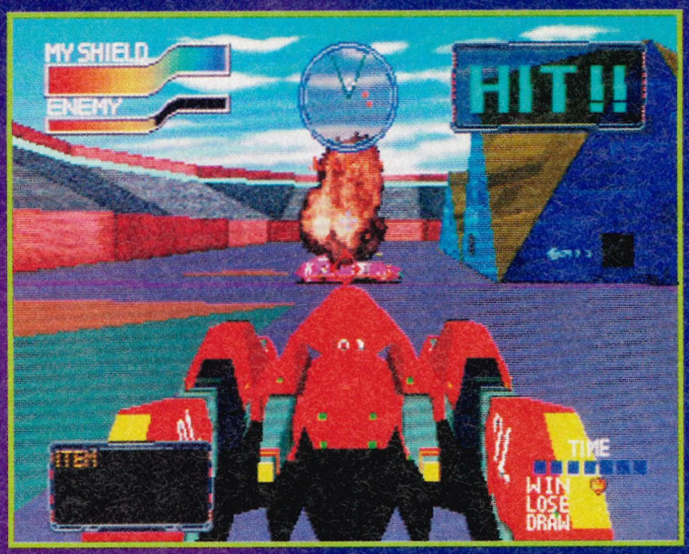
- MEGA DRIVE
- MASTER SYSTEM
- GAME GEAR
- MEGA-CD
- MEGA-32X

ON SALE NOVEMBER 24!



Left: A direct hit is scored on your opponent. You can either use rockets or guns to attack.
Below: Face to face with your opponent, better blow him away sharpish.

VITAL STATISTICS

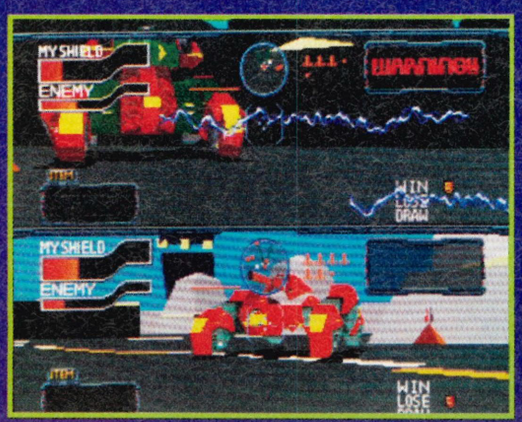
NAME : CYBERSLED
PUBLISHER : NAMCO
SYSTEM : PLAYSTATION
PRICE : £TBA
SIZE : 1CD
AVAILABLE : TBA

Cybersled

Cybersled was released in the arcades in September 1993 and was an instant hit. Using large polygon graphics, it pitted you against an opponent armed to the teeth with guns and missiles and out to destroy you. The PlayStation is out in Japan and it now boasts a version of this great combat game. Enter the arena with Games World: The Magazine and we'll see who survives!

Above: Yet another close encounter. You've tracked him down, now let rip with all your missiles and close in for the kill. Finish him!

Right: Drat, missed the blighter! As you can see the enemy has already suffered some damage.
Below/Left: The split screen mode looks smart especially considering that *Cybersled* is only 60% complete.



Ever sat in a tank at one of those Army displays and wished you could blow away your granddad's orange Cortina parked in a nearby field? If the answer is yes, then you need treatment – and it seems as if Namco have a cure in the shape of *Cybersled*. Using large state-of-the-art polygons, you take control of a sled and have to race around an arena full of weapons and pillars, hunt down your nemesis and blow him into thousands of beautifully drawn pieces.

The arcade is an impressive cabinet with its two chairs and speakers mounted behind your head for maximum stereo effect. You use two joysticks to control your sled. Pushing both sticks forwards will make you go forwards, but to turn left or right you have to push one forwards and one backwards, thus rotating your sled. Both joysticks have fire buttons for missiles and machine guns on top of the control column. Controlling the PlayStation sleds should be simple with two D-pads on either side of the controller and the four fire buttons at the top.

When *Cybersled* becomes available, you'll be able to choose your sled from a total of six, each one having a different set-up. Some will be fast but lightly armoured, others will have better weapons but less endurance – all are designed so that no single sled has an overall advantage.

You'll be able to watch *Cybersled* on the PlayStation from two different viewpoints (the arcade only has one). The Head-Up-Display inside the cockpit will display all your vital statistics; like damage incurred, the number of weapons and, most importantly, the amount of damage your opponent has suffered so far. *Cybersled* really comes into its own when you play against another human opponent. Hunting them down makes for some tense joystick waggling fun (two players will be able to fight each other using a split screen).

Seen here while only 60% complete, when the PlayStation is officially released in September, your Cybersled should be ready for you to take for a jaunt around the arena. Now, if only you could fit one in the garage...

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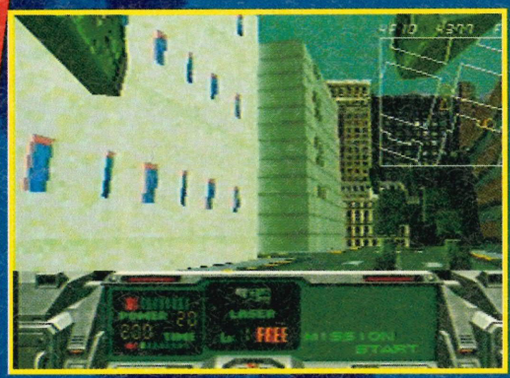
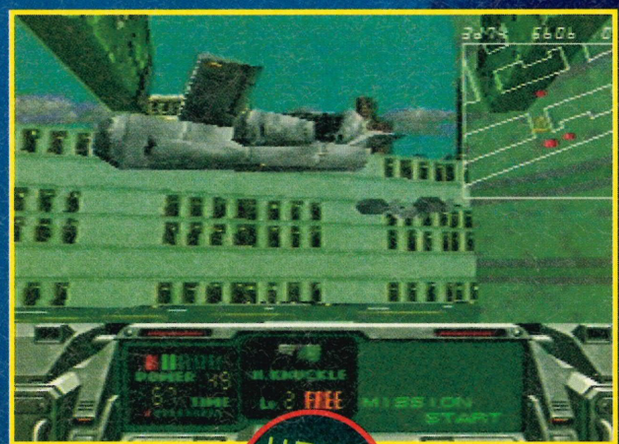
MEGA DRIVE 32X

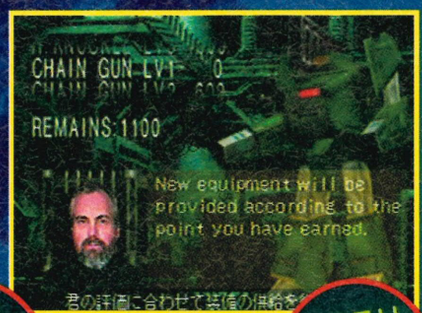
METAL HEAD

It is the future and the world is far from peaceful. All the major countries have joined together to form the all-new World Federation but local wars are still breaking out all over. It's time to send in the mechs...

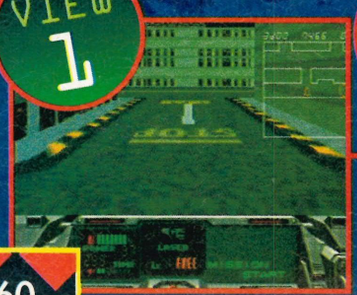


■ Right: Before each challenging mission, you'll be given a briefing detailing the main objectives delivered by an animated general.





VIEW 1

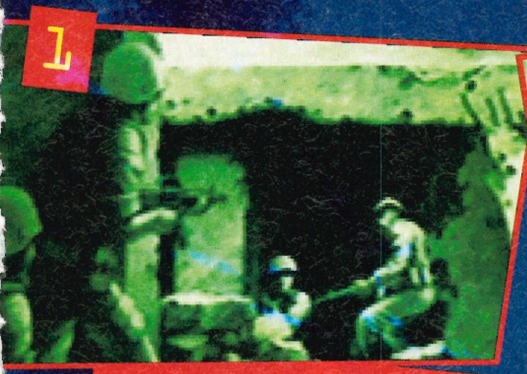


VIEW 2

VIEW 3

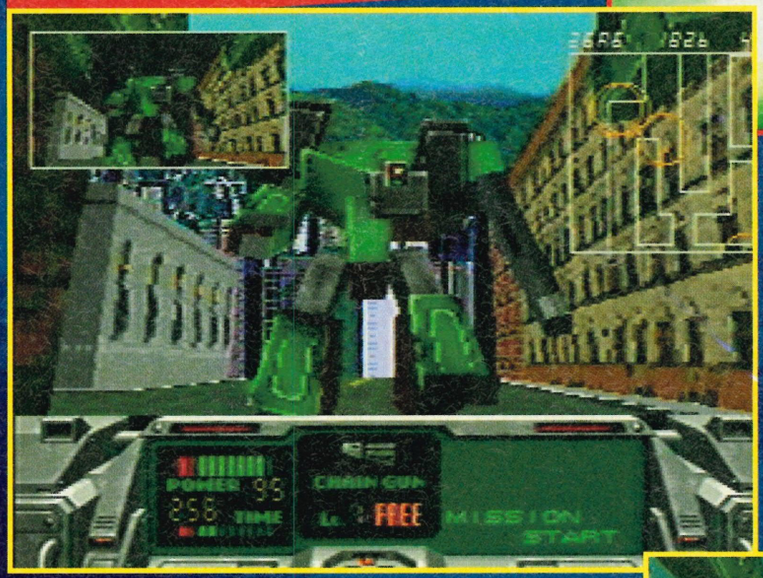
VIEW 4

GAMES WATCH



METAL MELTDOWN

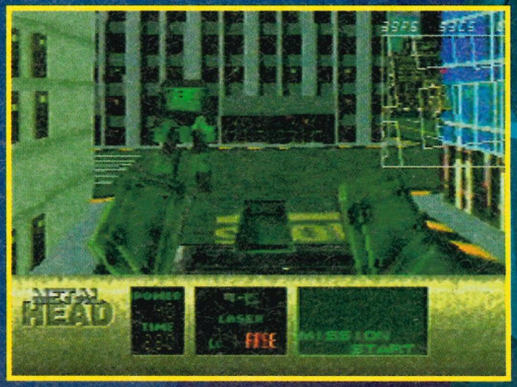
1. The world is at war once more and humans aren't powerful enough to put a stop to the devastation.
2. Special mechanoids are created and nicknamed 'Metal Heads'. Armed with impressive weapons, only they have the ability to bring peace.
3. Unfortunately, they become involved in civil wars!



VITAL STATISTICS

NAME	METAL HEAD
PUBLISHER	SEGA
SYSTEM	MEGA DRIVE 32X
PRICE	£TBA
SIZE	24 Mbit
AVAILABLE	FEBRUARY

Above/Below: Not only have you got to be on the look out for mechs but blanket bombing planes are always hot on your trail.



A VIEW TO A KILL

A touch of the joypad will flip you between four viewpoints of the action in Sega's *Metal Head*. There's a full screen view, a view looking up at the cannons of your mech, a view from the back of your mech and an aerial view. All the scenery moves around in real time as you change viewpoints. This feature isn't really for swapping between viewpoints as you play though, most players will probably find a favourite viewpoint and stick with it – although the aerial view is quite useful when it comes to accurately aiming lasers and cannons.

In an attempt to bring about world peace, the World Federation was formed. Countries that had previously been at war with each other joined this peaceful alliance to stamp out crime and violence. It's now five years from the establishment of the federation and local wars are still breaking out everywhere.

To maintain public order in the cities, bipedal robots were developed. Heavily armoured and equipped with the latest weaponry, these mechanical beasts soon proved very effective at fighting crime. However, over-production of these combat machines soon caused over militarization of each country and now things are reaching crisis point. It's time to destroy each and every rogue Metal Head!

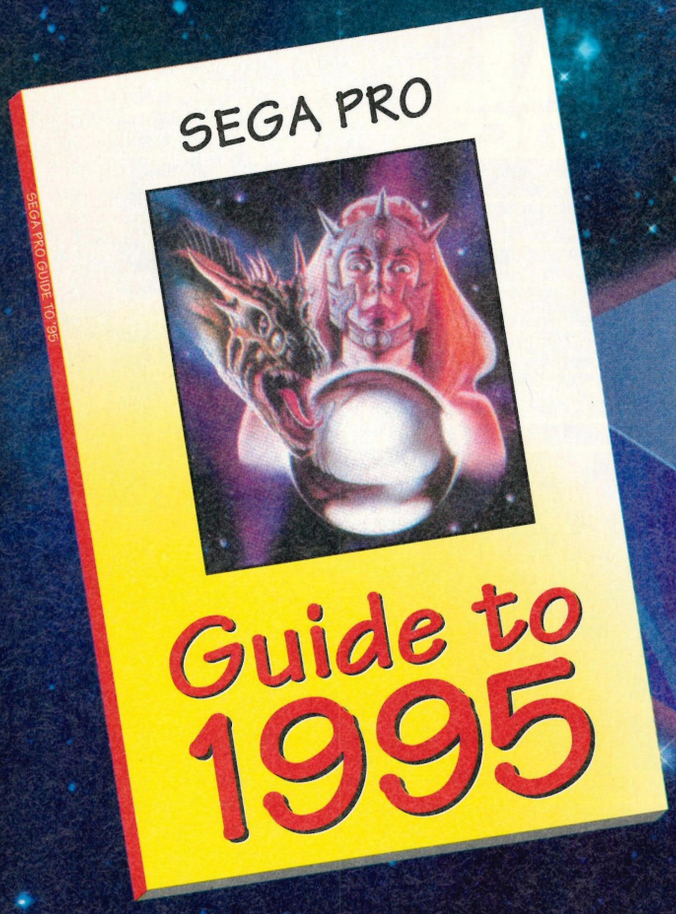
Missions involve taking out all the enemy mechs in each city. They come in many shapes and sizes from armoured jeeps to large, clanking robots with deadly weapons at the ready. A radar in the top, right hand corner of the screen shows the whereabouts of each mech.

You can watch the action from four viewpoints. There's no real need to switch from one to another during play, just find which one you prefer and stick with it. The status panel shows the power, time and weapons currently available – you get points for each mech that you destroy. These points aren't only for high score fans, the more you get, the better the weaponry you can buy on the new equipment screen available between levels. Chain guns, lasers and special knuckle blasters are available to high-scoring Metal Head players.

To add to the confusion, there are blanket bombing planes that fly overhead in some levels. These can't be destroyed, you just have to avoid their bombs to save your metal skin. Each mission objective is blurted out by an animated military leader and the message panel on the status screen keeps you up to date with all the latest info on the enemy's movements.

Metal Head is a very promising looking game, and makes good use of the new technology inside the Sega Mega Drive 32X. Who needs high-priced, out of reach consoles when this great new piece of kit has such exciting games?

WANT TO SEE THE FUTURE?



THEN READ OUR SPECIAL 68-PAGE GUIDE TO '95...

SEGA PRO

ISSUE #41 ON SALE, DECEMBER 29

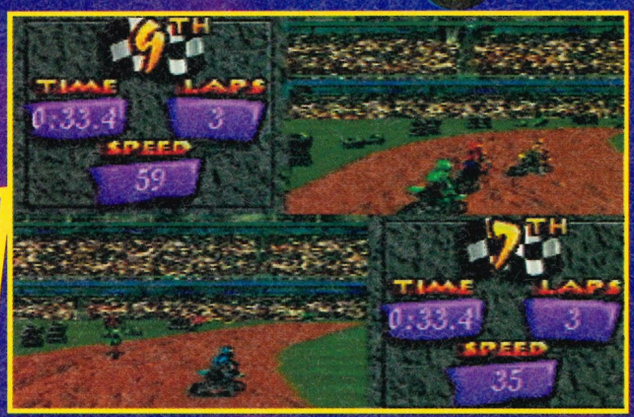
MEGA DRIVE 32X

MOTOCROSS Championship

VITAL STATISTICS

NAME : MOTOCROSS CHAMPIONSHIP
PUBLISHER : SEGA
SYSTEM : MEGA DRIVE 32X
PRICE : £49.99
SIZE : 16 Mbit
AVAILABLE : FEBRUARY

At last, the fuss over the release of Virtua Racing Deluxe has died down and it's time for the 32X to host some other super-fast racing games. The corking speed merchant to start it all off is none other than Sega's Motocross Championship. Spin those chunky tyres!



Above: In the two-player simultaneous challenge the leader, player two, slides, giving the others time to catch up with him.

Motocross Championship is the ideal game for the 32X because this is one of the few systems that can handle the sheer speed of close-to-the-dirt racing. It really comes up trumps graphically and that's what the 32X is all about, isn't it?

As the title suggests, *Motocross Championship* is based on all those popular sit-down and ride motorcycle arcade games like *Super Hang-On*, *Enduro Racer* and *Suzuka 8 Hours* (although *Motocross Championship* also builds on more recent arcade Motocross riding rampages like *Moto Frenzy* and *Stadium Cross*).

This is already looking extremely fast indeed. The effects are truly stomach-churning as you race over undulating outdoor courses against eight other mud-splattered competitors. In fact, there are 12 tracks to choose from in the championship season, varying from a standard oval affair through twisty-turny, intestinal courses to real suspension-crippling up and downers.

Don't expect any wimpish 50cc road mopeds either, you only get souped-up dirtbikes to kick-start. These range from the stately 125cc, a nippy 250cc number right through to a life-threatening Superbike! This has a stupidly large cc and an acceleration that could just as easily leave you eating dirt as swilling champagne.

Motocross Championship isn't just a single player competition either. The two-player simultaneous split screen option may look a bit small, but none of the exhilarating game play is lost and the ground continues to churn by at the same blistering rate.

At £49.99 (or £39.99 with one of the five £10-off vouchers you get when you buy a 32X) we can't wait to get our sweaty palms on the handlebars, twist the throttle and not have to worry about falling off and being laughed at in the local arcade.

Above: When in seventh place, don't panic and crowd dive with a 250cc. Right: Riding high!

HIT THE DIRT!

The Super Bike is the zonked-up two-wheeler from hell. The 125cc is for those without a licence who are learning the ropes whilst the 250cc is the fast, yet average one.

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Bonke

We've all heard of Mickey Mouse and Donald Duck but Disney are busy creating new characters all the time. Well, here's a bouncy bobcat called Bonkers and he's on his very first assignment.

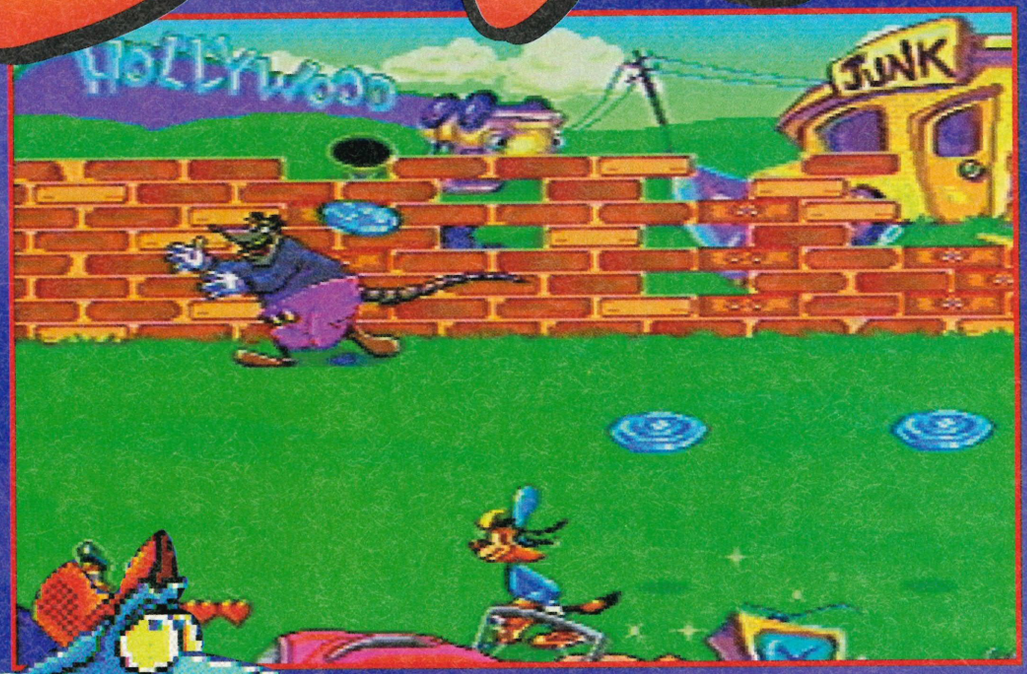
Not being one of Walt Disney's big screen characters, Bonkers isn't that well known. You can catch him on kids TV every week, starring in his own police adventure series. You see, he's a kind of police bobcat who has been assigned as Detective Lucky's partner to fight crime... and get a few laughs.

In this Mega Drive game from Sega, the storyline is that Lucky has gone off on his holidays, leaving Bonkers all alone in the office. The plucky little bobcat sees a competition for policeman of the year and decides that it's high time he proved himself to Lucky. All he has got to do is put four arch villains behind bars before his partner returns to work.

Banging-up each villain means completing all four sub-games and all their levels. Harry the Handbag is out to steal precious treasures from the museum and Bonkers must stop him by throwing doughnuts at his henchmen. Bonkers needs his friend Fall-Apart Rabbit to help him solve Mr Big's warehouse crime. Ma Tow Truck is causing havoc on the roads with her mad cars and The Rat has a junk machine that's busy polluting the city.

All these bad guys are hiding behind level after level of arcade action. There's a specific way of knocking them off which is explained before you start and there are extra points up for grabs if you qualify for the bonus stages.

Packed with Disney animation and some wacky levels, *Bonkers* looks like a sure-fire hit for the Mega Drive. You may soon agree that crime-fighting has never been so much fun.



Inside the warehouse, Bonkers must find all the pieces of Fall-Apart Rabbit. They're hidden inside the crates and barrels and are found by smashing them open. The crates with question marks on have special bonuses to collect.

THE BAD GUYS

Wherever there are good guys, those bad guys are always around to spoil things. These are the evil geezers who are busy stirring-up trouble...

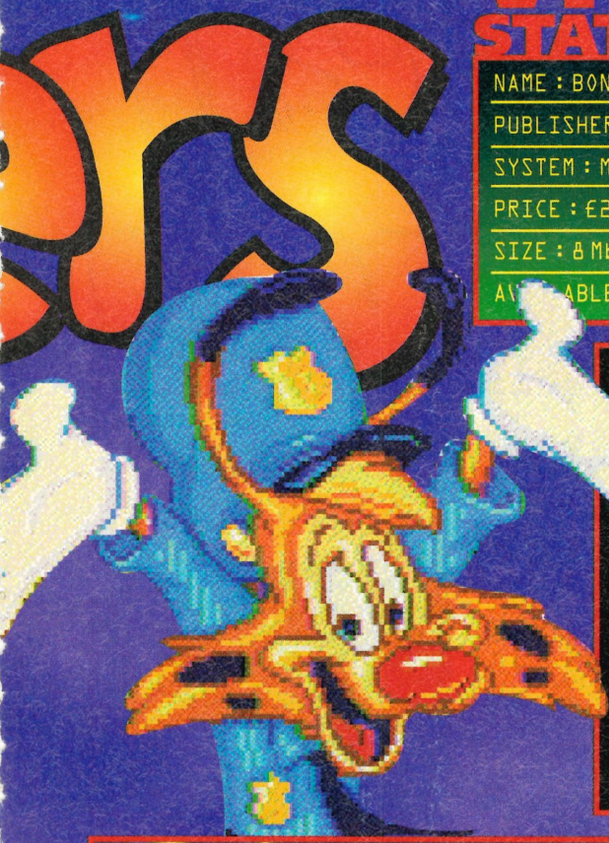
GAMES WATCH

VITAL STATISTICS

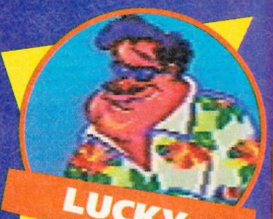
NAME : BONKERS
PUBLISHER : SEGA
SYSTEM : MEGA DRIVE
PRICE : £29.99
SIZE : 8 Mbit
AVAILABLE : JANUARY

THE GOOD GUYS

None of these fellows would hurt a fly, they're the good guys and all they want is justice and a bit of peace and quiet!



BONKERS



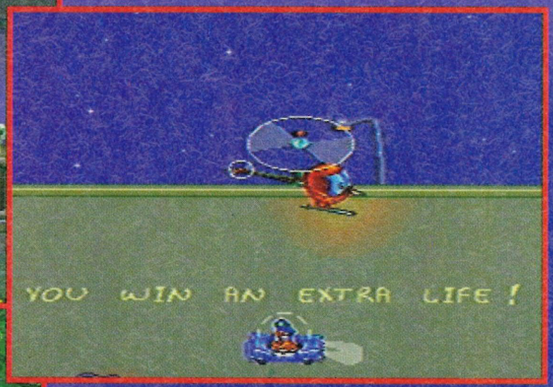
LUCKY

FALL-APART RABBIT

RAT MAN

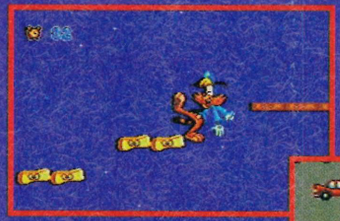
Above: Passwords in console games just get stranger and stranger. After completing each level Rat Man pops up to give you the next one.

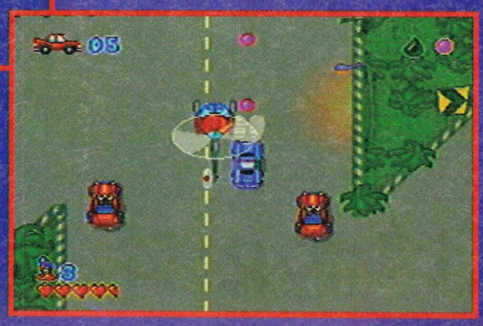
Below: Catch up with the helicopter while racing in your car and you'll be rewarded with an extra life.



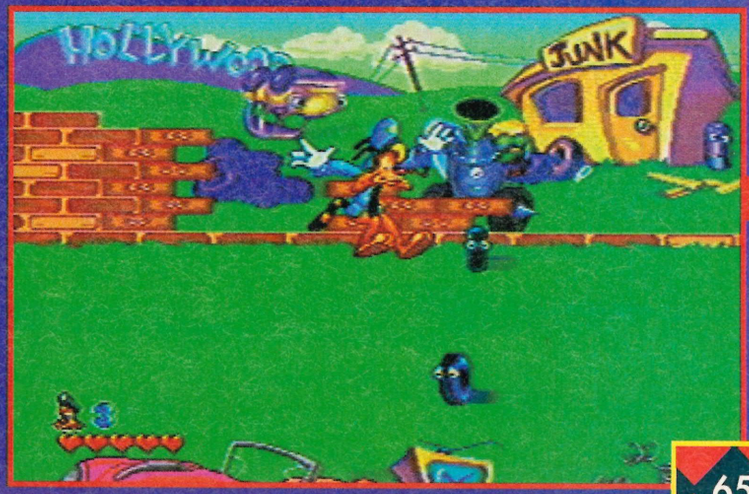
Above: Inside the museum only throwing doughnuts will stop the thieves.

Below: The junkyard is being littered by a runaway machine. The only way that Bonkers can stop it and arrest The Rat is to build a large brick wall.





Right: The Ma Tow Truck level is played as a horizontally scrolling racing simulation. The helicopter that flies overhead carries bonuses and then dangles them in front of you for collection.



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Samurai Shodown

One of the biggest game titles on the Neo Geo and in the arcades has finally, after a long wait, made its appearance on the Mega Drive. Special moves akimbo together with a liberal splattering of blood and fiery sprites, this is one of the best combat games ever, and it's got swords in it...

■ Even the standard characterselect screen is accurate to the Neo Geo classic. Here's Galford and Poppy.

Samurai Shodown was the arcade beat'em-up of 1993. Some people still consider *Mortal Kombat* and *Street Fighter II* to be the best but this game had it all. The simple control method of *Street Fighter*, the gore splattering of *Mortal Kombat* plus some extra sharp weapons and (to make it even more visually stunning) the viewpoint zooming in and out of the action.

VITAL STATISTICS

NAME : SAMURAI SHODOWN
PUBLISHER : SEGA
SYSTEM : MEGA DRIVE
PRICE : £TBA
SIZE : 16 Mbit
AVAILABLE : MARCH

Unfortunately, the constraints of the Mega Drive compared to a 156 Mbit Neo Geo cart make the camera zooming redundant, but everything else is crammed in here. The basic moves are weak and strong kicks and punches that can be used in combinations to allow for an incredible number of secret special moves for each and every in-game character.

Each of these characters has his or her own weapon which isn't necessarily your standard sword as some of them use sticks, chains and even pets! Yes, *Samurai Shodown* is the only game where you can set your pet puppy dog (known as Poppy to fans of the game) on the neck of your rival, or call upon a tame eagle to dive down in a streak of flame. It's amazing what you can train animals to do if the RSPCA don't stick their noses in and moan about cruelty.

So, if you're getting a trifle jaded with the constraints of the *Street Fighter II* series or the aimless repetition of the two *Mortal Kombat* attempts, this may well put you in the mood for a session of serious, pummelling action.

Sega will release this Takara rompette officially in the UK in March so if you can't get a Neo Geo CD with *Samurai Shodown* or the soon to be released *Samurai Shodown II*, Mega Drive owners needn't feel all sad and left out. This is a top conversion and one certainly worth looking out for as you never know when Nakururu and her eagle are going to strike.

■ Below: Starting the tussle with locked swords, you have to thwack the punch buttons as fast as possible or you'll lose your weapon for a while.

■ Below: Ukyo is the shy reclusive type with some devastating stick moves whilst Haohmaru just likes to pose with his sword and shock of long black hair.

GAMES WATCH

CANNON FODDER

Left: The guys at Sensible Software have packed lots of detail into the console versions of the game. Here we see a peaceful little sheep which you can blow up to make an instant doner kebab!

Left: Part of the mission is to blow up enemy buildings. Don't bother checking if there's anyone inside first – just lob a grenade through the door!

Right: The quaint stone bridges and farm houses later in the game look like a picture postcard of Aberystwyth – so blow up as many as possible!

A well placed grenade or two is what's needed to destroy the heli-pad. Without this the choppers will find things tough.

Just as you make it to the island this chopper takes off and drops bombs.

Completing a mission gives you another 20 men to play with. You'll need them too as they tend to get picked off by stray enemy fire.

The controversial Sensible Software hit has now blasted its way onto console with a version that captures all the atmosphere and excitement of the original. Prepare to watch Jools and Jops get their heads blown off. Again...

VITAL STATISTICS

NAME : CANNON FODDER
PUBLISHER : VIRGIN
SYSTEM : MEGA DRIVE
PRICE : £44.99
SIZE : 16 Mbit
AVAILABLE : JANUARY

You've got your troops following behind you, the enemy are just up ahead, you aim your machine gun and are just about to fire when... a chopper lands on your head and it's all over – that's *Cannon Fodder* for you!

The game playing masses were dubious when Virgin announced that they would be releasing the Amiga hit onto the Mega Drive. This is one of those games that simply had to be played with a mouse for full effect. Well, relax. The conversion to the 16bit console and joypad has worked perfectly.

For those raw recruits out there who haven't come across the joys of the game before this is a war simulation with a difference. You start off with four tiny troops each with their own name, rank and number of kills. New recruits line up to take their places when they've been blown to smithereens or shot in the back (about once every thirty seconds).

Armed with machine guns with unlimited ammunition, you must complete each comically titled mission and try to keep all of your men alive. This would be simple if it weren't for the enemy. They're in camouflage gear too and it only takes one well-aimed bullet, grenade or rocket from them to stop you dead in your tracks. Finish a mission and the men who survived will move up a rank and become more accurate with their guns.

There's no limit to the number of men you can use up as long as you complete each mission. 20 new men line up for recruitment if you're successful but use all of these up and not only will the cemetery fill up but it'll be game over for you too!

The first few missions are simple, letting players get used to the nooks and crannies of the game. Things soon hot up though with choppers, tanks and cars that your men can jump inside and take for a spin and all kinds of terrain to cross including ice, moor land and long stretches of river. Of course, there are supplies that can be picked up from enemy installations, just make sure that you don't throw grenades too close or you could send them sky high.

We're sure that with plenty more raw recruits for you to kill off and no shortage of ammunition, Virgin can't miss with this new version of *Cannon Fodder*.

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THE GREAT CIRCUS MYSTERY

Starring Mickey & Minnie

The world's favourite mouse duo have landed the starring role in Capcom's latest Disney adventure. All they wanted was a fun day out at the circus but (wouldn't you know it) they ended up having to solve a mystery!

Arriving late at the circus, Mickey and Minnie bump into Goofy looking all glum. On chatting to him they discover that something has gone terribly wrong. All the circus tents are still there but the performers have gone and in their place are all kinds of horrible creatures. To top it all off Donald and Pluto are missing. What can they do? The two plucky mice set off to solve the mystery and return the circus to normal.

Capcom have really done Disney proud with the brilliant animation and colourful levels in *The Great Circus Mystery*. The game is basically a beginner's version of their excellent *Mickey's Magical Quest* with very similar gameplay but new, shorter levels to play and a simpler way to kill off all the bad guys.

The big bonus with this new game is the simultaneous two-player option. Mickey and Minnie can go through the adventure together, helping each other out and waiting for the other one to catch up before they move on. As in *Mickey's Magical Quest* there are different suits to collect and wear giving the duo the special powers needed to solve certain levels. There are his and hers safari suits with grappling hooks to help you clamber up blocks, sweeper suits to suck up ghosts and Western suits complete with hobby horses and pop-guns.

This adventure doesn't only take place in the circus, there are other enchanted places to explore to solve the mystery. A haunted house has ghostly mirrors, spooks and fire-breathing guardians, an icy mountain top will have the two adventurers slipping and sliding all over the place and then there's the big show-down with the evil Baron.

Mickey and Minnie's big adventure at the circus may be a simple game that's aimed at younger games players but it can still be enjoyed by all ages. With lots of special features to discover and excellent Disney graphics this game is going to go down a storm.

Left: Inside the haunted house there are some terrifying ghosts to blast. Just make sure Mickey has the right suit on to polish them off.

Right: Enter an impressive rotating tower and the two adventurous mice have their work cut out jumping over the spikes and climbing the thousands of steps.

GET SUITED UP

As the two little mice leap and bound around the game they come across lots of friends who want to help out. Donald, Pluto and a couple of ghostly figures hand out special suits to help them fight off the evil Baron's henchmen. Once collected you can switch between the suits at the touch of a button. Mickey and Minnie pop behind a screen and come out in their new gear. See which you'd like to hang up in your wardrobe...

THE SWEEPER OUTFIT

Donald offers this suit to help clean up the filthy creatures that have taken over the circus. The big suction pump can vacuum up the enemy and pop a coin out of the other end. The vacuum uses up power and batteries must be collected to keep it running.

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GAMES WATCH

Above: Using the safari suit the two circular blocks can be swung from to hit the turtle.

Above: As the plucky mice complete a level their path is plotted on the large master map. It's a long way to the sinister castle high up on the mountain top on the right.

Right: This new Mickey Mouse adventure contains some tough end of level guardians for you to defeat. In this underwater scene Minnie tries to sink that smug guardian with the green hat. He drives around in his own sub!

Left: Throughout the game friends of Mickey and Minnie appear. They'll give the rodents a new suit and special weapon to use. Here, the two friendly ghosts have a safari outfit for Mickey to try on.

THE SAFARI OUTFIT

■ On the jungle and cave levels, this suit allows the two mice to climb walls and swing from special circular blocks so that they can reach areas that were previously inaccessible.

WESTERN WEAR

■ The friendly ghosts come up with this suit for battling it out with the spooks. There's a hobby horse to ride around on and a pop-gun to fire. Some ghosts have targets on them, hit these and you'll get a special power-up.

VITAL STATISTICS

NAME	THE GREAT CIRCUS MYSTERY STARRING MICKEY & MINNIE
PUBLISHER	CAPCOM
SYSTEM	SNES
PRICE	£TBA
SIZE	12 Mbit
AVAILABLE	SPRING

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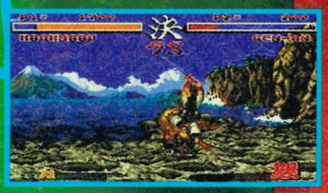
Samurai Shodown

VITAL STATISTICS

NAME	SAMURAI SHODOWN
PUBLISHER	TAKARA
SYSTEM	SNES
PRICE	£TBA
SIZE	16 Mbit
AVAILABLE	TBA

Samurai Shodown was a phenomenal success on the Neo Geo and seemed like the only game that really stood a chance of beating the two dominant fighting games, Street Fighter II and Mortal Kombat II. Step inside the ring with Games World and do battle with Haohmaru and co. May the best fighter win.

Above: Blocking is an essential part of the game and ensures that the damage you receive doesn't put you out of the fight prematurely.

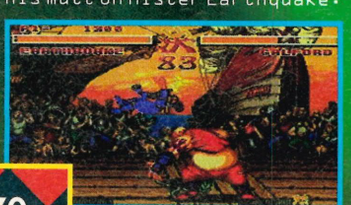


Above/Below: Special moves are what you'll need to be successful.

Right: Hoahmaru has a nifty whirlwind that he can use to bowl over our Nakururu.

Below: Gen-An tries a Blanka-ish roll attack.

Above/Below: Looks like it's time for Galford to set his mutt on Mister Earthquake.



It seems that nearly every gameplayer in the world has gone absolutely potty over fighting games recently and if you don't know a Fireball from a Dragon, then you're a full-on square. But, never fear as the latest in the ever expanding line of beat'em-ups, the classic *Samurai Shodown*, is about to hit the SNES in a big way.

With twelve fighters who range from devils and mutants to dagger-wielding ninjas, *Samurai Shodown*'s ensemble not only fight with their fists and feet but with weapons as well. Most of them come equipped with swords that can slice and dice opponents at the flick of a wrist but others, like Hanzo the ninja, carry throwing stars that they'll chuck at you all day long if they think it will do you some lasting damage. Jumping over them is not going to do any good, especially Hanzo, who grabs hold of you, jumps into the air and then buries your head in the ground to do you maximum harm.

In games like this, you need the good guys and the bad guys to battle it out and provide a storyline. Haohmaru leads the line-up of top fellas into battle with the likes of Gen-An, the twisted and evil mutant who spews forth poison clouds and also spins across the screen with his blades outstretched. Then there's Kyoshiro, who wears bright and colourful clothes to disguise the fact that he's really just your everyday demon.

There are three modes of play to stop boredom setting in too soon. The first is a normal fighting game against the console. Using all your skills, you'll have to battle against the computer in a fight to the death. If you find you're getting nowhere, change the difficulty settings and try again. The other options are a two-player mode where you can fight against a human opponent (standard fare in fighting games nowadays) and a challenge mode where you choose a fighter and have to rack up the highest score in a given time. You'll be awarded more points for better moves, but if you're hit then points will be deducted. Inbetween some of the rounds there's a bonus game where straw 'men' are thrust up in front of you, if you decapitate ten in 30 seconds then loads of points will be yours. If not, you'll drop to your knees in disgrace.

The only differences between the SNES and the Neo-Geo version are that there is no blood gushing from slashed arteries, you can't really interact with the scenery and the zoom mode is missing – you always view the game from the 'far out' position, making the fighters look rather small.

Available only on import at the moment, when it gets an official release *Samurai Shodown* looks set to be a rip-roaring success with its varied cast of characters and barrels of fluid fighting fun.

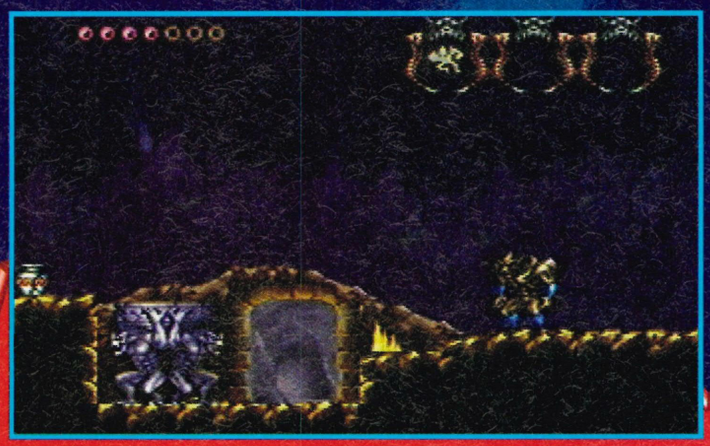
Demon's Crest

GAMES WATCH

VITAL STATISTICS

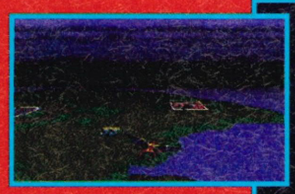
NAME : DEMON'S CREST
PUBLISHER : CAPCOM
SYSTEM : SNES
PRICE : £TBA
SIZE : 12 Mbit
AVAILABLE : FEBRUARY

■ Above: Firebrand in his Air Gargoyle guise fights some evil ghosts who swoop down on him.
■ Right: The normal Firebrand is spat at by some evil fishman. Throw him a maggot or better still, a fireball.



■ Left: Firebrand tries out his Ground Gargoyle outfit and notices it has shoulder padsthat allow him to smash his way through rock walls.
■ Below: An ugly guardian morphs out of the floor of this temple.

Did you ever play Ghosts 'n' Goblins in the arcade? If you did, you might just remember an annoying little Demon who swooped down, hit you, and then hovered in the air for a while. Well, his name was Firebrand and now he's got his own game. Only this time, he's the good guy and he's on one 'hell' of a mission...



■ Above: Witness its beauty. The map of the Demon Realm as you swoop over it in glorious Mode 7.

■ Left/Below: These are two of the end of level bosses that you will come across in your search for the six different crests.

Platform games in the past were works of art that tested the skills of all but the most accomplished gamesplayers. It could be said that, lately, platform games have become rather dull but if there's one way to give the genre a good kick up the backside, it's to indulge in a smidgen of nostalgia. *Donkey Kong Country* is a fine example of this and now Capcom have brought back the mischievous devil known as Firebrand to star in their new game.

At the start of the game you aren't really told anything about little Firebrand but the fact of the matter is that he once united all of the magical crests that fell from the sky, stopping all the demons from fighting over them. However, a nasty piece of work by the name of Phalanx defeated Firebrand when he was at his lowest ebb and scattered all the stones about the Demon Realm. Not one to sit on his scorching backside for too long, Firebrand embarks on a mammoth quest to reunite the stones.

The crests of Fire, Earth, Air, Water, Time and Heaven all need to be absorbed by him before peace can be restored to the Demon Realm. But (and this is a pretty big but) a well-hard evil guardian stands between you and each crest and they take a fair old beating before they'll give you what you want.

Each time you get a crest you get the ability to change yourself into a different type of demon. You start off with the Fire crest that allows you to throw fireballs, with Air you can change into Air Gargoyle and fly higher than normal and if you get Ground Gargoyle you can charge through stone walls. You'll have to use every crest if you are to uncover all the secret levels in the game.

Between each level there's a Mode 7 landscape where you fly Firebrand to his next destination, another level or one of the bonus games or shops that are tucked away somewhere on the ground. One of the bonus games allows Firebrand to head-butt skulls and smash them for bonus cash – it gets harder every time you try it, so don't waste too much money! The magical shops sell health potions and spells that help you on your journey and you can even buy an imp (the tiny blue one who appeared in *Ghosts 'n' Goblins*) to do your dirty work but you'd better have some gold to pay him or he'll scarper at the first sign of poverty!

It's the attention to detail in *Demon's Crest* that is likely to draw you into this adventure and, with all the different guises that Firebrand uses to get around the levels, this should keep you slaving away for eternity, or maybe even a little bit longer.

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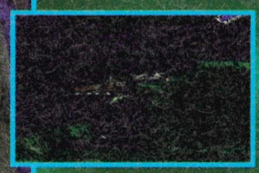
SNES

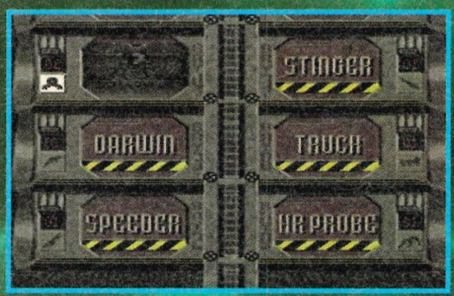
Sea Quest DSV

Steven Spielberg's underwater adventure series has been a block-busting success on TV. Now it's all set to become a slick SNES game using the original graphic data from the making of the show. Games World blew all air tanks and rose to the surface to investigate.

VITAL STATISTICS

NAME : SEAQUEST DSV
PUBLISHER : T•HQ
SYSTEM : SNES
PRICE : £49.99
SIZE : 16 Mbit
AVAILABLE : JANUARY





Right: The SeaQuest gets attacked by a pirate sub. Time to send out the Sea speeder.

The year is 2018 and most of the earth's surface is covered with water. Much of the population now inhabits undersea communities policed by the SeaQuest DSV – the largest, fastest and most powerful submarine ever created. This sub's job is to protect the sub-surface inhabitants of the ocean and explore the depths for any hidden dangers.

T•HQ's game puts the player in command of this massive 21st Century submarine with all its navigational, information and weapons systems ready and raring to go. There are all kinds of missions to pursue and exciting stages to play before you can become a respected sea captain.

Details on each mission are received as you manoeuvre the SeaQuest around the ocean bottom. You must then access the information panel to find your mission objectives and dispatch the correct underwater vehicle from the launch bay to get the job done. There are six specialist vehicles with different armament, armour, propulsion and crew capacities. The on-board computer will give its recommendations and it's up to you whether you follow them or not.

SeaQuest DSV is a unique game. It captures the feeling of the programme well with all the 3D game vehicles taken directly from the actual Amblin entertainment computer graphic files to give incredibly realistic rotation and movement. There are four sectors of gameplay with six challenging missions in each giving 24 assignments to be successfully completed.

If you're a fan of the TV show then you'll find yourself instantly at home with the controls of the giant SeaQuest sub as you patrol the seven seas and try not to fall down the Marina trench.

OUT TO LAUNCH

Each mission can only be completed by the correct vehicle. Some can move through small gaps under the sea while others have the speed and agility you'll need to get past the sea pirates:

1. CRAB

- **Armament:** Hull-breaching drill.
- **Armour:** High-pressure plastic with steel plating.
- **Propulsion:** Attitude jets.
- **Crew:** Two.
- **Special Features:** Equipped with thruster jets for upward thrust or for removing sediment when conducting salvage operations.

2. STINGER

- **Armament:** Hydro-pulse laser.
- **Armour:** Bio-organic carbonite plating.
- **Propulsion:** Mechanical tail.
- **Crew:** One.
- **Special Features:** Very fast and manoeuvrable, the Stinger is capable of moving in all directions.

3. SEA SPEEDER

- **Armament:** Low-charge energy-plasma torpedoes and sonar-directed undersea mines.
- **Armour:** Carbon-fibre plating.
Propulsion: Hydro-jet turbines.
- **Crew:** Two
- **Special Features:** The speeder serves as a fast and agile, armoured shuttle or attack sub.

4. SEA TRUCK

- **Armament:** High-charge energy-plasma torpedoes and rear-launched proximity mines.
- **Armour:** Steel beams and hull.
- **Propulsion:** Multi-directional jets.
- **Crew:** Two-Six.
- **Special Features:** Equipped to pick up objects, the Truck is ideal for salvage operations.

5. HYPER-REALITY PROBE

- **Armament:** Low-energy hydro-pulse laser.
- **Armour:** Carbon plating.
- **Propulsion:** Servo-controlled hydro-jets.
- **Crew:** None (remote controlled).
- **Special Features:** Extension arm for underwater welding and activating switches.

6. DARWIN

- **Armament:** None.
- **Armour:** None.
- **Propulsion:** Tail.
- **Special Features:** Darwin, being an intelligent dolphin, can activate switches and swim against strong ocean currents.

GAMES WATCH

CANNON FODDER

One of the most enjoyable games on the Amiga has finally made the cross-over to the Super Nintendo and what a storming title it is! War really has never been so much fun especially not on the SNES where blood, guts and gore were always a big no-no. Thankfully, the times they are a-changing...

1. KABOOM! One grenade destroys this enemy hut.

■ Below: At the start of each mission your troops will be air-lifted in by helicopter. Later on in the game you'll be able to fly a chopper yourself!

2. Get on your knees and aim at the gook who's about to pop out of these trees.

■ Above: Our heroes don't give a damn about ethics. So what if the enemy are swimming in the Mekong, just blast the suckers while they're sitting ducks!

■ Below: Before attacking the enemy below, you have to blow up the fence.

Cannon Fodder was one of the most original and fun Amiga blast'em-ups and its transfer onto the SNES (despite initial qualms about playability problems with the SNES pad) has been surprisingly smooth. Brought to us by the developers of the classic *Sensible Soccer*, this time around the tiny characters have been taken off the footy field, put into combat fatigues and armed with a well-oiled machine gun. Chuck them a few grenades and rocket launchers and you're away. However, it's not all running, shooting and firing though as strategy comes into play, especially later on in the game. You can split your team into as many as three separate 'lone wolf' units and send them out to destroy enemy soldiers and installations.

Your own band of soldiers have an unlimited supply of bullets but you'll have to collect grenades and rocket launchers from crates placed near the enemy encampment. You'll find that there are twenty four missions with numerous phases which must be completed before you get the next password to reach the next stage and earn some more recruits.

Essentially, the aim is to keep your men alive and raise them through the ranks – after all, there's nothing worse than getting your general killed by letting a grenade drop into his lap.

Complete with some of the smartest sound FX of general gunfire and missile explosions, this game is not for the squeamish. Although the minuscule characters give the game more of a comic side, when you shoot a soldier and don't finish him off he just lies there writhing in agony and spurting blood. Mind you, it's quite a good laugh to keep on blasting the soldiers and make them bounce along the ground (we're not sick – honest).

Believe us when we say this game will keep you engrossed for many a long hour in front of your SNES. It's so painfully addictive that we just love it, even at this early stage. War may not be an enjoyable experience in reality but as reality goes on the SNES, this is top rank blasting action.

VITAL STATISTICS

NAME	CANNON FODDER
PUBLISHER	VIRGIN
SYSTEM	SNES
PRICE	£TBA
SIZE	16 Mbit
AVAILABLE	JANUARY

Sensible SOCCER INTERNATIONAL EDITION

Famed for its tiny players and highly addictive gameplay this all-time classic football game kicks off on the Jaguar with a little help from Telegames.

Sensible Software's *Sensible Soccer* made its debut on the Amiga and became an instant classic. It didn't go down the 'ultra realism' road of previous soccer games but, instead, concentrated on the gameplay resulting in a sports sim that went straight to the top of the charts and stayed there for 17 weeks.

The game has since gone through various reincarnations including *Sensible World of Soccer* (a football management title) and versions for almost every format imaginable. Now it's the turn of the Atari Jaguar with polished presentation, more colours, but the same addictive gameplay.

This is the 'International Edition' of the game with all the top teams from around the world to be selected and customised to your hearts' content. Team colours, player names and performance are user definable and have been crammed into the cart, along with all the options and statistics you'd expect from a top soccer game.

Console owners who have been used to large, well animated players in their soccer games are in for a surprise.

Left: An odd choice of teams, but Northern Ireland are doing us proud. The graphics may not look like they're on a 64bit console but that's *Sensi* for you!

AIRCARS

The Earth has become a barren wasteland of nuclear bunkers and devastated cities. An organisation known as EBNERS want to reorganise things their way – that is, unless you can stop them first. Standby for polygons...

EBNERS have taken control of all the world's nuclear facilities and now pose a terrifying threat to mankind. They are a highly technical organisation with the overall aim of reorganising society as they see fit. You have been put in command of a prototype aircar, the only weapon capable of penetrating this nasty organisation's formidable defences.

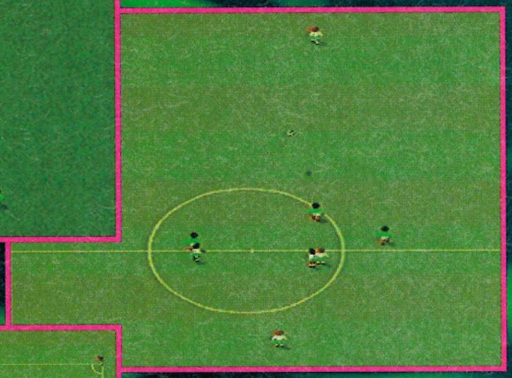
The aircar is able to move swiftly over any terrain and in all weather conditions. It's much more than just a sophisticated off-road toy though, its electronic systems allow it to install improved weaponry and armour by scavenging wrecks and destroyed buildings. All the EBNERS' secret bases must be completely destroyed to win back the planet.

A host of tanks, turrets and stolen aircars are waiting to defend the enemy installations with rocket launchers and laser fire designed to blow you away. Your car is equipped with similar weaponry and new equipment can easily be picked up so that you're more than a match for those bad guys.

Developed by the Midnite Entertainment Group in the USA, *AirCars* has 32 levels of play and up to eight Jaguar owners can link machines

Right: This enemy aircar must be shot down before it can do you any damage. The map in the bottom left is filled in as you explore more of the landscape.

GAMES WATCH



■ Above: As ever, passing is the key to success in *Sensi Soccer*.

OPTIONS GALORE

What would a soccer game be without all the options and statistics screens? Luckily, this new version of *Sensible Soccer* is packed absolutely full of them...

Sensible Soccer uses some of the smallest sprites ever seen in any game but play one match and you'll soon see why this series has been so popular.

This is the first footy title to arrive on Atari's 64bit console and it follows the release of the game on the Super Nintendo and Mega Drive. All versions are virtually identical, but nobody's really going to complain about that. Alright lads, get those passing triangles going!

VITAL STATISTICS

NAME : SENSIBLE SOCCER - INTERNATIONAL EDITION
PUBLISHER : TELEGAMES
SYSTEM : JAGUAR
PRICE : £54.99
SIZE : 24 Mbit
AVAILABLE : FEBRUARY

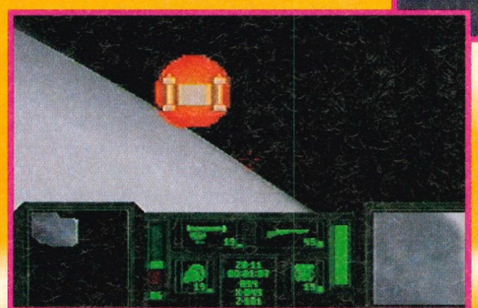
to compete in a game. Of course, this means they'll need eight machines, eight copies of the game and eight CatBox multi-link adaptors!

There are some impressive 3D stereo sound effects in the game to accompany the light-sourced polygons and gouraud shading that make up its colourful 3D environment. There's even some groovy digitised speech to egg you on in your mission.

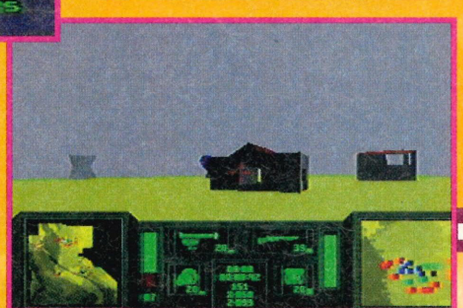
Probably most impressive as a network title, *AirCars* should jet quietly into a parking space somewhere behind the noisier *Doom* and *Teque's F1* in the queue of games starting to line up for the Jag.

VITAL STATISTICS

NAME : AIRCARS
PUBLISHER : TELEGAMES
SYSTEM : JAGUAR
PRICE : £49.99
SIZE : 16 Mbit
AVAILABLE : FEBRUARY



■ Above: There are specific targets that must be taken out in each mission. Study them carefully, then look out for them in the game.



POLYGON PELTING!

Each mission in *AirCars* sets you specific targets that must be destroyed while putting up with the endless bombardment from enemy tanks and stolen aircars. They are all created in beautifully shaded, light-sourced 3D.

1. AMMUNITION BUNKER
2. SATELLITE DISH
3. NUCLEAR REACTOR
4. CONTROL TOWER

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SUPREME WARRIOR

Let the battle begin. Once more, Games World: The Magazine is treated to another beat'em-up and one which (yet again) attempts to set a new standard. Could Digital Pictures earn the title of Grand Dragon of fighting games with Supreme Warrior or will it flop? At any rate this certainly looks like real life punching action to us.

■ Above: Would you trust a psycho wearing green face paint? No, especially after he has slashed your face.

■ Left: You could be forgiven for thinking you'd ended up in a bad Kung-Fu movie, not a videogame.
■ Below: Block and punch the bad guys like in the FMV *Prizefighter*.

VITAL STATISTICS

NAME	SUPREME WARRIOR
PUBLISHER	DIGITAL PICTURES
SYSTEM	MEGA-CD
PRICE	£TBA
SIZE	1 CD
AVAILABLE	FEBRUARY

Three issues ago, we gave you an exclusive first look at the incredible real-life Basketball action-simulation, *Slam City with Scottie Pippen*. Impressed by this and Digital Pictures' range of games, we take a further look at two other DP titles this issue. After giving their four new games a total production budget of over $8 million, *Supreme Warrior* ought to both look good and play darned well.

From now on you can forget those cartoony characters, computerised sprites and the blocky digitised images, *Supreme Warrior* intends to deliver the look, the feel and the fury of a high speed Kung Fu movie – in a game. Filmed solely on location in Hong Kong to capture that oriental feel and directed by veteran martial arts movie-maker, Guy Norris, *Supreme Warrior* is totally based on real video footage typical of the Digital Pictures products. In fact, the CD is crammed to the hilt with in excess of two hours of full video footage for all the moves and attacks against the different characters.

Fast action moves include whirling fists of steel, lightning kicks of fury and over twelve incredible, seemingly impossible, secret moves – what would beat'em-ups do without them? Apart from the special 'impossible' secret moves, this is the most revolutionary true-to-life martial arts experience you will come across short of popping into your local dojo.

In fact, *Supreme Warrior* pits the player's wits, brain and brawn against twelve opponents who are made up of eight henchmen, four warlords and one Master. To acquire the Supreme Power, you must triumph over the four evil warlords and their minions before facing the big, bad guy (or Master). Three skill levels are included to improve the lastability of the product which succeeds where many others have failed in ensuring that the game responds instantly when a punch or kick button is pressed with no disc lags or delays.

Street Fighters and Kombateers the world over will be screaming for more when they catch a glimpse of this game. Due out in the States in March, since Digital Pictures have been bought by Acclaim we can expect to see a simultaneous release over here in the UK. We're sure to play it with emotion.

CORPSE KILLER

GAMES WATCH

With exotic locations, real-life Hollywood actors and hundreds of slobbering zombies this is one hot game. The only question is: How do you kill them if they're already dead?

Right: A dodgy looking zombie makes a lunge for our very intelligent blonde. Blast him in the head and watch him fall to the ground in Full Motion Video.

Above: A plea for help from the babe of the game. How can you resist her charms?
Right: The zombie-master himself, a certain Mr Hellman. I bet he got bullied at evil villain

Digital Pictures have used actual movie cameras and special effects and then digitised these onto CD to give *Corpse Killer* its great visual feel.

VITAL STATISTICS

NAME	CORPSE KILLER
PUBLISHER	DIGITAL PICTURES
SYSTEM	MEGA-CD
PRICE	£TBA
SIZE	1 CD
AVAILABLE	SPRING

As part of a Navy SEAL team you have been commissioned to terminate the totally insane Dr Hellman and his ghoulish army of undead criminals. En route to his secret hideout on a remote Caribbean island everything suddenly starts to go horribly wrong.

You find yourself stranded all alone in this strange place, dying of voodoo poison and slowly turning into a zombie. All your mates have been infected and are now gunning for your blood and the natives think that you're lunch! What should you do? Just start blasting of course!

US company Digital Pictures have set out to create games that are not just glorified cartoons but interactive CD-ROM movies. They've succeeded too with the release of *Corpse Killer*. The entire game was filmed in the Caribbean using a Hollywood director and a cast of actors to create the 60 hours of gameplay that you'll get to see in the finished version.

Using either a joypad or light gun, the zombies must be targeted and blasted away – but there's more to this game than just simple shooting. The action is split up into multiple levels with strategic decisions to be made along the way. Gameplay adjusts to the player's ability too so that you always get a fast-paced, zombie-packed game no matter how hot on the trigger you are.

There are already Mega Drive 32X and 3DO versions in the pipeline. Expect Corpse *Killer* on the Mega-CD to be just a taste of the interactive movies to come from Digital Pictures Inc.

WORLD OF WARRIORS

This motley crew are the World Warriors, eager to travel anywhere for a fight, they aren't scared of anyone. Don't invite them round for tea or you may end up eating fireball pie...

1. RYU

■ The hero of the game, Ryu was bred to fight and that's all he does, trains hard and then knocks people out. Not nice, but he was never bullied at school.

2. KEN

■ Ryu's mate with the flowing golden locks, Ken trained with Ryu and learnt all his skills from their master, Sheng Long. He now lives in America with his woman.

3. CHUN LI

■ The first ever videogame pin-up, Chunners packs a knockout punch and a devastating kick. You'd better not chat her up as Ryu's got a thing for her, so double beatings for you if you try.

4. BLANKA

■ A slimy green animal. Blanka lives in the forests of Brazil and makes strange barking noises. Blanka can sometimes be observed biting the heads off people and rolling through the air whining like a dog. Do not feed him.

5. ZANGIEF

■ The big Russian wrestler plays videogames a lot as his role model is Haggar from *Final Fight*. His devastating power will crush you if he ever gets you in one of his pile drivers. Getting a whiff of his BO would probably knock you out just as quickly.

6. DHALSIM

■ Skinny bloke who overheard someone suggesting he stretched his legs, got the wrong impression, started Yoga and learnt how to breathe fire. Looks like he could do with a slap-up feed. Give him all of Blanka's food.

7. GUILE

■ Tough military hard-nut. Guile was in "the war" and lost his mate Charlie to that nasty M Bison. With a rather large chip on one shoulder and a comb on the other, Guile is definitely a force to be reckoned with.

8. E HONDA

■ Fat boy Eddie manages to be nimble and supple while looking like a beached killer whale. If you get too near his Hundred Hand Slap you could be laughing on the other side of your skull.

9. BALROG

■ The first of the four original bosses, Balrog is a mean, tough, big and ferocious boxer who only knows how to use violence to get the job done. This is a good approach in *Street Fighter*, but means that he'll never build a scale model of the Eiffel tower out of match sticks.

10. VEGA

■ With long hair and a stupid little girlie laugh, you'd think that Vega would be a piece of cake. Well, in fact if he was a cake, it would be rock cake. Very nimble and agile, watch out for his long claws. He'll scratch your eyes out.

11. SAGAT

■ With a rather large scar across his chest courtesy of Ryu, Sagat really does beat up on all those who even suggest he's a baby because he has to wear bandages. They're probably dipped in glass or parafin, so beware.

12. M BISON

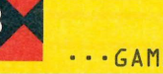
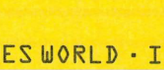
■ The hardest geezer of them all, M Bison is a ruthless dictator who will inflict lots of pain on just about anyone. He killed Charlie, Guile's mate, and also did away with Chunners's dad. Nasty bloke if ever we saw one.

13. CAMMY

■ The lovely ex-Secret Service agent who's capable of scrapping with the best of them, Cammy wears some incredibly tight-fitting leggings that put her opponents off. We can't think why.

14. T HAWK

■ A big native American Indian who wears feathers in his head. It's due to these feathers that he can jump high into the air and dive down on his opponents.

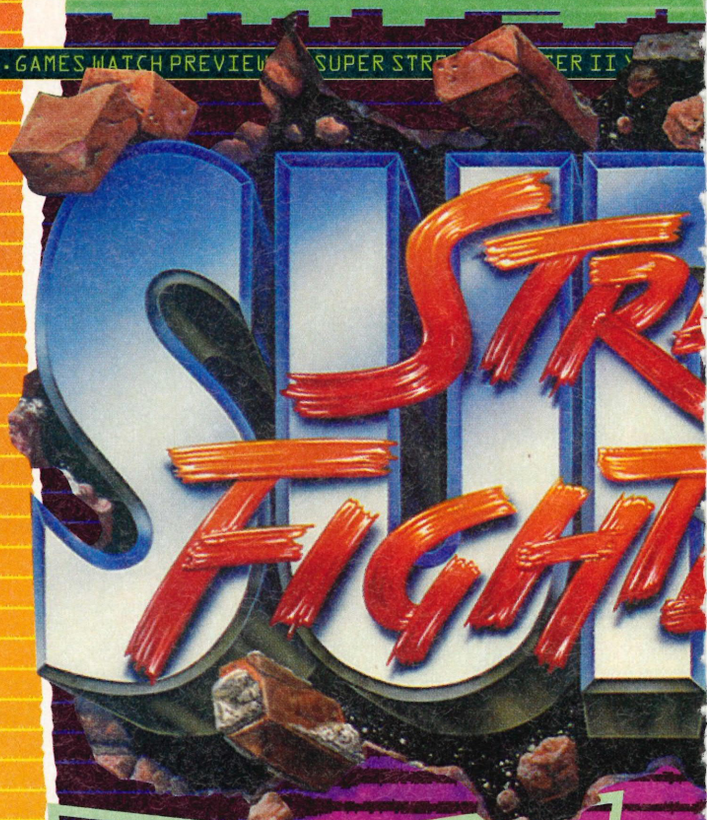



15. FEI LONG

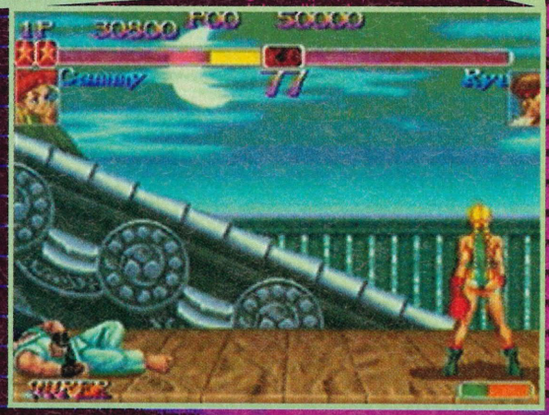
■ Looks like he's related to Bruce Lee. Quick to get across the screen and land fast punches and kicks, Fei Long wears baggy pants and no vest – nails.

16. DEE JAY

■ Loves to fight and loves to play music. So don't ever say his music's rubbish or you'll end up wearing his guitar over your head. You can't miss this guy as he's got his name tag sewn onto his trousers so he won't lose them.



Street Fighter, Street Fighter II, Super Street Fighter II, where will it all end? Hopefully with Street Fighter III, but in the meantime, you'll just have to make do with the latest version of the most successful beat'em-up on the 3DO. Join the World Gamers as we take on the World Warriors in a battle to the death.



■ Above: Ryu is left on the floor as Cammy teases all her fans. Right: Cammy shows us that she isn't one of Chunners's biggest admirers.

GAMES WATCH

SUPER STREET FIGHTER II X

VITAL STATISTICS

NAME	SUPER STREET FIGHTER II X
PUBLISHER	CAPCOM/ PANASONIC
SYSTEM	3DO
PRICE	£TBA
SIZE	1 CD
AVAILABLE	DECEMBER

■ This is the new Street Fighter controller for the 3DO. It may look strange but the buttons allow for a better game. It's specially angled for extra comfort.

Ryu, Chun Li and Ken are well-known for fighting, mauling and generally having a jolly good punch-up with anyone who stands in their way. Well, there are nine other fighters who stand in their way and all of them are on this healthy-looking version of the popular pastime. Can they cut down on their nasty habit of breaking people's heads? Quite frankly, no.

Street Fighter II has come along in many forms and this is its latest incarnation. All the original characters are in, along with the four new wannabes who are out to prove themselves. So what makes this version of *Street Fighter II* different from all those that have gone before? Well, there are plenty of differences, but one of the main features is the power bar at the bottom of the screen. While kicking seven bells out of your opponent, the tiny bar will fill up and when it reaches the top you will be able to unleash your super special move which, with any luck, will permanently end your opponent's existence. If by a stroke of sheer genius you can pull off a super move every time you finish them off, you'll be able to get the mysterious Akuma Long to come out and fight you. Akuma Long is a pretty tough hombre, but if you've managed to beat all the fighters convincingly then you deserve a good kicking by the almighty one.

Apart from these changes, all the characters have had complete transformations in the animation department. Each fighter looks a lot more rugged and has aged quite a bit since they first arrived a few years ago. There are also a few new moves that each fighter can call upon, Ken for instance has a few new kicks (they're not devastating skull-smashers but they do the job) while Ryu can use a dashing uppercut into the stomach. Another gameplay enhancing feature is that you can now recover from being thrown. If, for example, Chun Li walks up to you and grabs you, just a quick push on the joypad will right you as you are spinning around in mid-air before you hit the floor and sustain lots of damage.

As far as big name fighting games go, *Super Street Fighter II X* is the new kid on the 3DO, but with the reputation that precedes it, it should do rather well in a market without any really top class beat'em-ups.

■ Left: Ryu walks slap-bang into one of Ken's awesome Flaming Dragon Punches. Toast.

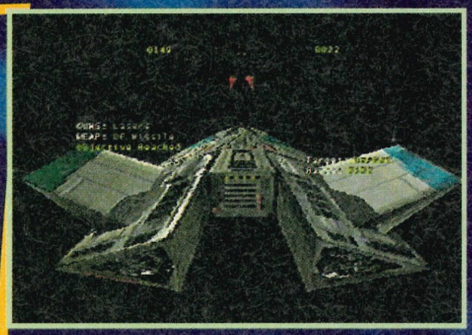
■ Above: A tricky move pulls Chunners to the floor, while below, Chun Li gets her own back with a fireball.

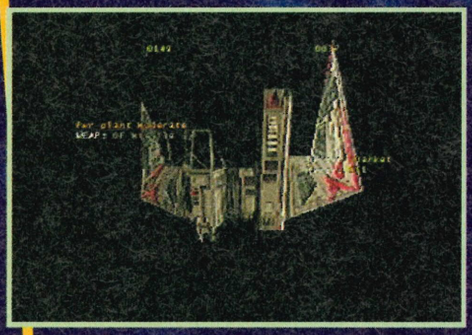
■ Right: Cammy gets a kneeing.

WING COMMANDER

THE HEART OF THE

Origin Systems, the creators of the original Wing Commander, have something special up their sleeves for all 3DO owners. The latest instalment in the Wing Commander series comes on four, yes FOUR, CD's and has real Hollywood actors in the leading roles. This is going to be one impressive space adventure!





■ The actually gameplay in *Wing Commander 3* is very similar to the first two games but the visuals are smarter.

■ Left: The sky's the limit! Live action is cleverly mixed with starry, rendered backdrops.

■ Left: Time for a mission briefing as you plan how to use your ailing spaceship to eradicate the threat from the Kilrathi once and for all.

Using more than two hours of live-action footage and new polygon technology *Wing Commander III* continues the story of Colonel Christopher Blair, a veteran pilot who has blasted his fair quota of tiger-like Kilrathi in his time.

In the lead role is Mark Hamill whose most famous film appearance before this was as Luke Skywalker in the virtually unknown film, Star Wars. As the game begins, Blair is fighting a losing battle for survival against the Kilrathi alien race. They've all but crushed all human resistance and it's now down to just one man in an ageing ship – the TCS Victory – to save the Earth from certain annihilation.

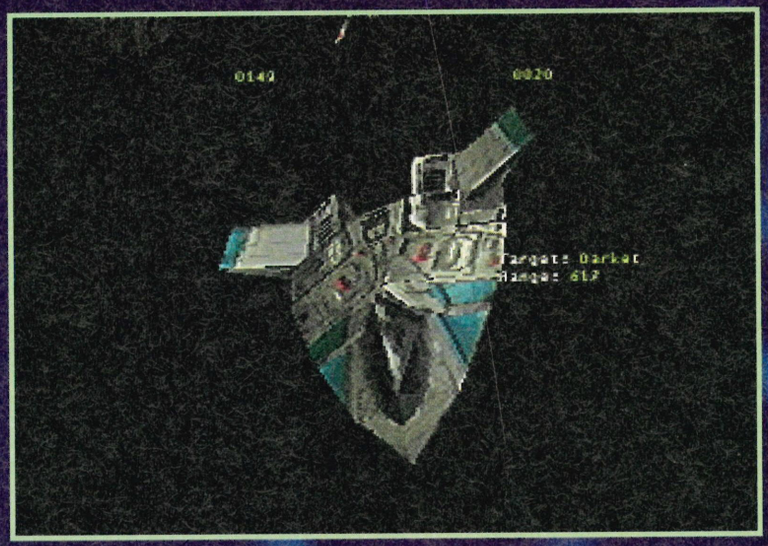
The story is played out in specially filmed sequences where the player can converse with other characters, affecting the morale of the people around by selecting positive or negative answers. This is coupled with flying sequences as in the other *Wing Commander* games, but this time there are a variety of advanced space fighters that you can take on each mission. The grand finale is a stage where Blair must decide whether to volunteer for a suicide run to bring the terrible war with the Kilrathi to an end once and for all. Not only is the life of the player at stake, but the future of the entire human race and the home we've come to know as Mother Earth!

A cast and crew of famous names have been assembled for the creation of this 3DO masterpiece. The game is created by Chris Roberts, the mastermind being the entire *Wing Commander* series. In the cast along with Mark Hamill is Malcolm McDowell (A Clockwork Orange) and John Rhys-Davies (Raiders of the Lost Ark).

The live action sequences have all been filmed using methods first seen in the 3DO version of *Demolition Man*. Virtual sets and backgrounds have been rendered in 3D with Silicon Graphics® workstations and state-of-the-art software. The actors were then filmed on blue screens and overlayed into the action using the latest video editing technology. This creates a highly realistic effect and is a heck of a lot cheaper than conventional movie-making

GAMES WATCH

3 TIGER

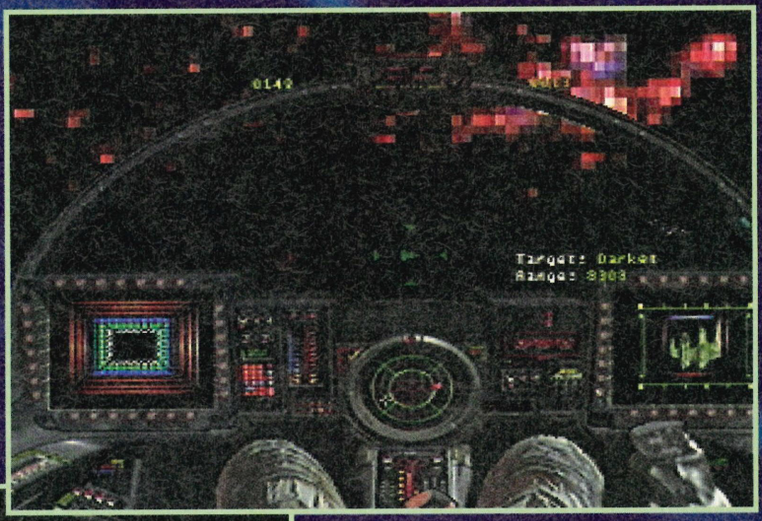


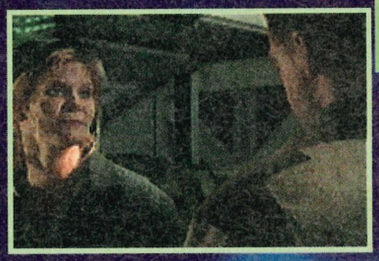
■ Above: When an alien ship has been targetted, useful tactical information flashes up on screen to advise you how to attack.

VITAL STATISTICS

NAME	WING COMMANDER III: THE HEART OF THE TIGER
PUBLISHER	ELECTRONIC ARTS
SYSTEM	3DO
PRICE	£TBA
SIZE	4 CD's
RELEASE	JANUARY

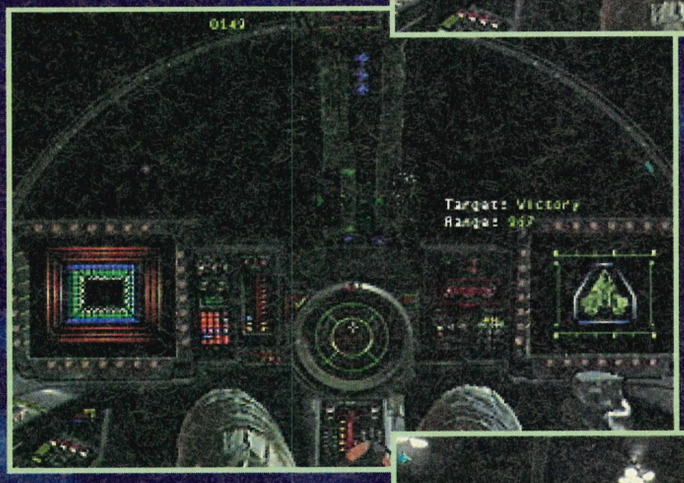
■ These alien races have some very impressive mother ships in their fleet. It's just a pity you've got strict intructions to blow them into the nearest black hole!



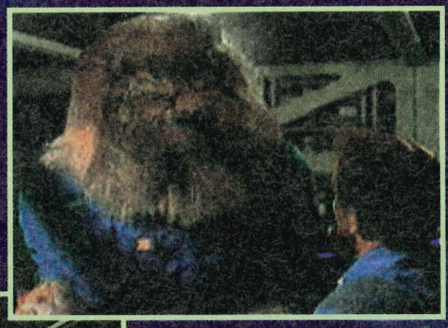


■ The four CD's for the game are to accommodate all the FMV.

■ With different views you can get a good look at the aliens.



■ Below: Never trust the Kilrathi, even if they do look like next door's moggy. Their only aim is to destroy the earth and enslave its population.



methods, even though this game cost $3 million to make!

You won't believe your eyes when you first see *Wing Commander III* in all its glory. The game moves like a dream and the filmed sequences might as well be extra footage from the Star Wars trilogy they're so impressive. This game just goes to show what the 3DO can do. Coming on four CD's it's going to be pricey, but it could well be worth trading your light sabre in for.

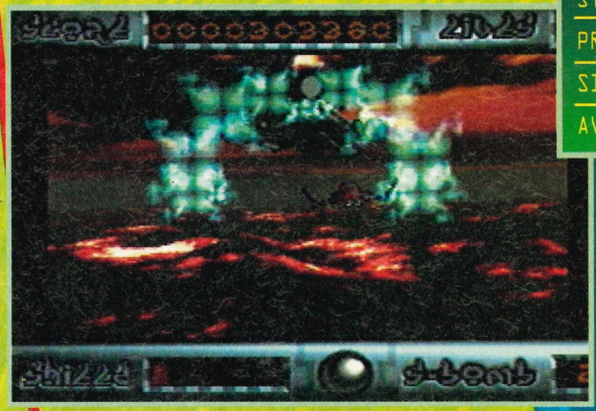
THE ORIGIN OF WING COMMANDER

Formed in 1983 by ex-NASA astronaut Owen Garriott, his sons Robert and Richard and their friend and software author Charles Bueche, Origin became a well-respected and prosperous software development company. On September 25 1992 they began a merger with entertainment software leader Electronic Arts, a date that was the starting point for some of the most memorable videogames seen on any format to date.

With the combined strengths of Origin's development skill and Electronic Arts' marketing abilities such greats as the *Wing Commander* and *Ultima* series were created much to the delight of gamers everywhere. Of course, they also invented the murderous Kilrathi...

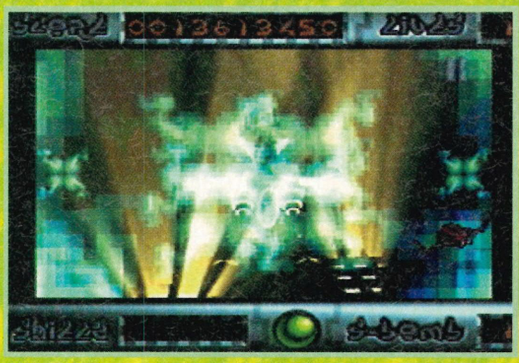
novastorm

The year is 2129 and the Bator system is dying. It's all the fault of the SCARAB data grid, an integrated state-of-the-art military computer network spanning the entire solar system, which has mutated to take on a life of its own. There's only one chance of saving humanity and that chance is the Scavenger 4 fighter craft. Take a wild guess at who's the lucky one to take it out for a test spin...



Above: If things are looking grim your Scarab fighter can unleash smart-bombs!

Right: It may well look like a scene from a laser-lit concert, but you won't get to enjoy this walker-like boss.



Right: Better glean some further information on these enemy installations before you face them. Below: Explosions galore as you fly between all the shattered remains.

GAMES WATCH

VITAL STATISTICS

NAME	NOVASTORM
PUBLISHER	PSYGNOSIS
SYSTEM	3DO
PRICE	£TBA
SIZE	1 CD
AVAILABLE	MARCH

Novastorm is a futuristic shoot'em-up of immense proportions. Set over four worlds each offering massive levels, backdrops and varied gameplay, you must fight against guardians, mid-level guardians, sub-guardians and the hordes of aliens all fully rendered on nifty Silicon Graphics workstations.

Several revolutionary pieces of software have been created to run such complex routines. The biggest advance Psygnosis have up their sleeves is the grandly entitled 'Fractal Engine Technology'. This software routine allows for smooth video transfer from a standard CD-ROM drive to give improved graphics to run with the hoped for enhanced gameplay. Another fancy element features the Z-buffered backdrops that allow complete interaction between foreground sprites and the scenery around them.

You may think this is just *Microcosm* revisited but after 15 minutes play you'll find yourself thoroughly engrossed as *Novastorm*'s frantic gameplay has much more depth than Psygnosis's previous fantastic journey.

CD games are now expected to contain more than a smidgen of full motion video and cut-away scenes and *Novastorm* is no exception. With specially filmed sequences and the Silicon Graphics rendered backdrops it has the full visual impact we'd been led to expect.

Will it really put you behind the controls of an intergalactic spaceship and crown you with the space cadet of the century award? We doubt it, but it may well be closest you'll get in this lifetime. It's certainly one of the meanest and busiest shoot'em-ups yet seen on the 3DO.

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3DO™ magazine

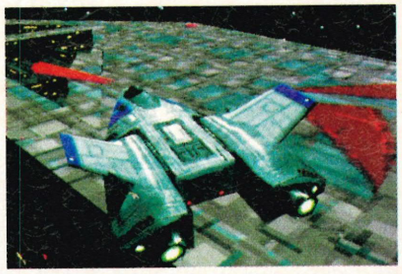
not an official 3DO publication

WINTER 1994 £4.99 with Coverdisc

printed in the UK

EA's *Wing Commander III*

The $6 Million Game Arrives



Reviewed Inside: *FIFA, Super Street Fighter II X, Need For Speed, Slayer. Samurai Shodown, Theme Park, World Cup Golf & every other UK 3DO game.*
Previews include: *Gex, Cyber Clash, Space Hulk, Flying Nightmares, Rebel Assault & more.*

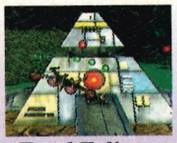
Your Cover CD should be here. If it isn't, see your newsagent

3DO magazine *presents* The 3DO Interactive Sampler

3DO™ interactive

SAMPLER DISC: *To be distributed solely with the 3DO magazine and not for resale*

The Horde
Defend your village against monsters in this hilarious playable demo.



Total Eclipse
Blistering arcade action with this stunning 3D shoot-'em-up.

Sewer Shark
Claustrophobic blaster with superb FMV and addictive gameplay.

Pebble Beach
Supremely realistic golf simulation – one playable hole to negotiate!

Off-World Interceptor
One or two-player action in this fantastic sci-fi road racer from Crystal Dynamics. Unmissable playable demo.

PLUS: *Gridders, Dragon's Lair, Draxon's Revenge & Way Of The Warrior*

WIN A 3DO SYSTEM & *World Cup Golf* from U.S. Gold

NEW!

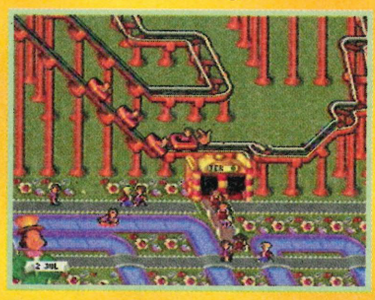
theme PARK

Just imagine creating your own roller coaster, taking it as high as you like, putting in tricky corners and then watching little people queue up to ride on it only to fall to their doom due to bad planning – what could be more fun than that?

Bullfrog's designer series has got off to a good start with *Theme Park*. The game has been a smash success on the PC and Amiga and there are console versions planned for early 1995 but the version everyone has been waiting for is the 3DO.

The game designers have kept some nice touches and graphics up their sleeves for the Panasonic 3DO. Underneath all the presentation the game is basically the same as on any other format. You start out with a small amount of money and can purchase small but fun fairground rides, create pathways, employ mechanics and handymen to keep the place going and charge ridiculous amounts of money to let people in.

It's all about making mountains of money. The richer you become, the more impressive the rides get and the more people you can attract to your theme park. The floppy disk versions of the game included a special 3D rendered introduction of a family riding on the rides in the park. For this version, Bullfrog have created



Above: All the bends and ramps making up the roller coaster can be user-defined to create a theme park ride from hell!

The more money you put into ride research the bigger and better they get. The tubing ride is a real winner with the crowds.

SHOCK WAVE

OPERATION JUMPGATE

What happens when a software company has more levels than they can fit into a single game? They release an 'add-on' disc a few months later! And so, Operation JumpGate was born. This isn't just a game, commander!

Continuing the story from the original *Shock Wave: Invasion Earth 2019*, Electronic Arts have capitalised on the extra levels and video footage they couldn't fit into the original and used them to create a whole new game. *Operation JumpGate* is a stand alone shoot'em-up experience and doesn't need the original to run as previously thought.

Set in the year 2026, the aliens that were fought off in the first game are up to their old tricks again.

This time the action takes place in space, where the aircraft carrier Omaha has deployed a probe that reveals a new alien force threatening our solar system.

Commander Stewart and her crack fighter squadron are sent out to destroy the alien threat before they can ravage the Earth. A hyper-reactive F-117 Heavy Fighter is your only hope of success. Armed with all

GAMES WATCH

more of these excellent 3D sequences of various rides and incorporated them into the game. You can now create your own park and then ride on the rides yourself – amazing!

The full complement of rides has been squeezed onto this CD. There are the run-of-the-mill bouncy castles and mazes plus special attractions like dolphin acts, space shuttle rides, monorails and the excellent roller coaster. Some of these are user definable too so that you can create your own twists and turns and set speeds for the carriages. Get the settings wrong and your little people will fly off and probably sue you for damages, so make sure you test the rides out before you open them to the public.

If you haven't experienced *Theme Park* yet then you are in for a real treat. Whatever console you own there should be a version available for you soon so start saving and you'll soon be entertaining the masses!

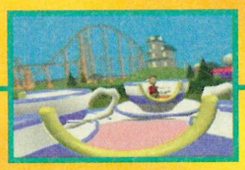
VITAL STATISTICS

NAME	THEME PARK
PUBLISHER	ELECTRONIC ARTS
SYSTEM	3DO
PRICE	£44.99
SIZE	1 CD
AVAILABLE	NOVEMBER

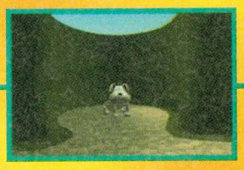
VIRTUAL THRILLS

The 3DO version of the game is set to be the best of the bunch with excellent 3D rendered sequences of many of the rides. You can build your ride, set the paths, then jump on and take it for a spin.

BOUNCY CASTLE



MERRY-GO-ROUND

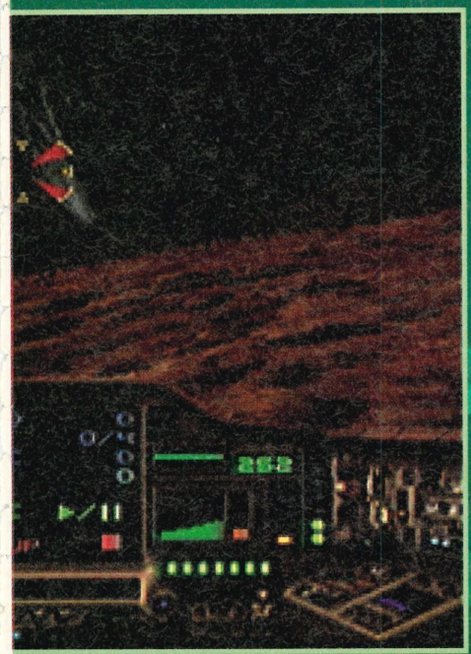


MAZE

PLANES

ROLLER COASTER

WATER TUBING



Left: Force fields are littered around the surface of Mars and will cause major damage to your ship if you collide with them. It's time to take evasive action!

Below: Picking up extra weaponry and fuel is essential if you're going to successfully complete the mission. The refuelling and equipping drone is the flashing blip on your radar.

the latest high-tech weaponry, it's one mean alien butt kicker!

3DO owners with the original game will be instantly at home with *Operation JumpGate*. The controls, gameplay and power-ups are all the same, the differences lie in new aliens to blast and level layouts on far-off planets. There's also new video footage of the Commander shouting out mission instructions and giving you a good telling-off if you put one foot wrong. Sub-missions to be found inside each level give you additional bonuses.

The latest instalment of the *Shock Wave* saga continues the tradition of top-class 3DO software from Electronic Arts. The original was good but this sequel looks even better!

VITAL STATISTICS

NAME	SHOCK WAVE: OPERATION JUMPGATE
PUBLISHER	ELECTRONIC ARTS
SYSTEM	3DO
PRICE	£24.99
SIZE	1 CD
AVAILABLE	JANUARY

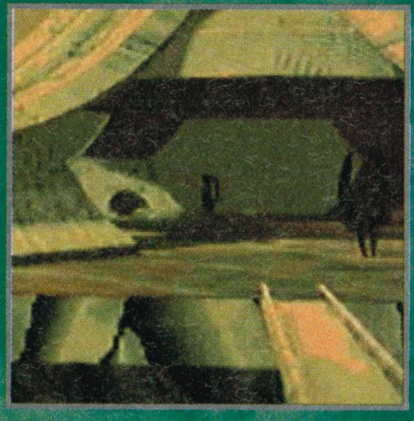
Lost Eden

Those Tyrannosauruses are at it again. They can't let the harmless herbivores go about their daily business without stomping all over their gardens and biting big chunks out of them whenever they can. Can you help keep the weaker species alive?

Right: Prepare to face some ugly enemies.
Left: These dopey looking herbivores have been harnessed to serve all mankind's needs.
Below: Send out a squadron of trained pterodactyls to do your bidding.

VITAL STATISTICS

NAME	LOST EDEN
PUBLISHER	PHILIPS
SYSTEM	CD-i
PRICE	£TBA
SIZE	1 CD
AVAILABLE	APRIL



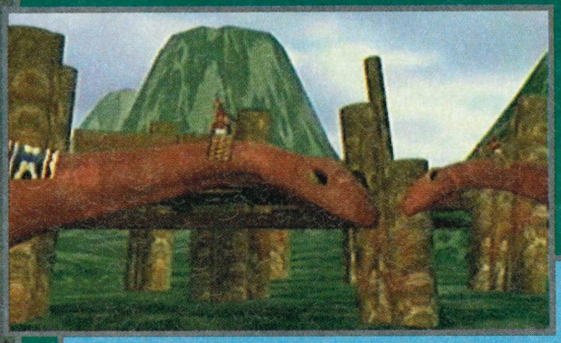
Set in a fantasy past, *Lost Eden* is a 3D atmospheric adventure where talking dinosaurs and human beings live together in far from perfect harmony. The docile, harmless herbivores have been dominated by man and used to create buildings and whole cities. Man now wages war against the drooling, snivelling legions of carnivores led by the terrifying Tyrannosaurus Rex.

The player takes control of a Homo Sapien named Adam, who's searching for a solution to the endless troubles between the different species on the planet. He knows that the answer lies in building huge citadels to fend off the vicious attacks of the T-Rex army but the knowledge of how to fabricate these great constructions has been lost in the mists of time. To stop the dreaded army and bring peace to the land, Adam must first rediscover the wisdom of the citadels and then start to construct them,

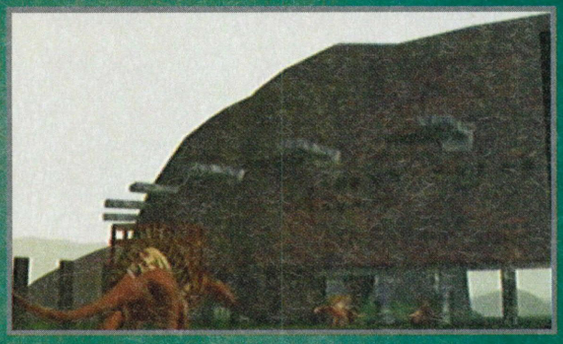
GAMES WATCH

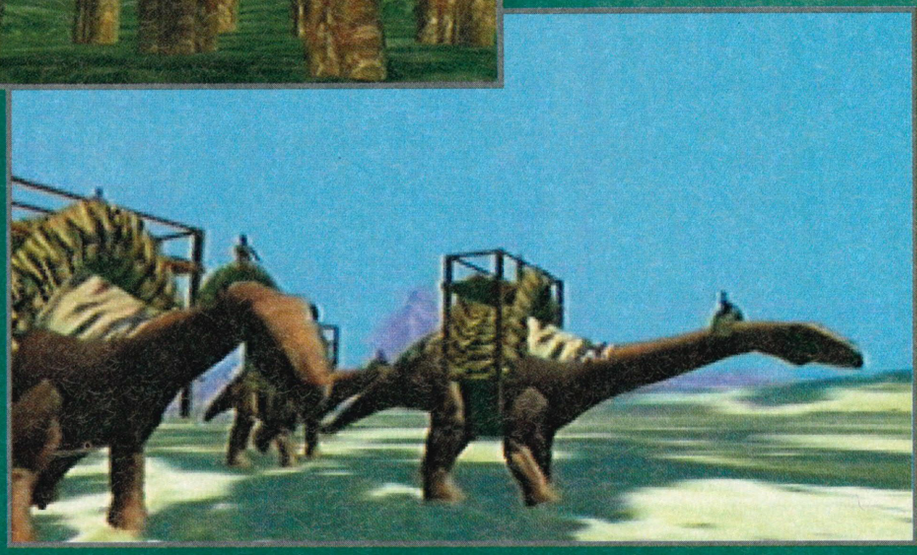
Above: Enlist the help of other characters as you progress.
Below: A dino stampede!

Below: Take to the air to get a better idea of what the carnivores are up to.



Above: A pterodactyl dispatch rider approaches your citadel with some important news.
Below: Build up your stock of raw materials.





Above: A caravan transporting goods across the dusty plains. You'll have to protect it against bands of marauding meat-eaters. Paradise it ain't!
Below: Herbivores running free in a dense, prehistoric forest.

bringing in other characters to help along the way.

The French development team, Cryo, have created a blend of adventure and strategy with some simply breath-takingly rendered three-dimensional prehistoric characters and backgrounds. Deep, dark forests, damp caves and caverns, underwater grottoes and vast plains are here to be discovered along with all kinds of creatures for you to communicate with.

The CD-i version of the game will be different to the PC CD-ROM original in a number of ways. On CD-i the whole game has been created in Digital Video. This makes it faster than the PC to play (24 frames per second instead of 12) and there's much more colour in the graphics.

Cryo, the game's developers, have had other international successes with games like *KGB* and the CD version of Frank Herbert's *Dune*, so you can bet that this version of *Lost Eden* is going to be special. It could even transport you to another world...

Ristar

VITAL STATISTICS

NAME	RISTAR
PUBLISHER	SEGA
SYSTEM	GAME GEAR
PRICE	£29.99
SIZE	4 Mbit
AVAILABLE	FEBRUARY

Sonic is God. What could possibly come after the supreme blue one? Well, Ristar has arrived and is about to prove that he's just as good as Sega's old mascot... if not better. Step through the green foliage and wander into a brand new world – the world of Ristar.

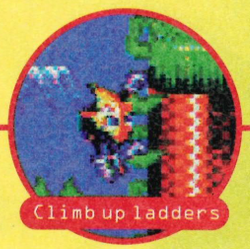
■ Right: Ristar balances precariously on a tiny perch.
■ Below: Our star-faced friend tackles a spiky obstacle.

■ Below: To get out of this chasm, Ristar has to hitch a ride on one of those balloons.

■ Below: On the left is a treasure chest, to collect the booty, smash it open with your face.

MOVE THAT BODY

Ristar can get about by using his hands in lots of different ways. Here are a few handy tips on how to get through the game. You'll need to master all his abilities in order to succeed:



When *Sonic the Hedgehog* was released a few years ago, everyone went loopy about how fast it was, how good it looked and (of course) how cute Sonic was. Things have changed since then and, although Ristar is being groomed to be one of Sega's new mascots, the gameplay has slowed down a little. The emphasis used to be on how quickly you could complete a level and the amount of bonus points you could get. But now, all the speed has been replaced with secret rooms and more enemy characters.

Ristar is on a mission to save the people from a planet that has been taken over by the evil Greedy. After calls for help have gone out, only one answer comes back... Ristar is on his way! But before peace and happiness can be restored, Ristar has to get across six treacherous planets and defeat the guardians at the end of each one. You start off on Planet Flora and progress onto Planet Undertow (which is full of water and fish who will all too quickly eat you for supper if you hang around). After Undertow comes planet Scorch where everything takes on a 'warmer' feel with Ristar ending up a pile of ashes on the floor if he strays in the wrong direction.

Now all of this may sound easy, but Ristar isn't tooled-up with flame-throwers, grenades or knives, instead, he grabs whatever he needs to kill and smashes them into his own star-shaped face. This technique also comes in handy when you need to open chests and recover the goodies trapped inside. With arms that shoot out and take hold of whatever leaps in front of him, Ristar can use this to his advantage when he wants to collect stars or grab hold of ladders and climb up walls.

There's a neat little feature that Ristar will have to use in order to progress. Scattered throughout each level there are bars which are just asking to be grabbed onto. If Ristar swings around fast enough then he'll be able to turn into a shooting star for a short time. While he's like this, he can soar high into the air, grab bonus stars and smash through walls – and at the end of the level he can get an added height bonus.

Ristar may not have the instant pick-up and play appeal of *Sonic* but there is a large game hidden away here that will tax your grey-matter to the limit. Besides, we're not going to argue with someone who head-butts people for a living.

LEGEND OF ILLUSION STARRING MICKEY MOUSE

GAMES WATCH

VITAL STATISTICS

NAME : LEGEND OF ILLUSION
PUBLISHER : SEGA
SYSTEM : GAME GEAR
PRICE : £29.99
SIZE : 4 Mbit
AVAILABLE: FEBRUARY

Mickey Mouse is the most famous rodent of megastar proportions that the world has ever seen. If you don't know who he is then you've obviously been in a coma for the last 65 years. But Mickey and his friends aren't in their cosy Disney world now, at this very moment they're being ruthlessly interrogated in the Games World dungeon...

Above: Using an elaborate spring, Mickey can jump up onto the higher levels and continue his adventure.

Left: Watch out for the black hand of Beelzebub comin' at ya!

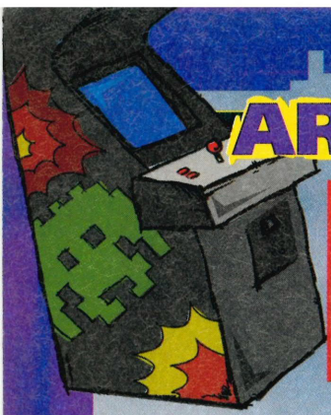
Above: Furry forest creatures will thwart your every move.

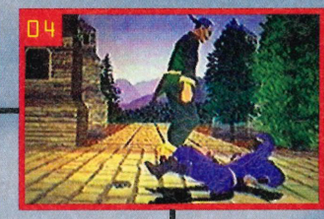
In a mystical kingdom, there was an evil and selfish king called Pete who ruled with an iron fist. Nasty Pete (as he was also known) had a bit of a problem with his kingdom. On a particularly sunny afternoon, the land became covered in a dark cloud which, in time, killed all the crops and made life rather unpleasant for the locals. What was needed was a king who could collect the magical water and restore normal life to the land once again. But, as King Pete was a tad cowardly, he didn't want to do it so he made his servant, Mickey, honorary king and gave him the task.

And so a plot is formed whereby our agile, three-fingered chum sets off on yet another Herculean task battling against overwhelming odds. Mickey would really rather like King Goofy or King Donald to actually do the job of being king, rather than having to pretend to be the monarch himself, but he isn't certain who can help him achieve this selfless goal.

The first level is a simple affair that introduces you to the mechanics of the game and has you pushing and pulling blocks so that you can jump up to loftier platforms. There is a forest where you have to avoid wasps that dart down and sting you and snakes that float around ready to sink their fangs into your leg. Seeing as you can only survive three hits, you'll have to be careful or it will be straight back to the start of the level for you.

In later levels you'll be required to fight dragons, escape from a dungeon and creep through a scary castle to reunite yourself with the fair maiden Daisy. All of this adventuring is packed into a game with bright levels, some Disney-esque sounds and a whole lot of neat gameplay. You'd have to be King Nasty Pete not to find the romping rodent's third outing appealing.





FIGHT ON!
■ Above is a short sequence of events that led to the hospitalisation of the Ninja known as Kagemaru. This is just one of the many deadly combinations that are possible in *VF 2*.

Virtua Fighter 2

When Virtua Fighter was released in the arcades last year, gamesplayers were stunned by the exceptional graphics and the fast and fluid gameplay. Now the sequel is due for release it looks as if that same wave of enthusiasm is about to be unleashed again. Games World: The Magazine went along to Hamleys in Regent Street, London, to have a look at the only machine currently in Europe.

When *Street Fighter II* was first released, most gamesplayers went wild over the lush graphics and great gameplay. *Mortal Kombat* was the next game to get the dropped-jaw treatment as gamers lapped up the digitised graphics and lashings of blood and guts. As far as most people were concerned, these were the two definitive beat'em-ups. Then Sega stepped in. Using the same graphics developed for *Virtua Racing*, they brought out *Virtua Fighter*, a combat game with lovely smooth polygons. Surely the fighting line-up was complete?

Fortunately, not. *Virtua Fighter 2* has improved on the graphics of its predecessor by using a Model 2 board that powers the graphics engine in modern games like *Daytona USA* and *Desert Tank*. The results are far superior to the original. In the first game there were a cast of eight fighters to choose from, each having their own individual martial arts style (or in the case of Wolf, simply wrestling opponents to the ground by using brute force).

VF 2 though, brings two new fighters to join in the fun. The first is Shun Di, a little, grey-haired man who stumbles about trying to catch you off-guard with his Tai-Chi style moves. While not being the fastest or strongest of the fighters, Shin Di does have a few nifty special attacks that can inflict some serious damage on his opponents. Lion Rafale is the last member of the gang. Lion's cutesy boyish good looks could distract you as he creeps towards his opponent before delivering some ferociously fast hand and foot strikes.

Not only are there new characters but there are also some new backgrounds. One of them is a courtyard with high brick walls around it and lots of trees. Another is an old amphitheatre with steps leading up from the floor of the arena to a row of stone arches at the top. The sound too has been beefed-up with the punches and kicks shoved into your face via the cabinet's built-in speakers. Each character even has a witty put-down to wind you up after they've beaten you.

Fancy a scrap? Well now you can beat the polygons out of your mates in wonderfully shaded 3D. The real question is, just how will the arcade opposition change to meet this new challenger?

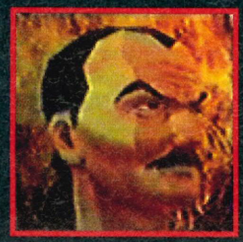
■ Above: The harder you kick, the quicker they fall. Good tactics.
■ Below: Sarah beats Lion Rafale.

POLYGON PUNCHERS

Akira Yuki
■ A young and well-built fighter who is strong and fast. Akira uses the style of fighting known as Hakkyokuken. He comes from Japan and teaches Kung Fu.

Jeffry McWild
■ Studying the strange art of Pancratium, Jeffry is just a simple fisherman who enjoys listening to Reggae music. Hailing from Austrailia, Jeffry doesn't give a XXXX about the styles of the other fighters.

Lau Chan
■ Lau is a Chinese chef who studies the ancient art of Koenken. To relax, Lau pens a few Chinese poems to pass away the four minutes it takes to boil an egg.



Wolf Hawkfield
■ Wolf is a Professional Wrestler and grapples his opponents into submission. His preferred method of relaxing is to indulge in a spot of karaoke, crooning along to all his favourite tunes.

GAMES WATCH

VITAL STATISTICS

NAME : VIRTUA FIGHTER 2
PUBLISHER : SEGA
SYSTEM : ARCADE
PRICE : £1/CREDIT
PLAYERS : 2
AVAILABLE : SPRING

■ Above/Right: Jacky has a knee-jerk reaction to remarks Wolf made about his sister.
■ Left: That would KO anybody!

■ Left: Behind you! Sarah turns her head just in time to meet Akira's shin coming at her.
■ Below: Lau has no respect for age, especially when it's that potentially dangerous old duffer, Shun Di.

Jacky Bryant

■ Jacky races Indy cars for a living and is an expert in Bruce Lee's style of fighting, Jeet Kune Do. Apart from Indy cars, Jacky loves to train hard.

Sarah Bryant

■ Jacky's kid sister, Sarah is also an expert in Jeet Kune Do and while not studying at college, she loves to risk her life skydiving.

Kagemaru

■ This mysterious black-clad ninja is a Ju-Jitsu expert capable of rolling and throwing opponents all over the place. While not sneaking about, Kagemaru enjoys a therapeutic game of Mah-jong.

Pai Chan

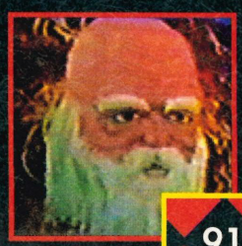
■ Pai is an action film superstar who's a sprightly 18. Being a proficient exponent of Enseiken, Pai's hobbies are mostly centred around dancing.

Lion Rafale

■ Being one of the new kids on the blocks may be tough, but Lion Rafale won't be pushed around. Especially as he can kick, punch, grapple, and throw with the best of them.

Shun Di

■ Poor little Shun Di, looking a little fragile well, he is getting on a bit. Shun now practises the gentle but hard-hitting Saiken. You may laugh at his clumsy inability to kick high, but laugh too loud and you'll end up with broken ribs.



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KILLER INSTINCT

Welcome to the future of beat'em-ups. Enter the shady world of Ultratech, the company that will bring you the ultimate in hi-tech machinery and lethal bio-engineered fighters. Scared? Well, you should be, but fear not as Games World strides confidently ahead to do battle with the monstrous machine that is Killer Instinct.

You may have played every single beat'em-up under the sun but there's one game that you'd be very lucky to have seen. *Killer Instinct* is from Williams, the same people who brought you the bloody *Mortal Kombat II*, but the game has been designed by those fabulous chappies who came up with *Donkey Kong Country*, Rare.

Using the same technology that brought Kong to life, *Killer Instinct* is impressive to look at thanks to the Motion Capture techniques used by Rare. An actor dresses up in a suit stuffed with electronic sensors and whenever the actor moves, data is fed into a Silicon Graphics Workstation and used to create fluid movement.

There are 11 characters you can choose from and each has a unique past, all are put into a television show of the future and made to battle against Ultratech's military robots. If the robots win, Ultratech get to make a load of money, if they lose then it'll be bad news for Ultratech.

One of the first fighters is TJ Combo who was the undisputed heavyweight champion of the world for five years... until he had his title stripped from him when he was found to have cybernetic arms. Then there's Fulgore, a prototype cybernetic soldier who has been developed by Ultratech. If he is successful then mass production of lots of little Fulgores will start. The next Ultratech combatant is Glacius. He has been captured and forced to enter the fight against his will. Ultratech want to see Glacius die at the hands of their robots.

Other fighters are Jago, a Tibetan monk who calls on the power of the tiger, and Cinder, a convict who Ultratech experimented on and turned into a living flame. If he wins against Glacius, he'll be granted his freedom. Then there's the obligatory super secret agent, Orchid, who has been sent to find out all she can about Ultratech. Riptor and Spinal are Ultratech's top achievements, Riptor is a cross between human and reptilian genes, with the ingenuity of a man and the ferocity of a reptile. Spinal is an ancient warrior who has been brought back to half-life, just to fight.

Lastly, Chief Thunder has entered the fray to find his missing brother and Saberwulf has been lured by the promise of a cure for his curse of Lycanthrope. But if any of these combatants do get through, they'll have to face Eyedol... Ultratech's last line of defence.

Apart from being a good-looking beat'em-up, *Killer Instinct* has some gameplay enhancing features. One of the first is when you play you get two energy bars. When the first is depleted, you fall to the ground and then get back up. You start on your second bar while your opponent stays on his first! The other great feature is when you get to 'Finish' your opponent. While you're staggering around waiting for your spine to be pulled out, if you tap in a special code, you'll get a minute amount of energy with which you can come back with double damage punches and destroy your opponent.

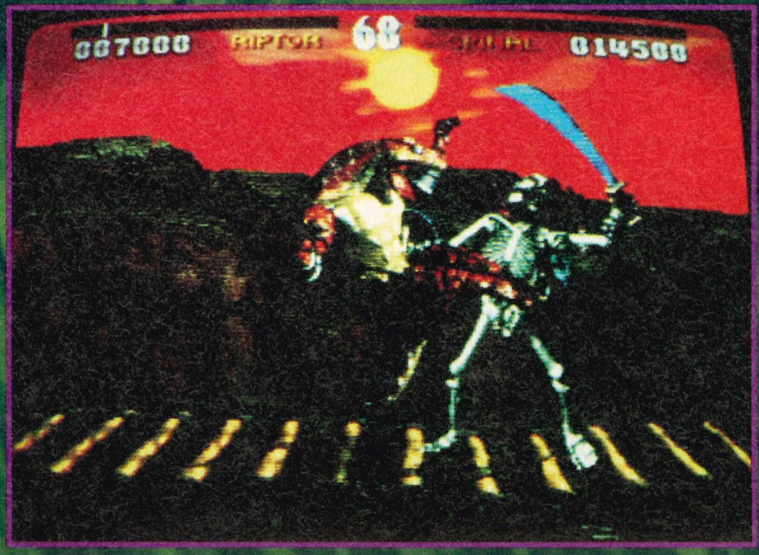
Babalities and Friendships? How dull, in *Killer Instinct* there are Humiliations where you get to dance in front of your victim and make a fool out of him.

It seems as if *Killer Instinct* should do rather well when it finally arrives on the new Ultra 64 sometime later next year. For now you're just going to have to scour the earth to find a *Killer Instinct* arcade machine.

Below: Orchid does an acrobatic spinning kick to keep the tricky Jago at bay. Chunners would be proud.

VITAL STATISTICS

NAME	KILLER INSTINCT
PUBLISHER	WILLIAMS
SYSTEM	ARCADE
PRICE	£1/CREDIT
PLAYERS	2
AVAILABLE	DECEMBER



GAMES WATCH

ACE DRIVER

Ever wanted to be a Formula One driver? Ever thought that, if they just gave you a chance, you could beat flash German boy-racers, no sweat? Welcome to the Games World School of Motoring where we teach you all you need to know about passing back markers, taking corners and ramming your opponent off the track...

Right: Wait for the man to wave the flag and the green lights to flash go! These shots were taken when the game was only 50% complete.

Above: The wing mirrors allow you to see who is busy lining up to overtake you.
Below: Preparing to burn past yourself.

4-PLAY? WAY!

The option of a four-way and eight-way link-up is bound to make *Ace Driver* popular in the arcades. Here the wing mirrors really come into their own as you can see just who you are leaving to eat your dust. Let's hope that this facility is kept in any conversion onto the Sony PlayStation or other new consoles:

Above: Cane it at 352mph and you might just break that lap record.

VITAL STATISTICS

NAME	ACE DRIVER
PUBLISHER	NAMCO
SYSTEM	ARCADE
PRICE	£1/CREDIT
PLAYERS	1-8
AVAILABLE	JANUARY

Driving games have really taken off since the arrival of superbly realistic titles like *Virtua Racing*, *Daytona USA* and *Ridge Racer*. Namco's *Ridge Racer* has already spawned a sequel, but that hasn't stopped the top Japanese company from sitting back, oh no, they've created *Ace Driver* to make you think that you're the best racer on four wheels.

Using their own System 22 board which produces loads of texture-mapped surfaces and plenty of gouraud shaded polygons, Namco have made sure that *Ace Driver* takes the look of racing games to new heights of realism. Not only are the graphics top quality but, thanks to the Bose Corporation who make high quality speakers, the sounds generated within *Ace Driver* are exceptionally clear and life-like. They have used a technique that's known as Near-Field Playback which manages to pump the meaty sound of the car engine into your head using small speakers rather than the larger, more cumbersome models.

Ace Driver has the option of an eight way link-up for an all-out racing fest where there can only be one smug winner and seven disgruntled losers. Another small feature that is sure to please is that, as you turn particularly nasty corners or decide to weave in and out of the slower traffic, the chair will react accordingly and throw you left and right – making for an even more realistic driving experience!

Single view racing games have become slightly dated now and multiple viewpoints have become normal in modern racers. It's just as well then that *Ace Driver* has two different perspectives – the normal driver's view or a slightly behind the car view. You can switch between the two at any point in the game if you get fed up with the one you're using, but will you really have the time as you battle it out for the lead?

Amazingly, as seen here it's only 50% complete! Comparisons to *Daytona* will surely arise but with a host of new features this is sure to do well. Who knows, if you race well maybe Frank Williams will offer you a place in a car next season. If Mr Blobby doesn't put his name down first that is.

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Access All Areas

While still in a pretty festive mood that man who just keeps giving (Adrian Price) decides to share all of his presents with you lucky people. So polish off those mince pies, sit back and open up the groaning variety hamper that is Access All Areas! Now, where is that Cheeky Monkey...

RENTAL

Schindler's List
- **Released:** January 13th
- **Certificate:** 15
- **Plot:** Oscar winning film by Steven Speilberg, portrays the harrowing life and existence of the Jews in Germany during the Second World War. Liam Neeson plays Oskar Schindler, the greedy business man who ends up saving over a thousand Jews.

Geronimo
- **Released:** January 18th
- **Certificate:** 12
- **Plot:** Geronimo (Wes Studi) was the last of the Apache Indians to lay down his weapons against the awesome force of the US cavalry. The film concentrates on a select few who are trying to save the last remaining Apaches.

The Beverly Hillbillies
- **Released:** January 16th
- **Certificate:** PG
- **Plot:** Top girlie Erika Eleniak plays one of the Clampetts, Marilyn to be precise, and they all move to Beverly... Hills that is. This is the lovely film version of the old Sixties series that your parents used to watch. If they vehemently deny its existence, then they really are getting on a bit.

The Getaway
- **Released:** January 13th
- **Certificate:** 18
- **Plot:** Kim Basinger and Alec Baldwin are husband and wife. He's in jail and she's determined to break him out. Helped by James Woods and Michael Madson, she eventually gets him out, but the real trouble starts when they try to get away, with double crossings all round.

Fatherland
- **Released:** January 27th
- **Certificate:** TBA
- **Plot:** Rutger Hauer stars in this film that tells the tale of Nazi Germany... the scenario is that Hitler won the Second World War and is about to sign an accord with the USA. A scary thought indeed, puny Englishers.

Fortress
- **Released:** January 4th
- **Certificate:** 18
- **Plot:** Christopher Lambert is found guilty of having a second child after his first died in a state where each family may only have one child at once. Lambert is imprisoned in a high-security fortress with his wife. Knowing he's innocent just makes him more determined to escape.

Bad Lieutenant
- **Released:** January 18th
- **Certificate:** 18
- **Plot:** Harvey Kietel stars as a cop gone bad in a Reservoir Dogs-style flick. Oodles of violence and buckets of blood make this only suitable for the more temporally challenged among us.

Maverick
- **Released:** January 20th
- **Certificate:** PG
- **Plot:** Mel Gibson is a gambler who decides to enter the greatest poker championship of the century. While travelling to the contest he keeps bumping into Jodie Foster and James Garner who seem to anticipate his every move. Matters aren't helped as the villainous Angel wants Maverick out of the championship.

CINEMA

Time Cop
- **Released:** January 6th
- **Certificate:** 18
- **Plot:** Jean Claude Van Damme is the star of this futuristic time-travelling tale. But if it's all about time-travel, will it be futuristic?

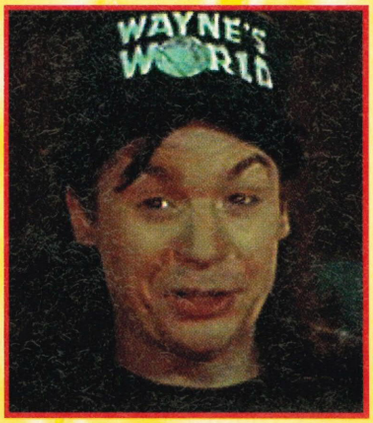
We're reliably informed that there's this great bit where the young baddie gets cut and a scar appears on the older baddie's face and... Confused? We are, so you had better see it for yourself.

Wes Craven's New Nightmare
- **Released:** January 6th
- **Certificate:** 15
- **Plot:** If you've already seen Nightmare on Elm Street with Freddy Kruger as the terrifying bad guy, and sort of liked it, then you might want to sneak into the cinema and watch this. All the stars of Nightmare on Elm Street play themselves (Robert Englund plays Freddy and Heather Langenkamp plays Nancy). Well, they all play themselves as if they're making the Nightmare film but, as they do, they wake up this horrible beastie who tries to kill them all. Top messing-about-with-your-head type of film.

VIDEOS TO BUY

Star Trek: The Next Generation Volumes 1&2
- **Released:** January 16th
- **Certificate:** PG
- **Price:** £10.99
- **Plot:** The first episodes of TNG star all of the original crew of the USS Enterprise. Being re-released, these videos should appeal to those who missed them the first time around.

Wayne's World 2
- **Released:** January 2nd
- **Certificate:** PG
- **Price:** £13.99
- **Plot:** Wayne and Garth are on a mission... from Jim Morrison. In a dream, Jim tells Wayne to "Book them and they will come." Inspired, Wayne starts setting up Waynestock, a huge pop festival destined to attract all manner of heavy rock-gods. Will it succeed? Yaa.



MUSIC

- **Name:** I Love You Baby
- **Band:** The Original
- **Label:** Ore Music
- **Released:** January 3rd
- **Danceability:** A very happy and melodic number that has a woman doobly dooing her way through the song while pianos and saxophones play a catchy tune. A laid-back bassy beat makes this a sure favourite for all you dance-floor divas.

MANGA

Crying Freeman 5&6

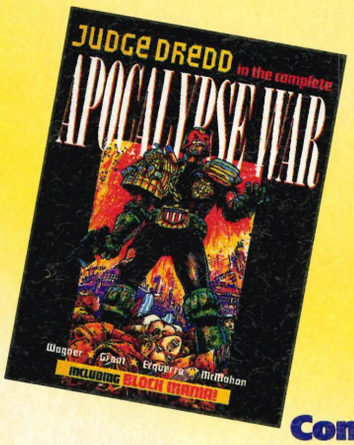
- **Released:** January 8th
- **Certificate:** TBA
- **Price:** £11.99
- **Plot:** In Crying Freeman Part 5 (The Impersonator), a religious fanatic develops a hostile version of Crying Freeman. Will Freeman be overtaken by this carbon copy or will he defeat this opponent? Crying Freeman 6: The Russian Connection has more gangland bloodshed as the profits of the 108 Dragons are reduced and Freeman tries to find the cause. However, the power-hungry Tsunaike is ready to assume control of the Mafia at any cost.

AD Police 2: Paradise Loop

- **Released:** January 8th
- **Certificate:** 18
- **Price:** £6.99
- **Plot:** In the old subways of Mega Tokyo in the year 2027, lowlifes ride around on what is known as the Paradise Loop. In this depraved, crime-ridden part of the city, there are a lot of murders being committed and the victims are all wanton women. Is the mysterious killer a Voomer (part human, part machine)? Who you gonna call? Why, the AD Police of course.

Guyver 10

- **Released:** January 8th
- **Certificate:** TBA
- **Price:** £5.99
- **Plot:** More robot fighting as the Guyver comes perilously close to his 12th and final instalment. How will the Guyver cope once his fame comes to an end? More importantly, how will we cope when there's no more top Guyver on Zoanoid action?



COMIC BOOKS

Judge Dredd: The Complete Apocalypse War

- **Released:** January 18th
- **Price:** £10.99
- **Plot:** East-Meg One infects Mega-City One with a virus that causes all the inhabitants to become highly aggressive. This leads all of the tenants of the Blocks to fight each other, making them ripe for a take over. However, Judge Dredd isn't having any of this and decides to take direct, physical action (as always). Drokk!

The Greatest Superman Stories Ever Told

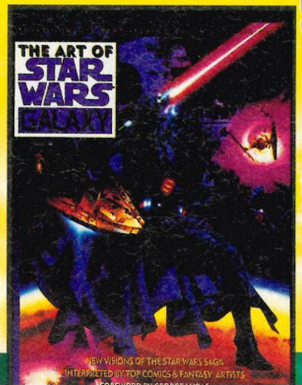
- **Released:** 26th January
- **Price:** £9.99
- **Plot:** The title says it all really, doesn't it? The stories that are included are such all-time classics as The Origin of Superman, The Battle with Bizarro, The Secret Revealed, and The Death of Superman. Essential reading for all Superfans.

Batman: Castle of the Bat

- **Released:** January 4th
- **Price:** £3.99
- **Plot:** Batman is once again placed in another scenario where things aren't quite what they seem. After finding a secret passage in the depths of a research lab, Bruce Wayne discovers the preserved brain of his father. In a Frankenstein-esque yarn, Batman creates a monster who wreaks havoc. Can he kill the monster... who is also his father?

The Art of Star Wars Galaxy

- **Released:** 25th January
- **Price:** £14.99
- **Plot:** Fans will just love this as it contains loads of drawings from different artists depicting new scenarios based on the Star Wars trilogy. With 132 pages, this selection of pictures puts a whole new slant on all three classic films. There's even an introduction by George Lucas. We are not worthy!



PREMIERES

Here are the films that will be shown for the very first time on Sky in the merry month of January. Pull up a warm electric blanket and settle down for some great film action:

SKY MOVIES

Nowhere to Run

Sunday 1st ■ 10pm

More kicking and punching as Jean Claude Van Damme (JC to his mates) literally has nowhere to run (gosh, just like in the title) and has to kick and punch his way through the film. How original.

Benny & Joon

Thursday 12th ■ 8pm

Benny and Joon (Aidan Quinn and Mary Stuart Masterson) are brother and sister. Benny is a car mechanic who looks after his sister and protects her from the big, bad outside world. Then along comes Sam (Johnny Depp) who has an amazing talent for imitating Charlie Chaplin and Buster Keaton and whips young Joon off her feet.

Map of the Human Heart

Thursday 26th ■ 8pm

A young Eskimo named Avik sees a small part of the world thanks to map-maker Patrick Bergin. Later in life, Avik returns to Canada, joins the Air force and gets sent to Europe in the hope of seeing the young lady who stole his heart when he was younger.

Falling Down

Saturday 28th ■ 10pm

Michael Douglas is frighteningly convincing as an ordinary bloke who gets a bit annoyed with everyday life and decides to turn into a vigilante. After shooting lots of guns and scaring people in restaurants, Mikey goes on the run from the police. What a guy!

THE MOVIE CHANNEL

Groundhog Day

Thursday 5th ■ 8pm

Bill Murray endlessly replays the same day over and over again. Each time he makes a mistake, no problem, wait until tomorrow and try again. A brilliant comedy that also star the scintillating Andie McDowell.

Passenger 57

Saturday 14th ■ 10pm

Wesley Snipes is the man who has the task of saving an airliner from certain destruction after terrorists take over. With a few one-liners and plenty of action, this should certainly make for some thrilling viewing.

Army of Darkness

Saturday 14th ■ 10.10pm

Bruce Campbell is sent back in time to face the hordes of evil. Unhappy at his predicament, he searches for a way home. Army of Darkness is a horror film that has more than its fair share of funny moments.

The Assassin

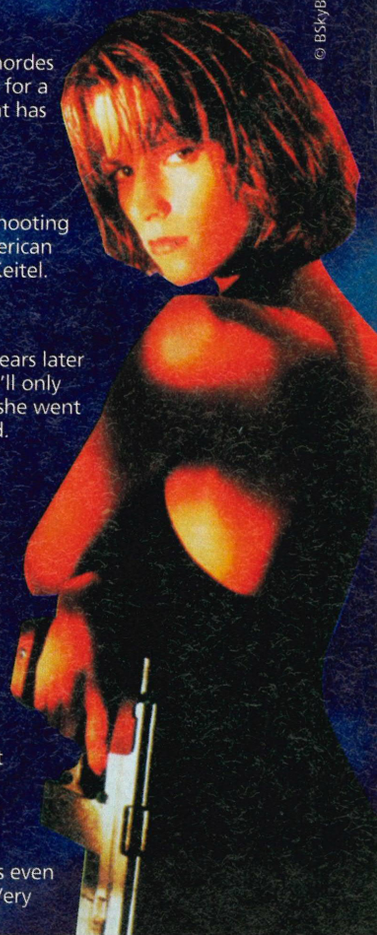
Saturday 7th ■ 10.10pm

Bridget Fonda is the assassin who goes around shooting people in the name of fair-play and all that. American version of the brilliant Nikita. Also stars Harvey Keitel.

The Vanishing

Thursday 19th ■ 8pm

A young couple are separated by a kidnapper. Years later the kidnapper calls up the boyfriend and says he'll only tell him his lover's fate if he endures everything she went through. Stars Jeff Bridges and Keifer Sutherland.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WIDESCREEN

Husbands and Wives

Sky Movies ■ Thursday 5th ■ 11.45pm

Yet another Woody Allen film with Mia Farrow. This time it's a domestic comedy... but isn't that what all Woody Allen films are?

City of Joy

Sky Movies ■ Friday 13th ■ 10pm

Patrick Swayze and Pauline Collins are both Doctors and set up a hospital for small dying, photogenic children. A bit of a tear jerker, so get your hankies ready.

The Vanishing

Movie Channel ■ Sunday 29th ■ 8pm

Utilising the Widescreen format, The Vanishing is even scarier with Keifer Sutherland and Jeff Bridges. Very nasty abduction story.

the show

New Year's resolutions. I've always hated them. I mean, how is Big Boy Barry supposed to 'better himself?' I could perhaps be a little nicer to Leslie but then again, maybe not! Certainly not after that Moomin incident last week, if he... never mind. Old times forgot and all that.

Anyway, it will all soon be over. As you guys relax with a mince pie and a Christmas Cracker (mine is Charlene), there's no rest for the wicked as Millsy Island's Videators are still in constant training. So, as Bob decorates the team's Christmas tree (Electric Eddie) and Mr Mathers charges everyone for their Christmas cards, I thought that this would be the perfect time to take a moment to reflect on the Videators' performances so far. Nothing and nobody hides from the Big Boy so, without further ado, let's 'Dish the DIRT!'

MASTER MORIARTY

■ The only surviving Videator from the first series (except for me of course) showed that he's still got what it takes when he stole his first win with *Super Street Fighter II* However, a lapse in concentration proved fatal on a bout of *Bomberman 2* and a late night challenge led to a disaster on *Brutal*. The chance to redeem himself came recently with a match of *Mortal Kombat II*, which I'm pleased to say he won in text book style.

RAGGA 'D' THE GAMES MC

■ Setting Games World alight with his sense of 'flair and fashion' is our very own live 'n' kickin' music guru. This superstar of song trounced his opponent on *Super Street Fighter II Turbo*, following up with a perfect performance on *Mortal Kombat II*. His third win was again on *SSF II* and his fourth showed the world just how *MK II* should be played. Unfortunately, our 'King of Swing' came unstuck when faced with a sports game, namely *World Cup Striker*. This could prove his downfall if anyone else has a passion for footy.

TRIXIE BELLE THE MINX FROM HELL

■ She's this year's only female Videator but don't let that fool ya! Trixie is by far the best girlie we've ever had working on the show and anyone who underestimates her is making a big mistake! Saying that, her first challenge on *Samurai Shodown* went horribly wrong, as did her second outing with *Soccer Brawl*! Thankfully, the 'slick chick with the hockey stick' destroyed her first victim on *Smash Tennis* and then beat her adversary to a bloody pulp on *Shaq Fu*. Losing by just a single point on *Tiny Toons* basketball was just plain bad luck but it does mean that our Trixie must work especially hard from here on in...

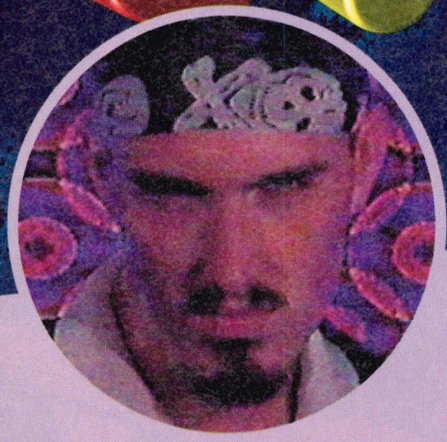
COLIN THE CONSOLE COWBOY

■ He has already proved himself to be the rootinest, tootinest, most hard-hitting hombre with a joypad east, west and north of the Pecos. The only thing this guy has to worry about is a kick in the teeth from the Violet Blade (I'm on your side Colin). This smokin' Sheriff first claimed victory slam dunkin' on *NBA Jam*. He followed up with a result with *World Cup Striker* and returned to breaking the backboard with *NBA Live '95* on the Mega Drive. Taking a break from the sporting life, Colin headed for the finish line in *Street Racer*! However, he suffered a surprising loss on *Shut Up and Jam!* that tarnished his perfect record for the very first time.

ELECTRIC EDDIE

■ He's looking more than steady, he's looking darn unbeatable! The Shock Master of disaster may hide his face but his gameplaying skills are plain to see! Like Mathers, this guy hasn't lost a single game yet. Causing a major stir on Millsy Island Eddie has shown that he is deadly serious even if his cosmetics are not! Starting off with a solid fighting theme, Eddie was victorious on *Super Street Fighter II Turbo*, *Turtles: Tournament Fighters* and the wrestling simulation, *Muscle Bomber*. Taking a break from all the rough and tumble action, Eddie was less than sporting on *Smash Tennis*! Back to *SSF II*, for another quick win before grabbing a sixth victory on his favourite sports sim, *Smash Tennis*. Unlike his face, Eddie doesn't like to 'cover-up' his playing prowess and it seems that nothing can 'mask' his red-hot gaming skills!

time!



VIDEATOR	PLAYED	WON	LOST	DIFFERENT TITLES	POINTS
M MATHERS	6	6	0	5	145
EDDIE	6	6	0	4	140
BIG B B	5	4	1	5	110
COLIN	5	4	1	5	110
RAGGA D	5	4	1	3	100
TRIXIE	5	2	3	5	80
BLADE	5	2	3	4	75
MASTER M	4	2	2	4	70

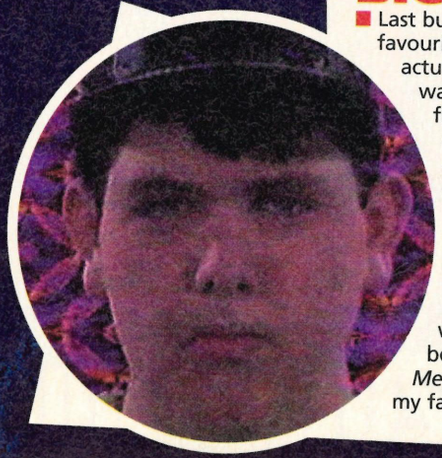
HOW TO SCORE!
Games Played = Ten pts
Win = Ten pts
Loss = Minus Five pts
Different Titles = Five pts

THE VIOLET BLADE

■ The Blade made a pleasing return to the Games World arena with his unique blend of mayhem, mirth and menace. Insulting Bob, Tim, the audience and various Videators (most noticeably Colin) was the way the swarmy sailor of the seven seas decided to celebrate. He won his first game of *MK II* (IN THE CHEAPEST POSSIBLE FASHION) only to sample the bitter taste of defeat on *Super Sidekicks 2* on the Neo Geo! Kicking and screaming, Violet fought back with a vengeance and reduced a kid to a quivering mess with some red hot *FIFA '95* action. Resting on his laurels, however, was an obvious mistake as Blade not only lost (again on *Super Sidekicks 2*) but was THRASHED a further time on *NBA Live '95*! Although Blade gave each and every winner a thorough seeing-to after the show, this salty sea man desperately needs a few more wins under his belt!

MR MATHERS, THE MEGABYTE MILLIONAIRE

■ He makes The Simpsons' Mr Burns look like a good Samaritan , this guy is so ruthless that he hasn't lost a single game! Although Mr Mathers's challenges have a certain, shall we say, Deja Vu quality to them. Even I have to admit that this guy is SMOKIN'! *Mortal Kombat II* was the name of the game, followed by a quick game of *Bomberman 2* for the corporate killer before returning to a fighting theme with *Clayfighter 2*. After a quick bout of *Bomberman*, Mathers stuck to fighting on *Samurai Shodown* and lastly *Turtles: Tournament Fighters*. Now, even though these games are familiar to Mathers, the quality of his play is unquestionable. Any contestant who squares up to the man in the suit better pray he's in a good mood.

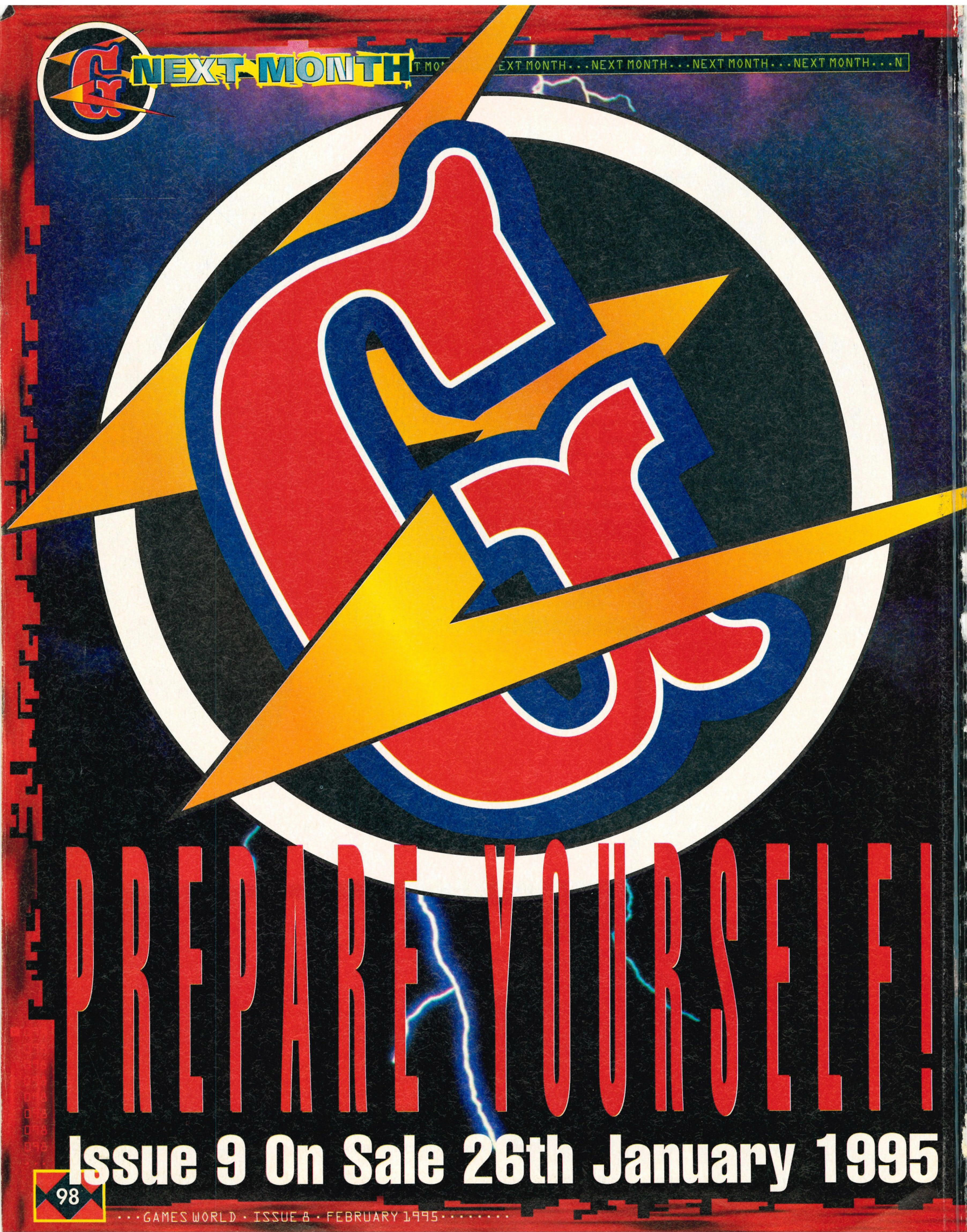


BIG BOY BARRY

■ Last but in no way least is everyone's favourite, the number one... well, me actually! Your Portly Prince of Perfection was the victim of a massive scam, on my first game, *Bomberman 2* (my lawyers are currently demanding a re-match as the guy was clearly cheating). My second game, *Smash Tennis*, was an easy win after I demanded surveillance cameras were installed. Next up was *Rock 'n' Roll Racing* on the Mega Drive which was another superb victory! *NHL '95* followed where I trounced the kid three – nil, before re-affirming my status on *Mega Bomberman*. I plan never to let my fans down again! Honest!

...And that's it! After a good way through the series, let's check the scores on the doors!

So, at the end of our little quiz, we see that Mr Mathers is in first place, Eddie is in second, myself and Colin are in third with Ragga, Trixie, The Violet Blade and Master Moriarty following on respectively! But, remember, there's a long way to go yet and ANYTHING can happen. There's only one place to read about it, right here in **Games World: The Magazine**! This has been Big Boy Barry reporting, see all you folks real soon!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