MEGA DRIVE ■ SNES ■ AMIGA ■ PC ■ 3DO ■ JAGUAR ■
GAME BOY ■ GAME GEAR ■ MEGA-CD ■ CD-32 ■ CD-i ■
CD-ROM ■ PC ENGINE ■ NEO GEO ■ ARCADES ■

GAMES WORLD

THE MAGAZINE

■ ISSUE ZERO ■ JUNE 1994 ■

■ VIRTUA FIGHTERS ■

A new breed of fighter is taking the arcades by storm. We look at 94's hottest sprite basher...

WELL HARD!

FEATURED INSIDE:

- Super Street Fighter II
- Lawnmower Man
- World Cup Striker
- Art of Fighting 2
- Mortal Kombat II
- Virtua Racing

NEW! The essential and biggest read for real video games players!

WIN! A Virtua Fighters arcade machine and kick butt in the comfort of your home

The UK's only complete monthly games bible

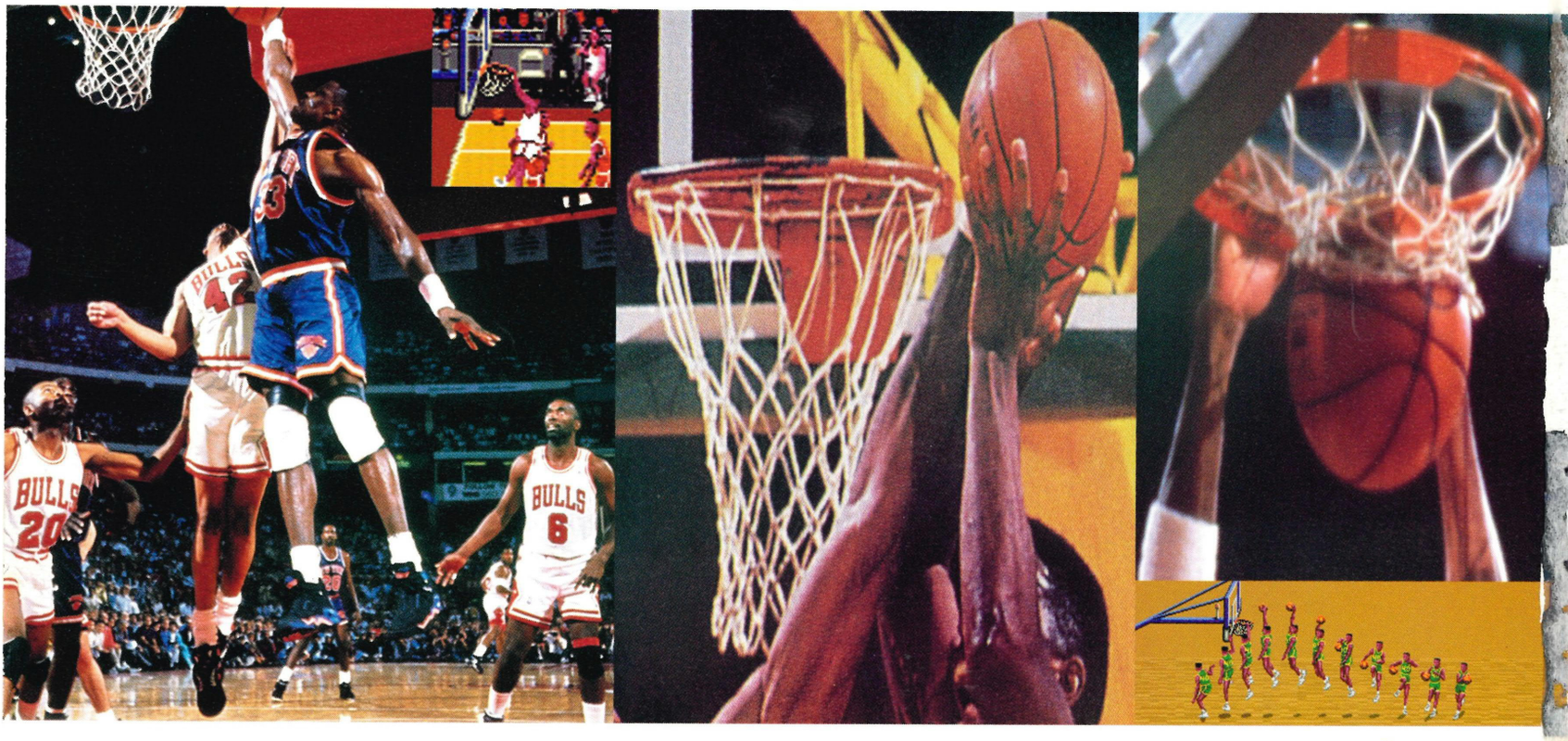
■ ISSUE 0 ■ £2.50 ■ JUNE 1994

SKY ONE

Ferret Publishing Ltd

9 770261 354051 05

NBA® SHOWDOWN



EA SPORTS™
ELECTRONIC ARTS

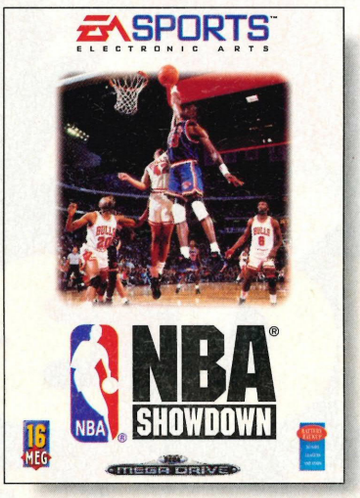
Measure up to the Showdown

NBA® Showdown's the buzz of real, full-court 5-on-5 basketball, with gameplay so fast you'll need a slo-mo replay to see how that Double-Pump Hook Arm Slam got past you.

A new game engine adds an extra dimension and puts you eyeball to eyeball with players from all 27 NBA® teams. The world's greatest athletes taken apart stat by stat and re-assembled to perfectly replicate their season '93-'94 performances. NBA® Showdown puts every spectacular signature move under the control of your left thumb, and your neck's on the block at every free-throw with the unique new free-throw screen.

Call offensive plays, defensive strategies, and play an entire 82 game season before taking your own dream team to the Playoffs. Battery back-up lets you save incomplete seasons, while 4 Way Play™ compatibility means four frantic hoops fans can party in the paint simultaneously.

2-on-2? It's more like ballet than basketball.
Play NBA® Showdown and get real.



if it's in the GAME, it's in the GAME™

EA SPORTS™
ELECTRONIC ARTS

EA DIRECT

NBA® Showdown is available from EA Direct on 0753 549 442 or write to Electronic Arts, 90 Heron Drive, Langley, Slough, Berks SL3 8XP • Sega and Mega Drive are trademarks of Sega Enterprises Ltd. • EA SPORTS, the EA SPORTS logo, 4 Way Play and "IF IT'S IN THE GAME, IT'S IN THE GAME" are trademarks of Electronic Arts • NBA & the NBA logo are registered trademarks of NBA properties, Inc. • The individual NBA and NBA team insignias depicted are trademarks which are exclusive property of the respective teams and may not be reproduced without the written consent of NBA Properties, Inc and the respective teams.

CON

...Games World...Games World...

JUNE 1994

STRE FIGHT

Back and blue. Sega's biggest spiky star slips into his Power Sneakers and streaks his way across eight pages of level-by-level scrutiny inside. Oh, and just who is this Knuckles?

58

002
002
002
002
002
002
002
002
...

SONIC 3

CONTENTS

Games World...Games World..

ISSUE 0

ET
TER II

Fight! We go toe-to-toe with the world's toughest screen scrappers in an exclusive 12 page special feature on the Game Boy's hottest beat'em-up release ever.

67

GAMES WATCH

To find out what games should you be looking out for on your system, check out the Games Watch section on page50

SNES	50-60	CD-i	99-101
Mega Drive	61-70	3DO	103-105
Amiga	71-80	Jaguar	107-112
PC	81-86	Game Gear	114-118
CD-32	87-90	Game Boy	120-124
Mega-CD	91-93	NEO GEO	125-126
CD-ROM	94-98	Arcades	127-128

THE MAGAZINE

Editorial.....6
4-play 9
Big 10.....22
High 5 23
World Network.....26
Future Screens.....32
Import Scene....36
Byte Back 42
Game Brain 46
Maximum Firepower.....52
Merchandise 64
Subs.....112
Access All Areas 120
Next Month 124

WORLD GAMES

Alfred Chicken	100
Art of Fighting 2	34, 116
Bare Knuckle	48
Beast 2	53
Chopper squad	78
Chuck Racer	13, 96
Cliffhanger	12, 107
Cybermorph	37
Dashin' Desperadoes	56
Double Switch	74
Dragon's Revenge	118
Dune CD	83
Ecco	68
Fatal Fury 2	108-117
Final Fantasy IV	45
Fire Striker	130
G2	102
Goofy's Tour	32
Ground Zero Texas	40
Horde, The	23
Hotel Mario	109
Jammit	90
Jim Power	123
Kirby's Pinball	45
Lawnmower Man	36
Lemmings	104
Lunar II	123
Mazin' Saga	98
Microcosm	120
Mig 29	130
NBA Jam	112
Night Trap	127
Outrunners	78
Pinball Dreams	89
Prize Fighter	42
Rabbit Rampage	35
Raiden II	92
Roco	43
Soldiers of Fortune	67
Stellar Fire	56
Streetfighter 2	67
Super Bomberman	96
Super Nova	94
Toejam and Earl 2	123
Total Carnage	67
Virtual Racing	55
Voyeur	102
Wiz 'n' Liz	118
X-Kalibur	36, 114

EDITO

Welcome to the dummy issue of Games World: The Magazine. We have put together a team of the country's greatest games experts to bring you 132 pages of undiluted games action a magazine sure to become the UK's essential monthly guide to the world of video-gaming. Be warned; this real-deal player's bible carries an explicit 'NWL' advisory notice – No Wimps or Lamers! From arcades to hand-helds, we'll play them all. If you like your knowledge to come from the source and your information based on fact rather than flimsy speculation then step aboard with me, 'The Unstoppable Games Animal' and the World Gamers, and take a whiteknuckle ride into the gaming universe each and every month.

BANG! Here we are...

Remember, gaming is supposed to be fun, but there's no-one sadder than a loser, so play to win! Know what I mean?

Dave Perry

GAMES WORLD: THE SYSTEM

The first thing you will notice as you flick through the pages of **Games World: The Magazine** is that it isn't structured like the majority of publications on the sale in the UK. Our game features fall into four distinct categories:

Future Screens

The moment we hear of exciting new releases we'll tell you all about it in this short section. Games featured here are likely to be a long way off their release dates and are really little more than news at this time.

Games Watch

Once a game is ready to stand up to the severe test provided by The World Gamers, it will be featured in this section. We will give accurate information about its release, price and a concise run down of all its features. Games will receive one or two pages of picture-heavy reportage, giving you a clear view of what to look forward to in the forthcoming months.

BYTE BACK!

Don't just accept what we have to say, write and tell us your own opinions about the games industry, the magazine, Claudia Schiffer going topless...anything. We welcome praise, criticism, comments, moans, artwork, the lot.

Dave will attempt to answer as many letters as possible every month and there will be goodies galore for the best submissions, so get scribbling to:

Byte Back, **Games World: The Magazine**, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF.

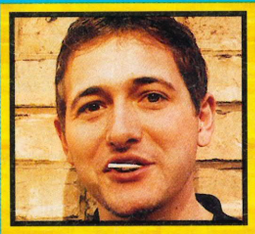
EDITORIAL

THE WORLD GAMERS

DAVE PERRY

■ Widely acknowledged as the finest games player in the country today, Dave was the ideal man to front our all-star team. Co-presenter of the Eliminator on Games World and GamesMaster on Channel 4, Dave's bandana trademark is one of the most recognised symbols in the industry. He became the first console mag editor to covermount a demo game with Mega Power, and was one of the original team that established SEGAPRO as the leading Sega magazine way back in the early days of the 16-bit console boom.

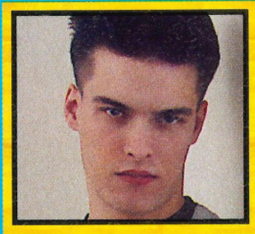
A fearsome reviewer and irrepressible personality, Dave is 'the Unstoppable Games Animal'. You better believe it!



NICK WALKLAND

■ Lurking mysteriously in the huge shadow cast by Dave's ego, Nick is a former writer on Games X and editor of Control magazine. Nick was instantly signed up by the Paragon Backroom Boyz as deputy editor, plucked from the grip of Games World, the TV show, after two series. His knowledge of the industry and mastery of joypad and joystick mean that any game put in his hands will be given the most stringent of tests – every pixel pushed to the max.

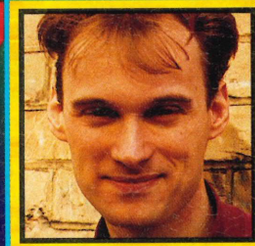
The strong silent type, Nick perfectly compliments our flamboyant editor and the Sheffield born gamer's prolific work-rate means that our readers are always guaranteed quality as well as quantity.



ADRIAN PRICE

■ Having made the transition from GamesMaster magazine to GamesMaster TV show, Ade has finally seen the light and joined the UK's leading reviews team as staff-writer. Bringing his acidic wit and abrasive humour to the Games World offices, Ade is an excellent joypad jockey who likes nothing better than to inflict pain on his fellow World Gamers on only the most brutal of beat'em-ups.

Our top tipster's gaming prowess is overshadowed only by his short temper and choice language when faced with a particularly frustrating piece of software. This is one team member who should definitely come with a parental guidance warning.



TREVOR GREENE

■ Our fourth member is yet to be announced at the time of going to print. However, he is code-named 'Trevor'. He is an industry stalwart though, who may or may not have made his name as as the king of tips on a legendary magazine. Trev was also known as 'Chunky' on yet another magazine, apparently compensating for his lack of machismo, until he became editor and had to cast off his ropy alter-ego. Having also edited tips on a number of gaming magazines, our second staff writer's credentials speak for themselves, nothing will get past this man. All games he plays receive his eagle games-playing eyed informed criticism.

Games World Special

■ The hottest games of the month will be given the full works. This is the whole wash, cut and blow-dry – giving you the complete insight into the hottest games of the moment over anything up to twelve pages. Providing level-by-level, character-by-character, breakdowns. In short, all the information you've been craving for. No other magazine does this!

4-Play

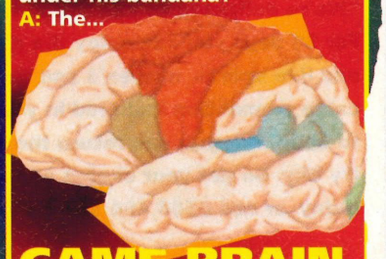
■ This is where we give you the full benefit of the four World Gamers expertise. Every game released, during the month that the magazine is on sale, will be reviewed here. No silly reviews months before you can buy the product – this is the ultimate buyer's guide. Don't make your purchase unless you've read the latest issue! All four members of the team will help you make up your mind on which game to spend your cash on.

Colour-Coded Format Individuality

■ Every game featured in **Games World: The Magazine** is treated individually on each format and specially colour-coded for easy reference. Sometimes, the same game may appear three or four times in one issue. This is only because we appreciate the subtle differences that exist between the various hardware formats. If you instantly want to check out the game for your system, or systems, you can.

Games World: The Magazine is constructed to provide the maximum amount of information possible in an easy-to-access format – using the unique colour-coding system. This is a total games overload and I think you'll be surprised at how trivial other games magazines are after you've read through this issue.

Q: What does Dave Perry keep under his bandana?
A: The...



GAME BRAIN

■ "I am 'the Game Brain' and I am at your disposal every month to answer absolutely any question that you may have about video-gaming. Pesky end-of-level bosses, release dates for future projects, how do you become a Videator? Anything that may be puzzling you or worrying your stressed out grey matter, put it down on paper and put me to the test."

THE MAGAZINE

Editor
Dave Perry

Deputy Editor
Nick Walkland

Staff Writers
Adrian Price
Trevor Greene

Art Editor
Mark Kendrick

Art Assistant
Mark Houghton

Advertising Manager
Ian Kenyon

Senior Ad Sales
Diana Monteiro

Sales Executives
Alan Walton
Yvonne Mitchener

Production Manager
Di Tavener

Pre press Manager
Mike Notty

Scanner Operator
Suzanne Halsworth

Ad Production
Jane Hawkins

Advertising Design + Illustration
Christa Fairchild

Front Desk
Paula Wood

Subs + Merchandise
Karren Sharrock

Publisher
Pat Kelly

Printed by
Garnett Dickinson Print Ltd

Distributed by
Seymour International Press,
Windsor House,
1270 London Road, Norbury,
London SW16 4DH.
Tel: (081) 679 1899

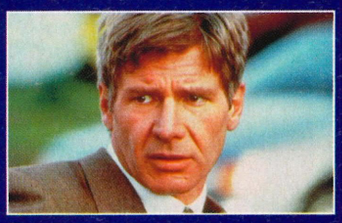
Produced by
Paragon Publishing Ltd
Durham House
124 Old Christchurch Road
Bournemouth
BH1 1NF

Telephone
(0202) 299900

Fax
(0202) 299955

Games World: The Magazine
© Paragon Publishing
Games World: TV Show
© Hewland International Ltd

Special Thanks
This month our special thanks go to 'Cocky Kid'. He only lasted three days but he did a lovely paint job...



PATRIOT GAMES.
APRIL PREMIERE

THE AVENGERS.
WEEKDAYS 8PM

GLADRAGS & GLAMOUR.
WEEKDAYS 3.45PM

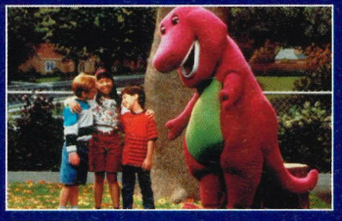
WILDSIDE.
SUNDAYS 5PM AND
THURSDAYS 10PM

SYKES.
WEEKDAYS 5.55PM

THE CLIMAX OF THE F.A. PREMIER
LEAGUE & GERMANY V ENGLAND.
APRIL 20TH

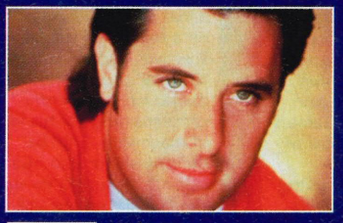
BEVERLY HILLS 90210.
SUNDAYS 7PM

Torvill & Dean join the Sky team.



BARNEY AND FRIENDS.
WEEKDAYS 2PM

THE BODYGUARD.
JUNE PREMIERE



VINCE GILL.
COUNTRY MUSIC
TELEVISION

TRIVIAL PURSUIT.
WEEKDAYS 6PM AND 10PM

ANNA WALKER.
24-HOUR SKY NEWS

"TRY SKY FREE FOR 30 DAYS."

FREE 30 DAY HOME TRIAL NO OBLIGATION

"We're delighted to join the Sky team and to bring you news of the Sky 30 day free home trial. For 30 days you can enjoy the greatest choice of television channels including movie premieres and live sports, women's and children's channels free. You'll get a complete satellite system or cable connection installed in your home, free of charge. And within 30 days, if you don't want to keep Sky, you can return the system with no obligation. There's never been a better time to try Sky. So get your skates on and contact your participating local T.V. dealer or cable operator today, or call 0506 484 567 for more information now."

Jayne Torvill

Christopher Dean

20 channels of movies, sports, music, news, children's programmes, factual and family entertainment.

So contact your local participating retail outlet, cable operator or TV dealer: BT shops, Colorvision, Comet, Currys, Dixons, Eastern Electricity, Granada, Homepower, Martin Dawes, M.E.B., Norweb, Powerhouse, Radio Rentals, Rumbelows, Scottish Power/Sound & Vision, Southern Electric, SWEB, Tandy or your local independent dealer. Call 0506 484 567 9am to 10pm daily for further details or to find out your local participating outlet.

Refundable deposits may be required offer subject to status. Other limitations on offer availability apply – see your participating T.V. dealer or cable operator for details. Channel availability on cable will vary. Offer closes April 30, 1994.

4 PLAY!

Every month our fab four World Gamers will help you to decide where your hard earned cash would be best spent. Only the games actually released during the month that the magazine is on sale will be reviewed, making 4-Play the essential official buyer's guide to the UK market.

Trust us, we do this for a living.

The World Gamers

UNSTOPPABLE!

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

REVIEWED 4 YOU!

■ Aero the Acrobat, Freelancer 2120, Mad Dog McCree, X-Men, Super Streetfighter II, Puggsy's Scavenger Hunt, Virtua Racing, Tecmo Bowl, Cool Spot, Mortal Kombat II, Art of Fighting II, Zero the Kamikaze, Secret of Mana, Mad Dog McCree, X-Men, Sonic 3, Samurai Shodown, Time Killers, Cool Spot, Mortal Kombat II, Art of Fighting II, Zero the Kamikaze Squirrel, Secret of Mana, Mad Dog McCree, X-Men, Sonic 3, Puggsy's Scavenger Hunt, Time Killers, Tecmo Bowl, Cool Spot, Mortal Kombat, Art of Fighting, Aero the Acrobat, Secret of Mana, Fatal Fury II, X-Men, Sonic 3, World Heroes Jet, , Tecmo Bowl, Cool Spot, Mortal Kombat II, Art of Fighting II ■

▼ GAME OF THE MONTH! ▼

CLAYFIGHTERS

SYSTEM: SNES
PRICE: £49.99 SIZE: 16 MBIT
PUBLISHER: OCEAN

■ The most fun you can have bashing the living daylights out of someone, *Clayfighters* is the first 'claymation' beat-'em-up (if you don't include the Goro figure in Mortal Kombat) and is worth a buy, if only for sheer novelty value. Great fun to play, riveting to watch, and packed with special moves and charismatic sprites, this is the perfect bruiser for people with a sense of humour. ■ **DAVE** ■

■ I like *Clayfighters*, it's nowhere near as good as *Street Fighter II* or *Mortal Kombat*, but it's got a style all of its own – it's very individual. The speech is marvellous, and if you've been looking for Elvis, then you'll find him in here hanging out with Taffy Man. He's there in all his glory, with all his hair and his white polyester suit, saying "I thank you very mush..." ■ **TREVOR** ■

■ *Clayfighters* certainly isn't a *Street Fighter II* basher, but it's a novel approach to the standards of this genre. The diversity of characters is excellent especially Blue Suede Goo (or should that be Elvis?) and The Blob. I must confess to being completely under-awed by the game. Sure, it looks good, the sound effects are excellent, but in long-term gameplay stakes, it lacks the certain je ne sais quoi. ■ **NICK** ■

■ When *Clayfighters* appeared it really wasn't an original concept! Ah, but it was. All the characters were made out of clay and they all had distinct personas. There was Elvis, and his hair, Bad Mr Frosty and his, err, frost, and a fat viking woman from Valhalla. The fighting moves aren't that special but the way all the characters are animated and the speech that goes with them is just plain excellent. ■ **ADRIAN** ■

OVERALL 94

■ Just look at the graphics on these bizzare attacks ranging from The Blob's spinning saw to Blue Suede Goo's killer quiff.

Remember: The opinions and comments contained within this section are purely our own and are suppose

AWESOME POSSUM

■ **Mega Drive** ■ **£39.99**
■ **16 Mbit** ■ **Sega**

■ Awesome? Yeah right. The graphics are colourful, but jerky, there is a huge amount of sampled speech – that's about 20 years behind civilisation with words such as "Cool". There are four, yes four, levels for you to get bored in, and believe me you will get bored, and ripped off if you buy this. ■ **17**

PRO MOVES SOCCER

■ **Mega Drive** ■ **£39.99**
■ **8 Mbit** ■ **Asciiware**

■ Oh please! When I play a game, especially soccer, I expect there to be at least some game in there, not a hollow husk, with all of its pith scraped off. This is one of the most shallow football games that has ever been created. The goalkeepers are incredible – it's almost impossible to score past them. And even when you do, it's not as if you'll really care about it any more, anyway. There are plenty of other football games, *FIFA* and *Sensible Soccer* spring instantly to mind. You'd be better off getting one of those, as you'd get far more value for money. ■ **21**

HUMANS

■ **SNES** ■ **£44.99**
■ **8Mbit** ■ **Gametek**

■ There is only one puzzle game you need – *Lemmings*. Most others after that just fade away. This game does try ever-so hard to be a big kid on the block, but it fails to impress and, sadly, *Humans* is just another also-ran. The graphics and inventions are detailed and pleasant to the eye, but it lacks that certain quality that makes a great puzzle game – for which you really need quick and fast paced action and something to make you want to finish the level. *Humans* lacks these qualities. After the first few levels any desire you have will soon leave you which is a quite a shame because this game did have potential. ■ **60**

RIDICK BOWE'S BOXING

■ **SNES** ■ **£49.99**
■ **8Mbit** ■ **Extreme**

■ There are loads of characters in here to fight with and even the option to create your own. This isn't as good as *Legends of the Ring* with its sheer amount of violence. Riddick Bowe just looks too cartoony to be a boxing game. It's got great graphics but after playing for a while it just doesn't seem real enough. ■ **37**

SYSTEM: SNES
PRICE: £49.99 SIZE: 8 MBIT
PUBLISHER: EMPIRE

SPACE ACE

■ Boy, is this an old game or what?! Ten out of ten to the marketing people who heated this one back up and convinced a whole new generation of gamers that it's something new and stunning. I remember playing this on the Amiga about five years ago and it is just as linear and boring now.

Quite an original idea in its time, but when I buy a cart nowadays I expect there to be a game involved. ■ **DAVE** ■

■ Would *Space Ace* be as annoyingly linear as the original laserdisc arcade? The answer, thankfully, is no. Well, not quite. A different game in most ways it still has the glorious comedic effects, the same timing difficulties and high annoyance factor. To pretentiously sum up, *Space Ace* is like an ice sculpture; it may look great, it takes ages to get into but, in no time, all interest melts away. ■ **NICK** ■

■ Some things are best left alone, and this is one of them. *Space Ace* was a brilliant successor to *Dragon's Lair* in the arcades, but sadly, it isn't here. To play the game you only have to remember which direction you have to press the joypad to progress. If you get it wrong, well, just work through the other three until you get it right. Absolute rubbish. ■ **ADRIAN** ■

■ The graphics might very well be lovely and colourful, but the gameplay isn't. Laserdisc games were fun in the arcade where you could shove a few quid into the machine until you were bored, but when something like this goes for £50, it starts to take the proverbial tinkle. It would suit small kids, but saying that, they generally can finish them quicker than most adults. ■ **TREVOR** ■

OVERALL 44

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

EQUINOX

■ Top quality action from Sony, who seem to be fairing much better on Nintendo than they ever did on the Mega Drive.

A playable combination of addictive gameplay and excellent graphics ensures that *Equinox* is a highly enjoyable arcade adventure, sure to light up most SNES owners' screens.

However, this is not quite the earth-shatttering block-buster that many mags will have you believe. ■ **DAVE** ■

■ *Equinox* is a rare breed of game that harks back to the good ol' days of isometric arcade-adventures, not something we've got used to on standard SNES with its shoot'em-up and platform rompettes. I love it. Any game that needs a bit of cerebral tweaking with smart graphics and a dash of arcade excitement is tops by me. If you want to burn the midnight oil in a jolly large puddle, *Equinox* is the business. ■ **NICK** ■

■ *Equinox* has the most beautiful backdrops and sprites that have been produced for ages. The main character is absolutely enormous. The game itself will need a lot of exploring, each level is absolutely huge, with plenty of rooms. The sound is sedately haunting, even when you're walking overland there's always a soft wind blowing so you're never really sure if a Goblin will attack you. Get this now. ■ **ADRIAN** ■

■ Games like these only come around once in a while, which is why you should go and get this. If you ever owned an old Spectrum and played *Knight Lore*, then you'll have a good idea as to what this is like. There are plenty of puzzles to solve and most of them are excruciatingly difficult. This game has it all, good looks, great sounds, and a beautiful all-round perfume. ■ **TREVOR** ■

OVERALL 87

SYSTEM: SNES
PRICE: £54.99 SIZE: 16 MBIT
PUBLISHER: IREM

R-TYPE III

■ No real surprises here, in true console style R-Type III is a run-of-the-mill sideways scrolling shoot'em-up.

Frantic action, huge baddies and unfeasibly awesome weapons have become standard fare for these games but it's all getting a bit old hat now.

If you don't own a game of this kind, and often feel the urge to go blasting through space, treat yourself...but don't come crying to me. ■ **DAVE** ■

■ Now where have I seen this before? A tricky one. Well *R-Type III* is the cunningly entitled follow-up to the original SNES alien-scum shooty. So if you glory in aimless attacks against brightly coloured 'swarms' then this is for you. A massive graphical improvement on the original with hardly any scrolling slowdown, it's a big, bold and brash game. It's as good as others on the market, albeit a little too samey for my liking. ■ **NICK** ■

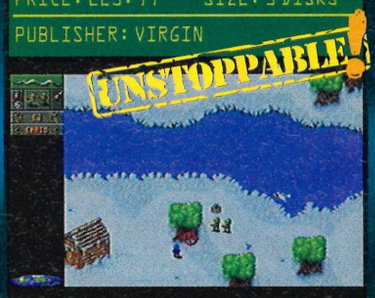
■ After a while, shoot'em-ups become a bit familiar. Fly along some alien terrain and shoot the assorted *gits* that come spewing towards you. Now this is all very well, but after countless others such as *Axelay*, *Gradius 3*, *Parodius*, it has to be pretty special to be good. *R-Type III* is. Excellent graphics complement the fantastic arcade-like gameplay. A great game. ■ **ADRIAN** ■

■ The graphics are absolutely gorgeous and with the fiendishly hard difficulty setting of the game, this could possibly take up a lot of your time. As in all good space games, there is a tremendous arsenal of weapons for you to dispatch the horde of aliens that want to, err, kick your head in. So, if you haven't got a decent shoot'em-up, and you want one, then you could do worse than this. ■ **TREVOR** ■

OVERALL 79

d to act as a guideline, they are by no means gospel! We heartily recommend that you always play a new game before you make the decision to buy.

SYSTEM: AMIGA
PRICE: £25.99 SIZE: 3 DISKS
PUBLISHER: VIRGIN



CANNON FODDER

■ War has never been so much fun, or so the infectiously catchy jingle goes. However, in this case it's true.

Cannon Fodder is another top grade game from the prolific Sensible stable and is the ideal combination of tactical play, good humour and straight-forward blasting.

The body count is high and the carnage is wonderfully portrayed in classic 'sensi' style. A 'must have' title. ■ **DAVE** ■

■ Sensible annoy me. They know what the punters want and what we want is ultimate gameplay. Once more they've come up with the goodies. So what if the graphics are minimal, they're strangely cute in a *Sensible Soccer*-esque way, especially in their death throes and the sound effects are well placed. *Cannon Fodder* is one of the most entertaining and challenging games on the market at the moment. ■ **NICK** ■

■ Well, this has to be the most sadistic game I've ever played, and the horrifying thing is – I love it. The little soldiers run merrily around shooting anyone that gets in your face. The missions start out extremely easy with the opposition literally being cannon fodder, but as you progress it gets a lot harder. War, as the song goes, has never been so much fun.
■ **ADRIAN** ■

■ This is horrifying. Young men lining up to shoot others, it's just sickening. But, they're small computer people so I don't care. Give them more grenades and rockets so they can kill some more. Playing this is a severe test of willpower, you just try getting some sleep after you hit mission six. This has to be an essential buy for anyone with a love for this sort of game.
■ **TREVOR** ■

OVERALL 92

SYSTEM: MEGA DRIVE
PRICE: £44.99 SIZE: 16 MBIT
PUBLISHER: CORE DESIGN

BUBBA N STIX

■ Nope, not convinced. I keep hearing the other gamers wittering on about what a wonderfully clever little platformer this is, and how original a lot of the problem-solving is. But where, oh where, is the excitement? Core have become more of an animation studio of late than a games producer and *Bubba'n'Stix* is another super smooth game from the Derby-based company that is better to watch than to play. ■ **DAVE** ■

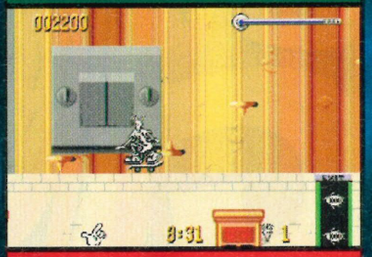
■ Top Stick Action! A crude intro but *Bubba'n'Stix* is real stonker of a game, a rare breed of platformer in the exclusive style of *Another World* – a game that actually requires some gray matter tweaking. Excellent animation and graphics, a foot-tapping tune and a challenging game play, I love it. However, I must add that I doubt if it's to everyone's taste – Bubba'n'Stix is a game to try before using the power of your pocket. ■ **NICK** ■

■ I do like a good platform game, let the others be witnesses to my obsessive behaviour over Mario. *Bubba'n'Stix* has almost got me in the same mood. The gameplay is brilliant, with lots of puzzles thrown in. None of this race to the finish in thirty seconds malarky. However, there are only five levels, so you could be racing towards the end at a considerable rate of knots.
■ **ADRIAN** ■

■ Nearly everything about this game is perfect. The animation of the two characters is impressive and the puzzle solving element is great. As for the sound, well that suits the game down to the ground. If you want a platform game that differs from the straightforward left-right of *Sonic* then *Bubba'n'Stix* is exactly what you've been looking for.
■ **TREVOR** ■

OVERALL 80

SYSTEM: MEGA DRIVE
PRICE: £39.95 SIZE: 8 MBIT
PUBLISHER: KANEKO



FIDO DIDO

■ Oh dear, it seems that this is the issue in which I really go to town on platformers. What does it say when a character is over-shadowed by the red spot that appeared on the bottle he was advertising?

There is nothing here worth forking out forty quid for. Everybody seems to be producing nice graphics at the moment, so even the main sprite animation isn't that impressive. Avoid. ■ **DAVE** ■

■ *Fido Dido* is simply yet another platform game, yet another lemonade-sponsor tie-in and yet another visit to 'boredom central' courtesy of the Mega Drive. It looks nice, it sounds nice, but that's all it is – nice. A pleasant platformer in the vein of thousands of others, and others that are a great deal better. In summary it's pretty good but flat, with neither the sparkle or the fizz of *Cool Spot*. ■ **NICK** ■

■ Seven and Up. *Cool Spot*'s done it in America, and *Fido Dido*'s doing it over here. Those promotional dudes now have more than soft drinks in common. Fido's game is yet another walk around and solve some puzzles. Great, lets all jump on the bandwagon shall we? The puzzles are fun but that isn't enough. This isn't a bad game but, it's too bland by far.
■ **ADRIAN** ■

■ There are only seven levels in this game, and that really isn't enough. The puzzles, although plenty of them, are easily overcome and once these have been completed, you won't have the desire to go back and try them again. Fido is drawn as accurately as any simple pencil drawing can be, and blends in well with his surroundings. Quite good, but not good enough.
■ **TREVOR** ■

OVERALL 48

SYSTEM: MEGA DRIVE
PRICE: £49.99 SIZE: 8 MBIT
PUBLISHER: SEGA

NIGEL MANSELL'S WORLD CHAMPIONSHIP

■ Mansell is without doubt a great racing driver and, as such, he deserves a great racing game. Unfortunately though he's also a bit boring and, funnliy enough, so is his game.

Another time-wearied format that has been flogged to death, all the clichés are used; screeching brakes, revving engines...you know what you're going to get before you open the box. No champagne celebrations for this. ■ **DAVE** ■

■ I like the idea of racing games, but I always tend to walk away feeling cheated. *Nigel Mansell*'s is no exception. The animation is smooth-ish and fast-ish, but without many thrilling crashes. The effects are the sounds of a dying bee in your ear. A mind-numbingly dull game, so take some good advice: if you've got *F1* – keep it, if you haven't – save your dosh for *Virtua Racing*.
■ **NICK** ■

■ This is a bit late isn't it? He's already into the second year of Indy car racing and this is a game about Formula One! Anyway, as a racing game it's probably best that Nige is over in America, away from this aberration. He'd probably go mad after being associated with this. The tracks are basic – there aren't any tunnels, there aren't any crashes – how boring, and the sound is quite inferior. 'Steer' clear. ■ **ADRIAN** ■

■ As far as racing games go this isn't in *Pole Position*. About ten years too late, and surprisingly simple. With the arrival of *Virtua Racing*, this is going to pale into insignificance. If this had been released earlier it might have stood a chance, but most of you are going to be saving for the biggie. There's nothing special about this or anything to make you want to dash out to your local store to spend your hard earned wad. ■ **TREVOR** ■

OVERALL 32

The big 10 high 5

CONSOLE CHARTS

1: SENSIBLE SOCCER – SONY
2: FIFA SOCCER – ELECTRONIC ARTS
3: SONIC THE HEDGEHOG 3 – SEGA
4: WINTER OLYMPICS – US GOLD
5: ALADDIN – VIRGIN/CAPCOM
6: MORTAL KOMBAT – ACCLAIM
7: JURASSIC PARK – VARIOUS
8: THE EMPIRE STRIKES BACK – JVC
9: SONIC CHAOS – SEGA
10: DESERT STRIKE – VARIOUS

16/32BIT FLOPPY CHARTS

1: SIM CITY 2000 – MAXIS
2: FRONTIER: ELITE 2 – GAMETEK
3: CANNON FODDER – VIRGIN
4: PREMIER MANAGER 2 – GREMLIN
5: MORTAL KOMBAT – VIRGIN
6: SKIDMARKS – ACID SOFTWARE
7: THE SETTLERS – BLUE BYTE
8: CHAMPIONSHIP MANAGER '93 – DOMARK
9: WINTER OLYMPICS – US GOLD
10: SENSIBLE SOCCER 92/93 – MINDSCAPE

TOP FIVE GAME BOY
1: LINK'S AWAKENING – NINTENDO
2: SUPER MARIO LAND 2 – NINTENDO
3: SUPER MARIO LAND – NINTENDO
4: LEMMINGS – OCEAN
5: MORTAL KOMBAT – ACCLAIM

TOP FIVE GAME GEAR
1: SONIC CHAOS – SEGA
2: OLYMPIC GOLD – US GOLD
3: WINTER OLYMPICS – US GOLD
4: DESERT STRIKE – DOMARK
5: MORTAL KOMBAT – ARENA

TOP FIVE SUPER NINTENDO
1: SENSIBLE SOCCER – SONY
2: THE EMPIRE STRIKES BACK – JVC
3: SUPER MARIO KART – NINTENDO
4: WINTER OLYMPICS – US GOLD
5: ALADDIN – CAPCOM

TOP FIVE MEGA DRIVE
1: FIFA INTERNATIONAL SOCCER – EA
2: SONIC THE HEDGEHOG 3 – SEGA
3: ALADDIN – SEGA
4: SENSIBLE SOCCER – RENEGADE/SONY
5: WINTER OLYMPICS – US GOLD

TOP FIVE MEGA-CD
1: GROUND ZERO TEXAS – SONY
2: SONIC CD – SEGA
3: LETHAL ENFORCERS – KONAMI
4: THUNDERHAWK – CORE DESIGN
5: NIGHT TRAP – SEGA

TOP FIVE PC
1: SIM CITY 2000 – MAXIS
2: FRONTIER: ELITE 2 – GAMETEK
3: PREMIER MANAGER 2 – GREMLIN
4: ALONE IN THE DARK 2 – INFOGRAMES
5: X-WING – US GOLD

TOP FIVE PC CD-ROM
1: REBEL ASSAULT – US GOLD
2: GABRIEL KNIGHT – SIERRA
3: THE LAWNMOWER MAN – STORM
4: IRON HELIX – MICROPROSE
5: DAY OF THE TENTACLE – US GOLD

TOP FIVE AMIGA
1: CANNON FODDER – VIRGIN
2: FRONTIER: ELITE 2 – GAMETEK
3: PREMIER MANAGER 2 – GREMLIN
4: SKIDMARKS – ACID SOFTWARE
5: THE SETTLERS – BLUE BYTE

TOP FIVE AMIGA CD-32
1: LIBERATION – MINDSCAPE
2: LABYRINTH OF TIME – EA
3: SENSIBLE SOCCER 92/93 – MINDSCAPE
4: SEEK & DESTROY – MINDSCAPE
5: ZOOL – GREMLIN GRAPHICS

TAKE THE ARCADE GAME HOME

DON BLUTH PRESENTS

SPACE ACE

CD-i DIGITAL VIDEO CARTRIDGE REQUIRED

OUT NOW!
RRP
£49.99

ONE OF THE MOST GRAPHICALLY INCREDIBLE GAMES EVER!

CVG MARCH 94

CD-i

© 1993 Philips Interactive Media International Limited.
© 1993 Don Bluth Limited.

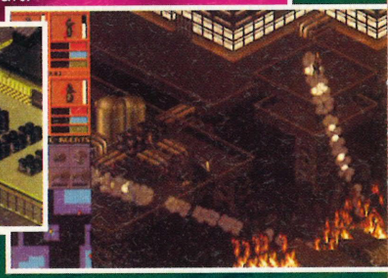
PHILIPS

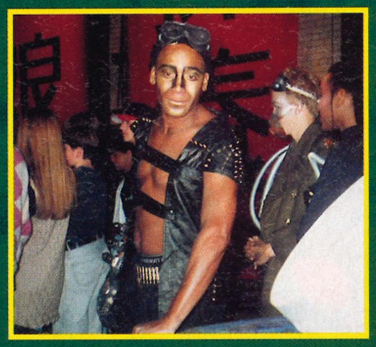
PHILIPS

WORLD NETWORK

A HOPPING SUCCESS

Electronic Arts have signed an agreement with top developers Bullfrog to ensure that EA have all the publishing rights to release Bullfrog's latest games across all of the major formats. So maybe we'll be seeing *Theme Park* and *Syndicate* on the SNES as well as on the PC. We can't wait.





GAMES WORLD TV SHOW BECOMES TOP GAMES MAGAZINE

Sky One's highest audience-rated British production, Games World, is now a brand-new 132 page multi-format video-games magazine. This newly released title marks the first collaboration between independent production company Hewland International and dynamic gaming magazine publishers Paragon Publishing, creators of publications such as Super Gamer and Sega Pro. Editor Dave Perry, formerly of Sega Pro and Mega Power, and also a presenter on the TV show, comments:

"Games World has always been a brave and innovative programme, but due to the limitations thrown up by trying to provide thirty minutes of entertaining viewing, it has never really been able to provide the information and hard facts that its audience requires. **Games World: The Magazine** will fill that gap and provide the bridge between the people who have Sky and enjoy the show and those who don't but still want to be involved."

In the dark

Their are still a lot of keen gamers who are unfamiliar with Games World and the lively characters and challenges that it throws up. Set in a dark, post-apocalyptic version of the future, the show is broadcast five nights a week on Sky One at 6.00pm.

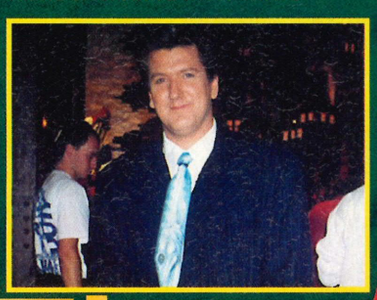
The fight nights are on three times a week and present a total of ten contestants with the opportunity to battle it out on two Eliminators, and earn a place in the weekly final known as Beat the Elite. In this, the two champions must face each other to decide who earns the right to go on and fight the show's resident game champions, the Videators. The Videators are a bunch of larger-than-life characters who offer the ultimate test for any games player and must be beaten if the contestant is to land a place in the end of series Grand Final. There are eight videators in all including: Master Moriarty – a facetious public schoolboy, The Violet Blade – a swashbuckling pirate, and Big Boy Barry – A fat wide-boy with a garish taste in clothing.

Also, on Thursday, there is Games World Live. A live show where viewers compete against each other on games by using their own touch-tone telephones. The fifth show is Big Boy Barry's Joypad, a news and features programme, hosted by Barry, which includes a games review panel and a high-score chart where viewers can attempt to beat fellow viewers gaming records.

Perry's All-stars

Undoubtedly **Games World: The Magazine** will provide in-depth games coverage, across all formats, that the show itself cannot. To this end, an all-star team of acknowledged games experts have been assembled ensuring the magazine's content covers only the most informed games news, previews and opinions. At a time when many other magazines seem to have become watered down and faceless, **Games World: The Magazine** has recognised the need for a high profile team that gamers can look up to and trust. The World Gamers will quickly establish themselves as the strongest review team of any games magazine in the world.

By the time you read this you will have purchased the launch issue of **Games World: The Magazine** and, whether you are a fan of the TV show or just a keen gamer looking for the ultimate monthly games bible, you will enjoy being a part the fastest growing group of video-gamers in the games world.



SEGA UNVEIL

Fear not all you Mega Drive owners who thought your ageing machine was on the way out. There have been many fears by games players that the introduction of the 32Mbit Saturn will cause Sega to forget about their beloved black boxes. Not a chance – enter the Mega Drive 32.

The new technology will allow the new machine's owners to play the new *Virtua Fighters* when it's released. The Mega Drive 32 will boost performance with massively increased 3-D graphics quality, boost the number of colours available to over 256, and the improve the sound quality of the machine.

062 062 062

SEGA™ CHANNEL

SEGA TV

If you play Sega games morning, noon and night, you'll be glad to hear Sega are testing their new TV channel in America where viewers can gain access the latest Sega games and demos from the comfort of their front rooms. There will, of course, be a well-stocked library of 'classic' older titles as well as the newer games, and this list of games will be updated at regular intervals.

At the moment the system is being tested in selected households and users are charged between $10-$20 for a month's subscription. There's also a charge for the decoder, to unscramble the signal, and a special cartridge that will store the downloaded games so that you can play them in your standard machine. You can't keep them, but you can download each game as many times as you like, whenever you like.

However, gamers in the United Kingdom are going to have to wait until the trials are completed before it arrives over here. This probably will be a long time yet.

MINDSCAPE LAND THE HULKSTER

Those lovely people who make that sizzling show Baywatch, have come up with another sand-filled spectacular that's already taking America by storm, allegedly. Strangely titled *Thunder in Paradise*, the show stars that humungous star of wrestling, Hulk Hogan, who tears around in a fantastic Thunder Speed boat. Now this is all very well for the coach potato element amongst you, but where does this slot into the world of video games?

Well, Mindscape, the people behind the quirky *Alfred Chicken*, have picked up the license to produce the game. With any luck we'll see The Hulkster scratching around pecking at bits of seed, but we can only dream.

NIGHTMARE

Take a humble adventure game where you have to rescue fair maidens from their doom, add some digitised footage of semi-nude teenage girlies getting attacked, and what do you have? You have *Night Trap* on the Mega CD. You probably know all about this game and the bad publicity it received. Well,, now, it's been pulled off the shelves in America, following a huge onslaught of complaints from irate parents complaining about moral values. Before the game can go back on sale, all the offending scenes will have to be removed. This could have serious effects on the likes of *Mortal Kombat* which is getting the same sort of parent-related criticism. If this is the case, then *Mortal Kombat II*, with its extreme violent nature, can expect the same sort of treatment. Stay tuned to **Games World: The Magazine** for more details.

ARE YOU UP TO THE CHALLENGE OF THE VIDEATORS?

The meanest, baddest bunch of gamers on the planet, hand-picked from past challengers, winners and the world of professional gamers, the Videators are the final challenge any contestant will face when he enters the Games World arena. To be a Videator, you need to be a red-hot player, have the ability to act out a character and posess an outrageously excessive personality. However, not everybody can join this small band of the games-playing elite, most will have to just be happy with the idea of proving their mettle by taking on and beating these flamboyant joypad jockeys.

HOW DO WE CHALLENGE THEM?

A little like finding Reptile in *Mortal Kombat*, to earn the right to face these elusive giants you must first complete a number of gaming tasks, the first of which is actually getting yourself on to the show. If you think you could slug it out on satellite TV with the best players in the country, send in your name, address,and a photo, together with some interesting chat about yourself and gaming prowess to: Games World – Eliminator, PO BOX 91, London, E14 9NN.

NEW LINE UP

The technology used in the Mega Drive 32, is formidable. Two 32Mbit RISC chips, sitting snuggly alongside a video co-processor, there's even extra built-in RAM to speed up your games playing. Also, there will also be an updated Mega-CD unit available. This new machine will be launched around Christmas this year. So save your pennies now.

Virtua Fighters, one of the hottest games of the moment, will be available on the Mega Drive 32 so, as Ade says, "You'll be wetting your pants after playing the armpit moistening *Virtua Fighters*." Quite. So, take your pick, you could be this bloke up here or that one sat over there.

063 063 063 063 063 063 063 063 063 ...

NBA JAM

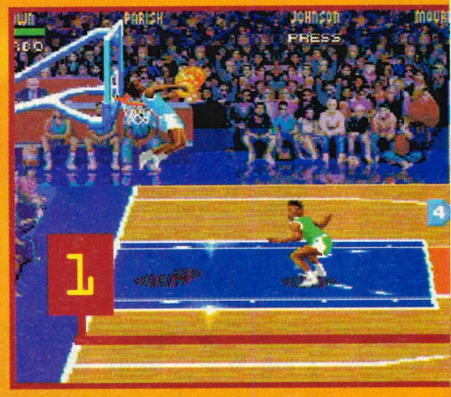
Boom Shakka Lakka! As Basketball continues to rage through the country as the latest adopted fad from the USA, Acclaim serve up a liberal slice of the action with the brilliant NBA Jam.

Forget Sonic 3, the biggest release of the year so far is undoubtedly this eagerly awaited rim-rocker from Acclaim.

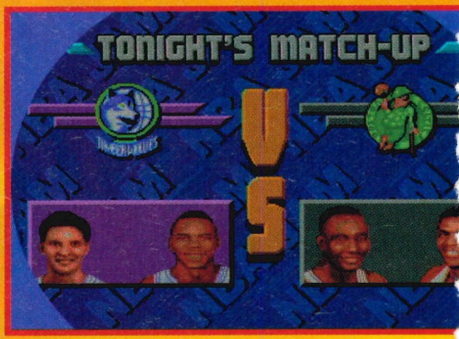
A hoop bulging game with a difference, *NBA Jam* has only two players from each side on court at a time, each armed with his own individual stats. Ranging from dunking ability to his likelihood to sink three pointers from outside the key, so choice of pairing is very important.

You can select from the numerous big stars that appear in the real NBA teams and a save-as-you-go option means that, although the game doesn't have a league or cup option, you can still record your progress as you attempt to crush the rival CPU controlled players, with the challenge gradually getting progressively tougher.

Fake, push and dummy opposing players on your way to the basket and rub your mate's nose in it as the commentators squeal with delight at your gravity defying dunks and dead-eye three point shots. None of the excitement of the arcade machine has been lost in the conversion to cart and you'll be amazed at the speed of the action and the quality of the sound. Brilliant as a one player game, frantic in two-player mode and compelling as a four-player team challenge, *NBA Jam* will be slammin' its way into a console near you very soon. Keep an eye out to see how the World Gamers rate it next month.



■ BELOW: Clean through the defence, the rest should be bread and butter to a pro like you. Scoring chances are greater when unchallenged.



1. "Oh my. 'Climbing high above towering defences is second nature to the athletic players in *NBA Jam*

2. "Is it his shoes." Another gravity defying jam is on its way as the combination of shoot and turbo sends another player skyward, impressing the commentators and cheerleaders to hell.

3. 'Boom-Shakka-Lakka!' Even the Wright Brothers would be impressed with the aerodynamics of this leap.

GAMES WATCH

VITAL STATISTICS

NAME: NBA JAM
PUBLISHER: ACCLAIM
SYSTEM: MEGA DRIVE
PRICE: £49.99
SIZE: 16 MBIT
AVAILABLE: NOW

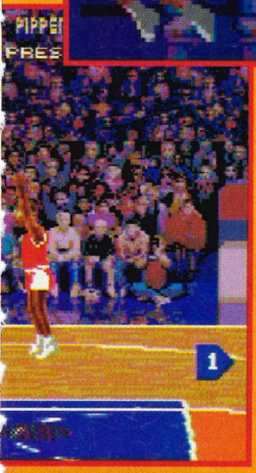
HE'S ON FIRE!

Definitely the most exciting feature of *NBA Jam*, is when you manage to score three consecutive baskets with one player and go 'on fire!' The ball suddenly turns into a flaming sphere and the relevant player has unlimited use of turbo power, making him a formiddable, slam-dunking animal who should be used to maximum effect.
Here's our not-so-serious guide to slammin':

1. This is how you 'Slam-Dunk' the ball. First, get the ball and run your animal towards the 'hoop'. Once in the vicinity of the netted hoop, jump as high as you can. While coasting effortlessly through the air, slam the ball through the ring. If you're really lucky you can smash the backboard in to little glass shards. So put on your 'ultrastrong Reebnik pumped-up too-bad bitchin' pumps, boy!'

2. You see my bro', that's how you slam those babies, good and proper. God, I'm so hot that thing's on fire , but it could have been the vindaloo I had last night. Hey, who invited the stereotypical backpacking exchange student?

3. This is known in the trade as a 'tip-off'. Not to be confused with running down to your local police station, and 'grassing' on your neighbours by spilling the beans on the bank job. We're talking about the starting move in a game of basketball.



■ Playing good 'D' (defence to the uneducated) is the secret to success in *NBA Jam*. Stopping the opposition from scoring is the surest way to guarantee victory.

■ LEFT: With over 32 top pairings to choose from it is vital to find a team that you feel confident with. A good three-point man is just as important as a solid dunker.

089 089 089 089 089 089 089 089 ...

THE VIOLET BLADE

Videator Profile

The Violet Blade was one of the four new Videators who starred in the last series of Games World 'Beat the Elite', adding a much needed element of flair to the whole procedure. One of the more formidable opponents, The Violet Blade, may not have the best overall record but he has played a wider variety of head-to-head games than any other Videator on the show. A strange character who, depending on the phase of the moon, can play-up to his camp best, as the Violet Blade, or be the most vicious and physically abusive Videator of the pack – the Violent Blade.

Thankfully, Games World: The Magazine caught him on a good day.

QUESTIONS...

So here are a few of the questions we put to the indomitable Violet Blade.

How come you are on the show?

■ Well, basically, there simply wasn't enough booty on the open seas. Face it, piracy is a bit pointless when all you can attack is a Townsend Thorenson car-ferry for a bottle of Creme de Menthe and a 10p *Space Invaders* Machine. There was more riches to be made playing them there computer game things.

Alright Violet, just how old are you?

■ No comment.

How long did you sail the seven seas?

■ For years. Ever since Pink Beard introduced me to world of Piracy through til the Flaming Queen went rotten and the thrills'n'spills of computer games enticed me onto TV.

Alright, what's your favourite game of the moment?

■ *Fifa Soccer* on the SNES. It's a massive improvement on the Mega Drive version with loads of extra manoeveurs and stuff and you get all manner of scoring opportunities.

What's your favourite game of all-time?

■ This is going back a bit. However, I remember playing a game called *Trans Am* , a driving game, for ages on the legendary ZX Spectrum 16K

What's your favourite game system?

■ Look, it may stun some of my fans, but without being too techy or jumping on the new-machine bandwagon, it's the good ol' PC.

What games do you like more than any other?

■ Soccer games. Any soccer game, from management sims to arcade romps! I also like games with a nautical nature, such as *Pirates* or *Blade of Vengence*.

Do you have any favourite hobbies and pastimes?

■ Apart from docking the Flaming Queen, it's a night on the town boogie-ing on down at the Blue Oyster Club to Right Said Fred.

Who, apart from yourself, is your favourite Videator? Why?

■ A tricky decision, probably Combat Cal for her sheer confidence... Also the Games Messiah because, erm, he wears a dress.

Who, apart from yourself, is your most hated Videator? Why?

■ Big Boy Barry because the last time he came on board my ship it sunk and also, between you and me, he smells like wee. Nah, only kidding Barry!

Why did you turn all nasty on everybody towards the end of the series?

■ Fair comment, but I was going through a rough patch with Roger, and Bob Mills needed taking down a peg or two.

Any favourite films or TV programmes?

■ Apart from Games World of course. Well, my favourite programme has to be Captain Pugwash, it's the business, and I know what the title stands for in Australia. My favourite film of all-time has to be Escape to Victory, a film that is, let me see, well... Because, erm, it's a cunning combination of football and war drama.

Just who is the infamous 'Roger m'Cabin Boy'?

■ He's just a lad I picked up from Liverpool Docks who helps me out with my cleaning, cooking and other menial duties.

As an aside, I here you're a dab hand at docking the Flamin' Queen – but does it really exist?

■ No one has ever seen it, not even Sally Lines. Why? Because I use a Romulan-style cloaking device.

Well, thank you Mr. Blade, it has been a most eye opening experience.

VIDEATOR RECORDS

Master Moriarty	7 WINS OUT OF 9	77.7% WIN RATE
Big Boy Barry	13 WINS OUT OF 17	76% WIN RATE
Mr Mathers		
the Megabyte Millionaire	11 WINS OUT OF 16	68.75% WIN RATE
The Violet Blade	8 WINS OUT OF 13	61.5% WIN RATE
Games Messiah	7 WINS OUT OF12	58% WIN RATE
Persian Prince of Perfection	8 WINS OUT 14	57% WIN RATE
Combat Cal	3 WINS OUT 8	37.5% WIN RATE

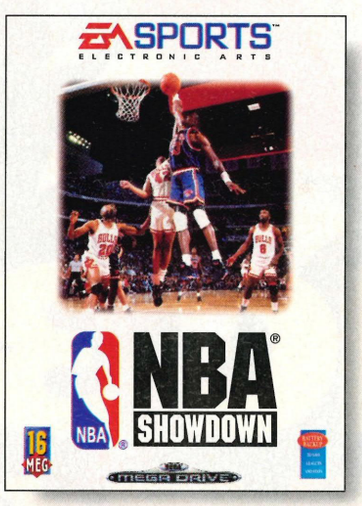
Measure up to the Showdown

NBA® Showdown's the buzz of real, full-court 5-on-5 basketball, with gameplay so fast you'll need a slo-mo replay to see how that Double-Pump Hook Arm Slam got past you.

A new game engine adds an extra dimension and puts you eyeball to eyeball with players from all 27 NBA® teams. The world's greatest athletes taken apart stat by stat and re-assembled to perfectly replicate their season '93-'94 performances. NBA® Showdown puts every spectacular signature move under the control of your left thumb, and your neck's on the block at every free-throw with the unique new free-throw screen.

Call offensive plays, defensive strategies, and play an entire 82 game season before taking your own dream team to the Playoffs. Battery back-up lets you save incomplete seasons, while 4 Way Play™ compatibility means four frantic hoops fans can party in the paint simultaneously.

2-on-2? It's more like ballet than basketball.
Play NBA® Showdown and get real.



if it's in the GAME, it's in the GAME™

EA SPORTS™
ELECTRONIC ARTS

EA DIRECT

NBA® Showdown is available from EA Direct on 0753 549 442 or write to Electronic Arts, 90 Heron Drive, Langley, Slough, Berks SL3 8XP • Sega and Mega Drive are trademarks of Sega Enterprises Ltd. • EA SPORTS, the EA SPORTS logo, 4 Way Play and "IF IT'S IN THE GAME, IT'S IN THE GAME" are trademarks of Electronic Arts • NBA & the NBA logo are registered trademarks of NBA properties, Inc. • The individual NBA and NBA team insignias depicted are trademarks which are exclusive property of the respective teams and may not be reproduced without the written consent of NBA Properties, Inc and the respective teams.

CON

...Games World...Games World...

JUNE 1994

STRE FIGHT

Back and blue. Sega's biggest spiky star slips into his Power Sneakers and streaks his way across eight pages of level-by-level scrutiny inside. Oh, and just who is this Knuckles?

58

SONIC 3

CONTENTS

Games World...Games World...

ISSUE 0

ET
TER III

Fight! We go toe-to-toe with the world's toughest screen scrappers in an exclusive 12 page special feature on the Game Boy's hottest beat'em-up release ever.

67

GAMES WATCH

To find out what games should you be looking out for on your system, check out the Games Watch section on page50

SNES	50-60	CD-i	99-101
Mega Drive	61-70	3DO	103-105
Amiga	71-80	Jaguar	107-112
PC	81-86	Game Gear	114-118
CD-32	87-90	Game Boy	120-124
Mega-CD	91-93	NEO GEO	125-126
CD-ROM	94-98	Arcades	127-128

THE MAGAZINE

Editorial.....6
4-play 9
Big 10.....22
High 5 23
World Network.....26
Future Screens.....32
Import Scene....36
Byte Back 42
Game Brain 46
Maximum Firepower.....52
Merchandise 64
Subs.....112
Access All Areas 120
Next Month 124

WORLD GAMES

Alfred Chicken	100
Art of Fighting 2	34, 116
Bare Knuckle	48
Beast 2	53
Chopper squad	78
Chuck Racer	13, 96
Cliffhanger	12, 107
Cybermorph	37
Dashin' Desperadoes	56
Double Switch	74
Dragon's Revenge	118
Dune CD	83
Ecco	68
Fatal Fury 2	108-117
Final Fantasy IV	45
Fire Striker	130
G2	102
Goofy's Tour	32
Ground Zero Texas	40
Horde, The	23
Hotel Mario	109
Jammit	90
Jim Power	123
Kirby's Pinball	45
Lawnmower Man	36
Lemmings	104
Lunar II	123
Mazin' Saga	98
Microcosm	120
Mig 29	130
NBA Jam	112
Night Trap	127
Outrunners	78
Pinball Dreams	89
Prize Fighter	42
Rabbit Rampage	35
Raiden II	92
Roco	43
Soldiers of Fortune	67
Stellar Fire	56
Streetfighter 2	67
Super Bomberman	96
Super Nova	94
Toejam and Earl 2	123
Total Carnage	67
Virtual Racing	55
Voyeur	102
Wiz 'n' Liz	118
X-Kalibur	36, 114

EDITO

Welcome to the dummy issue of Games World: The Magazine. We have put together a team of the country's greatest games experts to bring you 132 pages of undiluted games action a magazine sure to become the UK's essential monthly guide to the world of video-gaming. Be warned; this real-deal player's bible carries an explicit 'NWL' advisory notice – No Wimps or Lamers!

From arcades to hand-helds, we'll play them all. If you like your knowledge to come from the source and your information based on fact rather than flimsy speculation then step aboard with me, 'The Unstoppable Games Animal' and the World Gamers, and take a whiteknuckle ride into the gaming universe each and every month.

BANG! Here we are...

Remember, gaming is supposed to be fun, but there's no-one sadder than a loser, so play to win! Know what I mean?

Dave Perry

GAMES WORLD: THE SYSTEM

■ The first thing you will notice as you flick through the pages of **Games World: The Magazine** is that it isn't structured like the majority of publications on the sale in the UK. Our game features fall into four distinct categories:

Future Screens

■ The moment we hear of exciting new releases we'll tell you all about it in this short section. Games featured here are likely to be a long way off their release dates and are really little more than news at this time.

Games Watch

■ Once a game is ready to stand up to the severe test provided by The World Gamers, it will be featured in this section. We will give accurate information about its release, price and a concise run down of all its features. Games will receive one or two pages of picture-heavy reportage, giving you a clear view of what to look forward to in the forthcoming months.

BYTE BACK!

■ Don't just accept what we have to say, write and tell us your own opinions about the games industry, the magazine, Claudia Schiffer going topless...anything. We welcome praise, criticism, comments, moans, artwork, the lot.

Dave will attempt to answer as many letters as possible every month and there will be goodies galore for the best submissions, so get scribbling to:

Byte Back, **Games World: The Magazine**, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF.

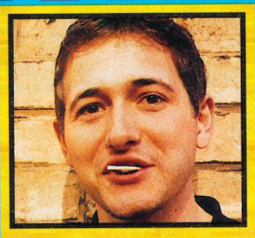
EDITORIAL

THE WORLD GAMERS

DAVE PERRY

■ Widely acknowledged as the finest games player in the country today, Dave was the ideal man to front our all-star team. Co-presenter of the Eliminator on Games World and GamesMaster on Channel 4, Dave's bandana trademark is one of the most recognised symbols in the industry. He became the first console mag editor to covermount a demo game with Mega Power, and was one of the original team that established SEGAPRO as the leading Sega magazine way back in the early days of the 16-bit console boom.

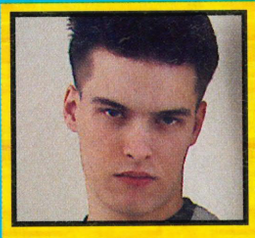
A fearsome reviewer and irrepressible personality, Dave is 'the Unstoppable Games Animal'. You better believe it!



NICK WALKLAND

■ Lurking mysteriously in the huge shadow cast by Dave's ego, Nick is a former writer on Games X and editor of Control magazine. Nick was instantly signed up by the Paragon Backroom Boyz as deputy editor, plucked from the grip of Games World, the TV show, after two series. His knowledge of the industry and mastery of joypad and joystick mean that any game put in his hands will be given the most stringent of tests – every pixel pushed to the max.

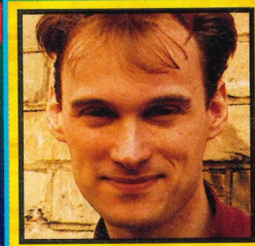
The strong silent type, Nick perfectly compliments our flamboyant editor and the Sheffield born gamer's prolific work-rate means that our readers are always guaranteed quality as well as quantity.



ADRIAN PRICE

■ Having made the transition from GamesMaster magazine to GamesMaster TV show, Ade has finally seen the light and joined the UK's leading reviews team as staff-writer. Bringing his acidic wit and abrasive humour to the Games World offices, Ade is an excellent joypad jockey who likes nothing better than to inflict pain on his fellow World Gamers on only the most brutal of beat'em-ups.

Our top tipster's gaming prowess is overshadowed only by his short temper and choice language when faced with a particularly frustrating piece of software. This is one team member who should definitely come with a parental guidance warning.



TREVOR GREENE

■ Our fourth member is yet to be announced at the time of going to print. However, he is code-named 'Trevor'. He is an industry stalwart though, who may or may not have made his name as as the king of tips on a legendary magazine. Trev was also known as 'Chunky' on yet another magazine, apparently compensating for his lack of machismo, until he became editor and had to cast off his ropy alter-ego. Having also edited tips on a number of gaming magazines, our second staff writer's credentials speak for themselves, nothing will get past this man. All games he plays receive his eagle games-playing eyed informed criticism.

Games World Special

■ The hottest games of the month will be given the full works. This is the whole wash, cut and blow-dry – giving you the complete insight into the hottest games of the moment over anything up to twelve pages. Providing level-by-level, character-by-character, breakdowns. In short, all the information you've been craving for. No other magazine does this!

4-Play

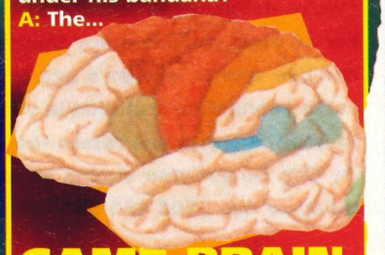
■ This is where we give you the full benefit of the four World Gamers expertise. Every game released, during the month that the magazine is on sale, will be reviewed here. No silly reviews months before you can buy the product – this is the ultimate buyer's guide. Don't make your purchase unless you've read the latest issue! All four members of the team will help you make up your mind on which game to spend your cash on.

Colour-Coded Format Individuality

■ Every game featured in **Games World: The Magazine** is treated individually on each format and specially colour-coded for easy reference. Sometimes, the same game may appear three or four times in one issue. This is only because we appreciate the subtle differences that exist between the various hardware formats. If you instantly want to check out the game for your system, or systems, you can.

Games World: The Magazine is constructed to provide the maximum amount of information possible in an easy-to-access format – using the unique colour-coding system. This is a total games overload and I think you'll be surprised at how trivial other games magazines are after you've read through this issue.

Q: What does Dave Perry keep under his bandana?
A: The...



GAME BRAIN

■ "I am 'the Game Brain' and I am at your disposal every month to answer absolutely any question that you may have about video-gaming. Pesky end-of-level bosses, release dates for future projects, how do you become a Videator? Anything that may be puzzling you or worrying your stressed out grey matter, put it down on paper and put me to the test."

GAMES WORLD THE MAGAZINE

Editor
Dave Perry

Deputy Editor
Nick Walkland

Staff Writers
Adrian Price
Trevor Greene

Art Editor
Mark Kendrick

Art Assistant
Mark Houghton

Advertising Manager
Ian Kenyon

Senior Ad Sales
Diana Monteiro

Sales Executives
Alan Walton
Yvonne Mitchener

Production Manager
Di Tavener

Pre press Manager
Mike Notty

Scanner Operator
Suzanne Halsworth

Ad Production
Jane Hawkins

Advertising Design + Illustration
Christa Fairchild

Front Desk
Paula Wood

Subs + Merchandise
Karren Sharrock

Publisher
Pat Kelly

Printed by
Garnett Dickinson Print Ltd

Distributed by
Seymour International Press,
Windsor House,
1270 London Road, Norbury,
London SW16 4DH.
Tel: (081) 679 1899

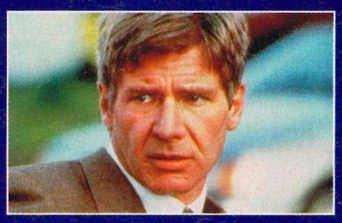
Produced by
Paragon Publishing Ltd
Durham House
124 Old Christchurch Road
Bournemouth
BH1 1NF

Telephone
(0202) 299900

Fax
(0202) 299955

Games World: The Magazine
© Paragon Publishing
Games World: TV Show
© Hewland International Ltd

Special Thanks
This month our special thanks go to 'Cocky Kid'. He only lasted three days but he did a lovely paint job...

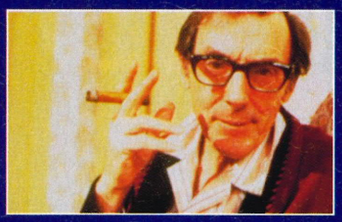


PATRIOT GAMES.
APRIL PREMIERE

THE AVENGERS.
WEEKDAYS 8PM

GLADRAGS & GLAMOUR.
WEEKDAYS 3.45PM

WILDSIDE.
SUNDAYS 5PM AND
THURSDAYS 10PM

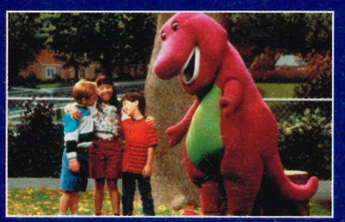


SYKES.
WEEKDAYS 5.55PM

THE CLIMAX OF THE F.A. PREMIER
LEAGUE & GERMANY V ENGLAND.
APRIL 20TH

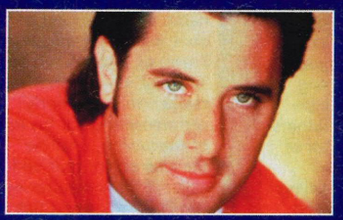
BEVERLY HILLS 90210.
SUNDAYS 7PM

Torvill & Dean join the Sky team.



BARNEY AND FRIENDS.
WEEKDAYS 2PM

THE BODYGUARD.
JUNE PREMIERE



VINCE GILL.
COUNTRY MUSIC
TELEVISION

TRIVIAL PURSUIT.
WEEKDAYS 6PM AND 10PM

ANNA WALKER.
24-HOUR SKY NEWS

"TRY SKY FREE FOR 30 DAYS."

FREE 30 DAY HOME TRIAL NO OBLIGATION

"We're delighted to join the Sky team and to bring you news of the Sky 30 day free home trial. For 30 days you can enjoy the greatest choice of television channels including movie premieres and live sports, women's and children's channels free. You'll get a complete satellite system or cable connection installed in your home, free of charge. And within 30 days, if you don't want to keep Sky, you can return the system with no obligation. There's never been a better time to try Sky. So get your skates on and contact your participating local T.V. dealer or cable operator today, or call 0506 484 567 for more information now."

Jayne Torvill

Christopher Dean

20 channels of movies, sports, music, news, children's programmes, factual and family entertainment.

So contact your local participating retail outlet, cable operator or TV dealer: BT shops, Colorvision, Comet, Currys, Dixons, Eastern Electricity, Granada, Homepower, Martin Dawes, M.E.B., Norweb, Powerhouse, Radio Rentals, Rumbelows, Scottish Power/Sound & Vision, Southern Electric, SWEB, Tandy or your local independent dealer. Call 0506 484 567 9am to 10pm daily for further details or to find out your local participating outlet.

Refundable deposits may be required offer subject to status. Other limitations on offer availability apply – see your participating T.V. dealer or cable operator for details. Channel availability on cable will vary. Offer closes April 30, 1994.

4 PLAY!

REVIEWS

Every month our fab four World Gamers will help you to decide where your hard earned cash would be best spent. Only the games actually released during the month that the magazine is on sale will be reviewed, making 4-Play the essential official buyer's guide to the UK market.

Trust us, we do this for a living.

UNSTOPPABLE!

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

The World Gamers

REVIEWED 4 YOU!

■ Aero the Acrobat, Freelancer 2120, Mad Dog McCree, X-Men, Super Streetfighter II, Puggsy's Scavenger Hunt, Virtua Racing, Tecmo Bowl, Cool Spot, Mortal Kombat II, Art of Fighting II, Zero the Kamikaze, Secret of Mana, Mad Dog McCree, X-Men, Sonic 3, Samurai Shodown, Time Killers, Cool Spot, Mortal Kombat II, Art of Fighting II, Zero the Kamikaze Squirrel, Secret of Mana, Mad Dog McCree, X-Men, Sonic 3, Puggsy's Scavenger Hunt, Time Killers, Tecmo Bowl, Cool Spot, Mortal Kombat, Art of Fighting, Aero the Acrobat, Secret of Mana, Fatal Fury II, X-Men, Sonic 3, World Heroes Jet, , Tecmo Bowl, Cool Spot, Mortal Kombat II, Art of Fighting II ■

▼ GAME OF THE MONTH! ▼

CLAYFIGHTERS

SYSTEM: SNES
PRICE: £49.99 SIZE: 16 MBIT
PUBLISHER: OCEAN

OVERALL 94

■ Just look at the graphics on these bizzare attacks ranging from The Blob's spinning saw to Blue Suede Goo's killer quiff.

UNSTOPPABLE!

■ The most fun you can have bashing the living daylights out of someone, *Clayfighters* is the first 'claymation' beat-'em-up (if you don't include the Goro figure in Mortal Kombat) and is worth a buy, if only for sheer novelty value. Great fun to play, riveting to watch, and packed with special moves and charismatic sprites, this is the perfect bruiser for people with a sense of humour. ■ **DAVE** ■

■ I like *Clayfighters*, it's nowhere near as good as *Street Fighter II* or *Mortal Kombat*, but it's got a style all of its own – it's very individual. The speech is marvellous, and if you've been looking for Elvis, then you'll find him in here hanging out with Taffy Man. He's there in all his glory, with all his hair and his white polyester suit, saying "I thank you very mush..." ■ **TREVOR** ■

■ *Clayfighters* certainly isn't a *Street Fighter II* basher, but it's a novel approach to the standards of this genre. The diversity of characters is excellent especially Blue Suede Goo (or should that be Elvis?) and The Blob. I must confess to being completely under-awed by the game. Sure, it looks good, the sound effects are excellent, but in long-term gameplay stakes, it lacks the certain je ne sais quoi. ■ **NICK** ■

■ When *Clayfighters* appeared it really wasn't an original concept! Ah, but it was. All the characters were made out of clay and they all had distinct personas. There was Elvis, and his hair, Bad Mr Frosty and his, err, frost, and a fat viking woman from Valhalla. The fighting moves aren't that special but the way all the characters are animated and the speech that goes with them is just plain excellent. ■ **ADRIAN** ■

AWESOME POSSUM

Mega Drive ■ £39.99
16 Mbit ■ Sega

Awesome? Yeah right. The graphics are colourful, but jerky, there is a huge amount of sampled speech – that's about 20 years behind civilisation with words such as "Cool". There are four, yes four, levels for you to get bored in, and believe me you will get bored, and ripped off if you buy this. ■ **17**

PRO MOVES SOCCER

Mega Drive ■ £39.99
8 Mbit ■ Asciiware

Oh please! When I play a game, especially soccer, I expect there to be at least some game in there, not a hollow husk, with all of its pith scraped off. This is one of the most shallow football games that has ever been created. The goalkeepers are incredible – it's almost impossible to score past them. And even when you do, it's not as if you'll really care about it any more, anyway. There are plenty of other football games, *FIFA* and *Sensible Soccer* spring instantly to mind. You'd be better off getting one of those, as you'd get far more value for money. ■ **21**

HUMANS

SNES ■ £44.99
8Mbit ■ Gametek

There is only one puzzle game you need – *Lemmings*. Most others after that just fade away. This game does try ever-so hard to be a big kid on the block, but it fails to impress and, sadly, *Humans* is just another also-ran. The graphics and inventions are detailed and pleasant to the eye, but it lacks that certain quality that makes a great puzzle game – for which you really need quick and fast paced action and something to make you want to finish the level. *Humans* lacks these qualities. After the first few levels any desire you have will soon leave you which is a quite a shame because this game did have potential. ■ **60**

RIDICK BOWE'S BOXING

SNES ■ £49.99
8Mbit ■ Extreme

There are loads of characters in here to fight with and even the option to create your own. This isn't as good as *Legends of the Ring* with its sheer amount of violence. Riddick Bowe just looks too cartoony to be a boxing game. It's got great graphics but after playing for a while it just doesn't seem real enough. ■ **37**

SYSTEM: SNES
PRICE: £49.99 SIZE: 8 MBIT
PUBLISHER: EMPIRE

SPACE ACE

Boy, is this an old game or what?! Ten out of ten to the marketing people who heated this one back up and convinced a whole new generation of gamers that it's something new and stunning. I remember playing this on the Amiga about five years ago and it is just as linear and boring now.

Quite an original idea in its time, but when I buy a cart nowadays I expect there to be a game involved. ■ **DAVE** ■

Would *Space Ace* be as annoyingly linear as the original laserdisc arcade? The answer, thankfully, is no. Well, not quite. A different game in most ways it still has the glorious comedic effects, the same timing difficulties and high annoyance factor. To pretentiously sum up, *Space Ace* is like an ice sculpture; it may look great, it takes ages to get into but, in no time, all interest melts away. ■ **NICK** ■

Some things are best left alone, and this is one of them. *Space Ace* was a brilliant successor to *Dragon's Lair* in the arcades, but sadly, it isn't here. To play the game you only have to remember which direction you have to press the joypad to progress. If you get it wrong, well, just work through the other three until you get it right. Absolute rubbish. ■ **ADRIAN** ■

The graphics might very well be lovely and colourful, but the gameplay isn't. Laserdisc games were fun in the arcade where you could shove a few quid into the machine until you were bored, but when something like this goes for £50, it starts to take the proverbial tinkle. It would suit small kids, but saying that, they generally can finish them quicker than most adults. ■ **TREVOR** ■

OVERALL 44

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

EQUINOX

Top quality action from Sony, who seem to be fairing much better on Nintendo than they ever did on the Mega Drive.

A playable combination of addictive gameplay and excellent graphics ensures that *Equinox* is a highly enjoyable arcade adventure, sure to light up most SNES owners' screens.

However, this is not quite the earth-shatttering block-buster that many mags will have you believe. ■ **DAVE** ■

Equinox is a rare breed of game that harks back to the good ol' days of isometric arcade-adventures, not something we've got used to on standard SNES with its shoot'em-up and platform rompettes. I love it. Any game that needs a bit of cerebral tweaking with smart graphics and a dash of arcade excitement is tops by me. If you want to burn the midnight oil in a jolly large puddle, *Equinox* is the business. ■ **NICK** ■

Equinox has the most beautiful backdrops and sprites that have been produced for ages. The main character is absolutely enormous. The game itself will need a lot of exploring, each level is absolutely huge, with plenty of rooms. The sound is sedately haunting, even when you're walking overland there's always a soft wind blowing so you're never really sure if a Goblin will attack you. Get this now. ■ **ADRIAN** ■

Games like these only come around once in a while, which is why you should go and get this. If you ever owned an old Spectrum and played *Knight Lore*, then you'll have a good idea as to what this is like. There are plenty of puzzles to solve and most of them are excruciatingly difficult. This game has it all, good looks, great sounds, and a beautiful all-round perfume. ■ **TREVOR** ■

OVERALL 87

SYSTEM: SNES
PRICE: £54.99 SIZE: 16 MBIT
PUBLISHER: IREM

R-TYPE III

No real surprises here, in true console style R-Type III is a run-of-the-mill sideways scrolling shoot'em-up.

Frantic action, huge baddies and unfeasibly awesome weapons have become standard fare for these games but it's all getting a bit old hat now.

If you don't own a game of this kind, and often feel the urge to go blasting through space, treat yourself...but don't come crying to me. ■ **DAVE** ■

Now where have I seen this before? A tricky one. Well *R-Type III* is the cunningly entitled follow-up to the original SNES alien-scum shooty. So if you glory in aimless attacks against brightly coloured 'swarms' then this is for you. A massive graphical improvement on the original with hardly any scrolling slowdown, it's a big, bold and brash game. It's as good as others on the market, albeit a little too samey for my liking. ■ **NICK** ■

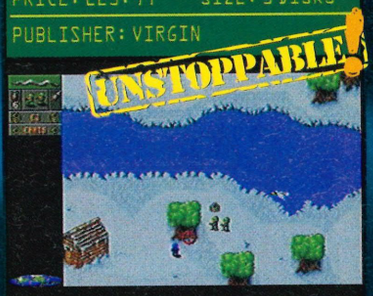
After a while, shoot'em-ups become a bit familiar. Fly along some alien terrain and shoot the assorted *gits* that come spewing towards you. Now this is all very well, but after countless others such as *Axelay*, *Gradius 3*, *Parodius*, it has to be pretty special to be good. *R-Type III* is. Excellent graphics complement the fantastic arcade-like gameplay. A great game. ■ **ADRIAN** ■

The graphics are absolutely gorgeous and with the fiendishly hard difficulty setting of the game, this could possibly take up a lot of your time. As in all good space games, there is a tremendous arsenal of weapons for you to dispatch the horde of aliens that want to, err, kick your head in. So, if you haven't got a decent shoot'em-up, and you want one, then you could do worse than this. ■ **TREVOR** ■

OVERALL 79

d to act as a guideline, they are by no means gospel! We heartily recommend that you always play a new game before you make the decision to buy.

SYSTEM: AMIGA
PRICE: £25.99 SIZE: 3 DISKS
PUBLISHER: VIRGIN



CANNON FODDER

■ War has never been so much fun, or so the infectiously catchy jingle goes. However, in this case it's true.

Cannon Fodder is another top grade game from the prolific Sensible stable and is the ideal combination of tactical play, good humour and straight-forward blasting.

The body count is high and the carnage is wonderfully portrayed in classic 'sensi' style. A 'must have' title. ■ **DAVE** ■

■ Sensible annoy me. They know what the punters want and what we want is ultimate gameplay. Once more they've come up with the goodies. So what if the graphics are minimal, they're strangely cute in a *Sensible Soccer*-esque way, especially in their death throes and the sound effects are well placed. *Cannon Fodder* is one of the most entertaining and challenging games on the market at the moment. ■ **NICK** ■

■ Well, this has to be the most sadistic game I've ever played, and the horrifying thing is – I love it. The little soldiers run merrily around shooting anyone that gets in your face. The missions start out extremely easy with the opposition literally being cannon fodder, but as you progress it gets a lot harder. War, as the song goes, has never been so much fun.
■ **ADRIAN** ■

■ This is horrifying. Young men lining up to shoot others, it's just sickening. But, they're small computer people so I don't care. Give them more grenades and rockets so they can kill some more. Playing this is a severe test of willpower, you just try getting some sleep after you hit mission six. This has to be an essential buy for anyone with a love for this sort of game.
■ **TREVOR** ■

OVERALL 92

SYSTEM: MEGA DRIVE
PRICE: £44.99 SIZE: 16 MBIT
PUBLISHER: CORE DESIGN

BUBBA N STIX

■ Nope, not convinced. I keep hearing the other gamers wittering on about what a wonderfully clever little platformer this is, and how original a lot of the problem-solving is. But where, oh where, is the excitement? Core have become more of an animation studio of late than a games producer and *Bubba'n'Stix* is another super smooth game from the Derby-based company that is better to watch than to play. ■ **DAVE** ■

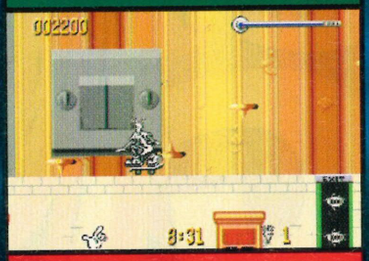
■ Top Stick Action! A crude intro but *Bubba'n'Stix* is real stonker of a game, a rare breed of platformer in the exclusive style of *Another World* – a game that actually requires some gray matter tweaking. Excellent animation and graphics, a foot-tapping tune and a challenging game play, I love it. However, I must add that I doubt if it's to everyone's taste – Bubba'n'Stix is a game to try before using the power of your pocket. ■ **NICK** ■

■ I do like a good platform game, let the others be witnesses to my obsessive behaviour over Mario. *Bubba'n'Stix* has almost got me in the same mood. The gameplay is brilliant, with lots of puzzles thrown in. None of this race to the finish in thirty seconds malarky. However, there are only five levels, so you could be racing towards the end at a considerable rate of knots.
■ **ADRIAN** ■

■ Nearly everything about this game is perfect. The animation of the two characters is impressive and the puzzle solving element is great. As for the sound, well that suits the game down to the ground. If you want a platform game that differs from the straightforward left-right of *Sonic* then *Bubba'n'Stix* is exactly what you've been looking for.
■ **TREVOR** ■

OVERALL 80

SYSTEM: MEGA DRIVE
PRICE: £39.95 SIZE: 8 MBIT
PUBLISHER: KANEKO



FIDO DIDO

■ Oh dear, it seems that this is the issue in which I really go to town on platformers. What does it say when a character is over-shadowed by the red spot that appeared on the bottle he was advertising?

There is nothing here worth forking out forty quid for. Everybody seems to be producing nice graphics at the moment, so even the main sprite animation isn't that impressive. Avoid. ■ **DAVE** ■

■ *Fido Dido* is simply yet another platform game, yet another lemonade-sponsor tie-in and yet another visit to 'boredom central' courtesy of the Mega Drive. It looks nice, it sounds nice, but that's all it is – nice. A pleasant platformer in the vein of thousands of others, and others that are a great deal better. In summary it's pretty good but flat, with neither the sparkle or the fizz of *Cool Spot*. ■ **NICK** ■

■ Seven and Up. *Cool Spot*'s done it in America, and *Fido Dido*'s doing it over here. Those promotional dudes now have more than soft drinks in common. Fido's game is yet another walk around and solve some puzzles. Great, lets all jump on the bandwagon shall we? The puzzles are fun but that isn't enough. This isn't a bad game but, it's too bland by far.
■ **ADRIAN** ■

■ There are only seven levels in this game, and that really isn't enough. The puzzles, although plenty of them, are easily overcome and once these have been completed, you won't have the desire to go back and try them again. Fido is drawn as accurately as any simple pencil drawing can be, and blends in well with his surroundings. Quite good, but not good enough.
■ **TREVOR** ■

OVERALL 48

SYSTEM: MEGA DRIVE
PRICE: £49.99 SIZE: 8 MBIT
PUBLISHER: SEGA

NIGEL MANSELL'S WORLD CHAMPIONSHIP

■ Mansell is without doubt a great racing driver and, as such, he deserves a great racing game. Unfortunately though he's also a bit boring and, funnliy enough, so is his game.

Another time-wearied format that has been flogged to death, all the clichés are used; screeching brakes, revving engines...you know what you're going to get before you open the box. No champagne celebrations for this. ■ **DAVE** ■

■ I like the idea of racing games, but I always tend to walk away feeling cheated. *Nigel Mansell*'s is no exception. The animation is smooth-ish and fast-ish, but without many thrilling crashes. The effects are the sounds of a dying bee in your ear. A mind-numbingly dull game, so take some good advice: if you've got *F1* – keep it, if you haven't – save your dosh for *Virtua Racing*.
■ **NICK** ■

■ This is a bit late isn't it? He's already into the second year of Indy car racing and this is a game about Formula One! Anyway, as a racing game it's probably best that Nige is over in America, away from this aberration. He'd probably go mad after being associated with this. The tracks are basic – there aren't any tunnels, there aren't any crashes – how boring, and the sound is quite inferior. 'Steer' clear. ■ **ADRIAN** ■

■ As far as racing games go this isn't in *Pole Position*. About ten years too late, and surprisingly simple. With the arrival of *Virtua Racing*, this is going to pale into insignificance. If this had been released earlier it might have stood a chance, but most of you are going to be saving for the biggie. There's nothing special about this or anything to make you want to dash out to your local store to spend your hard earned wad. ■ **TREVOR** ■

OVERALL 32

The big 10 high 5

CONSOLE CHARTS

1: SENSIBLE SOCCER – SONY
2: FIFA SOCCER – ELECTRONIC ARTS
3: SONIC THE HEDGEHOG 3 – SEGA
4: WINTER OLYMPICS – US GOLD
5: ALADDIN – VIRGIN/CAPCOM
6: MORTAL KOMBAT – ACCLAIM
7: JURASSIC PARK – VARIOUS
8: THE EMPIRE STRIKES BACK – JVC
9: SONIC CHAOS – SEGA
10: DESERT STRIKE – VARIOUS

16/32BIT FLOPPY CHARTS

1: SIM CITY 2000 – MAXIS
2: FRONTIER: ELITE 2 – GAMETEK
3: CANNON FODDER – VIRGIN
4: PREMIER MANAGER 2 – GREMLIN
5: MORTAL KOMBAT – VIRGIN
6: SKIDMARKS – ACID SOFTWARE
7: THE SETTLERS – BLUE BYTE
8: CHAMPIONSHIP MANAGER '93 – DOMARK
9: WINTER OLYMPICS – US GOLD
10: SENSIBLE SOCCER 92/93 – MINDSCAPE

TOP FIVE GAME BOY

1: LINK'S AWAKENING – NINTENDO
2: SUPER MARIO LAND 2 – NINTENDO
3: SUPER MARIO LAND – NINTENDO
4: LEMMINGS – OCEAN
5: MORTAL KOMBAT – ACCLAIM

TOP FIVE GAME GEAR

1: SONIC CHAOS – SEGA
2: OLYMPIC GOLD – US GOLD
3: WINTER OLYMPICS – US GOLD
4: DESERT STRIKE – DOMARK
5: MORTAL KOMBAT – ARENA

TOP FIVE SUPER NINTENDO

1: SENSIBLE SOCCER – SONY
2: THE EMPIRE STRIKES BACK – JVC
3: SUPER MARIO KART – NINTENDO
4: WINTER OLYMPICS – US GOLD
5: ALADDIN – CAPCOM

TOP FIVE MEGA DRIVE

1: FIFA INTERNATIONAL SOCCER – EA
2: SONIC THE HEDGEHOG 3 – SEGA
3: ALADDIN – SEGA
4: SENSIBLE SOCCER – RENEGADE/SONY
5: WINTER OLYMPICS – US GOLD

TOP FIVE MEGA-CD

1: GROUND ZERO TEXAS – SONY
2: SONIC CD – SEGA
3: LETHAL ENFORCERS – KONAMI
4: THUNDERHAWK – CORE DESIGN
5: NIGHT TRAP – SEGA

TOP FIVE PC

1: SIM CITY 2000 – MAXIS
2: FRONTIER: ELITE 2 – GAMETEK
3: PREMIER MANAGER 2 – GREMLIN
4: ALONE IN THE DARK 2 – INFOGRAMES
5: X-WING – US GOLD

TOP FIVE PC CD-ROM

1: REBEL ASSAULT – US GOLD
2: GABRIEL KNIGHT – SIERRA
3: THE LAWNMOWER MAN – STORM
4: IRON HELIX – MICROPROSE
5: DAY OF THE TENTACLE – US GOLD

TOP FIVE AMIGA

1: CANNON FODDER – VIRGIN
2: FRONTIER: ELITE 2 – GAMETEK
3: PREMIER MANAGER 2 – GREMLIN
4: SKIDMARKS – ACID SOFTWARE
5: THE SETTLERS – BLUE BYTE

TOP FIVE AMIGA CD-32

1: LIBERATION – MINDSCAPE
2: LABYRINTH OF TIME – EA
3: SENSIBLE SOCCER 92/93 – MINDSCAPE
4: SEEK & DESTROY – MINDSCAPE
5: ZOOL – GREMLIN GRAPHICS

TAKE THE ARCADE GAME HOME

DON BLUTH PRESENTS

SPACE ACE

OUT NOW!
RRP
£49.99

ONE OF THE MOST GRAPHICALLY INCREDIBLE GAMES EVER!

CVG MARCH 94

CD-i

© 1993 Philips Interactive Media International Limited.
© 1993 Don Bluth Limited.

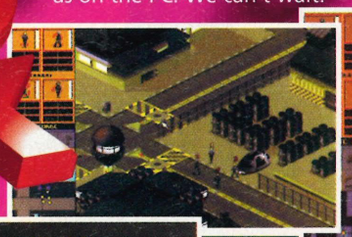
PHILIPS

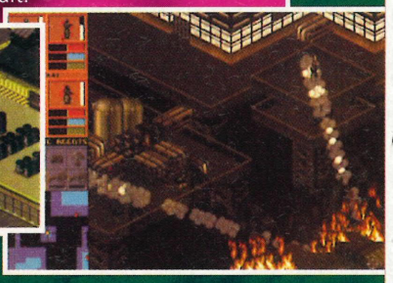
PHILIPS

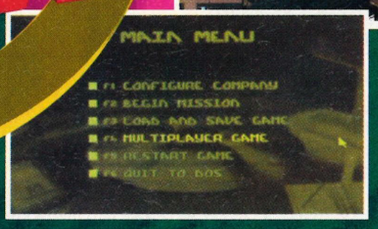
WORLD NETWORK

A HOPPING SUCCESS

Electronic Arts have signed an agreement with top developers Bullfrog to ensure that EA have all the publishing rights to release Bullfrog's latest games across all of the major formats. So maybe we'll be seeing *Theme Park* and *Syndicate* on the SNES as well as on the PC. We can't wait.







GAMES WORLD TV SHOW BECOMES TOP GAMES MAGAZINE

Sky One's highest audience-rated British production, Games World, is now a brand-new 132 page multi-format video-games magazine. This newly released title marks the first collaboration between independent production company Hewland International and dynamic gaming magazine publishers Paragon Publishing, creators of publications such as Super Gamer and Sega Pro. Editor Dave Perry, formerly of Sega Pro and Mega Power, and also a presenter on the TV show, comments:

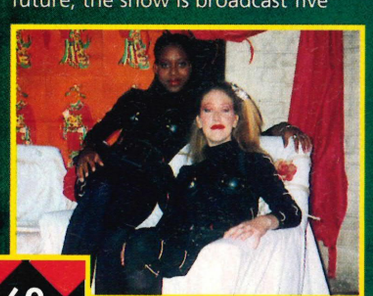
"Games World has always been a brave and innovative programme, but due to the limitations thrown up by trying to provide thirty minutes of entertaining viewing, it has never really been able to provide the information and hard facts that its audience requires. **Games World: The Magazine** will fill that gap and provide the bridge between the people who have Sky and enjoy the show and those who don't but still want to be involved."

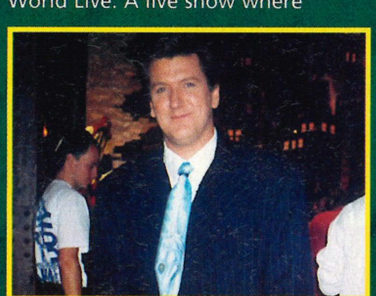
In the dark

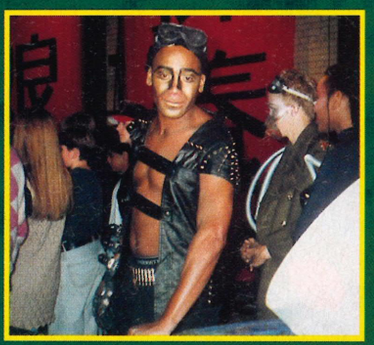
Their are still a lot of keen gamers who are unfamiliar with Games World and the lively characters and challenges that it throws up. Set in a dark, post-apocalyptic version of the future, the show is broadcast five nights a week on Sky One at 6.00pm.

The fight nights are on three times a week and present a total of ten contestants with the opportunity to battle it out on two Eliminators, and earn a place in the weekly final known as Beat the Elite. In this, the two champions must face each other to decide who earns the right to go on and fight the show's resident game champions, the Videators. The Videators are a bunch of larger-than-life characters who offer the ultimate test for any games player and must be beaten if the contestant is to land a place in the end of series Grand Final. There are eight videators in all including: Master Moriarty – a facetious public schoolboy, The Violet Blade – a swashbuckling pirate, and Big Boy Barry – A fat wide-boy with a garish taste in clothing.

Also, on Thursday, there is Games World Live. A live show where viewers compete against each other on games by using their own touch-tone telephones. The fifth show is Big Boy Barry's Joypad, a news and features programme, hosted by Barry, which includes a games review panel and a high-score chart where viewers can attempt to beat fellow viewers gaming records.







Perry's All-stars

Undoubtedly **Games World: The Magazine** will provide in-depth games coverage, across all formats, that the show itself cannot. To this end, an all-star team of acknowledged games experts have been assembled ensuring the magazine's content covers only the most informed games news, previews and opinions. At a time when many other magazines seem to have become watered down and faceless, **Games World: The Magazine** has recognised the need for a high profile team that gamers can look up to and trust. The World Gamers will quickly establish themselves as the strongest review team of any games magazine in the world.

By the time you read this you will have purchased the launch issue of **Games World: The Magazine** and, whether you are a fan of the TV show or just a keen gamer looking for the ultimate monthly games bible, you will enjoy being a part the fastest growing group of video-gamers in the games world.

SEGA UNVEIL

Fear not all you Mega Drive owners who thought your ageing machine was on the way out. There have been many fears by games players that the introduction of the 32Mbit Saturn will cause Sega to forget about their beloved black boxes. Not a chance – enter the Mega Drive 32.

The new technology will allow the new machine's owners to play the new *Virtua Fighters* when it's released. The Mega Drive 32 will boost performance with massively increased 3-D graphics quality, boost the number of colours available to over 256, and the improve the sound quality of the machine.

062 062 062

SEGA™ CHANNEL

SEGA TV

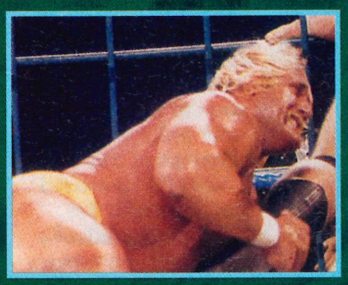
If you play Sega games morning, noon and night, you'll be glad to hear Sega are testing their new TV channel in America where viewers can gain access the latest Sega games and demos from the comfort of their front rooms. There will, of course, be a well-stocked library of 'classic' older titles as well as the newer games, and this list of games will be updated at regular intervals.

At the moment the system is being tested in selected households and users are charged between $10-$20 for a month's subscription. There's also a charge for the decoder, to unscramble the signal, and a special cartridge that will store the downloaded games so that you can play them in your standard machine. You can't keep them, but you can download each game as many times as you like, whenever you like.

However, gamers in the United Kingdom are going to have to wait until the trials are completed before it arrives over here. This probably will be a long time yet.

MINDSCAPE LAND THE HULKSTER

Those lovely people who make that sizzling show Baywatch, have come up with another sand-filled spectacular that's already taking America by storm, allegedly. Strangely titled *Thunder in Paradise*, the show stars that humungous star of wrestling, Hulk Hogan, who tears around in a fantastic Thunder Speed boat. Now this is all very well for the coach potato element amongst you, but where does this slot into the world of video games?



Well, Mindscape, the people behind the quirky *Alfred Chicken*, have picked up the license to produce the game. With any luck we'll see The Hulkster scratching around pecking at bits of seed, but we can only dream.

NIGHTMARE

Take a humble adventure game where you have to rescue fair maidens from their doom, add some digitised footage of semi-nude teenage girlies getting attacked, and what do you have? You have *Night Trap* on the Mega CD. You probably know all about this game and the bad publicity it received. Well,, now, it's been pulled off the shelves in America, following a huge onslaught of complaints from irate parents complaining about moral values. Before the game can go back on sale, all the offending scenes will have to be removed. This could have serious effects on the likes of *Mortal Kombat* which is getting the same sort of parent-related criticism. If this is the case, then *Mortal Kombat II*, with its extreme violent nature, can expect the same sort of treatment. Stay tuned to **Games World: The Magazine** for more details.

ARE YOU UP TO THE CHALLENGE OF THE VIDEATORS?

The meanest, baddest bunch of gamers on the planet, hand-picked from past challengers, winners and the world of professional gamers, the Videators are the final challenge any contestant will face when he enters the Games World arena. To be a Videator, you need to be a red-hot player, have the ability to act out a character and posess an outrageously excessive personality. However, not everybody can join this small band of the games-playing elite, most will have to just be happy with the idea of proving their mettle by taking on and beating these flamboyant joypad jockeys.

HOW DO WE CHALLENGE THEM?

A little like finding Reptile in *Mortal Kombat*, to earn the right to face these elusive giants you must first complete a number of gaming tasks, the first of which is actually getting yourself on to the show. If you think you could slug it out on satellite TV with the best players in the country, send in your name, address,and a photo, together with some interesting chat about yourself and gaming prowess to: Games World – Eliminator, PO BOX 91, London, E14 9NN.

NEW LINE UP

The technology used in the Mega Drive 32, is formidable. Two 32Mbit RISC chips, sitting snuggly alongside a video co-processor, there's even extra built-in RAM to speed up your games playing. Also, there will also be an updated Mega-CD unit available. This new machine will be launched around Christmas this year. So save your pennies now.

Virtua Fighters, one of the hottest games of the moment, will be available on the Mega Drive 32 so, as Ade says, "You'll be wetting your pants after playing the armpit moistening *Virtua Fighters*." Quite. So, take your pick, you could be this bloke up here or that one sat over there.

NBA JAM

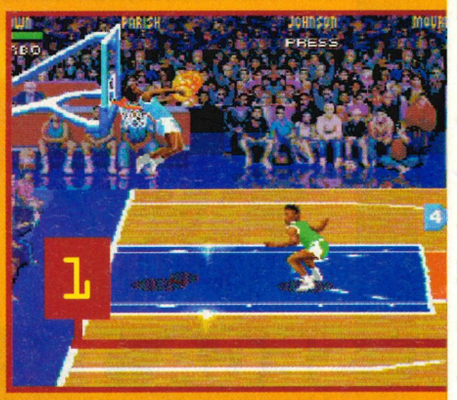
Boom Shakka Lakka! As Basketball continues to rage through the country as the latest adopted fad from the USA, Acclaim serve up a liberal slice of the action with the brilliant NBA Jam.

Forget Sonic 3, the biggest release of the year so far is undoubtedly this eagerly awaited rim-rocker from Acclaim.

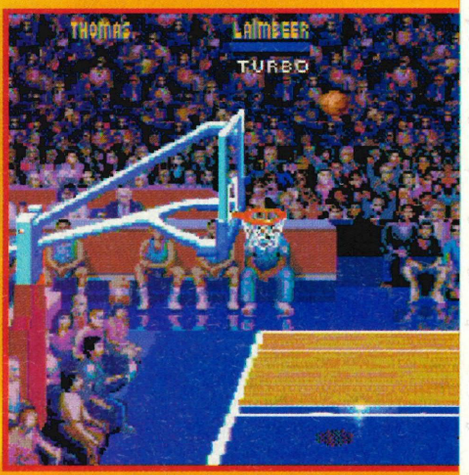
A hoop bulging game with a difference, *NBA Jam* has only two players from each side on court at a time, each armed with his own individual stats. Ranging from dunking ability to his likelihood to sink three pointers from outside the key, so choice of pairing is very important.

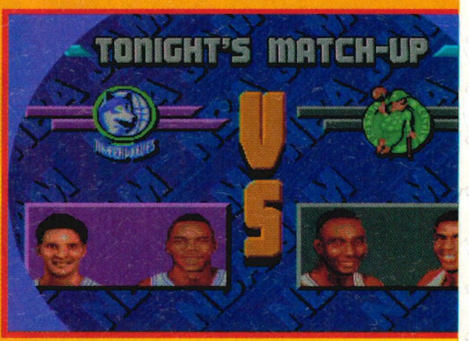
You can select from the numerous big stars that appear in the real NBA teams and a save-as-you-go option means that, although the game doesn't have a league or cup option, you can still record your progress as you attempt to crush the rival CPU controlled players, with the challenge gradually getting progressively tougher.

Fake, push and dummy opposing players on your way to the basket and rub your mate's nose in it as the commentators squeal with delight at your gravity defying dunks and dead-eye three point shots. None of the excitement of the arcade machine has been lost in the conversion to cart and you'll be amazed at the speed of the action and the quality of the sound. Brilliant as a one player game, frantic in two-player mode and compelling as a four-player team challenge, *NBA Jam* will be slammin' its way into a console near you very soon. Keep an eye out to see how the World Gamers rate it next month.



■ BELOW: Clean through the defence, the rest should be bread and butter to a pro like you. Scoring chances are greater when unchallenged.





1. "Oh my. 'Climbing high above towering defences is second nature to the athletic players in *NBA Jam*

2. "Is it his shoes." Another gravity defying jam is on its way as the combination of shoot and turbo sends another player skyward, impressing the commentators and cheerleaders to hell.

3. 'Boom-Shakka-Lakka!' Even the Wright Brothers would be impressed with the aerodynamics of this leap.

GAMES WATCH

2

3

VITAL STATISTICS

NAME: NBA JAM
PUBLISHER: ACCLAIM
SYSTEM: MEGA DRIVE
PRICE: £49.99
SIZE: 16 MBIT
AVAILABLE: NOW

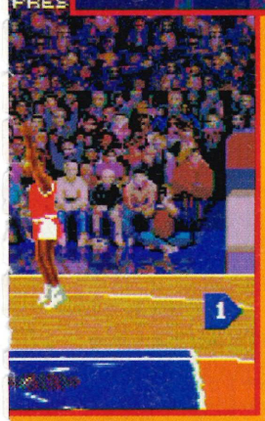
HE'S ON FIRE!

Definitely the most exciting feature of *NBA Jam*, is when you manage to score three consecutive baskets with one player and go 'on fire!' The ball suddenly turns into a flaming sphere and the relevant player has unlimited use of turbo power, making him a formiddable, slam-dunking animal who should be used to maximum effect.
Here's our not-so-serious guide to slammin':

1. This is how you 'Slam-Dunk' the ball. First, get the ball and run your animal towards the 'hoop'. Once in the vicinity of the netted hoop, jump as high as you can. While coasting effortlessly through the air, slam the ball through the ring. If you're really lucky you can smash the backboard in to little glass shards. So put on your 'ultrastrong Reebnik pumped-up too-bad bitchin' pumps, boy!'

2. You see my bro', that's how you slam those babies, good and proper. God, I'm so hot that thing's on fire , but it could have been the vindaloo I had last night. Hey, who invited the stereotypical backpacking exchange student?

3. This is known in the trade as a 'tip-off'. Not to be confused with running down to your local police station, and 'grassing' on your neighbours by spilling the beans on the bank job. We're talking about the starting move in a game of basketball.

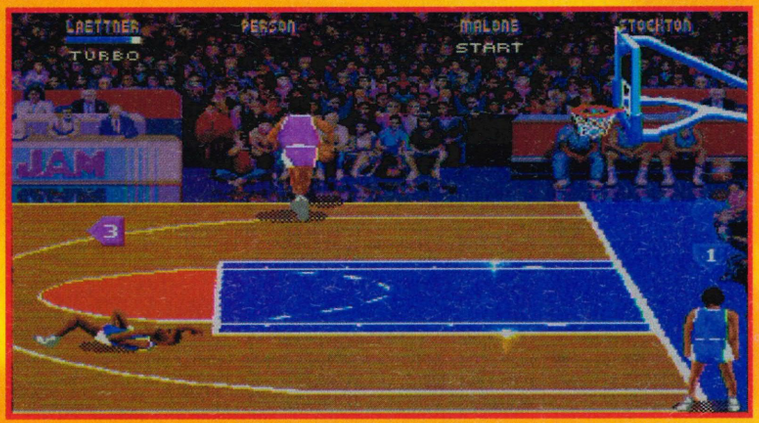


1

■ Playing good 'D' (defence to the uneducated) is the secret to success in *NBA Jam*. Stopping the opposition from scoring is the surest way to guarantee victory.

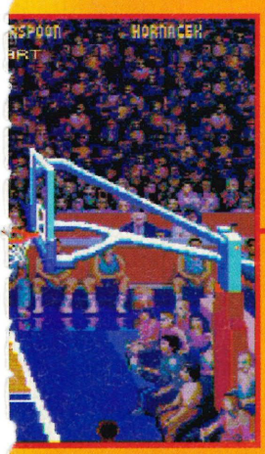
1

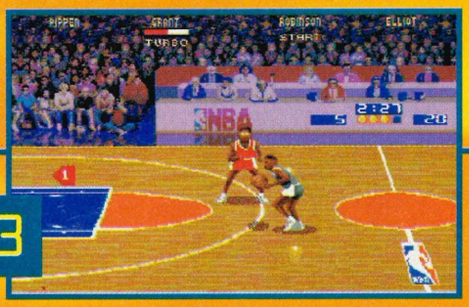
2



3

■ LEFT: With over 32 top pairings to choose from it is vital to find a team that you feel confident with. A good three-point man is just as important as a solid dunker.





3

4

089
089
089
089
089
089
089
089
...

THE VIOLET BLADE

Videator Profile

The Violet Blade was one of the four new Videators who starred in the last series of Games World 'Beat the Elite', adding a much needed element of flair to the whole procedure. One of the more formidable opponents, The Violet Blade, may not have the best overall record but he has played a wider variety of head-to-head games than any other Videator on the show. A strange character who, depending on the phase of the moon, can play-up to his camp best, as the Violet Blade, or be the most vicious and physically abusive Videator of the pack – the Violent Blade.

Thankfully, Games World: The Magazine caught him on a good day.

QUESTIONS...

So here are a few of the questions we put to the indomitable Violet Blade.

How come you are on the show?

■ Well, basically, there simply wasn't enough booty on the open seas. Face it, piracy is a bit pointless when all you can attack is a Townsend Thorenson car-ferry for a bottle of Creme de Menthe and a 10p *Space Invaders* Machine. There was more riches to be made playing them there computer game things.

Alright Violet, just how old are you?

■ No comment.

How long did you sail the seven seas?

■ For years. Ever since Pink Beard introduced me to world of Piracy through til the Flaming Queen went rotten and the thrills'n'spills of computer games enticed me onto TV.

Alright, what's your favourite game of the moment?

■ *Fifa Soccer* on the SNES. It's a massive improvement on the Mega Drive version with loads of extra manoeveurs and stuff and you get all manner of scoring opportunities.

What's your favourite game of all-time?

■ This is going back a bit. However, I remember playing a game called *Trans Am* , a driving game, for ages on the legendary ZX Spectrum 16K

What's your favourite game system?

■ Look, it may stun some of my fans, but without being too techy or jumping on the new-machine bandwagon, it's the good ol' PC.

What games do you like more than any other?

■ Soccer games. Any soccer game, from management sims to arcade romps! I also like games with a nautical nature, such as *Pirates* or *Blade of Vengence*.

Do you have any favourite hobbies and pastimes?

■ Apart from docking the Flaming Queen, it's a night on the town boogie-ing on down at the Blue Oyster Club to Right Said Fred.

Who, apart from yourself, is your favourite Videator? Why?

■ A tricky decision, probably Combat Cal for her sheer confidence... Also the Games Messiah because, erm, he wears a dress.

Who, apart from yourself, is your most hated Videator? Why?

■ Big Boy Barry because the last time he came on board my ship it sunk and also, between you and me, he smells like wee. Nah, only kidding Barry!

Why did you turn all nasty on everybody towards the end of the series?

■ Fair comment, but I was going through a rough patch with Roger, and Bob Mills needed taking down a peg or two.

Any favourite films or TV programmes?

■ Apart from Games World of course. Well, my favourite programme has to be Captain Pugwash, it's the business, and I know what the title stands for in Australia. My favourite film of all-time has to be Escape to Victory, a film that is, let me see, well... Because, erm, it's a cunning combination of football and war drama.

Just who is the infamous 'Roger m'Cabin Boy'?

■ He's just a lad I picked up from Liverpool Docks who helps me out with my cleaning, cooking and other menial duties.

As an aside, I here you're a dab hand at docking the Flamin' Queen – but does it really exist?

■ No one has ever seen it, not even Sally Lines. Why? Because I use a Romulan-style cloaking device.

Well, thank you Mr. Blade, it has been a most eye opening experience.

VIDEATOR RECORDS

Master Moriarty	7 WINS OUT OF 9	77.7% WIN RATE
Big Boy Barry	13 WINS OUT OF 17	76% WIN RATE
Mr Mathers the Megabyte Millionaire	11 WINS OUT OF 16	68.75% WIN RATE
The Violet Blade	8 WINS OUT OF 13	61.5% WIN RATE
Games Messiah	7 WINS OUT OF12	58% WIN RATE
Persian Prince of Perfection	8 WINS OUT 14	57% WIN RATE
Combat Cal	3 WINS OUT 8	37.5% WIN RATE

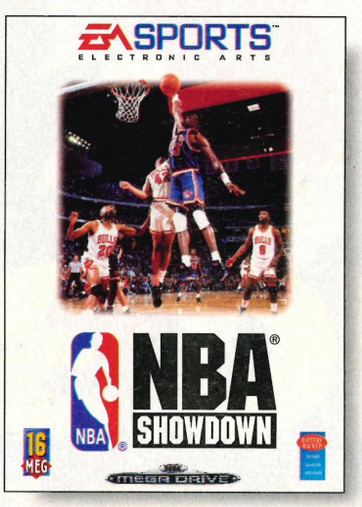
Measure up to the Showdown

NBA® Showdown's the buzz of real, full-court 5-on-5 basketball, with gameplay so fast you'll need a slo-mo replay to see how that Double-Pump Hook Arm Slam got past you.

A new game engine adds an extra dimension and puts you eyeball to eyeball with players from all 27 NBA® teams. The world's greatest athletes taken apart stat by stat and re-assembled to perfectly replicate their season '93-'94 performances. NBA® Showdown puts every spectacular signature move under the control of your left thumb, and your neck's on the block at every free-throw with the unique new free-throw screen.

Call offensive plays, defensive strategies, and play an entire 82 game season before taking your own dream team to the Playoffs. Battery back-up lets you save incomplete seasons, while 4 Way Play™ compatibility means four frantic hoops fans can party in the paint simultaneously.

2-on-2? It's more like ballet than basketball.
Play NBA® Showdown and get real.



if it's in the GAME, it's in the GAME™

EA SPORTS™
ELECTRONIC ARTS

EA DIRECT

NBA® Showdown is available from EA Direct on 0753 549 442 or write to Electronic Arts, 90 Heron Drive, Langley, Slough, Berks SL3 8XP • Sega and Mega Drive are trademarks of Sega Enterprises Ltd. • EA SPORTS, the EA SPORTS logo, 4 Way Play and "IF IT'S IN THE GAME, IT'S IN THE GAME" are trademarks of Electronic Arts • NBA & the NBA logo are registered trademarks of NBA properties, Inc. • The individual NBA and NBA team insignias depicted are trademarks which are exclusive property of the respective teams and may not be reproduced without the written consent of NBA Properties, Inc and the respective teams.

CON

...Games World...Games World...

JUNE 1994

STRE FIGHT

Back and blue. Sega's biggest spiky star slips into his Power Sneakers and streaks his way across eight pages of level-by-level scrutiny inside. Oh, and just who is this Knuckles?

58

SONIC 3

002
002
002
002
002
002
002
002
002
...

TENTS

Games World...Games World..

ISSUE 0

ET
TER III

Fight! We go toe-to-toe with the world's toughest screen scrappers in an exclusive 12 page special feature on the Game Boy's hottest beat'em-up release ever.

67

GAMES WATCH

To find out what games should you be looking out for on your system, check out the Games Watch section on page50

SNES	50-60	CD-i	99-101
Mega Drive	61-70	3DO	103-105
Amiga	71-80	Jaguar	107-112
PC	81-86	Game Gear	114-118
CD-32	87-90	Game Boy	120-124
Mega-CD	91-93	NEO GEO	125-126
CD-ROM	94-98	Arcades	127-128

THE MAGAZINE

Editorial.....6
4-play 9
Big 10.....22
High 5 23
World Network.....26
Future Screens.....32
Import Scene....36
Byte Back 42
Game Brain 46
Maximum Firepower.....52
Merchandise 64
Subs.....112
Access All Areas 120
Next Month 124

WORLD GAMES

Alfred Chicken	100
Art of Fighting 2	34, 116
Bare Knuckle	48
Beast 2	53
Chopper squad	78
Chuck Racer	13, 96
Cliffhanger	12, 107
Cybermorph	37
Dashin' Desperadoes	56
Double Switch	74
Dragon's Revenge	118
Dune CD	83
Ecco	68
Fatal Fury 2	108-117
Final Fantasy IV	45
Fire Striker	130
G2	102
Goofy's Tour	32
Ground Zero Texas	40
Horde, The	23
Hotel Mario	109
Jammit	90
Jim Power	123
Kirby's Pinball	45
Lawnmower Man	36
Lemmings	104
Lunar II	123
Mazin' Saga	98
Microcosm	120
Mig 29	130
NBA Jam	112
Night Trap	127
Outrunners	78
Pinball Dreams	89
Prize Fighter	42
Rabbit Rampage	35
Raiden II	92
Roco	43
Soldiers of Fortune	67
Stellar Fire	56
Streetfighter 2	67
Super Bomberman	96
Super Nova	94
Toejam and Earl 2	123
Total Carnage	67
Virtual Racing	55
Voyeur	102
Wiz 'n' Liz	118
X-Kalibur	36, 114

EDITO

Welcome to the dummy issue of Games World: The Magazine. We have put together a team of the country's greatest games experts to bring you 132 pages of undiluted games action a magazine sure to become the UK's essential monthly guide to the world of video-gaming. Be warned; this real-deal player's bible carries an explicit 'NWL' advisory notice – No Wimps or Lamers!

From arcades to hand-helds, we'll play them all. If you like your knowledge to come from the source and your information based on fact rather than flimsy speculation then step aboard with me, 'The Unstoppable Games Animal' and the World Gamers, and take a whiteknuckle ride into the gaming universe each and every month.

BANG! Here we are...

Remember, gaming is supposed to be fun, but there's no-one sadder than a loser, so play to win! Know what I mean?

Dave Perry

GAMES WORLD: THE SYSTEM

The first thing you will notice as you flick through the pages of **Games World: The Magazine** is that it isn't structured like the majority of publications on the sale in the UK. Our game features fall into four distinct categories:

Future Screens

The moment we hear of exciting new releases we'll tell you all about it in this short section. Games featured here are likely to be a long way off their release dates and are really little more than news at this time.

Games Watch

Once a game is ready to stand up to the severe test provided by The World Gamers, it will be featured in this section. We will give accurate information about its release, price and a concise run down of all its features. Games will receive one or two pages of picture-heavy reportage, giving you a clear view of what to look forward to in the forthcoming months.

BYTE BACK!

Don't just accept what we have to say, write and tell us your own opinions about the games industry, the magazine, Claudia Schiffer going topless...anything. We welcome praise, criticism, comments, moans, artwork, the lot.

Dave will attempt to answer as many letters as possible every month and there will be goodies galore for the best submissions, so get scribbling to:

Byte Back, **Games World: The Magazine**, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF.

ORIAL

THE WORLD GAMERS

DAVE PERRY

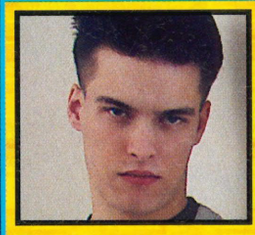
■ Widely acknowledged as the finest games player in the country today, Dave was the ideal man to front our all-star team. Co-presenter of the Eliminator on Games World and GamesMaster on Channel 4, Dave's bandana trademark is one of the most recognised symbols in the industry. He became the first console mag editor to covermount a demo game with Mega Power, and was one of the original team that established SEGAPRO as the leading Sega magazine way back in the early days of the 16-bit console boom.

A fearsome reviewer and irrepressible personality, Dave is 'the Unstoppable Games Animal'. You better believe it!

NICK WALKLAND

■ Lurking mysteriously in the huge shadow cast by Dave's ego, Nick is a former writer on Games X and editor of Control magazine. Nick was instantly signed up by the Paragon Backroom Boyz as deputy editor, plucked from the grip of Games World, the TV show, after two series. His knowledge of the industry and mastery of joypad and joystick mean that any game put in his hands will be given the most stringent of tests – every pixel pushed to the max.

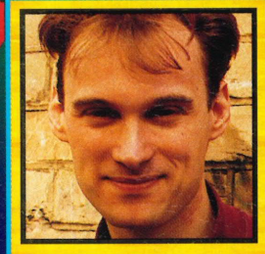
The strong silent type, Nick perfectly compliments our flamboyant editor and the Sheffield born gamer's prolific work-rate means that our readers are always guaranteed quality as well as quantity.



ADRIAN PRICE

■ Having made the transition from GamesMaster magazine to GamesMaster TV show, Ade has finally seen the light and joined the UK's leading reviews team as staff-writer. Bringing his acidic wit and abrasive humour to the Games World offices, Ade is an excellent joypad jockey who likes nothing better than to inflict pain on his fellow World Gamers on only the most brutal of beat'em-ups.

Our top tipster's gaming prowess is overshadowed only by his short temper and choice language when faced with a particularly frustrating piece of software. This is one team member who should definitely come with a parental guidance warning.



TREVOR GREENE

■ Our fourth member is yet to be announced at the time of going to print. However, he is code-named 'Trevor'. He is an industry stalwart though, who may or may not have made his name as as the king of tips on a legendary magazine. Trev was also known as 'Chunky' on yet another magazine, apparently compensating for his lack of machismo, until he became editor and had to cast off his ropy alter-ego. Having also edited tips on a number of gaming magazines, our second staff writer's credentials speak for themselves, nothing will get past this man. All games he plays receive his eagle games-playing eyed informed criticism.

Games World Special

■ The hottest games of the month will be given the full works. This is the whole wash, cut and blow-dry – giving you the complete insight into the hottest games of the moment over anything up to twelve pages. Providing level-by-level, character-by-character, breakdowns. In short, all the information you've been craving for. No other magazine does this!

4-Play

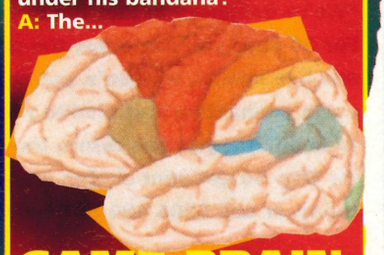
■ This is where we give you the full benefit of the four World Gamers expertise. Every game released, during the month that the magazine is on sale, will be reviewed here. No silly reviews months before you can buy the product – this is the ultimate buyer's guide. Don't make your purchase unless you've read the latest issue! All four members of the team will help you make up your mind on which game to spend your cash on.

Colour-Coded Format Individuality

■ Every game featured in **Games World: The Magazine** is treated individually on each format and specially colour-coded for easy reference. Sometimes, the same game may appear three or four times in one issue. This is only because we appreciate the subtle differences that exist between the various hardware formats. If you instantly want to check out the game for your system, or systems, you can.

Games World: The Magazine is constructed to provide the maximum amount of information possible in an easy-to-access format – using the unique colour-coding system. This is a total games overload and I think you'll be surprised at how trivial other games magazines are after you've read through this issue.

Q: What does Dave Perry keep under his bandana?
A: The...



GAME BRAIN

■ "I am 'the Game Brain' and I am at your disposal every month to answer absolutely any question that you may have about video-gaming. Pesky end-of-level bosses, release dates for future projects, how do you become a Videator? Anything that may be puzzling you or worrying your stressed out grey matter, put it down on paper and put me to the test."

GAMES WORLD THE MAGAZINE

Editor
Dave Perry

Deputy Editor
Nick Walkland

Staff Writers
Adrian Price
Trevor Greene

Art Editor
Mark Kendrick

Art Assistant
Mark Houghton

Advertising Manager
Ian Kenyon

Senior Ad Sales
Diana Monteiro

Sales Executives
Alan Walton
Yvonne Mitchener

Production Manager
Di Tavener

Pre press Manager
Mike Notty

Scanner Operator
Suzanne Halsworth

Ad Production
Jane Hawkins

Advertising Design + Illustration
Christa Fairchild

Front Desk
Paula Wood

Subs + Merchandise
Karren Sharrock

Publisher
Pat Kelly

Printed by
Garnett Dickinson Print Ltd

Distributed by
Seymour International Press,
Windsor House,
1270 London Road, Norbury,
London SW16 4DH.
Tel: (081) 679 1899

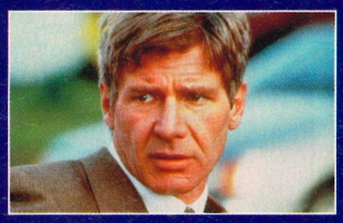
Produced by
Paragon Publishing Ltd
Durham House
124 Old Christchurch Road
Bournemouth
BH1 1NF

Telephone
(0202) 299900

Fax
(0202) 299955

Games World: The Magazine
© Paragon Publishing
Games World: TV Show
© Hewland International Ltd

Special Thanks
This month our special thanks go to 'Cocky Kid'. He only lasted three days but he did a lovely paint job...



PATRIOT GAMES.
APRIL PREMIERE

THE AVENGERS.
WEEKDAYS 8PM

GLADRAGS & GLAMOUR.
WEEKDAYS 3.45PM

WILDSIDE.
SUNDAYS 5PM AND
THURSDAYS 10PM

SYKES.
WEEKDAYS 5.55PM

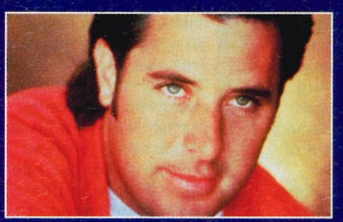
THE CLIMAX OF THE F.A. PREMIER
LEAGUE & GERMANY V ENGLAND.
APRIL 20TH

BEVERLY HILLS 90210.
SUNDAYS 7PM

Torvill & Dean join the Sky team.

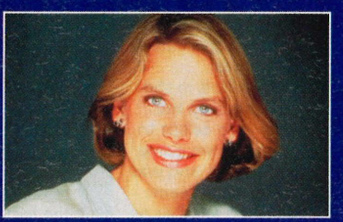
BARNEY AND FRIENDS.
WEEKDAYS 2PM

THE BODYGUARD.
JUNE PREMIERE



VINCE GILL.
COUNTRY MUSIC
TELEVISION

TRIVIAL PURSUIT.
WEEKDAYS 6PM AND 10PM



ANNA WALKER.
24-HOUR SKY NEWS

"TRY SKY FREE FOR 30 DAYS."

FREE 30 DAY HOME TRIAL NO OBLIGATION

"We're delighted to join the Sky team and to bring you news of the Sky 30 day free home trial. For 30 days you can enjoy the greatest choice of television channels including movie premieres and live sports, women's and children's channels free. You'll get a complete satellite system or cable connection installed in your home, free of charge. And within 30 days, if you don't want to keep Sky, you can return the system with no obligation. There's never been a better time to try Sky. So get your skates on and contact your participating local T.V. dealer or cable operator today, or call 0506 484 567 for more information now."

Jayne Torvill

Christopher Dean

20 channels of movies, sports, music, news, children's programmes, factual and family entertainment.

So contact your local participating retail outlet, cable operator or TV dealer: BT shops, Colorvision, Comet, Currys, Dixons, Eastern Electricity, Granada, Homepower, Martin Dawes, M.E.B., Norweb, Powerhouse, Radio Rentals, Rumbelows, Scottish Power/Sound & Vision, Southern Electric, SWEB, Tandy or your local independent dealer. Call 0506 484 567 9am to 10pm daily for further details or to find out your local participating outlet.

Refundable deposits may be required offer subject to status. Other limitations on offer availability apply – see your participating T.V. dealer or cable operator for details. Channel availability on cable will vary. Offer closes April 30, 1994.

4 PLAY!

REVIEWS

UNSTOPPABLE!

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

Every month our fab four World Gamers will help you to decide where your hard earned cash would be best spent. Only the games actually released during the month that the magazine is on sale will be reviewed, making 4-Play the essential official buyer's guide to the UK market.

Trust us, we do this for a living.

The World Gamers

REVIEWED 4 YOU!

■ Aero the Acrobat, Freelancer 2120, Mad Dog McCree, X-Men, Super Streetfighter II, Puggsy's Scavenger Hunt, Virtua Racing, Tecmo Bowl, Cool Spot, Mortal Kombat II, Art of Fighting II, Zero the Kamikaze, Secret of Mana, Mad Dog McCree, X-Men, Sonic 3, Samurai Shodown, Time Killers, Cool Spot, Mortal Kombat II, Art of Fighting II, Zero the Kamikaze Squirrel, Secret of Mana, Mad Dog McCree, X-Men, Sonic 3, Puggsy's Scavenger Hunt, Time Killers, Tecmo Bowl, Cool Spot, Mortal Kombat, Art of Fighting, Aero the Acrobat, Secret of Mana, Fatal Fury II, X-Men, Sonic 3, World Heroes Jet, , Tecmo Bowl, Cool Spot, Mortal Kombat II, Art of Fighting II ■

GAME OF THE MONTH!

CLAYFIGHTERS

SYSTEM: SNES
PRICE: £49.99 SIZE: 16 MBIT
PUBLISHER: OCEAN

OVERALL 94

■ Just look at the graphics on these bizzare attacks ranging from The Blob's spinning saw to Blue Suede Goo's killer quiff.

UNSTOPPABLE!

■ The most fun you can have bashing the living daylights out of someone, *Clayfighters* is the first 'claymation' beat-'em-up (if you don't include the Goro figure in Mortal Kombat) and is worth a buy, if only for sheer novelty value. Great fun to play, riveting to watch, and packed with special moves and charismatic sprites, this is the perfect bruiser for people with a sense of humour. ■ **DAVE** ■

■ I like *Clayfighters*, it's nowhere near as good as *Street Fighter II* or *Mortal Kombat*, but it's got a style all of its own – it's very individual. The speech is marvellous, and if you've been looking for Elvis, then you'll find him in here hanging out with Taffy Man. He's there in all his glory, with all his hair and his white polyester suit, saying "I thank you very mush..." ■ **TREVOR** ■

■ *Clayfighters* certainly isn't a *Street Fighter II* basher, but it's a novel approach to the standards of this genre. The diversity of characters is excellent especially Blue Suede Goo (or should that be Elvis?) and The Blob. I must confess to being completely under-awed by the game. Sure, it looks good, the sound effects are excellent, but in long-term gameplay stakes, it lacks the certain je ne sais quoi. ■ **NICK** ■

■ When *Clayfighters* appeared it really wasn't an original concept! Ah, but it was. All the characters were made out of clay and they all had distinct personas. There was Elvis, and his hair, Bad Mr Frosty and his, err, frost, and a fat viking woman from Valhalla. The fighting moves aren't that special but the way all the characters are animated and the speech that goes with them is just plain excellent. ■ **ADRIAN** ■

AWESOME POSSUM

■ **Mega Drive** ■ **£39.99**
■ **16 Mbit** ■ **Sega**

■ Awesome? Yeah right. The graphics are colourful, but jerky, there is a huge amount of sampled speech – that's about 20 years behind civilisation with words such as "Cool". There are four, yes four, levels for you to get bored in, and believe me you will get bored, and ripped off if you buy this. ■ **17**

PRO MOVES SOCCER

■ **Mega Drive** ■ **£39.99**
■ **8 Mbit** ■ **Asciiware**

■ Oh please! When I play a game, especially soccer, I expect there to be at least some game in there, not a hollow husk, with all of its pith scraped off. This is one of the most shallow football games that has ever been created. The goalkeepers are incredible – it's almost impossible to score past them. And even when you do, it's not as if you'll really care about it any more, anyway. There are plenty of other football games, *FIFA* and *Sensible Soccer* spring instantly to mind. You'd be better off getting one of those, as you'd get far more value for money. ■ **21**

HUMANS

■ **SNES** ■ **£44.99**
■ **8Mbit** ■ **Gametek**

■ There is only one puzzle game you need – *Lemmings*. Most others after that just fade away. This game does try ever-so hard to be a big kid on the block, but it fails to impress and, sadly, *Humans* is just another also-ran. The graphics and inventions are detailed and pleasant to the eye, but it lacks that certain quality that makes a great puzzle game – for which you really need quick and fast paced action and something to make you want to finish the level. *Humans* lacks these qualities. After the first few levels any desire you have will soon leave you which is a quite a shame because this game did have potential. ■ **60**

RIDICK BOWE'S BOXING

■ **SNES** ■ **£49.99**
■ **8Mbit** ■ **Extreme**

■ There are loads of characters in here to fight with and even the option to create your own. This isn't as good as *Legends of the Ring* with its sheer amount of violence. Riddick Bowe just looks too cartoony to be a boxing game. It's got great graphics but after playing for a while it just doesn't seem real enough. ■ **37**

SYSTEM: SNES
PRICE: £49.99 SIZE: 8 MBIT
PUBLISHER: EMPIRE

SPACE ACE

■ Boy, is this an old game or what?! Ten out of ten to the marketing people who heated this one back up and convinced a whole new generation of gamers that it's something new and stunning. I remember playing this on the Amiga about five years ago and it is just as linear and boring now.

Quite an original idea in its time, but when I buy a cart nowadays I expect there to be a game involved. ■ **DAVE** ■

■ Would *Space Ace* be as annoyingly linear as the original laserdisc arcade? The answer, thankfully, is no. Well, not quite. A different game in most ways it still has the glorious comedic effects, the same timing difficulties and high annoyance factor. To pretentiously sum up, *Space Ace* is like an ice sculpture; it may look great, it takes ages to get into but, in no time, all interest melts away. ■ **NICK** ■

■ Some things are best left alone, and this is one of them. *Space Ace* was a brilliant successor to *Dragon's Lair* in the arcades, but sadly, it isn't here. To play the game you only have to remember which direction you have to press the joypad to progress. If you get it wrong, well, just work through the other three until you get it right. Absolute rubbish.
■ **ADRIAN** ■

■ The graphics might very well be lovely and colourful, but the gameplay isn't. Laserdisc games were fun in the arcade where you could shove a few quid into the machine until you were bored, but when something like this goes for £50, it starts to take the proverbial tinkle. It would suit small kids, but saying that, they generally can finish them quicker than most adults.
■ **TREVOR** ■

OVERALL 44

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

EQUINOX

■ Top quality action from Sony, who seem to be fairing much better on Nintendo than they ever did on the Mega Drive.

A playable combination of addictive gameplay and excellent graphics ensures that *Equinox* is a highly enjoyable arcade adventure, sure to light up most SNES owners' screens.

However, this is not quite the earth-shatttering block-buster that many mags will have you believe. ■ **DAVE** ■

■ *Equinox* is a rare breed of game that harks back to the good ol' days of isometric arcade-adventures, not something we've got used to on standard SNES with its shoot'em-up and platform rompettes. I love it. Any game that needs a bit of cerebral tweaking with smart graphics and a dash of arcade excitement is tops by me. If you want to burn the midnight oil in a jolly large puddle, *Equinox* is the business. ■ **NICK** ■

■ *Equinox* has the most beautiful backdrops and sprites that have been produced for ages. The main character is absolutely enormous. The game itself will need a lot of exploring, each level is absolutely huge, with plenty of rooms. The sound is sedately haunting, even when you're walking overland there's always a soft wind blowing so you're never really sure if a Goblin will attack you. Get this now. ■ **ADRIAN** ■

■ Games like these only come around once in a while, which is why you should go and get this. If you ever owned an old Spectrum and played *Knight Lore*, then you'll have a good idea as to what this is like. There are plenty of puzzles to solve and most of them are excruciatingly difficult. This game has it all, good looks, great sounds, and a beautiful all-round perfume.
■ **TREVOR** ■

OVERALL 87

SYSTEM: SNES
PRICE: £54.99 SIZE: 16 MBIT
PUBLISHER: IREM

R-TYPE III

■ No real surprises here, in true console style R-Type III is a run-of-the-mill sideways scrolling shoot'em-up.

Frantic action, huge baddies and unfeasibly awesome weapons have become standard fare for these games but it's all getting a bit old hat now.

If you don't own a game of this kind, and often feel the urge to go blasting through space, treat yourself...but don't come crying to me. ■ **DAVE** ■

■ Now where have I seen this before? A tricky one. Well *R-Type III* is the cunningly entitled follow-up to the original SNES alien-scum shooty. So if you glory in aimless attacks against brightly coloured 'swarms' then this is for you. A massive graphical improvement on the original with hardly any scrolling slowdown, it's a big, bold and brash game. It's as good as others on the market, albeit a little too samey for my liking. ■ **NICK** ■

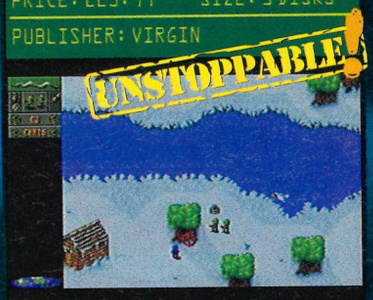
■ After a while, shoot'em-ups become a bit familiar. Fly along some alien terrain and shoot the assorted *gits* that come spewing towards you. Now this is all very well, but after countless others such as *Axelay*, *Gradius 3*, *Parodius*, it has to be pretty special to be good. *R-Type III* is. Excellent graphics complement the fantastic arcade-like gameplay. A great game.
■ **ADRIAN** ■

■ The graphics are absolutely gorgeous and with the fiendishly hard difficulty setting of the game, this could possibly take up a lot of your time. As in all good space games, there is a tremendous arsenal of weapons for you to dispatch the horde of aliens that want to, err, kick your head in. So, if you haven't got a decent shoot'em-up, and you want one, then you could do worse than this. ■ **TREVOR** ■

OVERALL 79

d to act as a guideline, they are by no means gospel! We heartily recommend that you always play a new game before you make the decision to buy.

SYSTEM: AMIGA
PRICE: £25.99 SIZE: 3 DISKS
PUBLISHER: VIRGIN



CANNON FODDER

■ War has never been so much fun, or so the infectiously catchy jingle goes. However, in this case it's true.

Cannon Fodder is another top grade game from the prolific Sensible stable and is the ideal combination of tactical play, good humour and straight-forward blasting.

The body count is high and the carnage is wonderfully portrayed in classic 'sensi' style. A 'must have' title. ■ **DAVE** ■

■ Sensible annoy me. They know what the punters want and what we want is ultimate gameplay. Once more they've come up with the goodies. So what if the graphics are minimal, they're strangely cute in a *Sensible Soccer*-esque way, especially in their death throes and the sound effects are well placed. *Cannon Fodder* is one of the most entertaining and challenging games on the market at the moment. ■ **NICK** ■

■ Well, this has to be the most sadistic game I've ever played, and the horrifying thing is – I love it. The little soldiers run merrily around shooting anyone that gets in your face. The missions start out extremely easy with the opposition literally being cannon fodder, but as you progress it gets a lot harder. War, as the song goes, has never been so much fun.
■ **ADRIAN** ■

■ This is horrifying. Young men lining up to shoot others, it's just sickening. But, they're small computer people so I don't care. Give them more grenades and rockets so they can kill some more. Playing this is a severe test of willpower, you just try getting some sleep after you hit mission six. This has to be an essential buy for anyone with a love for this sort of game.
■ **TREVOR** ■

OVERALL 92

SYSTEM: MEGA DRIVE
PRICE: £44.99 SIZE: 16 MBIT
PUBLISHER: CORE DESIGN

BUBBA N STIX

■ Nope, not convinced. I keep hearing the other gamers wittering on about what a wonderfully clever little platformer this is, and how original a lot of the problem-solving is. But where, oh where, is the excitement? Core have become more of an animation studio of late than a games producer and *Bubba'n'Stix* is another super smooth game from the Derby-based company that is better to watch than to play. ■ **DAVE** ■

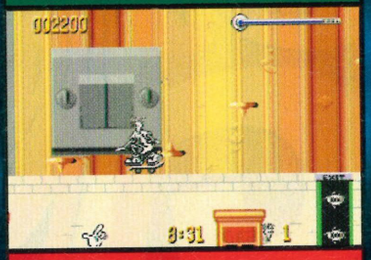
■ Top Stick Action! A crude intro but *Bubba'n'Stix* is real stonker of a game, a rare breed of platformer in the exclusive style of *Another World* – a game that actually requires some gray matter tweaking. Excellent animation and graphics, a foot-tapping tune and a challenging game play, I love it. However, I must add that I doubt if it's to everyone's taste – Bubba'n'Stix is a game to try before using the power of your pocket. ■ **NICK** ■

■ I do like a good platform game, let the others be witnesses to my obsessive behaviour over Mario. *Bubba'n'Stix* has almost got me in the same mood. The gameplay is brilliant, with lots of puzzles thrown in. None of this race to the finish in thirty seconds malarky. However, there are only five levels, so you could be racing towards the end at a considerable rate of knots.
■ **ADRIAN** ■

■ Nearly everything about this game is perfect. The animation of the two characters is impressive and the puzzle solving element is great. As for the sound, well that suits the game down to the ground. If you want a platform game that differs from the straightforward left-right of *Sonic* then *Bubba'n'Stix* is exactly what you've been looking for.
■ **TREVOR** ■

OVERALL 80

SYSTEM: MEGA DRIVE
PRICE: £39.95 SIZE: 8 MBIT
PUBLISHER: KANEKO



FIDO DIDO

■ Oh dear, it seems that this is the issue in which I really go to town on platformers. What does it say when a character is over-shadowed by the red spot that appeared on the bottle he was advertising?

There is nothing here worth forking out forty quid for. Everybody seems to be producing nice graphics at the moment, so even the main sprite animation isn't that impressive. Avoid. ■ **DAVE** ■

■ *Fido Dido* is simply yet another platform game, yet another lemonade-sponsor tie-in and yet another visit to 'boredom central' courtesy of the Mega Drive. It looks nice, it sounds nice, but that's all it is – nice. A pleasant platformer in the vein of thousands of others, and others that are a great deal better. In summary it's pretty good but flat, with neither the sparkle or the fizz of *Cool Spot*. ■ **NICK** ■

■ Seven and Up. *Cool Spot*'s done it in America, and *Fido Dido*'s doing it over here. Those promotional dudes now have more than soft drinks in common. Fido's game is yet another walk around and solve some puzzles. Great, lets all jump on the bandwagon shall we? The puzzles are fun but that isn't enough. This isn't a bad game but, it's too bland by far.
■ **ADRIAN** ■

■ There are only seven levels in this game, and that really isn't enough. The puzzles, although plenty of them, are easily overcome and once these have been completed, you won't have the desire to go back and try them again. Fido is drawn as accurately as any simple pencil drawing can be, and blends in well with his surroundings. Quite good, but not good enough.
■ **TREVOR** ■

OVERALL 48

SYSTEM: MEGA DRIVE
PRICE: £49.99 SIZE: 8 MBIT
PUBLISHER: SEGA

NIGEL MANSELL'S WORLD CHAMPIONSHIP

■ Mansell is without doubt a great racing driver and, as such, he deserves a great racing game. Unfortunately though he's also a bit boring and, funnliy enough, so is his game.

Another time-wearied format that has been flogged to death, all the clichés are used; screeching brakes, revving engines...you know what you're going to get before you open the box. No champagne celebrations for this. ■ **DAVE** ■

■ I like the idea of racing games, but I always tend to walk away feeling cheated. *Nigel Mansell*'s is no exception. The animation is smooth-ish and fast-ish, but without many thrilling crashes. The effects are the sounds of a dying bee in your ear. A mind-numbingly dull game, so take some good advice: if you've got *F1* – keep it, if you haven't – save your dosh for *Virtua Racing*.
■ **NICK** ■

■ This is a bit late isn't it? He's already into the second year of Indy car racing and this is a game about Formula One! Anyway, as a racing game it's probably best that Nige is over in America, away from this aberration. He'd probably go mad after being associated with this. The tracks are basic – there aren't any tunnels, there aren't any crashes – how boring, and the sound is quite inferior. 'Steer' clear. ■ **ADRIAN** ■

■ As far as racing games go this isn't in *Pole Position*. About ten years too late, and surprisingly simple. With the arrival of *Virtua Racing*, this is going to pale into insignificance. If this had been released earlier it might have stood a chance, but most of you are going to be saving for the biggie. There's nothing special about this or anything to make you want to dash out to your local store to spend your hard earned wad. ■ **TREVOR** ■

OVERALL 32

The big 10 high 5

CONSOLE CHARTS

1: SENSIBLE SOCCER – SONY
2: FIFA SOCCER – ELECTRONIC ARTS
3: SONIC THE HEDGEHOG 3 – SEGA
4: WINTER OLYMPICS – US GOLD
5: ALADDIN – VIRGIN/CAPCOM
6: MORTAL KOMBAT – ACCLAIM
7: JURASSIC PARK – VARIOUS
8: THE EMPIRE STRIKES BACK – JVC
9: SONIC CHAOS – SEGA
10: DESERT STRIKE – VARIOUS

16/32BIT FLOPPY CHARTS

1: SIM CITY 2000 – MAXIS
2: FRONTIER: ELITE 2 – GAMETEK
3: CANNON FODDER – VIRGIN
4: PREMIER MANAGER 2 – GREMLIN
5: MORTAL KOMBAT – VIRGIN
6: SKIDMARKS – ACID SOFTWARE
7: THE SETTLERS – BLUE BYTE
8: CHAMPIONSHIP MANAGER '93 – DOMARK
9: WINTER OLYMPICS – US GOLD
10: SENSIBLE SOCCER 92/93 – MINDSCAPE

TOP FIVE GAME BOY

1: LINK'S AWAKENING – NINTENDO
2: SUPER MARIO LAND 2 – NINTENDO
3: SUPER MARIO LAND – NINTENDO
4: LEMMINGS – OCEAN
5: MORTAL KOMBAT – ACCLAIM

TOP FIVE GAME GEAR

1: SONIC CHAOS – SEGA
2: OLYMPIC GOLD – US GOLD
3: WINTER OLYMPICS – US GOLD
4: DESERT STRIKE – DOMARK
5: MORTAL KOMBAT – ARENA

TOP FIVE SUPER NINTENDO

1: SENSIBLE SOCCER – SONY
2: THE EMPIRE STRIKES BACK – JVC
3: SUPER MARIO KART – NINTENDO
4: WINTER OLYMPICS – US GOLD
5: ALADDIN – CAPCOM

TOP FIVE MEGA DRIVE

1: FIFA INTERNATIONAL SOCCER – EA
2: SONIC THE HEDGEHOG 3 – SEGA
3: ALADDIN – SEGA
4: SENSIBLE SOCCER – RENEGADE/SONY
5: WINTER OLYMPICS – US GOLD

TOP FIVE MEGA-CD

1: GROUND ZERO TEXAS – SONY
2: SONIC CD – SEGA
3: LETHAL ENFORCERS – KONAMI
4: THUNDERHAWK – CORE DESIGN
5: NIGHT TRAP – SEGA

TOP FIVE PC

1: SIM CITY 2000 – MAXIS
2: FRONTIER: ELITE 2 – GAMETEK
3: PREMIER MANAGER 2 – GREMLIN
4: ALONE IN THE DARK 2 – INFOGRAMES
5: X-WING – US GOLD

TOP FIVE PC CD-ROM

1: REBEL ASSAULT – US GOLD
2: GABRIEL KNIGHT – SIERRA
3: THE LAWNMOWER MAN – STORM
4: IRON HELIX – MICROPROSE
5: DAY OF THE TENTACLE – US GOLD

TOP FIVE AMIGA

1: CANNON FODDER – VIRGIN
2: FRONTIER: ELITE 2 – GAMETEK
3: PREMIER MANAGER 2 – GREMLIN
4: SKIDMARKS – ACID SOFTWARE
5: THE SETTLERS – BLUE BYTE

TOP FIVE AMIGA CD-32

1: LIBERATION – MINDSCAPE
2: LABYRINTH OF TIME – EA
3: SENSIBLE SOCCER 92/93 – MINDSCAPE
4: SEEK & DESTROY – MINDSCAPE
5: ZOOL – GREMLIN GRAPHICS

TAKE THE ARCADE GAME HOME

DON BLUTH PRESENTS

SPACE ACE

CD-i DIGITAL VIDEO CARTRIDGE REQUIRED

OUT NOW! RRP £49.99

ONE OF THE MOST GRAPHICALLY INCREDIBLE GAMES EVER!

CVG MARCH 94

CD-i

© 1993 Philips Interactive Media International Limited.

© 1993 Don Bluth Limited.

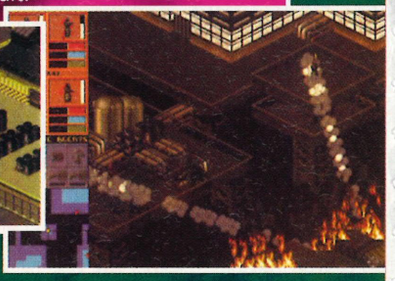
PHILIPS

PHILIPS

WORLD NETWORK

A HOPPING SUCCESS

Electronic Arts have signed an agreement with top developers Bullfrog to ensure that EA have all the publishing rights to release Bullfrog's latest games across all of the major formats. So maybe we'll be seeing *Theme Park* and *Syndicate* on the SNES as well as on the PC. We can't wait.



GAMES WORLD TV SHOW BECOMES TOP GAMES MAGAZINE

Sky One's highest audience-rated British production, Games World, is now a brand-new 132 page multi-format video-games magazine. This newly released title marks the first collaboration between independent production company Hewland International and dynamic gaming magazine publishers Paragon Publishing, creators of publications such as Super Gamer and Sega Pro. Editor Dave Perry, formerly of Sega Pro and Mega Power, and also a presenter on the TV show, comments:

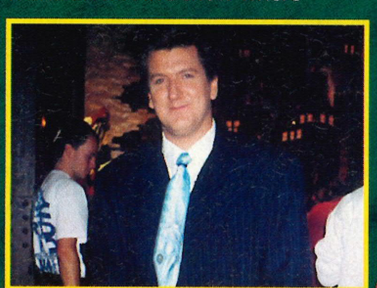
"Games World has always been a brave and innovative programme, but due to the limitations thrown up by trying to provide thirty minutes of entertaining viewing, it has never really been able to provide the information and hard facts that its audience requires. **Games World: The Magazine** will fill that gap and provide the bridge between the people who have Sky and enjoy the show and those who don't but still want to be involved."

In the dark

Their are still a lot of keen gamers who are unfamiliar with Games World and the lively characters and challenges that it throws up. Set in a dark, post-apocalyptic version of the future, the show is broadcast five nights a week on Sky One at 6.00pm.

The fight nights are on three times a week and present a total of ten contestants with the opportunity to battle it out on two Eliminators, and earn a place in the weekly final known as Beat the Elite. In this, the two champions must face each other to decide who earns the right to go on and fight the show's resident game champions, the Videators. The Videators are a bunch of larger-than-life characters who offer the ultimate test for any games player and must be beaten if the contestant is to land a place in the end of series Grand Final. There are eight videators in all including: Master Moriarty – a facetious public schoolboy, The Violet Blade – a swashbuckling pirate, and Big Boy Barry – A fat wide-boy with a garish taste in clothing.

Also, on Thursday, there is Games World Live. A live show where viewers compete against each other on games by using their own touch-tone telephones. The fifth show is Big Boy Barry's Joypad, a news and features programme, hosted by Barry, which includes a games review panel and a high-score chart where viewers can attempt to beat fellow viewers gaming records.



Perry's All-stars

Undoubtedly **Games World: The Magazine** will provide in-depth games coverage, across all formats, that the show itself cannot. To this end, an all-star team of acknowledged games experts have been assembled ensuring the magazine's content covers only the most informed games news, previews and opinions. At a time when many other magazines seem to have become watered down and faceless, **Games World: The Magazine** has recognised the need for a high profile team that gamers can look up to and trust. The World Gamers will quickly establish themselves as the strongest review team of any games magazine in the world.

By the time you read this you will have purchased the launch issue of **Games World: The Magazine** and, whether you are a fan of the TV show or just a keen gamer looking for the ultimate monthly games bible, you will enjoy being a part the fastest growing group of video-gamers in the games world.

SEGA UNVEIL

Fear not all you Mega Drive owners who thought your ageing machine was on the way out. There have been many fears by games players that the introduction of the 32Mbit Saturn will cause Sega to forget about their beloved black boxes. Not a chance – enter the Mega Drive 32.

The new technology will allow the new machine's owners to play the new *Virtua Fighters* when it's released. The Mega Drive 32 will boost performance with massively increased 3-D graphics quality, boost the number of colours available to over 256, and the improve the sound quality of the machine.

062 062 062

SEGA CHANNEL™

SEGA TV

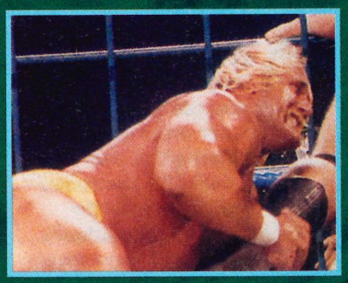
If you play Sega games morning, noon and night, you'll be glad to hear Sega are testing their new TV channel in America where viewers can gain access the latest Sega games and demos from the comfort of their front rooms. There will, of course, be a well-stocked library of 'classic' older titles as well as the newer games, and this list of games will be updated at regular intervals.

At the moment the system is being tested in selected households and users are charged between $10-$20 for a month's subscription. There's also a charge for the decoder, to unscramble the signal, and a special cartridge that will store the downloaded games so that you can play them in your standard machine. You can't keep them, but you can download each game as many times as you like, whenever you like.

However, gamers in the United Kingdom are going to have to wait until the trials are completed before it arrives over here. This probably will be a long time yet.

MINDSCAPE LAND THE HULKSTER

Those lovely people who make that sizzling show Baywatch, have come up with another sand-filled spectacular that's already taking America by storm, allegedly. Strangely titled *Thunder in Paradise*, the show stars that humungous star of wrestling, Hulk Hogan, who tears around in a fantastic Thunder Speed boat. Now this is all very well for the coach potato element amongst you, but where does this slot into the world of video games?



Well, Mindscape, the people behind the quirky *Alfred Chicken*, have picked up the license to produce the game. With any luck we'll see The Hulkster scratching around pecking at bits of seed, but we can only dream.

NIGHTMARE

Take a humble adventure game where you have to rescue fair maidens from their doom, add some digitised footage of semi-nude teenage girlies getting attacked, and what do you have? You have *Night Trap* on the Mega CD. You probably know all about this game and the bad publicity it received. Well,, now, it's been pulled off the shelves in America, following a huge onslaught of complaints from irate parents complaining about moral values. Before the game can go back on sale, all the offending scenes will have to be removed. This could have serious effects on the likes of *Mortal Kombat* which is getting the same sort of parent-related criticism. If this is the case, then *Mortal Kombat II*, with its extreme violent nature, can expect the same sort of treatment. Stay tuned to **Games World: The Magazine** for more details.

ARE YOU UP TO THE CHALLENGE OF THE VIDEATORS?

The meanest, baddest bunch of gamers on the planet, hand-picked from past challengers, winners and the world of professional gamers, the Videators are the final challenge any contestant will face when he enters the Games World arena. To be a Videator, you need to be a red-hot player, have the ability to act out a character and posess an outrageously excessive personality. However, not everybody can join this small band of the games-playing elite, most will have to just be happy with the idea of proving their mettle by taking on and beating these flamboyant joypad jockeys.

HOW DO WE CHALLENGE THEM?

■ A little like finding Reptile in *Mortal Kombat*, to earn the right to face these elusive giants you must first complete a number of gaming tasks, the first of which is actually getting yourself on to the show. If you think you could slug it out on satellite TV with the best players in the country, send in your name, address,and a photo, together with some interesting chat about yourself and gaming prowess to: Games World – Eliminator, PO BOX 91, London, E14 9NN.

NEW LINE UP

The technology used in the Mega Drive 32, is formidable. Two 32Mbit RISC chips, sitting snuggly alongside a video co-processor, there's even extra built-in RAM to speed up your games playing. Also, there will also be an updated Mega-CD unit available. This new machine will be launched around Christmas this year. So save your pennies now.

■ *Virtua Fighters*, one of the hottest games of the moment, will be available on the Mega Drive 32 so, as Ade says, "You'll be wetting your pants after playing the armpit moistening *Virtua Fighters*." Quite. So, take your pick, you could be this bloke up here or that one sat over there.

NBA JAM

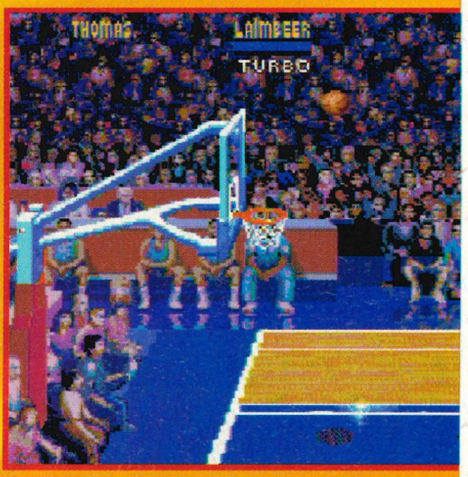
Boom Shakka Lakka! As Basketball continues to rage through the country as the latest adopted fad from the USA, Acclaim serve up a liberal slice of the action with the brilliant NBA Jam.

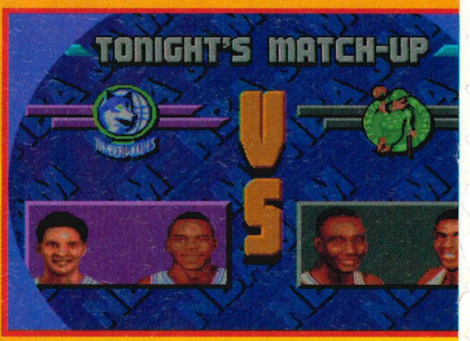
Forget Sonic 3, the biggest release of the year so far is undoubtedly this eagerly awaited rim-rocker from Acclaim. A hoop bulging game with a difference, *NBA Jam* has only two players from each side on court at a time, each armed with his own individual stats. Ranging from dunking ability to his likelihood to sink three pointers from outside the key, so choice of pairing is very important.

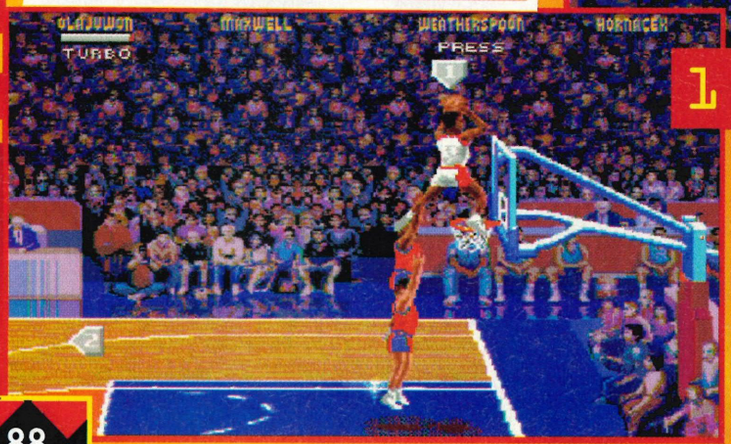
You can select from the numerous big stars that appear in the real NBA teams and a save-as-you-go option means that, although the game doesn't have a league or cup option, you can still record your progress as you attempt to crush the rival CPU controlled players, with the challenge gradually getting progressively tougher.

Fake, push and dummy opposing players on your way to the basket and rub your mate's nose in it as the commentators squeal with delight at your gravity defying dunks and dead-eye three point shots. None of the excitement of the arcade machine has been lost in the conversion to cart and you'll be amazed at the speed of the action and the quality of the sound. Brilliant as a one player game, frantic in two-player mode and compelling as a four-player team challenge, *NBA Jam* will be slammin' its way into a console near you very soon. Keep an eye out to see how the World Gamers rate it next month.

■ BELOW: Clean through the defence, the rest should be bread and butter to a pro like you. Scoring chances are greater when unchallenged.







1. "Oh my. 'Climbing high above towering defences is second nature to the athletic players in *NBA Jam*

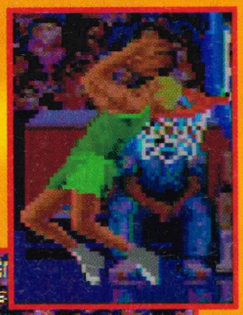
2. "Is it his shoes." Another gravity defying jam is on its way as the combination of shoot and turbo sends another player skyward, impressing the commentators and cheerleaders to hell.

3. 'Boom-Shakka-Lakka!' Even the Wright Brothers would be impressed with the aerodynamics of this leap.

GAMES WATCH

VITAL STATISTICS

NAME:	NBA JAM
PUBLISHER:	ACCLAIM
SYSTEM:	MEGA DRIVE
PRICE:	£49.99
SIZE:	16 MBIT
AVAILABLE:	NOW



HE'S ON FIRE!

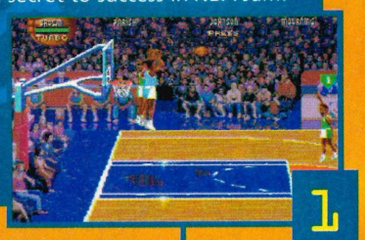
Definitely the most exciting feature of *NBA Jam,* is when you manage to score three consecutive baskets with one player and go 'on fire!' The ball suddenly turns into a flaming sphere and the relevant player has unlimited use of turbo power, making him a formiddable, slam-dunking animal who should be used to maximum effect.
Here's our not-so-serious guide to slammin':

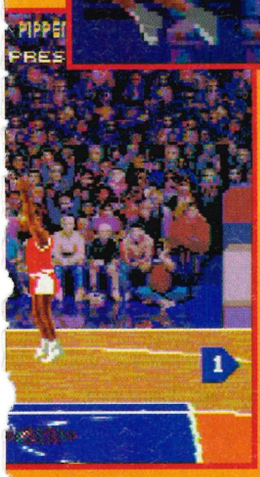
1. This is how you 'Slam-Dunk' the ball. First, get the ball and run your animal towards the 'hoop'. Once in the vicinity of the netted hoop, jump as high as you can. While coasting effortlessly through the air, slam the ball through the ring. If you're really lucky you can smash the backboard in to little glass shards. So put on your 'ultrastrong Reebnik pumped-up too-bad bitchin' pumps, boy!'

2. You see my bro', that's how you slam those babies, good and proper. God, I'm so hot that thing's on fire , but it could have been the vindaloo I had last night. Hey, who invited the stereotypical backpacking exchange student?

3. This is known in the trade as a 'tip-off'. Not to be confused with running down to your local police station, and 'grassing' on your neighbours by spilling the beans on the bank job. We're talking about the starting move in a game of basketball.

■ Playing good 'D' (defence to the uneducated) is the secret to success in *NBA Jam.* Stopping the opposition from scoring is the surest way to guarantee victory.





■ LEFT: With over 32 top pairings to choose from it is vital to find a team that you feel confident with. A good three-point man is just as important as a solid dunker.

089 089 089 089 089 089 089 089 ...

THE VIOLET BLADE

Videator Profile

The Violet Blade was one of the four new Videators who starred in the last series of Games World 'Beat the Elite', adding a much needed element of flair to the whole procedure. One of the more formidable opponents, The Violet Blade, may not have the best overall record but he has played a wider variety of head-to-head games than any other Videator on the show. A strange character who, depending on the phase of the moon, can play-up to his camp best, as the Violet Blade, or be the most vicious and physically abusive Videator of the pack – the Violent Blade.

Thankfully, Games World: The Magazine caught him on a good day.

QUESTIONS...

So here are a few of the questions we put to the indomitable Violet Blade.

How come you are on the show?

■ Well, basically, there simply wasn't enough booty on the open seas. Face it, piracy is a bit pointless when all you can attack is a Townsend Thorenson car-ferry for a bottle of Creme de Menthe and a 10p *Space Invaders* Machine. There was more riches to be made playing them there computer game things.

Alright Violet, just how old are you?

■ No comment.

How long did you sail the seven seas?

■ For years. Ever since Pink Beard introduced me to world of Piracy through til the Flaming Queen went rotten and the thrills'n'spills of computer games enticed me onto TV.

Alright, what's your favourite game of the moment?

■ *Fifa Soccer* on the SNES. It's a massive improvement on the Mega Drive version with loads of extra manoeveurs and stuff and you get all manner of scoring opportunities.

What's your favourite game of all-time?

■ This is going back a bit. However, I remember playing a game called *Trans Am* , a driving game, for ages on the legendary ZX Spectrum 16K

What's your favourite game system?

■ Look, it may stun some of my fans, but without being too techy or jumping on the new-machine bandwagon, it's the good ol' PC.

What games do you like more than any other?

■ Soccer games. Any soccer game, from management sims to arcade romps! I also like games with a nautical nature, such as *Pirates* or *Blade of Vengence*.

Do you have any favourite hobbies and pastimes?

■ Apart from docking the Flaming Queen, it's a night on the town boogie-ing on down at the Blue Oyster Club to Right Said Fred.

Who, apart from yourself, is your favourite Videator? Why?

■ A tricky decision, probably Combat Cal for her sheer confidence... Also the Games Messiah because, erm, he wears a dress.

Who, apart from yourself, is your most hated Videator? Why?

■ Big Boy Barry because the last time he came on board my ship it sunk and also, between you and me, he smells like wee. Nah, only kidding Barry!

Why did you turn all nasty on everybody towards the end of the series?

■ Fair comment, but I was going through a rough patch with Roger, and Bob Mills needed taking down a peg or two.

Any favourite films or TV programmes?

■ Apart from Games World of course. Well, my favourite programme has to be Captain Pugwash, it's the business, and I know what the title stands for in Australia. My favourite film of all-time has to be Escape to Victory, a film that is, let me see, well... Because, erm, it's a cunning combination of football and war drama.

Just who is the infamous 'Roger m'Cabin Boy'?

■ He's just a lad I picked up from Liverpool Docks who helps me out with my cleaning, cooking and other menial duties.

As an aside, I here you're a dab hand at docking the Flamin' Queen – but does it really exist?

■ No one has ever seen it, not even Sally Lines. Why? Because I use a Romulan-style cloaking device.

Well, thank you Mr. Blade, it has been a most eye opening experience.

VIDEATOR RECORDS

Master Moriarty	7 WINS OUT OF 9	77.7% WIN RATE
Big Boy Barry	13 WINS OUT OF 17	76% WIN RATE
Mr Mathers the Megabyte Millionaire	11 WINS OUT OF 16	68.75% WIN RATE
The Violet Blade	8 WINS OUT OF 13	61.5% WIN RATE
Games Messiah	7 WINS OUT OF12	58% WIN RATE
Persian Prince of Perfection	8 WINS OUT 14	57% WIN RATE
Combat Cal	3 WINS OUT 8	37.5% WIN RATE

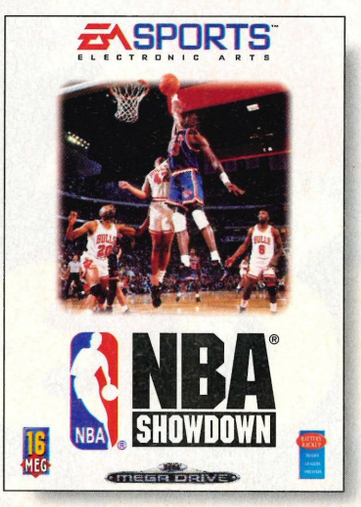
Measure up to the Showdown

NBA® Showdown's the buzz of real, full-court 5-on-5 basketball, with gameplay so fast you'll need a slo-mo replay to see how that Double-Pump Hook Arm Slam got past you.

A new game engine adds an extra dimension and puts you eyeball to eyeball with players from all 27 NBA® teams. The world's greatest athletes taken apart stat by stat and re-assembled to perfectly replicate their season '93-'94 performances. NBA® Showdown puts every spectacular signature move under the control of your left thumb, and your neck's on the block at every free-throw with the unique new free-throw screen.

Call offensive plays, defensive strategies, and play an entire 82 game season before taking your own dream team to the Playoffs. Battery back-up lets you save incomplete seasons, while 4 Way Play™ compatibility means four frantic hoops fans can party in the paint simultaneously.

2-on-2? It's more like ballet than basketball.
Play NBA® Showdown and get real.



if it's in the GAME, it's in the GAME™

EA SPORTS™
ELECTRONIC ARTS

EA DIRECT

NBA® Showdown is available from EA Direct on 0753 549 442 or write to Electronic Arts, 90 Heron Drive, Langley, Slough, Berks SL3 8XP • Sega and Mega Drive are trademarks of Sega Enterprises Ltd. • EA SPORTS, the EA SPORTS logo, 4 Way Play and "IF IT'S IN THE GAME, IT'S IN THE GAME" are trademarks of Electronic Arts • NBA & the NBA logo are registered trademarks of NBA properties, Inc. • The individual NBA and NBA team insignias depicted are trademarks which are exclusive property of the respective teams and may not be reproduced without the written consent of NBA Properties, Inc and the respective teams.

CON

...Games World...Games World...

JUNE 1994

STRE FIGHT

Back and blue. Sega's biggest spiky star slips into his Power Sneakers and streaks his way across eight pages of level-by-level scrutiny inside. Oh, and just who is this Knuckles?

58

SONIC 3

CONTENTS

ISSUE 0

ET TER III

Fight! We go toe-to-toe with the world's toughest screen scrappers in an exclusive 12 page special feature on the Game Boy's hottest beat'em-up release ever.

67

GAMES WATCH

To find out what games should you be looking out for on your system, check out the Games Watch section on page50

SNES	50-60	CD-i	99-101
Mega Drive	61-70	3DO	103-105
Amiga	71-80	Jaguar	107-112
PC	81-86	Game Gear	114-118
CD-32	87-90	Game Boy	120-124
Mega-CD	91-93	NEO GEO	125-126
CD-ROM	94-98	Arcades	127-128

THE MAGAZINE

Editorial.....6
4-play 9
Big 10.....22
High 5 23
World Network.....26
Future Screens.....32
Import Scene....36
Byte Back 42
Game Brain 46
Maximum Firepower.....52
Merchandise 64
Subs.....112
Access All Areas 120
Next Month 124

WORLD GAMES

Alfred Chicken	100
Art of Fighting 2	34, 116
Bare Knuckle	48
Beast 2	53
Chopper squad	78
Chuck Racer	13, 96
Cliffhanger	12, 107
Cybermorph	37
Dashin' Desperadoes	56
Double Switch	74
Dragon's Revenge	118
Dune CD	83
Ecco	68
Fatal Fury 2	108-117
Final Fantasy IV	45
Fire Striker	130
G2	102
Goofy's Tour	32
Ground Zero Texas	40
Horde, The	23
Hotel Mario	109
Jammit	90
Jim Power	123
Kirby's Pinball	45
Lawnmower Man	36
Lemmings	104
Lunar II	123
Mazin' Saga	98
Microcosm	120
Mig 29	130
NBA Jam	112
Night Trap	127
Outrunners	78
Pinball Dreams	89
Prize Fighter	42
Rabbit Rampage	35
Raiden II	92
Roco	43
Soldiers of Fortune	67
Stellar Fire	56
Streetfighter 2	67
Super Bomberman	96
Super Nova	94
Toejam and Earl 2	123
Total Carnage	67
Virtual Racing	55
Voyeur	102
Wiz 'n' Liz	118
X-Kalibur	36, 114

003 003 003 003 003 003 003 003

Welcome to the dummy issue of Games World: The Magazine. We have put together a team of the country's greatest games experts to bring you 132 pages of undiluted games action a magazine sure to become the UK's essential monthly guide to the world of video-gaming. Be warned; this real-deal player's bible carries an explicit 'NWL' advisory notice – No Wimps or Lamers!

From arcades to hand-helds, we'll play them all. If you like your knowledge to come from the source and your information based on fact rather than flimsy speculation then step aboard with me, 'The Unstoppable Games Animal' and the World Gamers, and take a whiteknuckle ride into the gaming universe each and every month.

BANG! Here we are...

Remember, gaming is supposed to be fun, but there's no-one sadder than a loser, so play to win! Know what I mean?

Dave Perry

GAMES WORLD: THE SYSTEM

The first thing you will notice as you flick through the pages of **Games World: The Magazine** is that it isn't structured like the majority of publications on the sale in the UK. Our game features fall into four distinct categories:

Future Screens

The moment we hear of exciting new releases we'll tell you all about it in this short section. Games featured here are likely to be a long way off their release dates and are really little more than news at this time.

Games Watch

Once a game is ready to stand up to the severe test provided by The World Gamers, it will be featured in this section. We will give accurate information about its release, price and a concise run down of all its features. Games will receive one or two pages of picture-heavy reportage, giving you a clear view of what to look forward to in the forthcoming months.

BYTE BACK!

Don't just accept what we have to say, write and tell us your own opinions about the games industry, the magazine, Claudia Schiffer going topless...anything. We welcome praise, criticism, comments, moans, artwork, the lot.

Dave will attempt to answer as many letters as possible every month and there will be goodies galore for the best submissions, so get scribbling to:

Byte Back, **Games World: The Magazine**, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF.

ORIAL

THE WORLD GAMERS

DAVE PERRY

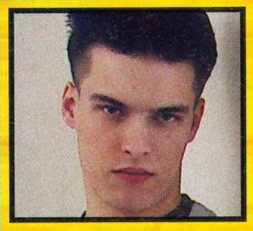
■ Widely acknowledged as the finest games player in the country today, Dave was the ideal man to front our all-star team. Co-presenter of the Eliminator on Games World and GamesMaster on Channel 4, Dave's bandana trademark is one of the most recognised symbols in the industry. He became the first console mag editor to covermount a demo game with Mega Power, and was one of the original team that established SEGAPRO as the leading Sega magazine way back in the early days of the 16-bit console boom.

A fearsome reviewer and irrepressible personality, Dave is 'the Unstoppable Games Animal'. You better believe it!

NICK WALKLAND

■ Lurking mysteriously in the huge shadow cast by Dave's ego, Nick is a former writer on Games X and editor of Control magazine. Nick was instantly signed up by the Paragon Backroom Boyz as deputy editor, plucked from the grip of Games World, the TV show, after two series. His knowledge of the industry and mastery of joypad and joystick mean that any game put in his hands will be given the most stringent of tests – every pixel pushed to the max.

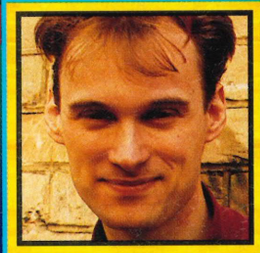
The strong silent type, Nick perfectly compliments our flamboyant editor and the Sheffield born gamer's prolific work-rate means that our readers are always guaranteed quality as well as quantity.



ADRIAN PRICE

■ Having made the transition from GamesMaster magazine to GamesMaster TV show, Ade has finally seen the light and joined the UK's leading reviews team as staff-writer. Bringing his acidic wit and abrasive humour to the Games World offices, Ade is an excellent joypad jockey who likes nothing better than to inflict pain on his fellow World Gamers on only the most brutal of beat'em-ups.

Our top tipster's gaming prowess is overshadowed only by his short temper and choice language when faced with a particularly frustrating piece of software. This is one team member who should definitely come with a parental guidance warning.



TREVOR GREENE

■ Our fourth member is yet to be announced at the time of going to print. However, he is code-named 'Trevor'. He is an industry stalwart though, who may or may not have made his name as as the king of tips on a legendary magazine. Trev was also known as 'Chunky' on yet another magazine, apparently compensating for his lack of machismo, until he became editor and had to cast off his ropy alter-ego. Having also edited tips on a number of gaming magazines, our second staff writer's credentials speak for themselves, nothing will get past this man. All games he plays receive his eagle games-playing eyed informed criticism.

Games World Special

■ The hottest games of the month will be given the full works. This is the whole wash, cut and blow-dry – giving you the complete insight into the hottest games of the moment over anything up to twelve pages. Providing level-by-level, character-by-character, breakdowns. In short, all the information you've been craving for. No other magazine does this!

4-Play

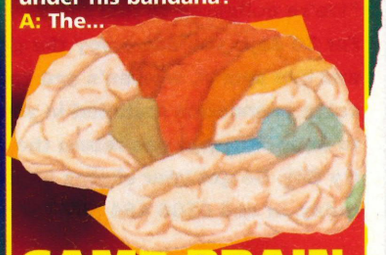
■ This is where we give you the full benefit of the four World Gamers expertise. Every game released, during the month that the magazine is on sale, will be reviewed here. No silly reviews months before you can buy the product – this is the ultimate buyer's guide. Don't make your purchase unless you've read the latest issue! All four members of the team will help you make up your mind on which game to spend your cash on.

Colour-Coded Format Individuality

■ Every game featured in **Games World: The Magazine** is treated individually on each format and specially colour-coded for easy reference. Sometimes, the same game may appear three or four times in one issue. This is only because we appreciate the subtle differences that exist between the various hardware formats. If you instantly want to check out the game for your system, or systems, you can.

Games World: The Magazine is constructed to provide the maximum amount of information possible in an easy-to-access format – using the unique colour-coding system. This is a total games overload and I think you'll be surprised at how trivial other games magazines are after you've read through this issue.

Q: What does Dave Perry keep under his bandana?
A: The...



GAME BRAIN

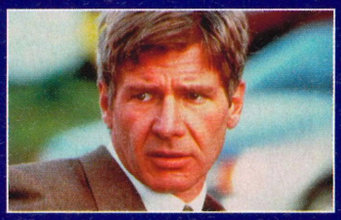
■ "I am 'the Game Brain' and I am at your disposal every month to answer absolutely any question that you may have about video-gaming. Pesky end-of-level bosses, release dates for future projects, how do you become a Videator? Anything that may be puzzling you or worrying your stressed out grey matter, put it down on paper and put me to the test."

GAMES WORLD THE MAGAZINE

Editor
Dave Perry
Deputy Editor
Nick Walkland
Staff Writers
Adrian Price
Trevor Greene
Art Editor
Mark Kendrick
Art Assistant
Mark Houghton
Advertising Manager
Ian Kenyon
Senior Ad Sales
Diana Monteiro
Sales Executives
Alan Walton
Yvonne Mitchener
Production Manager
Di Tavener
Pre press Manager
Mike Notty
Scanner Operator
Suzanne Halsworth
Ad Production
Jane Hawkins
Advertising Design + Illustration
Christa Fairchild
Front Desk
Paula Wood
Subs + Merchandise
Karren Sharrock
Publisher
Pat Kelly
Printed by
Garnett Dickinson Print Ltd
Distributed by
Seymour International Press,
Windsor House,
1270 London Road, Norbury,
London SW16 4DH.
Tel: (081) 679 1899
Produced by
Paragon Publishing Ltd
Durham House
124 Old Christchurch Road
Bournemouth
BH1 1NF
Telephone
(0202) 299900
Fax
(0202) 299955

Games World: The Magazine
© Paragon Publishing
Games World: TV Show
© Hewland International Ltd

Special Thanks
This month our special thanks go to 'Cocky Kid'. He only lasted three days but he did a lovely paint job...



PATRIOT GAMES.
APRIL PREMIERE

THE AVENGERS.
WEEKDAYS 8PM

GLADRAGS & GLAMOUR.
WEEKDAYS 3.45PM

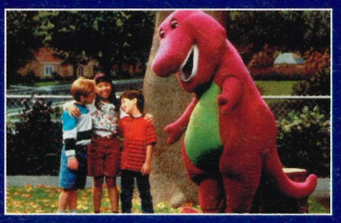
WILDSIDE.
SUNDAYS 5PM AND
THURSDAYS 10PM

SYKES.
WEEKDAYS 5.55PM

THE CLIMAX OF THE F.A. PREMIER
LEAGUE & GERMANY V ENGLAND.
APRIL 20TH

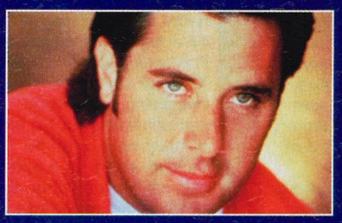
BEVERLY HILLS 90210.
SUNDAYS 7PM

Torvill & Dean join the Sky team.

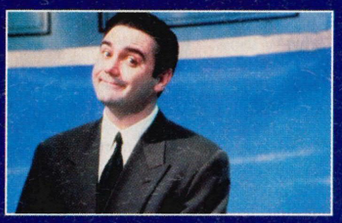


BARNEY AND FRIENDS.
WEEKDAYS 2PM

THE BODYGUARD.
JUNE PREMIERE



VINCE GILL.
COUNTRY MUSIC
TELEVISION



TRIVIAL PURSUIT.
WEEKDAYS 6PM AND 10PM

ANNA WALKER.
24-HOUR SKY NEWS

"TRY SKY FREE FOR 30 DAYS."

FREE 30 DAY HOME TRIAL NO OBLIGATION

"We're delighted to join the Sky team and to bring you news of the Sky 30 day free home trial. For 30 days you can enjoy the greatest choice of television channels including movie premieres and live sports, women's and children's channels free. You'll get a complete satellite system or cable connection installed in your home, free of charge. And within 30 days, if you don't want to keep Sky, you can return the system with no obligation. There's never been a better time to try Sky. So get your skates on and contact your participating local T.V. dealer or cable operator today, or call 0506 484 567 for more information now."

Jayne Torvill

Christopher Dean

SKY

20 channels of movies, sports, music, news, children's programmes, factual and family entertainment.

So contact your local participating retail outlet, cable operator or TV dealer: BT shops, Colorvision, Comet, Currys, Dixons, Eastern Electricity, Granada, Homepower, Martin Dawes, M.E.B., Norweb, Powerhouse, Radio Rentals, Rumbelows, Scottish Power/Sound & Vision, Southern Electric, SWEB, Tandy or your local independent dealer. Call 0506 484 567 9am to 10pm daily for further details or to find out your local participating outlet.

Refundable deposits may be required offer subject to status. Other limitations on offer availability apply – see your participating T.V. dealer or cable operator for details. Channel availability on cable will vary. Offer closes April 30, 1994.

4 PLAY!

REVIEWS

Every month our fab four World Gamers will help you to decide where your hard earned cash would be best spent. Only the games actually released during the month that the magazine is on sale will be reviewed, making 4-Play the essential official buyer's guide to the UK market.

Trust us, we do this for a living.

The World Gamers

UNSTOPPABLE!

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

REVIEWED 4 YOU!

■ Aero the Acrobat, Freelancer 2120, Mad Dog McCree, X-Men, Super Streetfighter II, Puggsy's Scavenger Hunt, Virtua Racing, Tecmo Bowl, Cool Spot, Mortal Kombat II, Art of Fighting II, Zero the Kamikaze, Secret of Mana, Mad Dog McCree, X-Men, Sonic 3, Samurai Shodown, Time Killers, Cool Spot, Mortal Kombat II, Art of Fighting II, Zero the Kamikaze Squirrel, Secret of Mana, Mad Dog McCree, X-Men, Sonic 3, Puggsy's Scavenger Hunt, Time Killers, Tecmo Bowl, Cool Spot, Mortal Kombat, Art of Fighting, Aero the Acrobat, Secret of Mana, Fatal Fury II, X-Men, Sonic 3, World Heroes Jet, , Tecmo Bowl, Cool Spot, Mortal Kombat II, Art of Fighting II ■

▼ GAME OF THE MONTH! ▼

CLAYFIGHTERS

SYSTEM: SNES
PRICE: £49.99 SIZE: 16 MBIT
PUBLISHER: OCEAN

OVERALL 94

■ Just look at the graphics on these bizzare attacks ranging from The Blob's spinning saw to Blue Suede Goo's killer quiff.

UNSTOPPABLE!

■ The most fun you can have bashing the living daylights out of someone, *Clayfighters* is the first 'claymation' beat-'em-up (if you don't include the Goro figure in Mortal Kombat) and is worth a buy, if only for sheer novelty value. Great fun to play, riveting to watch, and packed with special moves and charismatic sprites, this is the perfect bruiser for people with a sense of humour. ■ **DAVE** ■

■ I like *Clayfighters*, it's nowhere near as good as *Street Fighter II* or *Mortal Kombat*, but it's got a style all of its own – it's very individual. The speech is marvellous, and if you've been looking for Elvis, then you'll find him in here hanging out with Taffy Man. He's there in all his glory, with all his hair and his white polyester suit, saying "I thank you very mush..." ■ **TREVOR** ■

■ *Clayfighters* certainly isn't a *Street Fighter II* basher, but it's a novel approach to the standards of this genre. The diversity of characters is excellent especially Blue Suede Goo (or should that be Elvis?) and The Blob. I must confess to being completely under-awed by the game. Sure, it looks good, the sound effects are excellent, but in long-term gameplay stakes, it lacks the certain je ne sais quoi. ■ **NICK** ■

■ When *Clayfighters* appeared it really wasn't an original concept! Ah, but it was. All the characters were made out of clay and they all had distinct personas. There was Elvis, and his hair, Bad Mr Frosty and his, err, frost, and a fat viking woman from Valhalla. The fighting moves aren't that special but the way all the characters are animated and the speech that goes with them is just plain excellent. ■ **ADRIAN** ■

AWESOME POSSUM

■ **Mega Drive** ■ **£39.99**
■ **16 Mbit** ■ **Sega**

■ Awesome? Yeah right. The graphics are colourful, but jerky, there is a huge amount of sampled speech – that's about 20 years behind civilisation with words such as "Cool". There are four, yes four, levels for you to get bored in, and believe me you will get bored, and ripped off if you buy this. ■ **17**

PRO MOVES SOCCER

■ **Mega Drive** ■ **£39.99**
■ **8 Mbit** ■ **Asciiware**

■ Oh please! When I play a game, especially soccer, I expect there to be at least some game in there, not a hollow husk, with all of its pith scraped off. This is one of the most shallow football games that has ever been created. The goalkeepers are incredible – it's almost impossible to score past them. And even when you do, it's not as if you'll really care about it any more, anyway. There are plenty of other football games, *FIFA* and *Sensible Soccer* spring instantly to mind. You'd be better off getting one of those, as you'd get far more value for money. ■ **21**

HUMANS

■ **SNES** ■ **£44.99**
■ **8Mbit** ■ **Gametek**

■ There is only one puzzle game you need – *Lemmings*. Most others after that just fade away. This game does try ever-so hard to be a big kid on the block, but it fails to impress and, sadly, *Humans* is just another also-ran. The graphics and inventions are detailed and pleasant to the eye, but it lacks that certain quality that makes a great puzzle game – for which you really need quick and fast paced action and something to make you want to finish the level. *Humans* lacks these qualities. After the first few levels any desire you have will soon leave you which is a quite a shame because this game did have potential. ■ **60**

RIDICK BOWE'S BOXING

■ **SNES** ■ **£49.99**
■ **8Mbit** ■ **Extreme**

■ There are loads of characters in here to fight with and even the option to create your own. This isn't as good as *Legends of the Ring* with its sheer amount of violence. Riddick Bowe just looks too cartoony to be a boxing game. It's got great graphics but after playing for a while it just doesn't seem real enough. ■ **37**

SYSTEM: SNES
PRICE: £49.99 SIZE: 8 MBIT
PUBLISHER: EMPIRE

SPACE ACE

■ Boy, is this an old game or what?! Ten out of ten to the marketing people who heated this one back up and convinced a whole new generation of gamers that it's something new and stunning. I remember playing this on the Amiga about five years ago and it is just as linear and boring now.

Quite an original idea in its time, but when I buy a cart nowadays I expect there to be a game involved. ■ **DAVE** ■

■ Would *Space Ace* be as annoyingly linear as the original laserdisc arcade? The answer, thankfully, is no. Well, not quite. A different game in most ways it still has the glorious comedic effects, the same timing difficulties and high annoyance factor. To pretentiously sum up, *Space Ace* is like an ice sculpture; it may look great, it takes ages to get into but, in no time, all interest melts away. ■ **NICK** ■

■ Some things are best left alone, and this is one of them. *Space Ace* was a brilliant successor to *Dragon's Lair* in the arcades, but sadly, it isn't here. To play the game you only have to remember which direction you have to press the joypad to progress. If you get it wrong, well, just work through the other three until you get it right. Absolute rubbish. ■ **ADRIAN** ■

■ The graphics might very well be lovely and colourful, but the gameplay isn't. Laserdisc games were fun in the arcade where you could shove a few quid into the machine until you were bored, but when something like this goes for £50, it starts to take the proverbial tinkle. It would suit small kids, but saying that, they generally can finish them quicker than most adults. ■ **TREVOR** ■

OVERALL 44

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

EQUINOX

■ Top quality action from Sony, who seem to be fairing much better on Nintendo than they ever did on the Mega Drive.

A playable combination of addictive gameplay and excellent graphics ensures that *Equinox* is a highly enjoyable arcade adventure, sure to light up most SNES owners' screens.

However, this is not quite the earth-shatttering block-buster that many mags will have you believe. ■ **DAVE** ■

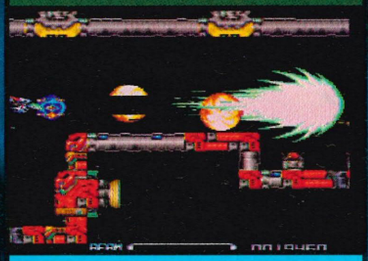
■ *Equinox* is a rare breed of game that harks back to the good ol' days of isometric arcade-adventures, not something we've got used to on standard SNES with its shoot'em-up and platform rompettes. I love it. Any game that needs a bit of cerebral tweaking with smart graphics and a dash of arcade excitement is tops by me. If you want to burn the midnight oil in a jolly large puddle, *Equinox* is the business. ■ **NICK** ■

■ *Equinox* has the most beautiful backdrops and sprites that have been produced for ages. The main character is absolutely enormous. The game itself will need a lot of exploring, each level is absolutely huge, with plenty of rooms. The sound is sedately haunting, even when you're walking overland there's always a soft wind blowing so you're never really sure if a Goblin will attack you. Get this now. ■ **ADRIAN** ■

■ Games like these only come around once in a while, which is why you should go and get this. If you ever owned an old Spectrum and played *Knight Lore*, then you'll have a good idea as to what this is like. There are plenty of puzzles to solve and most of them are excruciatingly difficult. This game has it all, good looks, great sounds, and a beautiful all-round perfume. ■ **TREVOR** ■

OVERALL 87

SYSTEM: SNES
PRICE: £54.99 SIZE: 16 MBIT
PUBLISHER: IREM



R-TYPE III

■ No real surprises here, in true console style R-Type III is a run-of-the-mill sideways scrolling shoot'em-up.

Frantic action, huge baddies and unfeasibly awesome weapons have become standard fare for these games but it's all getting a bit old hat now.

If you don't own a game of this kind, and often feel the urge to go blasting through space, treat yourself...but don't come crying to me. ■ **DAVE** ■

■ Now where have I seen this before? A tricky one. Well *R-Type III* is the cunningly entitled follow-up to the original SNES alien-scum shooty. So if you glory in aimless attacks against brightly coloured 'swarms' then this is for you. A massive graphical improvement on the original with hardly any scrolling slowdown, it's a big, bold and brash game. It's as good as others on the market, albeit a little too samey for my liking. ■ **NICK** ■

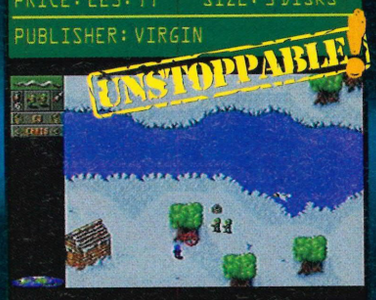
■ After a while, shoot'em-ups become a bit familiar. Fly along some alien terrain and shoot the assorted *gits* that come spewing towards you. Now this is all very well, but after countless others such as *Axelay*, *Gradius 3*, *Parodius*, it has to be pretty special to be good. *R-Type III* is. Excellent graphics complement the fantastic arcade-like gameplay. A great game. ■ **ADRIAN** ■

■ The graphics are absolutely gorgeous and with the fiendishly hard difficulty setting of the game, this could possibly take up a lot of your time. As in all good space games, there is a tremendous arsenal of weapons for you to dispatch the horde of aliens that want to, err, kick your head in. So, if you haven't got a decent shoot'em-up, and you want one, then you could do worse than this. ■ **TREVOR** ■

OVERALL 79

d to act as a guideline, they are by no means gospel! We heartily recommend that you always play a new game before you make the decision to buy.

SYSTEM: AMIGA
PRICE: £25.99 SIZE: 3 DISKS
PUBLISHER: VIRGIN



CANNON FODDER

■ War has never been so much fun, or so the infectiously catchy jingle goes. However, in this case it's true.

Cannon Fodder is another top grade game from the prolific Sensible stable and is the ideal combination of tactical play, good humour and straight-forward blasting.

The body count is high and the carnage is wonderfully portrayed in classic 'sensi' style. A 'must have' title. ■ **DAVE** ■

■ Sensible annoy me. They know what the punters want and what we want is ultimate gameplay. Once more they've come up with the goodies. So what if the graphics are minimal, they're strangely cute in a *Sensible Soccer*-esque way, especially in their death throes and the sound effects are well placed. *Cannon Fodder* is one of the most entertaining and challenging games on the market at the moment. ■ **NICK** ■

■ Well, this has to be the most sadistic game I've ever played, and the horrifying thing is – I love it. The little soldiers run merrily around shooting anyone that gets in your face. The missions start out extremely easy with the opposition literally being cannon fodder, but as you progress it gets a lot harder. War, as the song goes, has never been so much fun. ■ **ADRIAN** ■

■ This is horrifying. Young men lining up to shoot others, it's just sickening. But, they're small computer people so I don't care. Give them more grenades and rockets so they can kill some more. Playing this is a severe test of willpower, you just try getting some sleep after you hit mission six. This has to be an essential buy for anyone with a love for this sort of game. ■ **TREVOR** ■

OVERALL 92

SYSTEM: MEGA DRIVE
PRICE: £44.99 SIZE: 16 MBIT
PUBLISHER: CORE DESIGN

BUBBA N STIX

■ Nope, not convinced. I keep hearing the other gamers wittering on about what a wonderfully clever little platformer this is, and how original a lot of the problem-solving is. But where, oh where, is the excitement? Core have become more of an animation studio of late than a games producer and *Bubba'n'Stix* is another super smooth game from the Derby-based company that is better to watch than to play. ■ **DAVE** ■

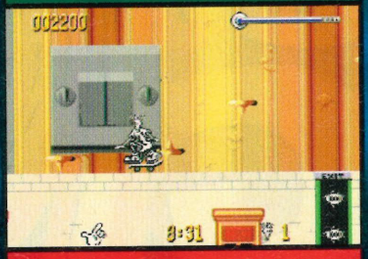
■ Top Stick Action! A crude intro but *Bubba'n'Stix* is real stonker of a game, a rare breed of platformer in the exclusive style of *Another World* – a game that actually requires some gray matter tweaking. Excellent animation and graphics, a foot-tapping tune and a challenging game play, I love it. However, I must add that I doubt if it's to everyone's taste – Bubba'n'Stix is a game to try before using the power of your pocket. ■ **NICK** ■

■ I do like a good platform game, let the others be witnesses to my obsessive behaviour over Mario. *Bubba'n'Stix* has almost got me in the same mood. The gameplay is brilliant, with lots of puzzles thrown in. None of this race to the finish in thirty seconds malarky. However, there are only five levels, so you could be racing towards the end at a considerable rate of knots. ■ **ADRIAN** ■

■ Nearly everything about this game is perfect. The animation of the two characters is impressive and the puzzle solving element is great. As for the sound, well that suits the game down to the ground. If you want a platform game that differs from the straightforward left-right of *Sonic* then *Bubba'n'Stix* is exactly what you've been looking for. ■ **TREVOR** ■

OVERALL 80

SYSTEM: MEGA DRIVE
PRICE: £39.95 SIZE: 8 MBIT
PUBLISHER: KANEKO



FIDO DIDO

■ Oh dear, it seems that this is the issue in which I really go to town on platformers. What does it say when a character is over-shadowed by the red spot that appeared on the bottle he was advertising?

There is nothing here worth forking out forty quid for. Everybody seems to be producing nice graphics at the moment, so even the main sprite animation isn't that impressive. Avoid. ■ **DAVE** ■

■ *Fido Dido* is simply yet another platform game, yet another lemonade-sponsor tie-in and yet another visit to 'boredom central' courtesy of the Mega Drive. It looks nice, it sounds nice, but that's all it is – nice. A pleasant platformer in the vein of thousands of others, and others that are a great deal better. In summary it's pretty good but flat, with neither the sparkle or the fizz of *Cool Spot*. ■ **NICK** ■

■ Seven and Up. *Cool Spot*'s done it in America, and *Fido Dido*'s doing it over here. Those promotional dudes now have more than soft drinks in common. Fido's game is yet another walk around and solve some puzzles. Great, lets all jump on the bandwagon shall we? The puzzles are fun but that isn't enough. This isn't a bad game but, it's too bland by far. ■ **ADRIAN** ■

■ There are only seven levels in this game, and that really isn't enough. The puzzles, although plenty of them, are easily overcome and once these have been completed, you won't have the desire to go back and try them again. Fido is drawn as accurately as any simple pencil drawing can be, and blends in well with his surroundings. Quite good, but not good enough. ■ **TREVOR** ■

OVERALL 48

SYSTEM: MEGA DRIVE
PRICE: £49.99 SIZE: 8 MBIT
PUBLISHER: SEGA

NIGEL MANSELL'S WORLD CHAMPIONSHIP

■ Mansell is without doubt a great racing driver and, as such, he deserves a great racing game. Unfortunately though he's also a bit boring and, funnliy enough, so is his game.

Another time-wearied format that has been flogged to death, all the clichés are used; screeching brakes, revving engines...you know what you're going to get before you open the box. No champagne celebrations for this. ■ **DAVE** ■

■ I like the idea of racing games, but I always tend to walk away feeling cheated. *Nigel Mansell*'s is no exception. The animation is smooth-ish and fast-ish, but without many thrilling crashes. The effects are the sounds of a dying bee in your ear. A mind-numbingly dull game, so take some good advice: if you've got *F1* – keep it, if you haven't – save your dosh for *Virtua Racing*. ■ **NICK** ■

■ This is a bit late isn't it? He's already into the second year of Indy car racing and this is a game about Formula One! Anyway, as a racing game it's probably best that Nige is over in America, away from this aberration. He'd probably go mad after being associated with this. The tracks are basic – there aren't any tunnels, there aren't any crashes – how boring, and the sound is quite inferior. 'Steer' clear. ■ **ADRIAN** ■

■ As far as racing games go this isn't in *Pole Position*. About ten years too late, and surprisingly simple. With the arrival of *Virtua Racing*, this is going to pale into insignificance. If this had been released earlier it might have stood a chance, but most of you are going to be saving for the biggie. There's nothing special about this or anything to make you want to dash out to your local store to spend your hard earned wad. ■ **TREVOR** ■

OVERALL 32

The big 10 high 5

CONSOLE CHARTS

1: SENSIBLE SOCCER – SONY
2: FIFA SOCCER – ELECTRONIC ARTS
3: SONIC THE HEDGEHOG 3 – SEGA
4: WINTER OLYMPICS – US GOLD
5: ALADDIN – VIRGIN/CAPCOM
6: MORTAL KOMBAT – ACCLAIM
7: JURASSIC PARK – VARIOUS
8: THE EMPIRE STRIKES BACK – JVC
9: SONIC CHAOS – SEGA
10: DESERT STRIKE – VARIOUS

16/32BIT FLOPPY CHARTS

1: SIM CITY 2000 – MAXIS
2: FRONTIER: ELITE 2 – GAMETEK
3: CANNON FODDER – VIRGIN
4: PREMIER MANAGER 2 – GREMLIN
5: MORTAL KOMBAT – VIRGIN
6: SKIDMARKS – ACID SOFTWARE
7: THE SETTLERS – BLUE BYTE
8: CHAMPIONSHIP MANAGER '93 – DOMARK
9: WINTER OLYMPICS – US GOLD
10: SENSIBLE SOCCER 92/93 – MINDSCAPE

TOP FIVE GAME BOY

1: LINK'S AWAKENING – NINTENDO
2: SUPER MARIO LAND 2 – NINTENDO
3: SUPER MARIO LAND – NINTENDO
4: LEMMINGS – OCEAN
5: MORTAL KOMBAT – ACCLAIM

TOP FIVE GAME GEAR

1: SONIC CHAOS – SEGA
2: OLYMPIC GOLD – US GOLD
3: WINTER OLYMPICS – US GOLD
4: DESERT STRIKE – DOMARK
5: MORTAL KOMBAT – ARENA

TOP FIVE SUPER NINTENDO

1: SENSIBLE SOCCER – SONY
2: THE EMPIRE STRIKES BACK – JVC
3: SUPER MARIO KART – NINTENDO
4: WINTER OLYMPICS – US GOLD
5: ALADDIN – CAPCOM

TOP FIVE MEGA DRIVE

1: FIFA INTERNATIONAL SOCCER – EA
2: SONIC THE HEDGEHOG 3 – SEGA
3: ALADDIN – SEGA
4: SENSIBLE SOCCER – RENEGADE/SONY
5: WINTER OLYMPICS – US GOLD

TOP FIVE MEGA–CD

1: GROUND ZERO TEXAS – SONY
2: SONIC CD – SEGA
3: LETHAL ENFORCERS – KONAMI
4: THUNDERHAWK – CORE DESIGN
5: NIGHT TRAP – SEGA

TOP FIVE PC

1: SIM CITY 2000 – MAXIS
2: FRONTIER: ELITE 2 – GAMETEK
3: PREMIER MANAGER 2 – GREMLIN
4: ALONE IN THE DARK 2 - INFOGRAMES
5: X–WING – US GOLD

TOP FIVE PC CD–ROM

1: REBEL ASSAULT – US GOLD
2: GABRIEL KNIGHT – SIERRA
3: THE LAWNMOWER MAN – STORM
4: IRON HELIX – MICROPROSE
5: DAY OF THE TENTACLE – US GOLD

TOP FIVE AMIGA

1: CANNON FODDER – VIRGIN
2: FRONTIER: ELITE 2 – GAMETEK
3: PREMIER MANAGER 2 – GREMLIN
4: SKIDMARKS – ACID SOFTWARE
5: THE SETTLERS – BLUE BYTE

TOP FIVE AMIGA CD–32

1: LIBERATION – MINDSCAPE
2: LABYRINTH OF TIME – EA
3: SENSIBLE SOCCER 92/93 – MINDSCAPE
4: SEEK & DESTROY – MINDSCAPE
5: ZOOL – GREMLIN GRAPHICS

067
067
067

TAKE THE ARCADE GAME HOME

DON BLUTH PRESENTS

SPACE ACE

CD-i DIGITAL VIDEO CARTRIDGE REQUIRED

OUT NOW! RRP £49.99

ONE OF THE MOST GRAPHICALLY INCREDIBLE GAMES EVER!

CVG MARCH 94

CD-i

© 1993 Philips Interactive Media International Limited.
© 1993 Don Bluth Limited.

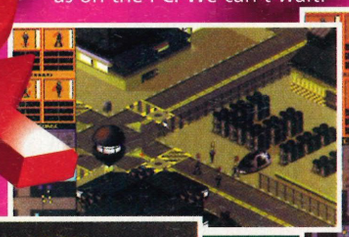
PHILIPS

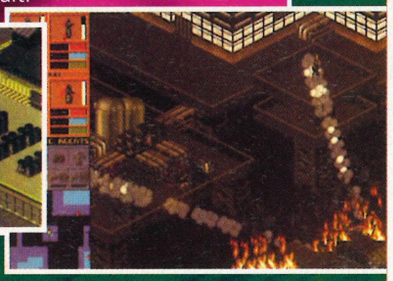
PHILIPS

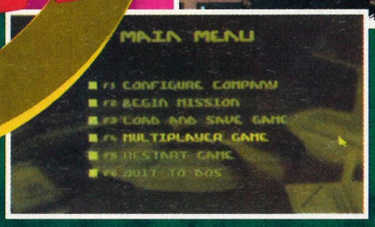
WORLD NETWORK

A HOPPING SUCCESS

Electronic Arts have signed an agreement with top developers Bullfrog to ensure that EA have all the publishing rights to release Bullfrog's latest games across all of the major formats. So maybe we'll be seeing *Theme Park* and *Syndicate* on the SNES as well as on the PC. We can't wait.







GAMES WORLD TV SHOW BECOMES TOP GAMES MAGAZINE

Sky One's highest audience-rated British production, Games World, is now a brand-new 132 page multi-format video-games magazine. This newly released title marks the first collaboration between independent production company Hewland International and dynamic gaming magazine publishers Paragon Publishing, creators of publications such as Super Gamer and Sega Pro. Editor Dave Perry, formerly of Sega Pro and Mega Power, and also a presenter on the TV show, comments:

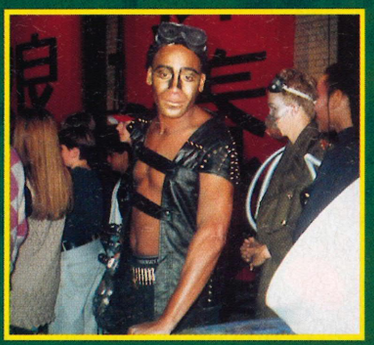
"Games World has always been a brave and innovative programme, but due to the limitations thrown up by trying to provide thirty minutes of entertaining viewing, it has never really been able to provide the information and hard facts that its audience requires. **Games World: The Magazine** will fill that gap and provide the bridge between the people who have Sky and enjoy the show and those who don't but still want to be involved."

In the dark

Their are still a lot of keen gamers who are unfamiliar with Games World and the lively characters and challenges that it throws up. Set in a dark, post-apocalyptic version of the future, the show is broadcast five nights a week on Sky One at 6.00pm.

The fight nights are on three times a week and present a total of ten contestants with the opportunity to battle it out on two Eliminators, and earn a place in the weekly final known as Beat the Elite. In this, the two champions must face each other to decide who earns the right to go on and fight the show's resident game champions, the Videators. The Videators are a bunch of larger-than-life characters who offer the ultimate test for any games player and must be beaten if the contestant is to land a place in the end of series Grand Final. There are eight videators in all including: Master Moriarty – a facetious public schoolboy, The Violet Blade – a swashbuckling pirate, and Big Boy Barry – A fat wide-boy with a garish taste in clothing.

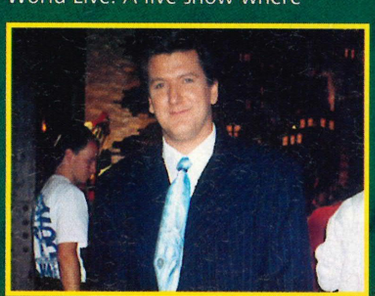
Also, on Thursday, there is Games World Live. A live show where viewers compete against each other on games by using their own touch-tone telephones. The fifth show is Big Boy Barry's Joypad, a news and features programme, hosted by Barry, which includes a games review panel and a high-score chart where viewers can attempt to beat fellow viewers gaming records.



Perry's All-stars

Undoubtedly **Games World: The Magazine** will provide in-depth games coverage, across all formats, that the show itself cannot. To this end, an all-star team of acknowledged games experts have been assembled ensuring the magazine's content covers only the most informed games news, previews and opinions. At a time when many other magazines seem to have become watered down and faceless, **Games World: The Magazine** has recognised the need for a high profile team that gamers can look up to and trust. The World Gamers will quickly establish themselves as the strongest review team of any games magazine in the world.

By the time you read this you will have purchased the launch issue of **Games World: The Magazine** and, whether you are a fan of the TV show or just a keen gamer looking for the ultimate monthly games bible, you will enjoy being a part the fastest growing group of video-gamers in the games world.



SEGA UNVEIL

Fear not all you Mega Drive owners who thought your ageing machine was on the way out. There have been many fears by games players that the introduction of the 32Mbit Saturn will cause Sega to forget about their beloved black boxes. Not a chance – enter the Mega Drive 32.

The new technology will allow the new machine's owners to play the new *Virtua Fighters* when it's released. The Mega Drive 32 will boost performance with massively increased 3-D graphics quality, boost the number of colours available to over 256, and the improve the sound quality of the machine.

062 062 062

SEGA CHANNEL™

SEGA TV

If you play Sega games morning, noon and night, you'll be glad to hear Sega are testing their new TV channel in America where viewers can gain access the latest Sega games and demos from the comfort of their front rooms. There will, of course, be a well-stocked library of 'classic' older titles as well as the newer games, and this list of games will be updated at regular intervals.

At the moment the system is being tested in selected households and users are charged between $10-$20 for a month's subscription. There's also a charge for the decoder, to unscramble the signal, and a special cartridge that will store the downloaded games so that you can play them in your standard machine. You can't keep them, but you can download each game as many times as you like, whenever you like.

However, gamers in the United Kingdom are going to have to wait until the trials are completed before it arrives over here. This probably will be a long time yet.

MINDSCAPE LAND THE HULKSTER

Those lovely people who make that sizzling show Baywatch, have come up with another sand-filled spectacular that's already taking America by storm, allegedly. Strangely titled *Thunder in Paradise*, the show stars that humungous star of wrestling, Hulk Hogan, who tears around in a fantastic Thunder Speed boat. Now this is all very well for the coach potato element amongst you, but where does this slot into the world of video games?

Well, Mindscape, the people behind the quirky *Alfred Chicken*, have picked up the license to produce the game. With any luck we'll see The Hulkster scratching around pecking at bits of seed, but we can only dream.

NIGHTMARE

Take a humble adventure game where you have to rescue fair maidens from their doom, add some digitised footage of semi-nude teenage girlies getting attacked, and what do you have? You have *Night Trap* on the Mega CD. You probably know all about this game and the bad publicity it received. Well,, now, it's been pulled off the shelves in America, following a huge onslaught of complaints from irate parents complaining about moral values. Before the game can go back on sale, all the offending scenes will have to be removed. This could have serious effects on the likes of *Mortal Kombat* which is getting the same sort of parent-related criticism. If this is the case, then *Mortal Kombat II*, with its extreme violent nature, can expect the same sort of treatment. Stay tuned to **Games World: The Magazine** for more details.

ARE YOU UP TO THE CHALLENGE OF THE VIDEATORS?

The meanest, baddest bunch of gamers on the planet, hand-picked from past challengers, winners and the world of professional gamers, the Videators are the final challenge any contestant will face when he enters the Games World arena. To be a Videator, you need to be a red-hot player, have the ability to act out a character and posess an outrageously excessive personality. However, not everybody can join this small band of the games-playing elite, most will have to just be happy with the idea of proving their mettle by taking on and beating these flamboyant joypad jockeys.

HOW DO WE CHALLENGE THEM?

A little like finding Reptile in *Mortal Kombat*, to earn the right to face these elusive giants you must first complete a number of gaming tasks, the first of which is actually getting yourself on to the show. If you think you could slug it out on satellite TV with the best players in the country, send in your name, address,and a photo, together with some interesting chat about yourself and gaming prowess to: Games World – Eliminator, PO BOX 91, London, E14 9NN.

NEW LINE UP

The technology used in the Mega Drive 32, is formidable. Two 32Mbit RISC chips, sitting snuggly alongside a video co-processor, there's even extra built-in RAM to speed up your games playing. Also, there will also be an updated Mega-CD unit available. This new machine will be launched around Christmas this year. So save your pennies now.

Virtua Fighters, one of the hottest games of the moment, will be available on the Mega Drive 32 so, as Ade says, "You'll be wetting your pants after playing the armpit moistening *Virtua Fighters*." Quite. So, take your pick, you could be this bloke up here or that one sat over there.

063 063 063 063 063 063 063 063 ...

NBA JAM

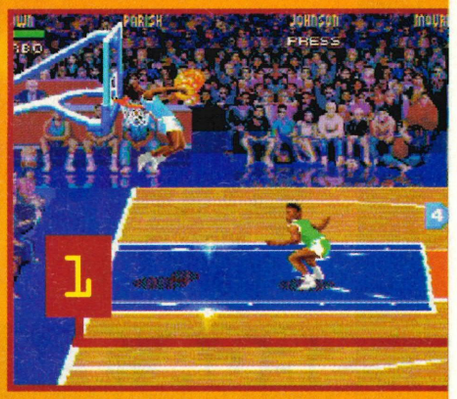
Boom Shakka Lakka! As Basketball continues to rage through the country as the latest adopted fad from the USA, Acclaim serve up a liberal slice of the action with the brilliant NBA Jam.

Forget Sonic 3, the biggest release of the year so far is undoubtedly this eagerly awaited rim-rocker from Acclaim.

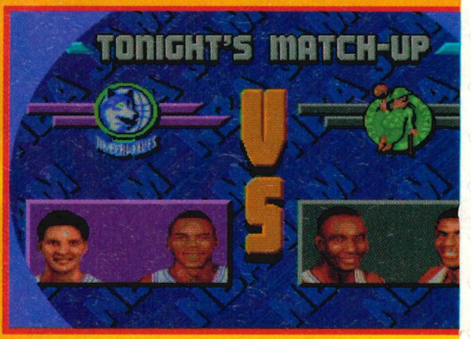
A hoop bulging game with a difference, *NBA Jam* has only two players from each side on court at a time, each armed with his own individual stats. Ranging from dunking ability to his likelihood to sink three pointers from outside the key, so choice of pairing is very important.

You can select from the numerous big stars that appear in the real NBA teams and a save-as-you-go option means that, although the game doesn't have a league or cup option, you can still record your progress as you attempt to crush the rival CPU controlled players, with the challenge gradually getting progressively tougher.

Fake, push and dummy opposing players on your way to the basket and rub your mate's nose in it as the commentators squeal with delight at your gravity defying dunks and dead-eye three point shots. None of the excitement of the arcade machine has been lost in the conversion to cart and you'll be amazed at the speed of the action and the quality of the sound. Brilliant as a one player game, frantic in two-player mode and compelling as a four-player team challenge, *NBA Jam* will be slammin' its way into a console near you very soon. Keep an eye out to see how the World Gamers rate it next month.



■ BELOW: Clean through the defence, the rest should be bread and butter to a pro like you. Scoring chances are greater when unchallenged.



1. "Oh my. 'Climbing high above towering defences is second nature to the athletic players in *NBA Jam*

2. "Is it his shoes." Another gravity defying jam is on its way as the combination of shoot and turbo sends another player skyward, impressing the commentators and cheerleaders to hell.

3. 'Boom-Shakka-Lakka!' Even the Wright Brothers would be impressed with the aerodynamics of this leap.

GAMES WATCH

2

3

VITAL STATISTICS

NAME: NBA JAM
PUBLISHER: ACCLAIM
SYSTEM: MEGA DRIVE
PRICE: £49.99
SIZE: 16 MBIT
AVAILABLE: NOW

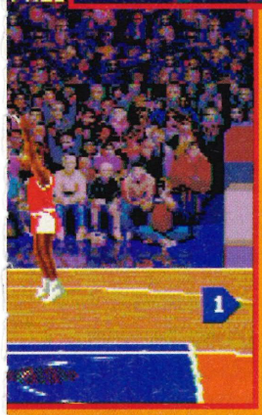
HE'S ON FIRE!

Definitely the most exciting feature of *NBA Jam,* is when you manage to score three consecutive baskets with one player and go 'on fire!' The ball suddenly turns into a flaming sphere and the relevant player has unlimited use of turbo power, making him a formiddable, slam-dunking animal who should be used to maximum effect.
Here's our not-so-serious guide to slammin':

1. This is how you 'Slam-Dunk' the ball. First, get the ball and run your animal towards the 'hoop'. Once in the vicinity of the netted hoop, jump as high as you can. While coasting effortlessly through the air, slam the ball through the ring. If you're really lucky you can smash the backboard in to little glass shards. So put on your 'ultrastrong Reebnik pumped-up too-bad bitchin' pumps, boy!'

2. You see my bro', that's how you slam those babies, good and proper. God, I'm so hot that thing's on fire , but it could have been the vindaloo I had last night. Hey, who invited the stereotypical backpacking exchange student?

3. This is known in the trade as a 'tip-off'. Not to be confused with running down to your local police station, and 'grassing' on your neighbours by spilling the beans on the bank job. We're talking about the starting move in a game of basketball.



1

■ Playing good 'D' (defence to the uneducated) is the secret to success in *NBA Jam.* Stopping the opposition from scoring is the surest way to guarantee victory.

1

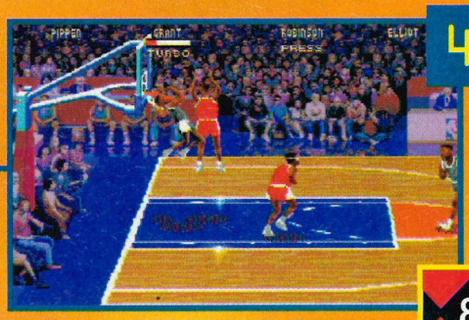
2

3

■ LEFT: With over 32 top pairings to choose from it is vital to find a team that you feel confident with. A good three-point man is just as important as a solid dunker.

3

3



4

089
089
089
089
089
089
089
089
...

THE VIOLET BLADE

Videator Profile

The Violet Blade was one of the four new Videators who starred in the last series of Games World 'Beat the Elite', adding a much needed element of flair to the whole procedure. One of the more formidable opponents, The Violet Blade, may not have the best overall record but he has played a wider variety of head-to-head games than any other Videator on the show. A strange character who, depending on the phase of the moon, can play-up to his camp best, as the Violet Blade, or be the most vicious and physically abusive Videator of the pack – the Violent Blade.

Thankfully, Games World: The Magazine caught him on a good day.

QUESTIONS...

So here are a few of the questions we put to the indomitable Violet Blade.

How come you are on the show?

■ Well, basically, there simply wasn't enough booty on the open seas. Face it, piracy is a bit pointless when all you can attack is a Townsend Thorenson car-ferry for a bottle of Creme de Menthe and a 10p *Space Invaders* Machine. There was more riches to be made playing them there computer game things.

Alright Violet, just how old are you?

■ No comment.

How long did you sail the seven seas?

■ For years. Ever since Pink Beard introduced me to world of Piracy through til the Flaming Queen went rotten and the thrills'n'spills of computer games enticed me onto TV.

Alright, what's your favourite game of the moment?

■ *Fifa Soccer* on the SNES. It's a massive improvement on the Mega Drive version with loads of extra manoeveurs and stuff and you get all manner of scoring opportunities.

What's your favourite game of all-time?

■ This is going back a bit. However, I remember playing a game called *Trans Am* , a driving game, for ages on the legendary ZX Spectrum 16K

What's your favourite game system?

■ Look, it may stun some of my fans, but without being too techy or jumping on the new-machine bandwagon, it's the good ol' PC.

What games do you like more than any other?

■ Soccer games. Any soccer game, from management sims to arcade romps! I also like games with a nautical nature, such as *Pirates* or *Blade of Vengence*.

Do you have any favourite hobbies and pastimes?

■ Apart from docking the Flaming Queen, it's a night on the town boogie-ing on down at the Blue Oyster Club to Right Said Fred.

Who, apart from yourself, is your favourite Videator? Why?

■ A tricky decision, probably Combat Cal for her sheer confidence... Also the Games Messiah because, erm, he wears a dress.

Who, apart from yourself, is your most hated Videator? Why?

■ Big Boy Barry because the last time he came on board my ship it sunk and also, between you and me, he smells like wee. Nah, only kidding Barry!

Why did you turn all nasty on everybody towards the end of the series?

■ Fair comment, but I was going through a rough patch with Roger, and Bob Mills needed taking down a peg or two.

Any favourite films or TV programmes?

■ Apart from Games World of course. Well, my favourite programme has to be Captain Pugwash, it's the business, and I know what the title stands for in Australia. My favourite film of all-time has to be Escape to Victory, a film that is, let me see, well... Because, erm, it's a cunning combination of football and war drama.

Just who is the infamous 'Roger m'Cabin Boy'?

■ He's just a lad I picked up from Liverpool Docks who helps me out with my cleaning, cooking and other menial duties.

As an aside, I here you're a dab hand at docking the Flamin' Queen – but does it really exist?

■ No one has ever seen it, not even Sally Lines. Why? Because I use a Romulan-style cloaking device.

Well, thank you Mr. Blade, it has been a most eye opening experience.

VIDEATOR RECORDS

Master Moriarty	7 WINS OUT OF 9	77.7% WIN RATE
Big Boy Barry	13 WINS OUT OF 17	76% WIN RATE
Mr Mathers the Megabyte Millionaire	11 WINS OUT OF 16	68.75% WIN RATE
The Violet Blade	8 WINS OUT OF 13	61.5% WIN RATE
Games Messiah	7 WINS OUT OF12	58% WIN RATE
Persian Prince of Perfection	8 WINS OUT 14	57% WIN RATE
Combat Cal	3 WINS OUT 8	37.5% WIN RATE

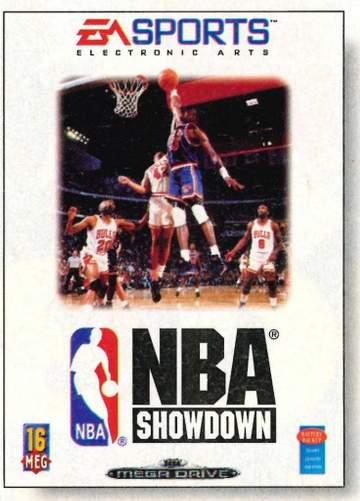
Measure up to the Showdown

NBA® Showdown's the buzz of real, full-court 5-on-5 basketball, with gameplay so fast you'll need a slo-mo replay to see how that Double-Pump Hook Arm Slam got past you.

A new game engine adds an extra dimension and puts you eyeball to eyeball with players from all 27 NBA® teams. The world's greatest athletes taken apart stat by stat and re-assembled to perfectly replicate their season '93-'94 performances. NBA® Showdown puts every spectacular signature move under the control of your left thumb, and your neck's on the block at every free-throw with the unique new free-throw screen.

Call offensive plays, defensive strategies, and play an entire 82 game season before taking your own dream team to the Playoffs. Battery back-up lets you save incomplete seasons, while 4 Way Play™ compatibility means four frantic hoops fans can party in the paint simultaneously.

2-on-2? It's more like ballet than basketball.
Play NBA® Showdown and get real.



if it's in the GAME, it's in the GAME™

EA SPORTS™
ELECTRONIC ARTS

EA DIRECT

NBA® Showdown is available from EA Direct on 0753 549 442 or write to Electronic Arts, 90 Heron Drive, Langley, Slough, Berks SL3 8XP • Sega and Mega Drive are trademarks of Sega Enterprises Ltd. • EA SPORTS, the EA SPORTS logo, 4 Way Play and "IF IT'S IN THE GAME, IT'S IN THE GAME" are trademarks of Electronic Arts • NBA & the NBA logo are registered trademarks of NBA properties, Inc. • The individual NBA and NBA team insignias depicted are trademarks which are exclusive property of the respective teams and may not be reproduced without the written consent of NBA Properties, Inc and the respective teams.

CON

...Games World...Games World...

JUNE 1994

STRE FIGHT

Back and blue. Sega's biggest spiky star slips into his Power Sneakers and streaks his way across eight pages of level-by-level scrutiny inside. Oh, and just who is this Knuckles?

58

002
002
002
002
002
002
002
002
...

SONIC 3

TENTS

Games World...Games World..

ISSUE 0

ET
TER II

Fight! We go toe-to-toe with the world's toughest screen scrappers in an exclusive 12 page special feature on the Game Boy's hottest beat'em-up release ever.

67

GAMES WATCH

To find out what games should you be looking out for on your system, check out the Games Watch section on page50

SNES	50-60	CD-i	99-101
Mega Drive	61-70	3DO	103-105
Amiga	71-80	Jaguar	107-112
PC	81-86	Game Gear	114-118
CD-32	87-90	Game Boy	120-124
Mega-CD	91-93	NEO GEO	125-126
CD-ROM	94-98	Arcades	127-128

THE MAGAZINE

Editorial.....6
4-play 9
Big 10.....22
High 5 23
World Network.....26
Future Screens.....32
Import Scene....36
Byte Back 42
Game Brain 46
Maximum Firepower.....52
Merchandise 64
Subs.....112
Access All Areas 120
Next Month 124

WORLD GAMES

Alfred Chicken	100
Art of Fighting 2	34, 116
Bare Knuckle	48
Beast 2	53
Chopper squad	78
Chuck Racer	13, 96
Cliffhanger	12, 107
Cybermorph	37
Dashin' Desperadoes	56
Double Switch	74
Dragon's Revenge	118
Dune CD	83
Ecco	68
Fatal Fury 2	108-117
Final Fantasy IV	45
Fire Striker	130
G2	102
Goofy's Tour	32
Ground Zero Texas	40
Horde, The	23
Hotel Mario	109
Jammit	90
Jim Power	123
Kirby's Pinball	45
Lawnmower Man	36
Lemmings	104
Lunar II	123
Mazin' Saga	98
Microcosm	120
Mig 29	130
NBA Jam	112
Night Trap	127
Outrunners	78
Pinball Dreams	89
Prize Fighter	42
Rabbit Rampage	35
Raiden II	92
Roco	43
Soldiers of Fortune	67
Stellar Fire	56
Streetfighter 2	67
Super Bomberman	96
Super Nova	94
Toejam and Earl 2	123
Total Carnage	67
Virtual Racing	55
Voyeur	102
Wiz 'n' Liz	118
X-Kalibur	36, 114

EDITO

Welcome to the dummy issue of Games World: The Magazine. We have put together a team of the country's greatest games experts to bring you 132 pages of undiluted games action a magazine sure to become the UK's essential monthly guide to the world of video-gaming. Be warned; this real-deal player's bible carries an explicit 'NWL' advisory notice – No Wimps or Lamers!

From arcades to hand-helds, we'll play them all. If you like your knowledge to come from the source and your information based on fact rather than flimsy speculation then step aboard with me, 'The Unstoppable Games Animal' and the World Gamers, and take a whiteknuckle ride into the gaming universe each and every month.

BANG! Here we are...

Remember, gaming is supposed to be fun, but there's no-one sadder than a loser, so play to win! Know what I mean?

Dave Perry

GAMES WORLD: THE SYSTEM

■ The first thing you will notice as you flick through the pages of **Games World: The Magazine** is that it isn't structured like the majority of publications on the sale in the UK. Our game features fall into four distinct categories:

Future Screens

■ The moment we hear of exciting new releases we'll tell you all about it in this short section. Games featured here are likely to be a long way off their release dates and are really little more than news at this time.

Games Watch

■ Once a game is ready to stand up to the severe test provided by The World Gamers, it will be featured in this section. We will give accurate information about its release, price and a concise run down of all its features. Games will receive one or two pages of picture-heavy reportage, giving you a clear view of what to look forward to in the forthcoming months.

BYTE BACK!

■ Don't just accept what we have to say, write and tell us your own opinions about the games industry, the magazine, Claudia Schiffer going topless...anything. We welcome praise, criticism, comments, moans, artwork, the lot.

Dave will attempt to answer as many letters as possible every month and there will be goodies galore for the best submissions, so get scribbling to:

Byte Back, **Games World: The Magazine**, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF.

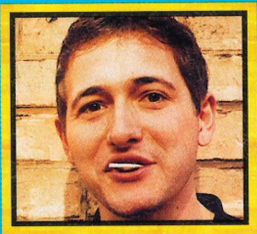
EDITORIAL

THE WORLD GAMERS

DAVE PERRY

■ Widely acknowledged as the finest games player in the country today, Dave was the ideal man to front our all-star team. Co-presenter of the Eliminator on Games World and GamesMaster on Channel 4, Dave's bandana trademark is one of the most recognised symbols in the industry. He became the first console mag editor to covermount a demo game with Mega Power, and was one of the original team that established SEGAPRO as the leading Sega magazine way back in the early days of the 16-bit console boom.

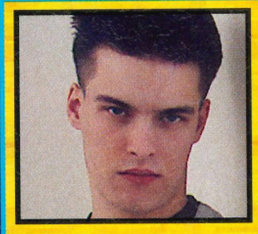
A fearsome reviewer and irrepressible personality, Dave is 'the Unstoppable Games Animal'. You better believe it!



NICK WALKLAND

■ Lurking mysteriously in the huge shadow cast by Dave's ego, Nick is a former writer on Games X and editor of Control magazine. Nick was instantly signed up by the Paragon Backroom Boyz as deputy editor, plucked from the grip of Games World, the TV show, after two series. His knowledge of the industry and mastery of joypad and joystick mean that any game put in his hands will be given the most stringent of tests – every pixel pushed to the max.

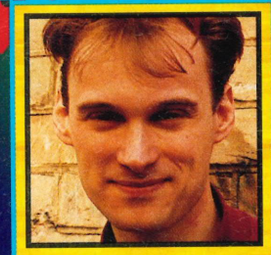
The strong silent type, Nick perfectly compliments our flamboyant editor and the Sheffield born gamer's prolific work-rate means that our readers are always guaranteed quality as well as quantity.



ADRIAN PRICE

■ Having made the transition from GamesMaster magazine to GamesMaster TV show, Ade has finally seen the light and joined the UK's leading reviews team as staff-writer. Bringing his acidic wit and abrasive humour to the Games World offices, Ade is an excellent joypad jockey who likes nothing better than to inflict pain on his fellow World Gamers on only the most brutal of beat'em-ups.

Our top tipster's gaming prowess is overshadowed only by his short temper and choice language when faced with a particularly frustrating piece of software. This is one team member who should definitely come with a parental guidance warning.



TREVOR GREENE

■ Our fourth member is yet to be announced at the time of going to print. However, he is code-named 'Trevor'. He is an industry stalwart though, who may or may not have made his name as as the king of tips on a legendary magazine. Trev was also known as 'Chunky' on yet another magazine, apparently compensating for his lack of machismo, until he became editor and had to cast off his ropy alter-ego. Having also edited tips on a number of gaming magazines, our second staff writer's credentials speak for themselves, nothing will get past this man. All games he plays receive his eagle games-playing eyed informed criticism.

Games World Special

■ The hottest games of the month will be given the full works. This is the whole wash, cut and blow-dry – giving you the complete insight into the hottest games of the moment over anything up to twelve pages. Providing level-by-level, character-by-character, breakdowns. In short, all the information you've been craving for. No other magazine does this!

4-Play

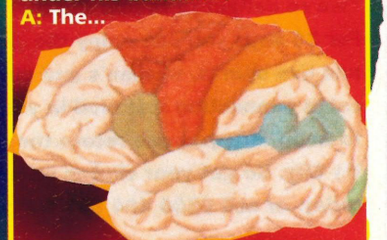
■ This is where we give you the full benefit of the four World Gamers expertise. Every game released, during the month that the magazine is on sale, will be reviewed here. No silly reviews months before you can buy the product – this is the ultimate buyer's guide. Don't make your purchase unless you've read the latest issue! All four members of the team will help you make up your mind on which game to spend your cash on.

Colour-Coded Format Individuality

■ Every game featured in **Games World: The Magazine** is treated individually on each format and specially colour-coded for easy reference. Sometimes, the same game may appear three or four times in one issue. This is only because we appreciate the subtle differences that exist between the various hardware formats. If you instantly want to check out the game for your system, or systems, you can.

Games World: The Magazine is constructed to provide the maximum amount of information possible in an easy-to-access format – using the unique colour-coding system. This is a total games overload and I think you'll be surprised at how trivial other games magazines are after you've read through this issue.

Q: What does Dave Perry keep under his bandana?
A: The...



GAME BRAIN

■ "I am 'the Game Brain' and I am at your disposal every month to answer absolutely any question that you may have about video-gaming. Pesky end-of-level bosses, release dates for future projects, how do you become a Videator? Anything that may be puzzling you or worrying your stressed out grey matter, put it down on paper and put me to the test."

GAMES WORLD THE MAGAZINE

Editor
Dave Perry

Deputy Editor
Nick Walkland

Staff Writers
Adrian Price
Trevor Greene

Art Editor
Mark Kendrick

Art Assistant
Mark Houghton

Advertising Manager
Ian Kenyon

Senior Ad Sales
Diana Monteiro

Sales Executives
Alan Walton
Yvonne Mitchener

Production Manager
Di Tavener

Pre press Manager
Mike Notty

Scanner Operator
Suzanne Halsworth

Ad Production
Jane Hawkins

Advertising Design + Illustration
Christa Fairchild

Front Desk
Paula Wood

Subs + Merchandise
Karren Sharrock

Publisher
Pat Kelly

Printed by
Garnett Dickinson Print Ltd

Distributed by
Seymour International Press,
Windsor House,
1270 London Road, Norbury,
London SW16 4DH.
Tel: (081) 679 1899

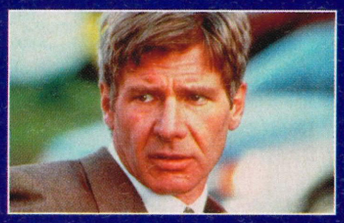
Produced by
Paragon Publishing Ltd
Durham House
124 Old Christchurch Road
Bournemouth
BH1 1NF

Telephone
(0202) 299900

Fax
(0202) 299955

Games World: The Magazine
© Paragon Publishing
Games World: TV Show
© Hewland International Ltd

Special Thanks
This month our special thanks go to 'Cocky Kid'. He only lasted three days but he did a lovely paint job...

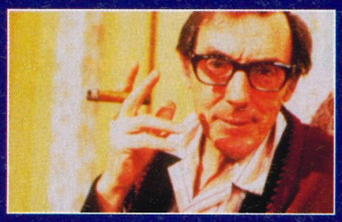


PATRIOT GAMES.
APRIL PREMIERE

THE AVENGERS.
WEEKDAYS 8PM

GLADRAGS & GLAMOUR.
WEEKDAYS 3.45PM

WILDSIDE.
SUNDAYS 5PM AND
THURSDAYS 10PM



SYKES.
WEEKDAYS 5.55PM

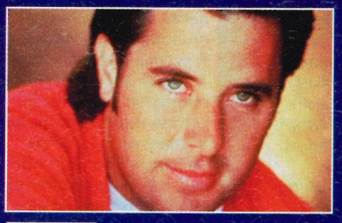
THE CLIMAX OF THE F.A. PREMIER
LEAGUE & GERMANY V ENGLAND.
APRIL 20TH

BEVERLY HILLS 90210.
SUNDAYS 7PM

Torvill & Dean join the Sky team.

BARNEY AND FRIENDS.
WEEKDAYS 2PM

THE BODYGUARD.
JUNE PREMIERE



VINCE GILL.
COUNTRY MUSIC
TELEVISION

TRIVIAL PURSUIT.
WEEKDAYS 6PM AND 10PM

ANNA WALKER.
24-HOUR SKY NEWS

"TRY SKY FREE FOR 30 DAYS."

FREE 30 DAY HOME TRIAL NO OBLIGATION

"We're delighted to join the Sky team and to bring you news of the Sky 30 day free home trial. For 30 days you can enjoy the greatest choice of television channels including movie premieres and live sports, women's and children's channels free. You'll get a complete satellite system or cable connection installed in your home, free of charge. And within 30 days, if you don't want to keep Sky, you can return the system with no obligation. There's never been a better time to try Sky. So get your skates on and contact your participating local T.V. dealer or cable operator today, or call 0506 484 567 for more information now."

Jayne Torvill

Christopher Dean

20 channels of movies, sports, music, news, children's programmes, factual and family entertainment.

So contact your local participating retail outlet, cable operator or TV dealer: BT shops, Colorvision, Comet, Currys, Dixons, Eastern Electricity, Granada, Homepower, Martin Dawes, M.E.B., Norweb, Powerhouse, Radio Rentals, Rumbelows, Scottish Power/Sound & Vision, Southern Electric, SWEB, Tandy or your local independent dealer. Call 0506 484 567 9am to 10pm daily for further details or to find out your local participating outlet.

Refundable deposits may be required offer subject to status. Other limitations on offer availability apply – see your participating T.V. dealer or cable operator for details. Channel availability on cable will vary. Offer closes April 30, 1994.

4 PLAY!

Every month our fab four World Gamers will help you to decide where your hard earned cash would be best spent. Only the games actually released during the month that the magazine is on sale will be reviewed, making 4-Play the essential official buyer's guide to the UK market.

Trust us, we do this for a living.

The World Gamers

UNSTOPPABLE!

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

REVIEWED 4 YOU!

■ Aero the Acrobat, Freelancer 2120, Mad Dog McCree, X-Men, Super Streetfighter II, Puggsy's Scavenger Hunt, Virtua Racing, Tecmo Bowl, Cool Spot, Mortal Kombat II, Art of Fighting II, Zero the Kamikaze, Secret of Mana, Mad Dog McCree, X-Men, Sonic 3, Samurai Shodown, Time Killers, Cool Spot, Mortal Kombat II, Art of Fighting II, Zero the Kamikaze Squirrel, Secret of Mana, Mad Dog McCree, X-Men, Sonic 3, Puggsy's Scavenger Hunt, Time Killers, Tecmo Bowl, Cool Spot, Mortal Kombat, Art of Fighting, Aero the Acrobat, Secret of Mana, Fatal Fury II, X-Men, Sonic 3, World Heroes Jet, , Tecmo Bowl, Cool Spot, Mortal Kombat II, Art of Fighting II ■

GAME OF THE MONTH!

CLAYFIGHTERS

SYSTEM: SNES
PRICE: £49.99 SIZE: 16 MBIT
PUBLISHER: OCEAN

■ The most fun you can have bashing the living daylights out of someone, *Clayfighters* is the first 'claymation' beat-'em-up (if you don't include the Goro figure in Mortal Kombat) and is worth a buy, if only for sheer novelty value. Great fun to play, riveting to watch, and packed with special moves and charismatic sprites, this is the perfect bruiser for people with a sense of humour. ■ **DAVE** ■

■ I like *Clayfighters*, it's nowhere near as good as *Street Fighter II* or *Mortal Kombat*, but it's got a style all of its own – it's very individual. The speech is marvellous, and if you've been looking for Elvis, then you'll find him in here hanging out with Taffy Man. He's there in all his glory, with all his hair and his white polyester suit, saying "I thank you very mush..." ■ **TREVOR** ■

■ *Clayfighters* certainly isn't a *Street Fighter II* basher, but it's a novel approach to the standards of this genre. The diversity of characters is excellent especially Blue Suede Goo (or should that be Elvis?) and The Blob. I must confess to being completely under-awed by the game. Sure, it looks good, the sound effects are excellent, but in long-term gameplay stakes, it lacks the certain je ne sais quoi. ■ **NICK** ■

■ When *Clayfighters* appeared it really wasn't an original concept! Ah, but it was. All the characters were made out of clay and they all had distinct personas. There was Elvis, and his hair, Bad Mr Frosty and his, err, frost, and a fat viking woman from Valhalla. The fighting moves aren't that special but the way all the characters are animated and the speech that goes with them is just plain excellent. ■ **ADRIAN** ■

OVERALL 94

■ Just look at the graphics on these bizzare attacks ranging from The Blob's spinning saw to Blue Suede Goo's killer quiff.

AWESOME POSSUM

Mega Drive ■ £39.99
16 Mbit ■ Sega

Awesome? Yeah right. The graphics are colourful, but jerky, there is a huge amount of sampled speech – that's about 20 years behind civilisation with words such as "Cool". There are four, yes four, levels for you to get bored in, and believe me you will get bored, and ripped off if you buy this. ■ **17**

PRO MOVES SOCCER

Mega Drive ■ £39.99
8 Mbit ■ Asciiware

Oh please! When I play a game, especially soccer, I expect there to be at least some game in there, not a hollow husk, with all of its pith scraped off. This is one of the most shallow football games that has ever been created. The goalkeepers are incredible – it's almost impossible to score past them. And even when you do, it's not as if you'll really care about it any more, anyway. There are plenty of other football games, *FIFA* and *Sensible Soccer* spring instantly to mind. You'd be better off getting one of those, as you'd get far more value for money. ■ **21**

HUMANS

SNES ■ £44.99
8Mbit ■ Gametek

There is only one puzzle game you need – *Lemmings*. Most others after that just fade away. This game does try ever-so hard to be a big kid on the block, but it fails to impress and, sadly, *Humans* is just another also-ran. The graphics and inventions are detailed and pleasant to the eye, but it lacks that certain quality that makes a great puzzle game – for which you really need quick and fast paced action and something to make you want to finish the level. *Humans* lacks these qualities. After the first few levels any desire you have will soon leave you which is a quite a shame because this game did have potential. ■ **60**

RIDICK BOWE'S BOXING

SNES ■ £49.99
8Mbit ■ Extreme

There are loads of characters in here to fight with and even the option to create your own. This isn't as good as *Legends of the Ring* with its sheer amount of violence. Riddick Bowe just looks too cartoony to be a boxing game. It's got great graphics but after playing for a while it just doesn't seem real enough. ■ **37**

SYSTEM: SNES
PRICE: £49.99 SIZE: 8 MBIT
PUBLISHER: EMPIRE

SPACE ACE

Boy, is this an old game or what?! Ten out of ten to the marketing people who heated this one back up and convinced a whole new generation of gamers that it's something new and stunning. I remember playing this on the Amiga about five years ago and it is just as linear and boring now.

Quite an original idea in its time, but when I buy a cart nowadays I expect there to be a game involved. ■ **DAVE** ■

Would *Space Ace* be as annoyingly linear as the original laserdisc arcade? The answer, thankfully, is no. Well, not quite. A different game in most ways it still has the glorious comedic effects, the same timing difficulties and high annoyance factor. To pretentiously sum up, *Space Ace* is like an ice sculpture; it may look great, it takes ages to get into but, in no time, all interest melts away. ■ **NICK** ■

Some things are best left alone, and this is one of them. *Space Ace* was a brilliant successor to *Dragon's Lair* in the arcades, but sadly, it isn't here. To play the game you only have to remember which direction you have to press the joypad to progress. If you get it wrong, well, just work through the other three until you get it right. Absolute rubbish. ■ **ADRIAN** ■

The graphics might very well be lovely and colourful, but the gameplay isn't. Laserdisc games were fun in the arcade where you could shove a few quid into the machine until you were bored, but when something like this goes for £50, it starts to take the proverbial tinkle. It would suit small kids, but saying that, they generally can finish them quicker than most adults. ■ **TREVOR** ■

OVERALL 44

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

EQUINOX

Top quality action from Sony, who seem to be fairing much better on Nintendo than they ever did on the Mega Drive.

A playable combination of addictive gameplay and excellent graphics ensures that *Equinox* is a highly enjoyable arcade adventure, sure to light up most SNES owners' screens.

However, this is not quite the earth-shatttering block-buster that many mags will have you believe. ■ **DAVE** ■

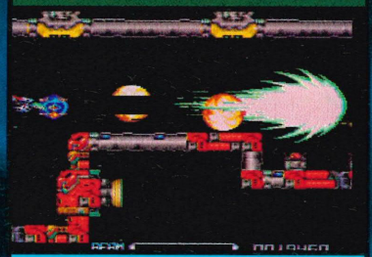
Equinox is a rare breed of game that harks back to the good ol' days of isometric arcade-adventures, not something we've got used to on standard SNES with its shoot'em-up and platform rompettes. I love it. Any game that needs a bit of cerebral tweaking with smart graphics and a dash of arcade excitement is tops by me. If you want to burn the midnight oil in a jolly large puddle, *Equinox* is the business. ■ **NICK** ■

Equinox has the most beautiful backdrops and sprites that have been produced for ages. The main character is absolutely enormous. The game itself will need a lot of exploring, each level is absolutely huge, with plenty of rooms. The sound is sedately haunting, even when you're walking overland there's always a soft wind blowing so you're never really sure if a Goblin will attack you. Get this now. ■ **ADRIAN** ■

Games like these only come around once in a while, which is why you should go and get this. If you ever owned an old Spectrum and played *Knight Lore*, then you'll have a good idea as to what this is like. There are plenty of puzzles to solve and most of them are excruciatingly difficult. This game has it all, good looks, great sounds, and a beautiful all-round perfume. ■ **TREVOR** ■

OVERALL 87

SYSTEM: SNES
PRICE: £54.99 SIZE: 16 MBIT
PUBLISHER: IREM



R-TYPE III

No real surprises here, in true console style R-Type III is a run-of-the-mill sideways scrolling shoot'em-up.

Frantic action, huge baddies and unfeasibly awesome weapons have become standard fare for these games but it's all getting a bit old hat now.

If you don't own a game of this kind, and often feel the urge to go blasting through space, treat yourself...but don't come crying to me. ■ **DAVE** ■

Now where have I seen this before? A tricky one. Well *R-Type III* is the cunningly entitled follow-up to the original SNES alien-scum shooty. So if you glory in aimless attacks against brightly coloured 'swarms' then this is for you. A massive graphical improvement on the original with hardly any scrolling slowdown, it's a big, bold and brash game. It's as good as others on the market, albeit a little too samey for my liking. ■ **NICK** ■

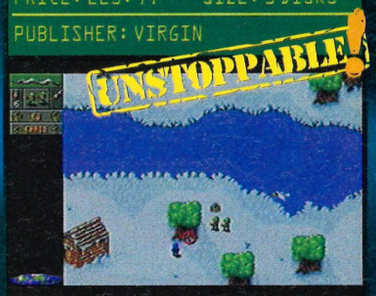
After a while, shoot'em-ups become a bit familiar. Fly along some alien terrain and shoot the assorted *gits* that come spewing towards you. Now this is all very well, but after countless others such as *Axelay*, *Gradius 3*, *Parodius*, it has to be pretty special to be good. *R-Type III* is. Excellent graphics complement the fantastic arcade-like gameplay. A great game. ■ **ADRIAN** ■

The graphics are absolutely gorgeous and with the fiendishly hard difficulty setting of the game, this could possibly take up a lot of your time. As in all good space games, there is a tremendous arsenal of weapons for you to dispatch the horde of aliens that want to, err, kick your head in. So, if you haven't got a decent shoot'em-up, and you want one, then you could do worse than this. ■ **TREVOR** ■

OVERALL 79

d to act as a guideline, they are by no means gospel! We heartily recommend that you always play a new game before you make the decision to buy.

SYSTEM: AMIGA
PRICE: £25.99 SIZE: 3 DISKS
PUBLISHER: VIRGIN



CANNON FODDER

■ War has never been so much fun, or so the infectiously catchy jingle goes. However, in this case it's true.

Cannon Fodder is another top grade game from the prolific Sensible stable and is the ideal combination of tactical play, good humour and straight-forward blasting.

The body count is high and the carnage is wonderfully portrayed in classic 'sensi' style. A 'must have' title. ■ **DAVE** ■

■ Sensible annoy me. They know what the punters want and what we want is ultimate gameplay. Once more they've come up with the goodies. So what if the graphics are minimal, they're strangely cute in a *Sensible Soccer*-esque way, especially in their death throes and the sound effects are well placed. *Cannon Fodder* is one of the most entertaining and challenging games on the market at the moment. ■ **NICK** ■

■ Well, this has to be the most sadistic game I've ever played, and the horrifying thing is – I love it. The little soldiers run merrily around shooting anyone that gets in your face. The missions start out extremely easy with the opposition literally being cannon fodder, but as you progress it gets a lot harder. War, as the song goes, has never been so much fun.
■ **ADRIAN** ■

■ This is horrifying. Young men lining up to shoot others, it's just sickening. But, they're small computer people so I don't care. Give them more grenades and rockets so they can kill some more. Playing this is a severe test of willpower, you just try getting some sleep after you hit mission six. This has to be an essential buy for anyone with a love for this sort of game.
■ **TREVOR** ■

OVERALL 92

SYSTEM: MEGA DRIVE
PRICE: £44.99 SIZE: 16 MBIT
PUBLISHER: CORE DESIGN

BUBBA N STIX

■ Nope, not convinced. I keep hearing the other gamers wittering on about what a wonderfully clever little platformer this is, and how original a lot of the problem-solving is. But where, oh where, is the excitement? Core have become more of an animation studio of late than a games producer and *Bubba'n'Stix* is another super smooth game from the Derby-based company that is better to watch than to play. ■ **DAVE** ■

■ Top Stick Action! A crude intro but *Bubba'n'Stix* is real stonker of a game, a rare breed of platformer in the exclusive style of *Another World* – a game that actually requires some gray matter tweaking. Excellent animation and graphics, a foot-tapping tune and a challenging game play, I love it. However, I must add that I doubt if it's to everyone's taste – Bubba'n'Stix is a game to try before using the power of your pocket. ■ **NICK** ■

■ I do like a good platform game, let the others be witnesses to my obsessive behaviour over Mario. *Bubba'n'Stix* has almost got me in the same mood. The gameplay is brilliant, with lots of puzzles thrown in. None of this race to the finish in thirty seconds malarky. However, there are only five levels, so you could be racing towards the end at a considerable rate of knots.
■ **ADRIAN** ■

■ Nearly everything about this game is perfect. The animation of the two characters is impressive and the puzzle solving element is great. As for the sound, well that suits the game down to the ground. If you want a platform game that differs from the straightforward left-right of *Sonic* then *Bubba'n'Stix* is exactly what you've been looking for.
■ **TREVOR** ■

OVERALL 80

SYSTEM: MEGA DRIVE
PRICE: £39.95 SIZE: 8 MBIT
PUBLISHER: KANEKO

FIDO DIDO

■ Oh dear, it seems that this is the issue in which I really go to town on platformers. What does it say when a character is over-shadowed by the red spot that appeared on the bottle he was advertising?

There is nothing here worth forking out forty quid for. Everybody seems to be producing nice graphics at the moment, so even the main sprite animation isn't that impressive. Avoid. ■ **DAVE** ■

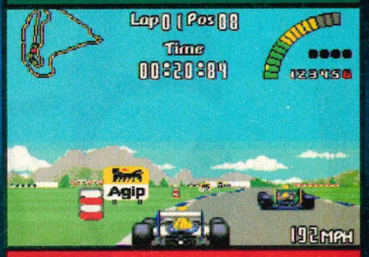
■ *Fido Dido* is simply yet another platform game, yet another lemonade-sponsor tie-in and yet another visit to 'boredom central' courtesy of the Mega Drive. It looks nice, it sounds nice, but that's all it is – nice. A pleasant platformer in the vein of thousands of others, and others that are a great deal better. In summary it's pretty good but flat, with neither the sparkle or the fizz of *Cool Spot*. ■ **NICK** ■

■ Seven and Up. *Cool Spot*'s done it in America, and *Fido Dido*'s doing it over here. Those promotional dudes now have more than soft drinks in common. Fido's game is yet another walk around and solve some puzzles. Great, lets all jump on the bandwagon shall we? The puzzles are fun but that isn't enough. This isn't a bad game but, it's too bland by far.
■ **ADRIAN** ■

■ There are only seven levels in this game, and that really isn't enough. The puzzles, although plenty of them, are easily overcome and once these have been completed, you won't have the desire to go back and try them again. Fido is drawn as accurately as any simple pencil drawing can be, and blends in well with his surroundings. Quite good, but not good enough.
■ **TREVOR** ■

OVERALL 48

SYSTEM: MEGA DRIVE
PRICE: £49.99 SIZE: 8 MBIT
PUBLISHER: SEGA



NIGEL MANSELL'S WORLD CHAMPIONSHIP

■ Mansell is without doubt a great racing driver and, as such, he deserves a great racing game. Unfortunately though he's also a bit boring and, funnliy enough, so is his game.

Another time-wearied format that has been flogged to death, all the clichés are used; screeching brakes, revving engines...you know what you're going to get before you open the box. No champagne celebrations for this. ■ **DAVE** ■

■ I like the idea of racing games, but I always tend to walk away feeling cheated. *Nigel Mansell's* is no exception. The animation is smooth-ish and fast-ish, but without many thrilling crashes. The effects are the sounds of a dying bee in your ear. A mind-numbingly dull game, so take some good advice: if you've got *F1* – keep it, if you haven't – save your dosh for *Virtua Racing*.
■ **NICK** ■

■ This is a bit late isn't it? He's already into the second year of Indy car racing and this is a game about Formula One! Anyway, as a racing game it's probably best that Nige is over in America, away from this aberration. He'd probably go mad after being associated with this. The tracks are basic – there aren't any tunnels, there aren't any crashes – how boring, and the sound is quite inferior. 'Steer' clear. ■ **ADRIAN** ■

■ As far as racing games go this isn't in *Pole Position*. About ten years too late, and surprisingly simple. With the arrival of *Virtua Racing*, this is going to pale into insignificance. If this had been released earlier it might have stood a chance, but most of you are going to be saving for the biggie. There's nothing special about this or anything to make you want to dash out to your local store to spend your hard earned wad. ■ **TREVOR** ■

OVERALL 32

The big 10 high 5

CONSOLE CHARTS

1: SENSIBLE SOCCER – SONY
2: FIFA SOCCER – ELECTRONIC ARTS
3: SONIC THE HEDGEHOG 3 – SEGA
4: WINTER OLYMPICS – US GOLD
5: ALADDIN – VIRGIN/CAPCOM
6: MORTAL KOMBAT – ACCLAIM
7: JURASSIC PARK – VARIOUS
8: THE EMPIRE STRIKES BACK – JVC
9: SONIC CHAOS – SEGA
10: DESERT STRIKE – VARIOUS

16/32BIT FLOPPY CHARTS

1: SIM CITY 2000 – MAXIS
2: FRONTIER: ELITE 2 – GAMETEK
3: CANNON FODDER – VIRGIN
4: PREMIER MANAGER 2 – GREMLIN
5: MORTAL KOMBAT – VIRGIN
6: SKIDMARKS – ACID SOFTWARE
7: THE SETTLERS – BLUE BYTE
8: CHAMPIONSHIP MANAGER '93 – DOMARK
9: WINTER OLYMPICS – US GOLD
10: SENSIBLE SOCCER 92/93 – MINDSCAPE

TOP FIVE GAME BOY
1: LINK'S AWAKENING – NINTENDO
2: SUPER MARIO LAND 2 – NINTENDO
3: SUPER MARIO LAND – NINTENDO
4: LEMMINGS – OCEAN
5: MORTAL KOMBAT – ACCLAIM

TOP FIVE GAME GEAR
1: SONIC CHAOS – SEGA
2: OLYMPIC GOLD – US GOLD
3: WINTER OLYMPICS – US GOLD
4: DESERT STRIKE – DOMARK
5: MORTAL KOMBAT – ARENA

TOP FIVE SUPER NINTENDO
1: SENSIBLE SOCCER – SONY
2: THE EMPIRE STRIKES BACK – JVC
3: SUPER MARIO KART – NINTENDO
4: WINTER OLYMPICS – US GOLD
5: ALADDIN – CAPCOM

TOP FIVE MEGA DRIVE
1: FIFA INTERNATIONAL SOCCER – EA
2: SONIC THE HEDGEHOG 3 – SEGA
3: ALADDIN – SEGA
4: SENSIBLE SOCCER – RENEGADE/SONY
5: WINTER OLYMPICS – US GOLD

TOP FIVE MEGA-CD
1: GROUND ZERO TEXAS – SONY
2: SONIC CD – SEGA
3: LETHAL ENFORCERS – KONAMI
4: THUNDERHAWK – CORE DESIGN
5: NIGHT TRAP – SEGA

TOP FIVE PC
1: SIM CITY 2000 – MAXIS
2: FRONTIER: ELITE 2 – GAMETEK
3: PREMIER MANAGER 2 – GREMLIN
4: ALONE IN THE DARK 2 - INFOGRAMES
5: X-WING – US GOLD

TOP FIVE PC CD-ROM
1: REBEL ASSAULT – US GOLD
2: GABRIEL KNIGHT – SIERRA
3: THE LAWNMOWER MAN – STORM
4: IRON HELIX – MICROPROSE
5: DAY OF THE TENTACLE – US GOLD

TOP FIVE AMIGA
1: CANNON FODDER – VIRGIN
2: FRONTIER: ELITE 2 – GAMETEK
3: PREMIER MANAGER 2 – GREMLIN
4: SKIDMARKS – ACID SOFTWARE
5: THE SETTLERS – BLUE BYTE

TOP FIVE AMIGA CD-32
1: LIBERATION – MINDSCAPE
2: LABYRINTH OF TIME – EA
3: SENSIBLE SOCCER 92/93 – MINDSCAPE
4: SEEK & DESTROY – MINDSCAPE
5: ZOOL – GREMLIN GRAPHICS

TAKE THE ARCADE GAME HOME

DON BLUTH PRESENTS

SPACE ACE

OUT NOW!
RRP
£49.99

ONE OF THE MOST GRAPHICALLY INCREDIBLE GAMES EVER!

CVG MARCH 94

CD-i

© 1993 Philips Interactive Media International Limited.
© 1993 Don Bluth Limited.

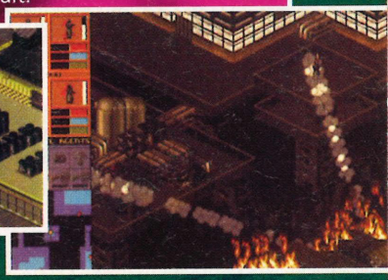
PHILIPS

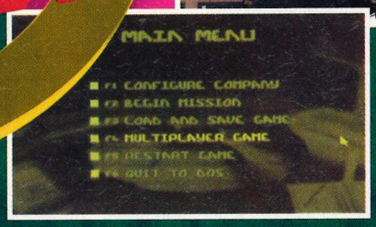
PHILIPS

WORLD NETWORK

A HOPPING SUCCESS

Electronic Arts have signed an agreement with top developers Bullfrog to ensure that EA have all the publishing rights to release Bullfrog's latest games across all of the major formats. So maybe we'll be seeing *Theme Park* and *Syndicate* on the SNES as well as on the PC. We can't wait.





GAMES WORLD TV SHOW BECOMES TOP GAMES MAGAZINE

Sky One's highest audience-rated British production, Games World, is now a brand-new 132 page multi-format video-games magazine. This newly released title marks the first collaboration between independent production company Hewland International and dynamic gaming magazine publishers Paragon Publishing, creators of publications such as Super Gamer and Sega Pro. Editor Dave Perry, formerly of Sega Pro and Mega Power, and also a presenter on the TV show, comments:

"Games World has always been a brave and innovative programme, but due to the limitations thrown up by trying to provide thirty minutes of entertaining viewing, it has never really been able to provide the information and hard facts that its audience requires. **Games World: The Magazine** will fill that gap and provide the bridge between the people who have Sky and enjoy the show and those who don't but still want to be involved."

In the dark

Their are still a lot of keen gamers who are unfamiliar with Games World and the lively characters and challenges that it throws up. Set in a dark, post-apocalyptic version of the future, the show is broadcast five nights a week on Sky One at 6.00pm.

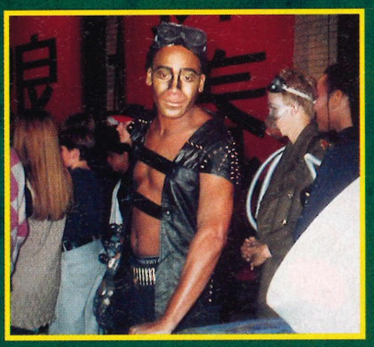
The fight nights are on three times a week and present a total of ten contestants with the opportunity to battle it out on two Eliminators, and earn a place in the weekly final known as Beat the Elite. In this, the two champions must face each other to decide who earns the right to go on and fight the show's resident game champions, the Videators. The Videators are a bunch of larger-than-life characters who offer the ultimate test for any games player and must be beaten if the contestant is to land a place in the end of series Grand Final. There are eight videators in all including: Master Moriarty – a facetious public schoolboy, The Violet Blade – a swashbuckling pirate, and Big Boy Barry – A fat wide-boy with a garish taste in clothing.

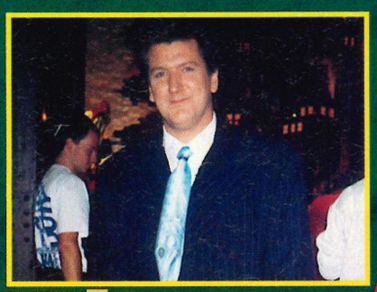
Also, on Thursday, there is Games World Live. A live show where viewers compete against each other on games by using their own touch-tone telephones. The fifth show is Big Boy Barry's Joypad, a news and features programme, hosted by Barry, which includes a games review panel and a high-score chart where viewers can attempt to beat fellow viewers gaming records.

Perry's All-stars

Undoubtedly **Games World: The Magazine** will provide in-depth games coverage, across all formats, that the show itself cannot. To this end, an all-star team of acknowledged games experts have been assembled ensuring the magazine's content covers only the most informed games news, previews and opinions. At a time when many other magazines seem to have become watered down and faceless, **Games World: The Magazine** has recognised the need for a high profile team that gamers can look up to and trust. The World Gamers will quickly establish themselves as the strongest review team of any games magazine in the world.

By the time you read this you will have purchased the launch issue of **Games World: The Magazine** and, whether you are a fan of the TV show or just a keen gamer looking for the ultimate monthly games bible, you will enjoy being a part the fastest growing group of video-gamers in the games world.





SEGA UNVEIL

Fear not all you Mega Drive owners who thought your ageing machine was on the way out. There have been many fears by games players that the introduction of the 32Mbit Saturn will cause Sega to forget about their beloved black boxes. Not a chance – enter the Mega Drive 32.

The new technology will allow the new machine's owners to play the new *Virtua Fighters* when it's released. The Mega Drive 32 will boost performance with massively increased 3-D graphics quality, boost the number of colours available to over 256, and the improve the sound quality of the machine.

062 062 062

SEGA CHANNEL™

SEGA TV

If you play Sega games morning, noon and night, you'll be glad to hear Sega are testing their new TV channel in America where viewers can gain access the latest Sega games and demos from the comfort of their front rooms. There will, of course, be a well-stocked library of 'classic' older titles as well as the newer games, and this list of games will be updated at regular intervals.

At the moment the system is being tested in selected households and users are charged between $10-$20 for a month's subscription. There's also a charge for the decoder, to unscramble the signal, and a special cartridge that will store the downloaded games so that you can play them in your standard machine. You can't keep them, but you can download each game as many times as you like, whenever you like.

However, gamers in the United Kingdom are going to have to wait until the trials are completed before it arrives over here. This probably will be a long time yet.

MINDSCAPE LAND THE HULKSTER

Those lovely people who make that sizzling show Baywatch, have come up with another sand-filled spectacular that's already taking America by storm, allegedly. Strangely titled *Thunder in Paradise*, the show stars that humungous star of wrestling, Hulk Hogan, who tears around in a fantastic Thunder Speed boat. Now this is all very well for the coach potato element amongst you, but where does this slot into the world of video games?

Well, Mindscape, the people behind the quirky *Alfred Chicken*, have picked up the license to produce the game. With any luck we'll see The Hulkster scratching around pecking at bits of seed, but we can only dream.

NIGHTMARE

Take a humble adventure game where you have to rescue fair maidens from their doom, add some digitised footage of semi-nude teenage girlies getting attacked, and what do you have? You have *Night Trap* on the Mega CD. You probably know all about this game and the bad publicity it received. Well,, now, it's been pulled off the shelves in America, following a huge onslaught of complaints from irate parents complaining about moral values. Before the game can go back on sale, all the offending scenes will have to be removed. This could have serious effects on the likes of *Mortal Kombat* which is getting the same sort of parent-related criticism. If this is the case, then *Mortal Kombat II*, with its extreme violent nature, can expect the same sort of treatment. Stay tuned to **Games World: The Magazine** for more details.

ARE YOU UP TO THE CHALLENGE OF THE VIDEATORS?

The meanest, baddest bunch of gamers on the planet, hand-picked from past challengers, winners and the world of professional gamers, the Videators are the final challenge any contestant will face when he enters the Games World arena. To be a Videator, you need to be a red-hot player, have the ability to act out a character and posess an outrageously excessive personality. However, not everybody can join this small band of the games-playing elite, most will have to just be happy with the idea of proving their mettle by taking on and beating these flamboyant joypad jockeys.

HOW DO WE CHALLENGE THEM?

A little like finding Reptile in *Mortal Kombat*, to earn the right to face these elusive giants you must first complete a number of gaming tasks, the first of which is actually getting yourself on to the show. If you think you could slug it out on satellite TV with the best players in the country, send in your name, address,and a photo, together with some interesting chat about yourself and gaming prowess to: Games World – Eliminator, PO BOX 91, London, E14 9NN.

NEW LINE UP

The technology used in the Mega Drive 32, is formidable. Two 32Mbit RISC chips, sitting snuggly alongside a video co-processor, there's even extra built-in RAM to speed up your games playing. Also, there will also be an updated Mega-CD unit available. This new machine will be launched around Christmas this year. So save your pennies now.

Virtua Fighters, one of the hottest games of the moment, will be available on the Mega Drive 32 so, as Ade says, "You'll be wetting your pants after playing the armpit moistening *Virtua Fighters*." Quite. So, take your pick, you could be this bloke up here or that one sat over there.

063 063 063 063 063 063 063 063 063 ...

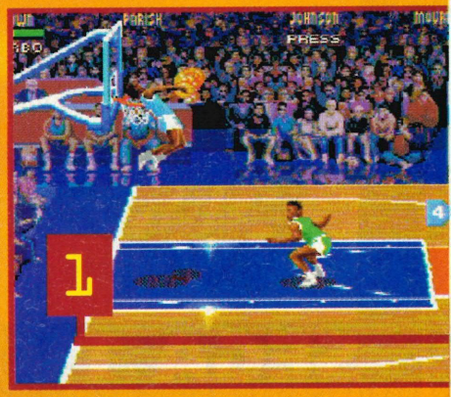
NBA JAM

Boom Shakka Lakka! As Basketball continues to rage through the country as the latest adopted fad from the USA, Acclaim serve up a liberal slice of the action with the brilliant NBA Jam.

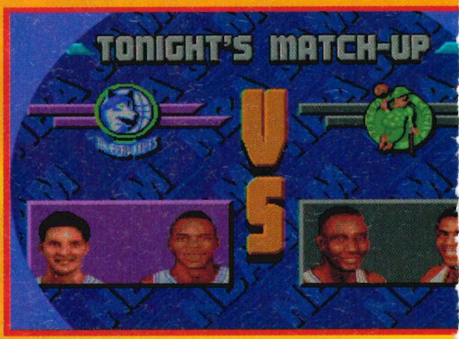
Forget Sonic 3, the biggest release of the year so far is undoubtedly this eagerly awaited rim-rocker from Acclaim. A hoop bulging game with a difference, *NBA Jam* has only two players from each side on court at a time, each armed with his own individual stats. Ranging from dunking ability to his likelihood to sink three pointers from outside the key, so choice of pairing is very important.

You can select from the numerous big stars that appear in the real NBA teams and a save-as-you-go option means that, although the game doesn't have a league or cup option, you can still record your progress as you attempt to crush the rival CPU controlled players, with the challenge gradually getting progressively tougher.

Fake, push and dummy opposing players on your way to the basket and rub your mate's nose in it as the commentators squeal with delight at your gravity defying dunks and dead-eye three point shots. None of the excitement of the arcade machine has been lost in the conversion to cart and you'll be amazed at the speed of the action and the quality of the sound. Brilliant as a one player game, frantic in two-player mode and compelling as a four-player team challenge, *NBA Jam* will be slammin' its way into a console near you very soon. Keep an eye out to see how the World Gamers rate it next month.



■ BELOW: Clean through the defence, the rest should be bread and butter to a pro like you. Scoring chances are greater when unchallenged.



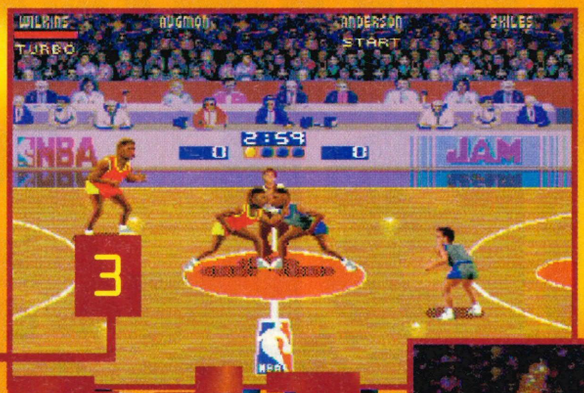
1. "Oh my. 'Climbing high above towering defences is second nature to the athletic players in *NBA Jam*

2. "Is it his shoes." Another gravity defying jam is on its way as the combination of shoot and turbo sends another player skyward, impressing the commentators and cheerleaders to hell.

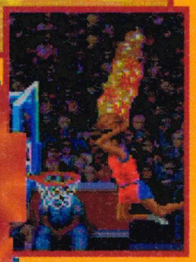
3. 'Boom-Shakka-Lakka!' Even the Wright Brothers would be impressed with the aerodynamics of this leap.

GAMES WATCH

2



3



VITAL STATISTICS

NAME: NBA JAM
PUBLISHER: ACCLAIM
SYSTEM: MEGA DRIVE
PRICE: £49.99
SIZE: 16 MBIT
AVAILABLE: NOW

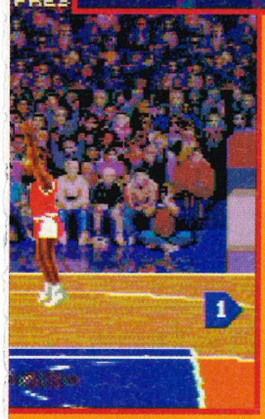
HE'S ON FIRE!

Definitely the most exciting feature of *NBA Jam*, is when you manage to score three consecutive baskets with one player and go 'on fire!' The ball suddenly turns into a flaming sphere and the relevant player has unlimited use of turbo power, making him a formiddable, slam-dunking animal who should be used to maximum effect. Here's our not-so-serious guide to slammin':

1. This is how you 'Slam-Dunk' the ball. First, get the ball and run your animal towards the 'hoop'. Once in the vicinity of the netted hoop, jump as high as you can. While coasting effortlessly through the air, slam the ball through the ring. If you're really lucky you can smash the backboard in to little glass shards. So put on your 'ultrastrong Reebnik pumped-up too-bad bitchin' pumps, boy!'

2. You see my bro', that's how you slam those babies, good and proper. God, I'm so hot that thing's on fire , but it could have been the vindaloo I had last night. Hey, who invited the stereotypical backpacking exchange student?

3. This is known in the trade as a 'tip-off'. Not to be confused with running down to your local police station, and 'grassing' on your neighbours by spilling the beans on the bank job. We're talking about the starting move in a game of basketball.

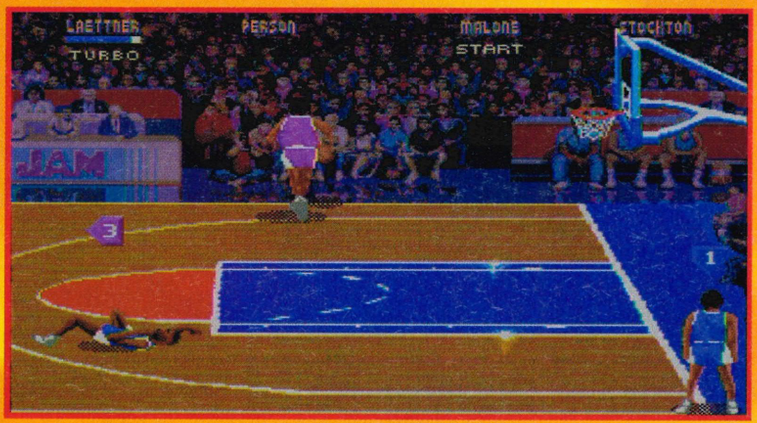


1

■ Playing good 'D' (defence to the uneducated) is the secret to success in *NBA Jam*. Stopping the opposition from scoring is the surest way to guarantee victory.

1

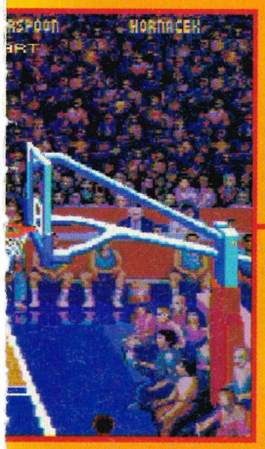
2



3

■ LEFT: With over 32 top pairings to choose from it is vital to find a team that you feel confident with. A good three-point man is just as important as a solid dunker.

3



3

4

THE VIOLET BLADE

Videator Profile

The Violet Blade was one of the four new Videators who starred in the last series of Games World 'Beat the Elite', adding a much needed element of flair to the whole procedure. One of the more formidable opponents, The Violet Blade, may not have the best overall record but he has played a wider variety of head-to-head games than any other Videator on the show. A strange character who, depending on the phase of the moon, can play-up to his camp best, as the Violet Blade, or be the most vicious and physically abusive Videator of the pack – the Violent Blade.

Thankfully, Games World: The Magazine caught him on a good day.

QUESTIONS...

So here are a few of the questions we put to the indomitable Violet Blade.

How come you are on the show?

■ Well, basically, there simply wasn't enough booty on the open seas. Face it, piracy is a bit pointless when all you can attack is a Townsend Thorenson car-ferry for a bottle of Creme de Menthe and a 10p *Space Invaders* Machine. There was more riches to be made playing them there computer game things.

Alright Violet, just how old are you?

■ No comment.

How long did you sail the seven seas?

■ For years. Ever since Pink Beard introduced me to world of Piracy through til the Flaming Queen went rotten and the thrills'n'spills of computer games enticed me onto TV.

Alright, what's your favourite game of the moment?

■ *Fifa Soccer* on the SNES. It's a massive improvement on the Mega Drive version with loads of extra manoeveurs and stuff and you get all manner of scoring opportunities.

What's your favourite game of all-time?

■ This is going back a bit. However, I remember playing a game called *Trans Am* , a driving game, for ages on the legendary ZX Spectrum 16K

What's your favourite game system?

■ Look, it may stun some of my fans, but without being too techy or jumping on the new-machine bandwagon, it's the good ol' PC.

What games do you like more than any other?

■ Soccer games. Any soccer game, from management sims to arcade romps! I also like games with a nautical nature, such as *Pirates* or *Blade of Vengence*.

Do you have any favourite hobbies and pastimes?

■ Apart from docking the Flaming Queen, it's a night on the town boogie-ing on down at the Blue Oyster Club to Right Said Fred.

Who, apart from yourself, is your favourite Videator? Why?

■ A tricky decision, probably Combat Cal for her sheer confidence... Also the Games Messiah because, erm, he wears a dress.

Who, apart from yourself, is your most hated Videator? Why?

■ Big Boy Barry because the last time he came on board my ship it sunk and also, between you and me, he smells like wee. Nah, only kidding Barry!

Why did you turn all nasty on everybody towards the end of the series?

■ Fair comment, but I was going through a rough patch with Roger, and Bob Mills needed taking down a peg or two.

Any favourite films or TV programmes?

■ Apart from Games World of course. Well, my favourite programme has to be Captain Pugwash, it's the business, and I know what the title stands for in Australia. My favourite film of all-time has to be Escape to Victory, a film that is, let me see, well... Because, erm, it's a cunning combination of football and war drama.

Just who is the infamous 'Roger m'Cabin Boy'?

■ He's just a lad I picked up from Liverpool Docks who helps me out with my cleaning, cooking and other menial duties.

As an aside, I here you're a dab hand at docking the Flamin' Queen – but does it really exist?

■ No one has ever seen it, not even Sally Lines. Why? Because I use a Romulan-style cloaking device.

Well, thank you Mr. Blade, it has been a most eye opening experience.

VIDEATOR RECORDS

Master Moriarty	7 WINS OUT OF 9	77.7% WIN RATE
Big Boy Barry	13 WINS OUT OF 17	76% WIN RATE
Mr Mathers		
the Megabyte Millionaire	11 WINS OUT OF 16	68.75% WIN RATE
The Violet Blade	8 WINS OUT OF 13	61.5% WIN RATE
Games Messiah	7 WINS OUT OF12	58% WIN RATE
Persian Prince		
of Perfection	8 WINS OUT 14	57% WIN RATE
Combat Cal	3 WINS OUT 8	37.5% WIN RATE

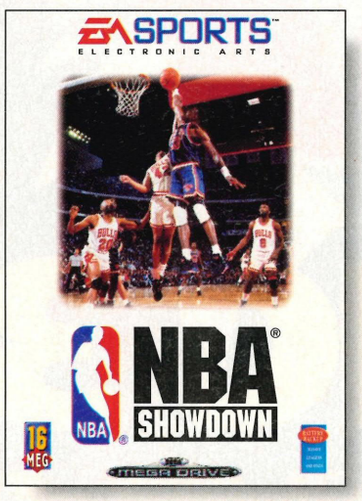
Measure up to the Showdown

NBA® Showdown's the buzz of real, full-court 5-on-5 basketball, with gameplay so fast you'll need a slo-mo replay to see how that Double-Pump Hook Arm Slam got past you.

A new game engine adds an extra dimension and puts you eyeball to eyeball with players from all 27 NBA® teams. The world's greatest athletes taken apart stat by stat and re-assembled to perfectly replicate their season '93-'94 performances. NBA® Showdown puts every spectacular signature move under the control of your left thumb, and your neck's on the block at every free-throw with the unique new free-throw screen.

Call offensive plays, defensive strategies, and play an entire 82 game season before taking your own dream team to the Playoffs. Battery back-up lets you save incomplete seasons, while 4 Way Play™ compatibility means four frantic hoops fans can party in the paint simultaneously.

2-on-2? It's more like ballet than basketball.
Play NBA® Showdown and get real.



if it's in the GAME, it's in the GAME™

EA SPORTS™
ELECTRONIC ARTS

EA DIRECT

NBA® Showdown is available from EA Direct on 0753 549 442 or write to Electronic Arts, 90 Heron Drive, Langley, Slough, Berks SL3 8XP • Sega and Mega Drive are trademarks of Sega Enterprises Ltd. • EA SPORTS, the EA SPORTS logo, 4 Way Play and "IF IT'S IN THE GAME, IT'S IN THE GAME" are trademarks of Electronic Arts • NBA & the NBA logo are registered trademarks of NBA properties, Inc. • The individual NBA and NBA team insignias depicted are trademarks which are exclusive property of the respective teams and may not be reproduced without the written consent of NBA Properties, Inc and the respective teams.

CON

...Games World...Games World...

JUNE 1994

STRE FIGHT

Back and blue. Sega's biggest spiky star slips into his Power Sneakers and streaks his way across eight pages of level-by-level scrutiny inside. Oh, and just who is this Knuckles?

58 SONIC 3

CONTENTS

Games World...Games World..

ISSUE 0

ET
TER III

Fight! We go toe-to-toe with the world's toughest screen scrappers in an exclusive 12 page special feature on the Game Boy's hottest beat'em-up release ever.

67

GAMES WATCH

To find out what games should you be looking out for on your system, check out the Games Watch section on page50

SNES	50-60	CD-i	99-101
Mega Drive	61-70	3DO	103-105
Amiga	71-80	Jaguar	107-112
PC	81-86	Game Gear	114-118
CD-32	87-90	Game Boy	120-124
Mega-CD	91-93	NEO GEO	125-126
CD-ROM	94-98	Arcades	127-128

THE MAGAZINE

Editorial.....6
4-play 9
Big 10.....22
High 5 23
World Network.....26
Future Screens.....32
Import Scene....36
Byte Back 42
Game Brain 46
Maximum Firepower.....52
Merchandise 64
Subs.....112
Access All Areas 120
Next Month 124

WORLD GAMES

Alfred Chicken	100
Art of Fighting 2	34, 116
Bare Knuckle	48
Beast 2	53
Chopper squad	78
Chuck Racer	13, 96
Cliffhanger	12, 107
Cybermorph	37
Dashin' Desperadoes	56
Double Switch	74
Dragon's Revenge	118
Dune CD	83
Ecco	68
Fatal Fury 2	108-117
Final Fantasy IV	45
Fire Striker	130
G2	102
Goofy's Tour	32
Ground Zero Texas	40
Horde, The	23
Hotel Mario	109
Jammit	90
Jim Power	123
Kirby's Pinball	45
Lawnmower Man	36
Lemmings	104
Lunar II	123
Mazin' Saga	98
Microcosm	120
Mig 29	130
NBA Jam	112
Night Trap	127
Outrunners	78
Pinball Dreams	89
Prize Fighter	42
Rabbit Rampage	35
Raiden II	92
Roco	43
Soldiers of Fortune	67
Stellar Fire	56
Streetfighter 2	67
Super Bomberman	96
Super Nova	94
Toejam and Earl 2	123
Total Carnage	67
Virtual Racing	55
Voyeur	102
Wiz 'n' Liz	118
X-Kalibur	36, 114

EDITO

Welcome to the dummy issue of Games World: The Magazine. We have put together a team of the country's greatest games experts to bring you 132 pages of undiluted games action a magazine sure to become the UK's essential monthly guide to the world of video-gaming. Be warned; this real-deal player's bible carries an explicit 'NWL' advisory notice – No Wimps or Lamers!

From arcades to hand-helds, we'll play them all. If you like your knowledge to come from the source and your information based on fact rather than flimsy speculation then step aboard with me, 'The Unstoppable Games Animal' and the World Gamers, and take a whiteknuckle ride into the gaming universe each and every month.

BANG! Here we are...

Remember, gaming is supposed to be fun, but there's no-one sadder than a loser, so play to win! Know what I mean?

Dave Perry

GAMES WORLD: THE SYSTEM

The first thing you will notice as you flick through the pages of **Games World: The Magazine** is that it isn't structured like the majority of publications on the sale in the UK. Our game features fall into four distinct categories:

Future Screens

The moment we hear of exciting new releases we'll tell you all about it in this short section. Games featured here are likely to be a long way off their release dates and are really little more than news at this time.

Games Watch

Once a game is ready to stand up to the severe test provided by The World Gamers, it will be featured in this section. We will give accurate information about its release, price and a concise run down of all its features. Games will receive one or two pages of picture-heavy reportage, giving you a clear view of what to look forward to in the forthcoming months.

BYTE BACK!

Don't just accept what we have to say, write and tell us your own opinions about the games industry, the magazine, Claudia Schiffer going topless...anything. We welcome praise, criticism, comments, moans, artwork, the lot.

Dave will attempt to answer as many letters as possible every month and there will be goodies galore for the best submissions, so get scribbling to:

Byte Back, **Games World: The Magazine**, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF.

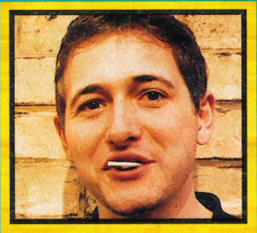
ORIAL

THE WORLD GAMERS

DAVE PERRY

■ Widely acknowledged as the finest games player in the country today, Dave was the ideal man to front our all-star team. Co-presenter of the Eliminator on Games World and GamesMaster on Channel 4, Dave's bandana trademark is one of the most recognised symbols in the industry. He became the first console mag editor to covermount a demo game with Mega Power, and was one of the original team that established SEGAPRO as the leading Sega magazine way back in the early days of the 16-bit console boom.

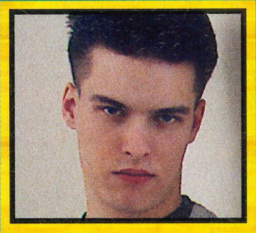
A fearsome reviewer and irrepressible personality, Dave is 'the Unstoppable Games Animal'. You better believe it!



NICK WALKLAND

■ Lurking mysteriously in the huge shadow cast by Dave's ego, Nick is a former writer on Games X and editor of Control magazine. Nick was instantly signed up by the Paragon Backroom Boyz as deputy editor, plucked from the grip of Games World, the TV show, after two series. His knowledge of the industry and mastery of joypad and joystick mean that any game put in his hands will be given the most stringent of tests – every pixel pushed to the max.

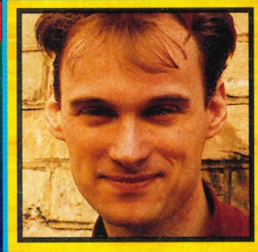
The strong silent type, Nick perfectly compliments our flamboyant editor and the Sheffield born gamer's prolific work-rate means that our readers are always guaranteed quality as well as quantity.



ADRIAN PRICE

■ Having made the transition from GamesMaster magazine to GamesMaster TV show, Ade has finally seen the light and joined the UK's leading reviews team as staff-writer. Bringing his acidic wit and abrasive humour to the Games World offices, Ade is an excellent joypad jockey who likes nothing better than to inflict pain on his fellow World Gamers on only the most brutal of beat'em-ups.

Our top tipster's gaming prowess is overshadowed only by his short temper and choice language when faced with a particularly frustrating piece of software. This is one team member who should definitely come with a parental guidance warning.



TREVOR GREENE

■ Our fourth member is yet to be announced at the time of going to print. However, he is code-named 'Trevor'. He is an industry stalwart though, who may or may not have made his name as as the king of tips on a legendary magazine. Trev was also known as 'Chunky' on yet another magazine, apparently compensating for his lack of machismo, until he became editor and had to cast off his ropy alter-ego. Having also edited tips on a number of gaming magazines, our second staff writer's credentials speak for themselves, nothing will get past this man. All games he plays receive his eagle games-playing eyed informed criticism.

Games World Special

■ The hottest games of the month will be given the full works. This is the whole wash, cut and blow-dry – giving you the complete insight into the hottest games of the moment over anything up to twelve pages. Providing level-by-level, character-by-character, breakdowns. In short, all the information you've been craving for. No other magazine does this!

4-Play

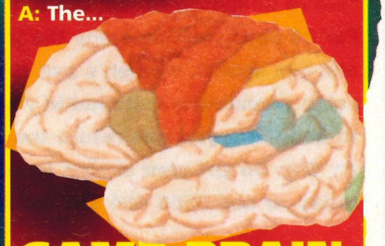
■ This is where we give you the full benefit of the four World Gamers expertise. Every game released, during the month that the magazine is on sale, will be reviewed here. No silly reviews months before you can buy the product – this is the ultimate buyer's guide. Don't make your purchase unless you've read the latest issue! All four members of the team will help you make up your mind on which game to spend your cash on.

Colour-Coded Format Individuality

■ Every game featured in **Games World: The Magazine** is treated individually on each format and specially colour-coded for easy reference. Sometimes, the same game may appear three or four times in one issue. This is only because we appreciate the subtle differences that exist between the various hardware formats. If you instantly want to check out the game for your system, or systems, you can.

Games World: The Magazine is constructed to provide the maximum amount of information possible in an easy-to-access format – using the unique colour-coding system. This is a total games overload and I think you'll be surprised at how trivial other games magazines are after you've read through this issue.

Q: What does Dave Perry keep under his bandana?
A: The...



GAME BRAIN

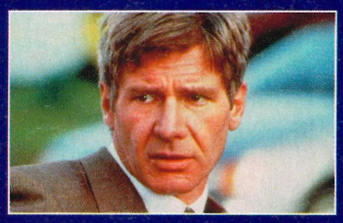
■ "I am 'the Game Brain' and I am at your disposal every month to answer absolutely any question that you may have about video-gaming. Pesky end-of-level bosses, release dates for future projects, how do you become a Videator? Anything that may be puzzling you or worrying your stressed out grey matter, put it down on paper and put me to the test."

GAMES WORLD THE MAGAZINE

Editor
Dave Perry
Deputy Editor
Nick Walkland
Staff Writers
Adrian Price
Trevor Greene
Art Editor
Mark Kendrick
Art Assistant
Mark Houghton
Advertising Manager
Ian Kenyon
Senior Ad Sales
Diana Monteiro
Sales Executives
Alan Walton
Yvonne Mitchener
Production Manager
Di Tavener
Pre press Manager
Mike Notty
Scanner Operator
Suzanne Halsworth
Ad Production
Jane Hawkins
Advertising Design + Illustration
Christa Fairchild
Front Desk
Paula Wood
Subs + Merchandise
Karren Sharrock
Publisher
Pat Kelly
Printed by
Garnett Dickinson Print Ltd
Distributed by
Seymour International Press,
Windsor House,
1270 London Road, Norbury,
London SW16 4DH.
Tel: (081) 679 1899
Produced by
Paragon Publishing Ltd
Durham House
124 Old Christchurch Road
Bournemouth
BH1 1NF
Telephone
(0202) 299900
Fax
(0202) 299955

Games World: The Magazine
© Paragon Publishing
Games World: TV Show
© Hewland International Ltd

Special Thanks
This month our special thanks go to 'Cocky Kid'. He only lasted three days but he did a lovely paint job...



PATRIOT GAMES.
APRIL PREMIERE

THE AVENGERS.
WEEKDAYS 8PM

GLADRAGS & GLAMOUR.
WEEKDAYS 3.45PM

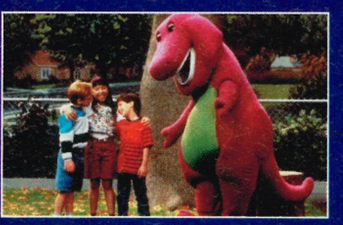
WILDSIDE.
SUNDAYS 5PM AND
THURSDAYS 10PM

SYKES.
WEEKDAYS 5.55PM

THE CLIMAX OF THE F.A. PREMIER
LEAGUE & GERMANY V ENGLAND.
APRIL 20TH

BEVERLY HILLS 90210.
SUNDAYS 7PM

Torvill & Dean join the Sky team.

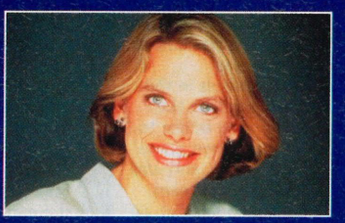


BARNEY AND FRIENDS.
WEEKDAYS 2PM

THE BODYGUARD.
JUNE PREMIERE

VINCE GILL.
COUNTRY MUSIC
TELEVISION

TRIVIAL PURSUIT.
WEEKDAYS 6PM AND 10PM



ANNA WALKER.
24-HOUR SKY NEWS

"TRY SKY FREE FOR 30 DAYS."

FREE 30 DAY HOME TRIAL NO OBLIGATION

"We're delighted to join the Sky team and to bring you news of the Sky 30 day free home trial. For 30 days you can enjoy the greatest choice of television channels including movie premieres and live sports, women's and children's channels free. You'll get a complete satellite system or cable connection installed in your home, free of charge. And within 30 days, if you don't want to keep Sky, you can return the system with no obligation. There's never been a better time to try Sky. So get your skates on and contact your participating local T.V. dealer or cable operator today, or call 0506 484 567 for more information now."

Jayne Torvill

Christopher Dean

SKY

20 channels of movies, sports, music, news, children's programmes, factual and family entertainment.

So contact your local participating retail outlet, cable operator or TV dealer: BT shops, Colorvision, Comet, Currys, Dixons, Eastern Electricity, Granada, Homepower, Martin Dawes, M.E.B., Norweb, Powerhouse, Radio Rentals, Rumbelows, Scottish Power/Sound & Vision, Southern Electric, SWEB, Tandy or your local independent dealer. Call 0506 484 567 9am to 10pm daily for further details or to find out your local participating outlet.

Refundable deposits may be required offer subject to status. Other limitations on offer availability apply – see your participating T.V. dealer or cable operator for details. Channel availability on cable will vary. Offer closes April 30, 1994.

4 PLAY!

REVIEWS

UNSTOPPABLE!

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

Every month our fab four World Gamers will help you to decide where your hard earned cash would be best spent. Only the games actually released during the month that the magazine is on sale will be reviewed, making 4-Play the essential official buyer's guide to the UK market.

Trust us, we do this for a living.

The World Gamers

REVIEWED 4 YOU!

■ Aero the Acrobat, Freelancer 2120, Mad Dog McCree, X-Men, Super Streetfighter II, Puggsy's Scavenger Hunt, Virtua Racing, Tecmo Bowl, Cool Spot, Mortal Kombat II, Art of Fighting II, Zero the Kamikaze, Secret of Mana, Mad Dog McCree, X-Men, Sonic 3, Samurai Shodown, Time Killers, Cool Spot, Mortal Kombat II, Art of Fighting II, Zero the Kamikaze Squirrel, Secret of Mana, Mad Dog McCree, X-Men, Sonic 3, Puggsy's Scavenger Hunt, Time Killers, Tecmo Bowl, Cool Spot, Mortal Kombat, Art of Fighting, Aero the Acrobat, Secret of Mana, Fatal Fury II, X-Men, Sonic 3, World Heroes Jet, , Tecmo Bowl, Cool Spot, Mortal Kombat II, Art of Fighting II ■

▼ GAME OF THE MONTH! ▼

CLAYFIGHTERS

SYSTEM: SNES
PRICE: £49.99 SIZE: 16 MBIT
PUBLISHER: OCEAN

OVERALL 94

■ Just look at the graphics on these bizzare attacks ranging from The Blob's spinning saw to Blue Suede Goo's killer quiff.

UNSTOPPABLE!

■ The most fun you can have bashing the living daylights out of someone, *Clayfighters* is the first 'claymation' beat-'em-up (if you don't include the Goro figure in Mortal Kombat) and is worth a buy, if only for sheer novelty value. Great fun to play, riveting to watch, and packed with special moves and charismatic sprites, this is the perfect bruiser for people with a sense of humour. ■ **DAVE** ■

■ I like *Clayfighters*, it's nowhere near as good as *Street Fighter II* or *Mortal Kombat*, but it's got a style all of its own – it's very individual. The speech is marvellous, and if you've been looking for Elvis, then you'll find him in here hanging out with Taffy Man. He's there in all his glory, with all his hair and his white polyester suit, saying "I thank you very mush..." ■ **TREVOR** ■

■ *Clayfighters* certainly isn't a *Street Fighter II* basher, but it's a novel approach to the standards of this genre. The diversity of characters is excellent especially Blue Suede Goo (or should that be Elvis?) and The Blob. I must confess to being completely under-awed by the game. Sure, it looks good, the sound effects are excellent, but in long-term gameplay stakes, it lacks the certain je ne sais quoi. ■ **NICK** ■

■ When *Clayfighters* appeared it really wasn't an original concept! Ah, but it was. All the characters were made out of clay and they all had distinct personas. There was Elvis, and his hair, Bad Mr Frosty and his, err, frost, and a fat viking woman from Valhalla. The fighting moves aren't that special but the way all the characters are animated and the speech that goes with them is just plain excellent. ■ **ADRIAN** ■

■ 009
009
009
009
009
009
009
009
...

AWESOME POSSUM

■ Mega Drive ■ £39.99
■ 16 Mbit ■ Sega

■ Awesome? Yeah right. The graphics are colourful, but jerky, there is a huge amount of sampled speech – that's about 20 years behind civilisation with words such as "Cool". There are four, yes four, levels for you to get bored in, and believe me you will get bored, and ripped off if you buy this. ■ **17**

PRO MOVES SOCCER

■ Mega Drive ■ £39.99
■ 8 Mbit ■ Asciiware

■ Oh please! When I play a game, especially soccer, I expect there to be at least some game in there, not a hollow husk, with all of its pith scraped off. This is one of the most shallow football games that has ever been created. The goalkeepers are incredible – it's almost impossible to score past them. And even when you do, it's not as if you'll really care about it any more, anyway. There are plenty of other football games, *FIFA* and *Sensible Soccer* spring instantly to mind. You'd be better off getting one of those, as you'd get far more value for money. ■ **21**

HUMANS

■ SNES ■ £44.99
■ 8Mbit ■ Gametek

■ There is only one puzzle game you need – *Lemmings*. Most others after that just fade away. This game does try ever-so hard to be a big kid on the block, but it fails to impress and, sadly, *Humans* is just another also-ran. The graphics and inventions are detailed and pleasant to the eye, but it lacks that certain quality that makes a great puzzle game – for which you really need quick and fast paced action and something to make you want to finish the level. *Humans* lacks these qualities. After the first few levels any desire you have will soon leave you which is a quite a shame because this game did have potential. ■ **60**

RIDICK BOWE'S BOXING

■ SNES ■ £49.99
■ 8Mbit ■ Extreme

■ There are loads of characters in here to fight with and even the option to create your own. This isn't as good as *Legends of the Ring* with its sheer amount of violence. Riddick Bowe just looks too cartoony to be a boxing game. It's got great graphics but after playing for a while it just doesn't seem real enough. ■ **37**

SYSTEM: SNES
PRICE: £49.99 SIZE: 8 MBIT
PUBLISHER: EMPIRE

SPACE ACE

■ Boy, is this an old game or what?! Ten out of ten to the marketing people who heated this one back up and convinced a whole new generation of gamers that it's something new and stunning. I remember playing this on the Amiga about five years ago and it is just as linear and boring now.

Quite an original idea in its time, but when I buy a cart nowadays I expect there to be a game involved. ■ **DAVE** ■

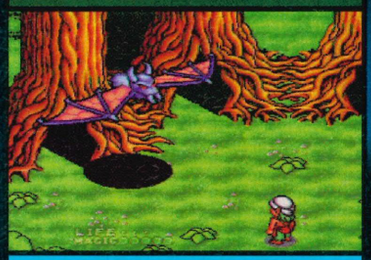
■ Would *Space Ace* be as annoyingly linear as the original laserdisc arcade? The answer, thankfully, is no. Well, not quite. A different game in most ways it still has the glorious comedic effects, the same timing difficulties and high annoyance factor. To pretentiously sum up, *Space Ace* is like an ice sculpture; it may look great, it takes ages to get into but, in no time, all interest melts away. ■ **NICK** ■

■ Some things are best left alone, and this is one of them. *Space Ace* was a brilliant successor to *Dragon's Lair* in the arcades, but sadly, it isn't here. To play the game you only have to remember which direction you have to press the joypad to progress. If you get it wrong, well, just work through the other three until you get it right. Absolute rubbish. ■ **ADRIAN** ■

■ The graphics might very well be lovely and colourful, but the gameplay isn't. Laserdisc games were fun in the arcade where you could shove a few quid into the machine until you were bored, but when something like this goes for £50, it starts to take the proverbial tinkle. It would suit small kids, but saying that, they generally can finish them quicker than most adults. ■ **TREVOR** ■

OVERALL 44

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



EQUINOX

■ Top quality action from Sony, who seem to be fairing much better on Nintendo than they ever did on the Mega Drive.

A playable combination of addictive gameplay and excellent graphics ensures that *Equinox* is a highly enjoyable arcade adventure, sure to light up most SNES owners' screens.

However, this is not quite the earth-shatttering block-buster that many mags will have you believe. ■ **DAVE** ■

■ *Equinox* is a rare breed of game that harks back to the good ol' days of isometric arcade-adventures, not something we've got used to on standard SNES with its shoot'em-up and platform rompettes. I love it. Any game that needs a bit of cerebral tweaking with smart graphics and a dash of arcade excitement is tops by me. If you want to burn the midnight oil in a jolly large puddle, *Equinox* is the business. ■ **NICK** ■

■ *Equinox* has the most beautiful backdrops and sprites that have been produced for ages. The main character is absolutely enormous. The game itself will need a lot of exploring, each level is absolutely huge, with plenty of rooms. The sound is sedately haunting, even when you're walking overland there's always a soft wind blowing so you're never really sure if a Goblin will attack you. Get this now. ■ **ADRIAN** ■

■ Games like these only come around once in a while, which is why you should go and get this. If you ever owned an old Spectrum and played *Knight Lore*, then you'll have a good idea as to what this is like. There are plenty of puzzles to solve and most of them are excruciatingly difficult. This game has it all, good looks, great sounds, and a beautiful all-round perfume. ■ **TREVOR** ■

OVERALL 87

SYSTEM: SNES
PRICE: £54.99 SIZE: 16 MBIT
PUBLISHER: IREM

R-TYPE III

■ No real surprises here, in true console style R-Type III is a run-of-the-mill sideways scrolling shoot'em-up.

Frantic action, huge baddies and unfeasibly awesome weapons have become standard fare for these games but it's all getting a bit old hat now.

If you don't own a game of this kind, and often feel the urge to go blasting through space, treat yourself...but don't come crying to me. ■ **DAVE** ■

■ Now where have I seen this before? A tricky one. Well *R-Type III* is the cunningly entitled follow-up to the original SNES alien-scum shooty. So if you glory in aimless attacks against brightly coloured 'swarms' then this is for you. A massive graphical improvement on the original with hardly any scrolling slowdown, it's a big, bold and brash game. It's as good as others on the market, albeit a little too samey for my liking. ■ **NICK** ■

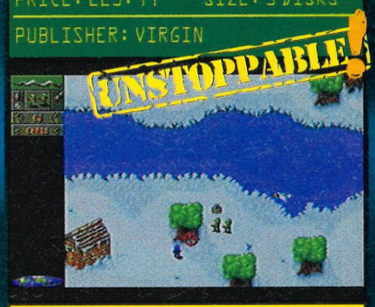
■ After a while, shoot'em-ups become a bit familiar. Fly along some alien terrain and shoot the assorted *gits* that come spewing towards you. Now this is all very well, but after countless others such as *Axelay*, *Gradius 3*, *Parodius*, it has to be pretty special to be good. *R-Type III* is. Excellent graphics complement the fantastic arcade-like gameplay. A great game. ■ **ADRIAN** ■

■ The graphics are absolutely gorgeous and with the fiendishly hard difficulty setting of the game, this could possibly take up a lot of your time. As in all good space games, there is a tremendous arsenal of weapons for you to dispatch the horde of aliens that want to, err, kick your head in. So, if you haven't got a decent shoot'em-up, and you want one, then you could do worse than this. ■ **TREVOR** ■

OVERALL 79

d to act as a guideline, they are by no means gospel! We heartily recommend that you always play a new game before you make the decision to buy.

SYSTEM: AMIGA
PRICE: £25.99 SIZE: 3 DISKS
PUBLISHER: VIRGIN



CANNON FODDER

■ War has never been so much fun, or so the infectiously catchy jingle goes. However, in this case it's true.

Cannon Fodder is another top grade game from the prolific Sensible stable and is the ideal combination of tactical play, good humour and straight-forward blasting.

The body count is high and the carnage is wonderfully portrayed in classic 'sensi' style. A 'must have' title. ■ **DAVE** ■

■ Sensible annoy me. They know what the punters want and what we want is ultimate gameplay. Once more they've come up with the goodies. So what if the graphics are minimal, they're strangely cute in a *Sensible Soccer*-esque way, especially in their death throes and the sound effects are well placed. *Cannon Fodder* is one of the most entertaining and challenging games on the market at the moment. ■ **NICK** ■

■ Well, this has to be the most sadistic game I've ever played, and the horrifying thing is – I love it. The little soldiers run merrily around shooting anyone that gets in your face. The missions start out extremely easy with the opposition literally being cannon fodder, but as you progress it gets a lot harder. War, as the song goes, has never been so much fun.
■ **ADRIAN** ■

■ This is horrifying. Young men lining up to shoot others, it's just sickening. But, they're small computer people so I don't care. Give them more grenades and rockets so they can kill some more. Playing this is a severe test of willpower, you just try getting some sleep after you hit mission six. This has to be an essential buy for anyone with a love for this sort of game.
■ **TREVOR** ■

OVERALL 92

SYSTEM: MEGA DRIVE
PRICE: £44.99 SIZE: 16 MBIT
PUBLISHER: CORE DESIGN

BUBBA N STIX

■ Nope, not convinced. I keep hearing the other gamers wittering on about what a wonderfully clever little platformer this is, and how original a lot of the problem-solving is. But where, oh where, is the excitement? Core have become more of an animation studio of late than a games producer and *Bubba'n'Stix* is another super smooth game from the Derby-based company that is better to watch than to play. ■ **DAVE** ■

■ Top Stick Action! A crude intro but *Bubba'n'Stix* is real stonker of a game, a rare breed of platformer in the exclusive style of *Another World* – a game that actually requires some gray matter tweaking. Excellent animation and graphics, a foot-tapping tune and a challenging game play, I love it. However, I must add that I doubt if it's to everyone's taste – Bubba'n'Stix is a game to try before using the power of your pocket. ■ **NICK** ■

■ I do like a good platform game, let the others be witnesses to my obsessive behaviour over Mario. *Bubba'n'Stix* has almost got me in the same mood. The gameplay is brilliant, with lots of puzzles thrown in. None of this race to the finish in thirty seconds malarky. However, there are only five levels, so you could be racing towards the end at a considerable rate of knots.
■ **ADRIAN** ■

■ Nearly everything about this game is perfect. The animation of the two characters is impressive and the puzzle solving element is great. As for the sound, well that suits the game down to the ground. If you want a platform game that differs from the straightforward left-right of *Sonic* then *Bubba'n'Stix* is exactly what you've been looking for.
■ **TREVOR** ■

OVERALL 80

SYSTEM: MEGA DRIVE
PRICE: £39.95 SIZE: 8 MBIT
PUBLISHER: KANEKO

FIDO DIDO

■ Oh dear, it seems that this is the issue in which I really go to town on platformers. What does it say when a character is over-shadowed by the red spot that appeared on the bottle he was advertising?

There is nothing here worth forking out forty quid for. Everybody seems to be producing nice graphics at the moment, so even the main sprite animation isn't that impressive. Avoid. ■ **DAVE** ■

■ *Fido Dido* is simply yet another platform game, yet another lemonade-sponsor tie-in and yet another visit to 'boredom central' courtesy of the Mega Drive. It looks nice, it sounds nice, but that's all it is – nice. A pleasant platformer in the vein of thousands of others, and others that are a great deal better. In summary it's pretty good but flat, with neither the sparkle or the fizz of *Cool Spot*. ■ **NICK** ■

■ Seven and Up. *Cool Spot*'s done it in America, and *Fido Dido*'s doing it over here. Those promotional dudes now have more than soft drinks in common. Fido's game is yet another walk around and solve some puzzles. Great, lets all jump on the bandwagon shall we? The puzzles are fun but that isn't enough. This isn't a bad game but, it's too bland by far.
■ **ADRIAN** ■

■ There are only seven levels in this game, and that really isn't enough. The puzzles, although plenty of them, are easily overcome and once these have been completed, you won't have the desire to go back and try them again. Fido is drawn as accurately as any simple pencil drawing can be, and blends in well with his surroundings. Quite good, but not good enough.
■ **TREVOR** ■

OVERALL 48

SYSTEM: MEGA DRIVE
PRICE: £49.99 SIZE: 8 MBIT
PUBLISHER: SEGA

NIGEL MANSELL'S WORLD CHAMPIONSHIP

■ Mansell is without doubt a great racing driver and, as such, he deserves a great racing game. Unfortunately though he's also a bit boring and, funnliy enough, so is his game.

Another time-wearied format that has been flogged to death, all the clichés are used; screeching brakes, revving engines...you know what you're going to get before you open the box. No champagne celebrations for this. ■ **DAVE** ■

■ I like the idea of racing games, but I always tend to walk away feeling cheated. *Nigel Mansell's* is no exception. The animation is smooth-ish and fast-ish, but without many thrilling crashes. The effects are the sounds of a dying bee in your ear. A mind-numbingly dull game, so take some good advice: if you've got *F1* – keep it, if you haven't – save your dosh for *Virtua Racing*.
■ **NICK** ■

■ This is a bit late isn't it? He's already into the second year of Indy car racing and this is a game about Formula One! Anyway, as a racing game it's probably best that Nige is over in America, away from this aberration. He'd probably go mad after being associated with this. The tracks are basic – there aren't any tunnels, there aren't any crashes – how boring, and the sound is quite inferior. 'Steer' clear. ■ **ADRIAN** ■

■ As far as racing games go this isn't in *Pole Position*. About ten years too late, and surprisingly simple. With the arrival of *Virtua Racing*, this is going to pale into insignificance. If this had been released earlier it might have stood a chance, but most of you are going to be saving for the biggie. There's nothing special about this or anything to make you want to dash out to your local store to spend your hard earned wad. ■ **TREVOR** ■

OVERALL 32

The big 10 high 5

CONSOLE CHARTS

1: SENSIBLE SOCCER – SONY
2: FIFA SOCCER – ELECTRONIC ARTS
3: SONIC THE HEDGEHOG 3 – SEGA
4: WINTER OLYMPICS – US GOLD
5: ALADDIN – VIRGIN/CAPCOM
6: MORTAL KOMBAT – ACCLAIM
7: JURASSIC PARK – VARIOUS
8: THE EMPIRE STRIKES BACK – JVC
9: SONIC CHAOS – SEGA
10: DESERT STRIKE – VARIOUS

16/32BIT FLOPPY CHARTS

1: SIM CITY 2000 – MAXIS
2: FRONTIER: ELITE 2 – GAMETEK
3: CANNON FODDER – VIRGIN
4: PREMIER MANAGER 2 – GREMLIN
5: MORTAL KOMBAT – VIRGIN
6: SKIDMARKS – ACID SOFTWARE
7: THE SETTLERS – BLUE BYTE
8: CHAMPIONSHIP MANAGER '93 – DOMARK
9: WINTER OLYMPICS – US GOLD
10: SENSIBLE SOCCER 92/93 – MINDSCAPE

TOP FIVE GAME BOY
1: LINK'S AWAKENING – NINTENDO
2: SUPER MARIO LAND 2 – NINTENDO
3: SUPER MARIO LAND – NINTENDO
4: LEMMINGS – OCEAN
5: MORTAL KOMBAT – ACCLAIM

TOP FIVE GAME GEAR
1: SONIC CHAOS – SEGA
2: OLYMPIC GOLD – US GOLD
3: WINTER OLYMPICS – US GOLD
4: DESERT STRIKE – DOMARK
5: MORTAL KOMBAT – ARENA

TOP FIVE SUPER NINTENDO
1: SENSIBLE SOCCER – SONY
2: THE EMPIRE STRIKES BACK – JVC
3: SUPER MARIO KART – NINTENDO
4: WINTER OLYMPICS – US GOLD
5: ALADDIN – CAPCOM

TOP FIVE MEGA DRIVE
1: FIFA INTERNATIONAL SOCCER – EA
2: SONIC THE HEDGEHOG 3 – SEGA
3: ALADDIN – SEGA
4: SENSIBLE SOCCER – RENEGADE/SONY
5: WINTER OLYMPICS – US GOLD

TOP FIVE MEGA-CD
1: GROUND ZERO TEXAS – SONY
2: SONIC CD – SEGA
3: LETHAL ENFORCERS – KONAMI
4: THUNDERHAWK – CORE DESIGN
5: NIGHT TRAP – SEGA

TOP FIVE PC
1: SIM CITY 2000 – MAXIS
2: FRONTIER: ELITE 2 – GAMETEK
3: PREMIER MANAGER 2 – GREMLIN
4: ALONE IN THE DARK 2 – INFOGRAMES
5: X-WING – US GOLD

TOP FIVE PC CD-ROM
1: REBEL ASSAULT – US GOLD
2: GABRIEL KNIGHT – SIERRA
3: THE LAWNMOWER MAN – STORM
4: IRON HELIX – MICROPROSE
5: DAY OF THE TENTACLE – US GOLD

TOP FIVE AMIGA
1: CANNON FODDER – VIRGIN
2: FRONTIER: ELITE 2 – GAMETEK
3: PREMIER MANAGER 2 – GREMLIN
4: SKIDMARKS – ACID SOFTWARE
5: THE SETTLERS – BLUE BYTE

TOP FIVE AMIGA CD-32
1: LIBERATION – MINDSCAPE
2: LABYRINTH OF TIME – EA
3: SENSIBLE SOCCER 92/93 – MINDSCAPE
4: SEEK & DESTROY – MINDSCAPE
5: ZOOL – GREMLIN GRAPHICS

TAKE THE ARCADE GAME HOME

DON BLUTH PRESENTS

SPACE ACE

CD-i

© 1993 Philips Interactive Media International Limited.
© 1993 Don Bluth Limited.

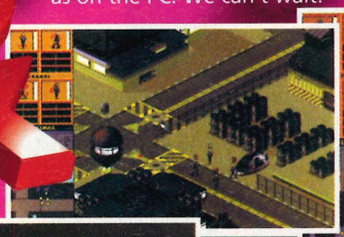
PHILIPS

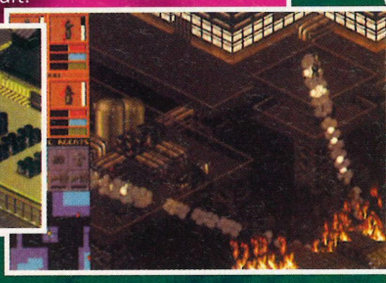
PHILIPS

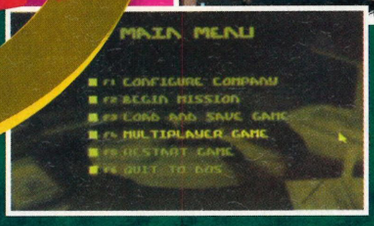
WORLD NETWORK

A HOPPING SUCCESS

Electronic Arts have signed an agreement with top developers Bullfrog to ensure that EA have all the publishing rights to release Bullfrog's latest games across all of the major formats. So maybe we'll be seeing *Theme Park* and *Syndicate* on the SNES as well as on the PC. We can't wait.







GAMES WORLD TV SHOW BECOMES TOP GAMES MAGAZINE

Sky One's highest audience-rated British production, Games World, is now a brand-new 132 page multi-format video-games magazine. This newly released title marks the first collaboration between independent production company Hewland International and dynamic gaming magazine publishers Paragon Publishing, creators of publications such as Super Gamer and Sega Pro. Editor Dave Perry, formerly of Sega Pro and Mega Power, and also a presenter on the TV show, comments:

"Games World has always been a brave and innovative programme, but due to the limitations thrown up by trying to provide thirty minutes of entertaining viewing, it has never really been able to provide the information and hard facts that its audience requires. **Games World: The Magazine** will fill that gap and provide the bridge between the people who have Sky and enjoy the show and those who don't but still want to be involved."

In the dark

Their are still a lot of keen gamers who are unfamiliar with Games World and the lively characters and challenges that it throws up. Set in a dark, post-apocalyptic version of the future, the show is broadcast five nights a week on Sky One at 6.00pm.

The fight nights are on three times a week and present a total of ten contestants with the opportunity to battle it out on two Eliminators, and earn a place in the weekly final known as Beat the Elite. In this, the two champions must face each other to decide who earns the right to go on and fight the show's resident game champions, the Videators. The Videators are a bunch of larger-than-life characters who offer the ultimate test for any games player and must be beaten if the contestant is to land a place in the end of series Grand Final. There are eight videators in all including: Master Moriarty – a facetious public schoolboy, The Violet Blade – a swashbuckling pirate, and Big Boy Barry – A fat wide-boy with a garish taste in clothing.

Also, on Thursday, there is Games World Live. A live show where viewers compete against each other on games by using their own touch-tone telephones. The fifth show is Big Boy Barry's Joypad, a news and features programme, hosted by Barry, which includes a games review panel and a high-score chart where viewers can attempt to beat fellow viewers gaming records.

Perry's All-stars

Undoubtedly **Games World: The Magazine** will provide in-depth games coverage, across all formats, that the show itself cannot. To this end, an all-star team of acknowledged games experts have been assembled ensuring the magazine's content covers only the most informed games news, previews and opinions. At a time when many other magazines seem to have become watered down and faceless, **Games World: The Magazine** has recognised the need for a high profile team that gamers can look up to and trust. The World Gamers will quickly establish themselves as the strongest review team of any games magazine in the world.

By the time you read this you will have purchased the launch issue of **Games World: The Magazine** and, whether you are a fan of the TV show or just a keen gamer looking for the ultimate monthly games bible, you will enjoy being a part the fastest growing group of video-gamers in the games world.

SEGA UNVEIL

Fear not all you Mega Drive owners who thought your ageing machine was on the way out. There have been many fears by games players that the introduction of the 32Mbit Saturn will cause Sega to forget about their beloved black boxes. Not a chance – enter the Mega Drive 32.

The new technology will allow the new machine's owners to play the new *Virtua Fighters* when it's released. The Mega Drive 32 will boost performance with massively increased 3-D graphics quality, boost the number of colours available to over 256, and the improve the sound quality of the machine.

062 062 062

SEGA CHANNEL™

SEGA TV

If you play Sega games morning, noon and night, you'll be glad to hear Sega are testing their new TV channel in America where viewers can gain access the latest Sega games and demos from the comfort of their front rooms. There will, of course, be a well-stocked library of 'classic' older titles as well as the newer games, and this list of games will be updated at regular intervals.

At the moment the system is being tested in selected households and users are charged between $10-$20 for a month's subscription. There's also a charge for the decoder, to unscramble the signal, and a special cartridge that will store the downloaded games so that you can play them in your standard machine. You can't keep them, but you can download each game as many times as you like, whenever you like.

However, gamers in the United Kingdom are going to have to wait until the trials are completed before it arrives over here. This probably will be a long time yet.

MINDSCAPE LAND THE HULKSTER

Those lovely people who make that sizzling show Baywatch, have come up with another sand-filled spectacular that's already taking America by storm, allegedly. Strangely titled *Thunder in Paradise*, the show stars that humungous star of wrestling, Hulk Hogan, who tears around in a fantastic Thunder Speed boat. Now this is all very well for the coach potato element amongst you, but where does this slot into the world of video games?

Well, Mindscape, the people behind the quirky *Alfred Chicken*, have picked up the license to produce the game. With any luck we'll see The Hulkster scratching around pecking at bits of seed, but we can only dream.

NIGHTMARE

Take a humble adventure game where you have to rescue fair maidens from their doom, add some digitised footage of semi-nude teenage girlies getting attacked, and what do you have? You have *Night Trap* on the Mega CD. You probably know all about this game and the bad publicity it received. Well,, now, it's been pulled off the shelves in America, following a huge onslaught of complaints from irate parents complaining about moral values. Before the game can go back on sale, all the offending scenes will have to be removed. This could have serious effects on the likes of *Mortal Kombat* which is getting the same sort of parent-related criticism. If this is the case, then *Mortal Kombat II*, with its extreme violent nature, can expect the same sort of treatment. Stay tuned to **Games World: The Magazine** for more details.

ARE YOU UP TO THE CHALLENGE OF THE VIDEATORS?

The meanest, baddest bunch of gamers on the planet, hand-picked from past challengers, winners and the world of professional gamers, the Videators are the final challenge any contestant will face when he enters the Games World arena. To be a Videator, you need to be a red-hot player, have the ability to act out a character and posess an outrageously excessive personality. However, not everybody can join this small band of the games-playing elite, most will have to just be happy with the idea of proving their mettle by taking on and beating these flamboyant joypad jockeys.

HOW DO WE CHALLENGE THEM?

A little like finding Reptile in *Mortal Kombat*, to earn the right to face these elusive giants you must first complete a number of gaming tasks, the first of which is actually getting yourself on to the show. If you think you could slug it out on satellite TV with the best players in the country, send in your name, address,and a photo, together with some interesting chat about yourself and gaming prowess to: Games World – Eliminator, PO BOX 91, London, E14 9NN.

NEW LINE UP

The technology used in the Mega Drive 32, is formidable. Two 32Mbit RISC chips, sitting snuggly alongside a video co-processor, there's even extra built-in RAM to speed up your games playing. Also, there will also be an updated Mega-CD unit available. This new machine will be launched around Christmas this year. So save your pennies now.

Virtua Fighters, one of the hottest games of the moment, will be available on the Mega Drive 32 so, as Ade says, "You'll be wetting your pants after playing the armpit moistening *Virtua Fighters*." Quite. So, take your pick, you could be this bloke up here or that one sat over there.

063 063 063 063 063 063 063 063 063 ...

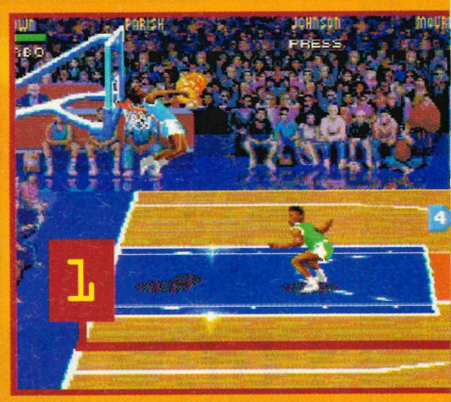
NBA JAM

Boom Shakka Lakka! As Basketball continues to rage through the country as the latest adopted fad from the USA, Acclaim serve up a liberal slice of the action with the brilliant NBA Jam.

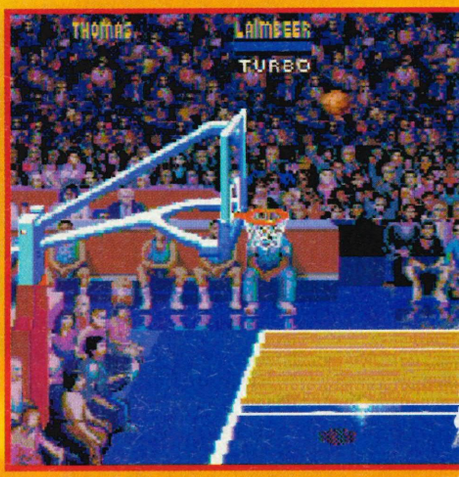
Forget Sonic 3, the biggest release of the year so far is undoubtedly this eagerly awaited rim-rocker from Acclaim. A hoop bulging game with a difference, *NBA Jam* has only two players from each side on court at a time, each armed with his own individual stats. Ranging from dunking ability to his likelihood to sink three pointers from outside the key, so choice of pairing is very important.

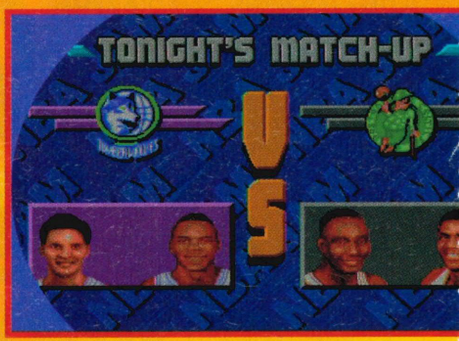
You can select from the numerous big stars that appear in the real NBA teams and a save-as-you-go option means that, although the game doesn't have a league or cup option, you can still record your progress as you attempt to crush the rival CPU controlled players, with the challenge gradually getting progressively tougher.

Fake, push and dummy opposing players on your way to the basket and rub your mate's nose in it as the commentators squeal with delight at your gravity defying dunks and dead-eye three point shots. None of the excitement of the arcade machine has been lost in the conversion to cart and you'll be amazed at the speed of the action and the quality of the sound. Brilliant as a one player game, frantic in two-player mode and compelling as a four-player team challenge, *NBA Jam* will be slammin' its way into a console near you very soon. Keep an eye out to see how the World Gamers rate it next month.



■ BELOW: Clean through the defence, the rest should be bread and butter to a pro like you. Scoring chances are greater when unchallenged.





1. "Oh my. 'Climbing high above towering defences is second nature to the athletic players in *NBA Jam*
2. "Is it his shoes." Another gravity defying jam is on its way as the combination of shoot and turbo sends another player skyward, impressing the commentators and cheerleaders to hell.
3. 'Boom-Shakka-Lakka!' Even the Wright Brothers would be impressed with the aerodynamics of this leap.

GAMES WATCH

VITAL STATISTICS

NAME	NBA JAM
PUBLISHER	ACCLAIM
SYSTEM	MEGA DRIVE
PRICE	£49.99
SIZE	16 MBIT
AVAILABLE	NOW

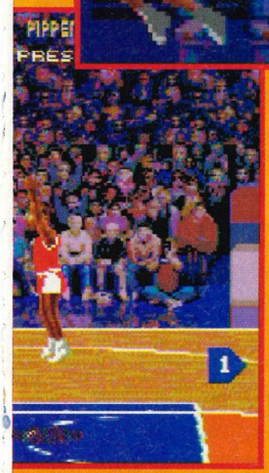
HE'S ON FIRE!

Definitely the most exciting feature of *NBA Jam*, is when you manage to score three consecutive baskets with one player and go 'on fire!' The ball suddenly turns into a flaming sphere and the relevant player has unlimited use of turbo power, making him a formiddable, slam-dunking animal who should be used to maximum effect. Here's our not-so-serious guide to slammin':

1. This is how you 'Slam-Dunk' the ball. First, get the ball and run your animal towards the 'hoop'. Once in the vicinity of the netted hoop, jump as high as you can. While coasting effortlessly through the air, slam the ball through the ring. If you're really lucky you can smash the backboard in to little glass shards. So put on your 'ultrastrong Reebnik pumped-up too-bad bitchin' pumps, boy!'

2. You see my bro', that's how you slam those babies, good and proper. God, I'm so hot that thing's on fire , but it could have been the vindaloo I had last night. Hey, who invited the stereotypical backpacking exchange student?

3. This is known in the trade as a 'tip-off'. Not to be confused with running down to your local police station, and 'grassing' on your neighbours by spilling the beans on the bank job. We're talking about the starting move in a game of basketball.



■ Playing good 'D' (defence to the uneducated) is the secret to success in *NBA Jam*. Stopping the opposition from scoring is the surest way to guarantee victory.

■ LEFT: With over 32 top pairings to choose from it is vital to find a team that you feel confident with. A good three-point man is just as important as a solid dunker.

THE VIOLET BLADE

Videator Profile

The Violet Blade was one of the four new Videators who starred in the last series of Games World 'Beat the Elite', adding a much needed element of flair to the whole procedure. One of the more formidable opponents, The Violet Blade, may not have the best overall record but he has played a wider variety of head-to-head games than any other Videator on the show. A strange character who, depending on the phase of the moon, can play-up to his camp best, as the Violet Blade, or be the most vicious and physically abusive Videator of the pack – the Violent Blade.

Thankfully, Games World: The Magazine caught him on a good day.

QUESTIONS...

So here are a few of the questions we put to the indomitable Violet Blade.

How come you are on the show?

■ Well, basically, there simply wasn't enough booty on the open seas. Face it, piracy is a bit pointless when all you can attack is a Townsend Thorenson car-ferry for a bottle of Creme de Menthe and a 10p *Space Invaders* Machine. There was more riches to be made playing them there computer game things.

Alright Violet, just how old are you?

■ No comment.

How long did you sail the seven seas?

■ For years. Ever since Pink Beard introduced me to world of Piracy through til the Flaming Queen went rotten and the thrills'n'spills of computer games enticed me onto TV.

Alright, what's your favourite game of the moment?

■ *Fifa Soccer* on the SNES. It's a massive improvement on the Mega Drive version with loads of extra manoeveurs and stuff and you get all manner of scoring opportunities.

What's your favourite game of all-time?

■ This is going back a bit. However, I remember playing a game called *Trans Am* , a driving game, for ages on the legendary ZX Spectrum 16K

What's your favourite game system?

■ Look, it may stun some of my fans, but without being too techy or jumping on the new-machine bandwagon, it's the good ol' PC.

What games do you like more than any other?

■ Soccer games. Any soccer game, from management sims to arcade romps! I also like games with a nautical nature, such as *Pirates* or *Blade of Vengence*.

Do you have any favourite hobbies and pastimes?

■ Apart from docking the Flaming Queen, it's a night on the town boogie-ing on down at the Blue Oyster Club to Right Said Fred.

Who, apart from yourself, is your favourite Videator? Why?

■ A tricky decision, probably Combat Cal for her sheer confidence... Also the Games Messiah because, erm, he wears a dress.

Who, apart from yourself, is your most hated Videator? Why?

■ Big Boy Barry because the last time he came on board my ship it sunk and also, between you and me, he smells like wee. Nah, only kidding Barry!

Why did you turn all nasty on everybody towards the end of the series?

■ Fair comment, but I was going through a rough patch with Roger, and Bob Mills needed taking down a peg or two.

Any favourite films or TV programmes?

■ Apart from Games World of course. Well, my favourite programme has to be Captain Pugwash, it's the business, and I know what the title stands for in Australia. My favourite film of all-time has to be Escape to Victory, a film that is, let me see, well... Because, erm, it's a cunning combination of football and war drama.

Just who is the infamous 'Roger m'Cabin Boy'?

■ He's just a lad I picked up from Liverpool Docks who helps me out with my cleaning, cooking and other menial duties.

As an aside, I here you're a dab hand at docking the Flamin' Queen – but does it really exist?

■ No one has ever seen it, not even Sally Lines. Why? Because I use a Romulan-style cloaking device.

Well, thank you Mr. Blade, it has been a most eye opening experience.

VIDEATOR RECORDS

Master Moriarty	7 WINS OUT OF 9	77.7% WIN RATE
Big Boy Barry	13 WINS OUT OF 17	76% WIN RATE
Mr Mathers the Megabyte Millionaire	11 WINS OUT OF 16	68.75% WIN RATE
The Violet Blade	8 WINS OUT OF 13	61.5% WIN RATE
Games Messiah	7 WINS OUT OF12	58% WIN RATE
Persian Prince of Perfection	8 WINS OUT 14	57% WIN RATE
Combat Cal	3 WINS OUT 8	37.5% WIN RATE

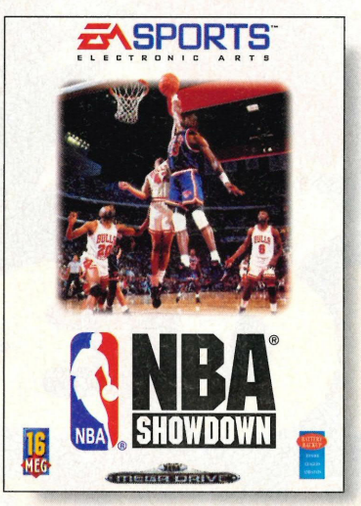
Measure up to the Showdown

NBA® Showdown's the buzz of real, full-court 5-on-5 basketball, with gameplay so fast you'll need a slo-mo replay to see how that Double-Pump Hook Arm Slam got past you.

A new game engine adds an extra dimension and puts you eyeball to eyeball with players from all 27 NBA® teams. The world's greatest athletes taken apart stat by stat and re-assembled to perfectly replicate their season '93-'94 performances. NBA® Showdown puts every spectacular signature move under the control of your left thumb, and your neck's on the block at every free-throw with the unique new free-throw screen.

Call offensive plays, defensive strategies, and play an entire 82 game season before taking your own dream team to the Playoffs. Battery back-up lets you save incomplete seasons, while 4 Way Play™ compatibility means four frantic hoops fans can party in the paint simultaneously.

2-on-2? It's more like ballet than basketball.
Play NBA® Showdown and get real.



if it's in the GAME, it's in the GAME™

EA SPORTS™
ELECTRONIC ARTS

EA DIRECT

NBA® Showdown is available from EA Direct on 0753 549 442 or write to Electronic Arts, 90 Heron Drive, Langley, Slough, Berks SL3 8XP • Sega and Mega Drive are trademarks of Sega Enterprises Ltd. • EA SPORTS, the EA SPORTS logo, 4 Way Play and "IF IT'S IN THE GAME, IT'S IN THE GAME" are trademarks of Electronic Arts • NBA & the NBA logo are registered trademarks of NBA properties, Inc. • The individual NBA and NBA team insignias depicted are trademarks which are exclusive property of the respective teams and may not be reproduced without the written consent of NBA Properties, Inc and the respective teams.

CON

...Games World...Games World...

JUNE 1994

STRE FIGHT

Back and blue. Sega's biggest spiky star slips into his Power Sneakers and streaks his way across eight pages of level-by-level scrutiny inside. Oh, and just who is this Knuckles?

58 SONIC 3

CONTENTS

Games World...Games World...

ISSUE 0

ET
TER III

Fight! We go toe-to-toe with the world's toughest screen scrappers in an exclusive 12 page special feature on the Game Boy's hottest beat'em-up release ever.

67

GAMES WATCH

To find out what games should you be looking out for on your system, check out the Games Watch section on page50

SNES	50-60	CD-i	99-101
Mega Drive	61-70	3DO	103-105
Amiga	71-80	Jaguar	107-112
PC	81-86	Game Gear	114-118
CD-32	87-90	Game Boy	120-124
Mega-CD	91-93	NEO GEO	125-126
CD-ROM	94-98	Arcades	127-128

THE MAGAZINE

Editorial.....6
4-play 9
Big 10.....22
High 5 23
World Network.....26
Future Screens.....32
Import Scene....36
Byte Back 42
Game Brain 46
Maximum Firepower.....52
Merchandise 64
Subs.....112
Access All Areas 120
Next Month 124

WORLD GAMES

Alfred Chicken	100
Art of Fighting 2	34, 116
Bare Knuckle	48
Beast 2	53
Chopper squad	78
Chuck Racer	13, 96
Cliffhanger	12, 107
Cybermorph	37
Dashin' Desperadoes	56
Double Switch	74
Dragon's Revenge	118
Dune CD	83
Ecco	68
Fatal Fury 2	108-117
Final Fantasy IV	45
Fire Striker	130
G2	102
Goofy's Tour	32
Ground Zero Texas	40
Horde, The	23
Hotel Mario	109
Jammit	90
Jim Power	123
Kirby's Pinball	45
Lawnmower Man	36
Lemmings	104
Lunar II	123
Mazin' Saga	98
Microcosm	120
Mig 29	130
NBA Jam	112
Night Trap	127
Outrunners	78
Pinball Dreams	89
Prize Fighter	42
Rabbit Rampage	35
Raiden II	92
Roco	43
Soldiers of Fortune	67
Stellar Fire	56
Streetfighter 2	67
Super Bomberman	96
Super Nova	94
Toejam and Earl 2	123
Total Carnage	67
Virtual Racing	55
Voyeur	102
Wiz 'n' Liz	118
X-Kalibur	36, 114

Welcome to the dummy issue of Games World: The Magazine. We have put together a team of the country's greatest games experts to bring you 132 pages of undiluted games action a magazine sure to become the UK's essential monthly guide to the world of video-gaming. Be warned; this real-deal player's bible carries an explicit 'NWL' advisory notice – No Wimps or Lamers!

From arcades to hand-helds, we'll play them all. If you like your knowledge to come from the source and your information based on fact rather than flimsy speculation then step aboard with me, 'The Unstoppable Games Animal' and the World Gamers, and take a whiteknuckle ride into the gaming universe each and every month.

BANG! Here we are...

Remember, gaming is supposed to be fun, but there's no-one sadder than a loser, so play to win! Know what I mean?

Dave Perry

GAMES WORLD: THE SYSTEM

The first thing you will notice as you flick through the pages of **Games World: The Magazine** is that it isn't structured like the majority of publications on the sale in the UK. Our game features fall into four distinct categories:

Future Screens

The moment we hear of exciting new releases we'll tell you all about it in this short section. Games featured here are likely to be a long way off their release dates and are really little more than news at this time.

Games Watch

Once a game is ready to stand up to the severe test provided by The World Gamers, it will be featured in this section. We will give accurate information about its release, price and a concise run down of all its features. Games will receive one or two pages of picture-heavy reportage, giving you a clear view of what to look forward to in the forthcoming months.

BYTE BACK!

Don't just accept what we have to say, write and tell us your own opinions about the games industry, the magazine, Claudia Schiffer going topless...anything. We welcome praise, criticism, comments, moans, artwork, the lot.

Dave will attempt to answer as many letters as possible every month and there will be goodies galore for the best submissions, so get scribbling to:

Byte Back, **Games World: The Magazine**, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF.

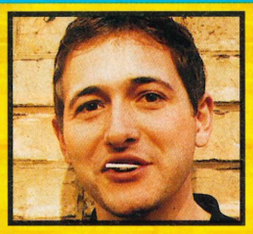
EDITORIAL

THE WORLD GAMERS

DAVE PERRY

■ Widely acknowledged as the finest games player in the country today, Dave was the ideal man to front our all-star team. Co-presenter of the Eliminator on Games World and GamesMaster on Channel 4, Dave's bandana trademark is one of the most recognised symbols in the industry. He became the first console mag editor to covermount a demo game with Mega Power, and was one of the original team that established SEGAPRO as the leading Sega magazine way back in the early days of the 16-bit console boom.

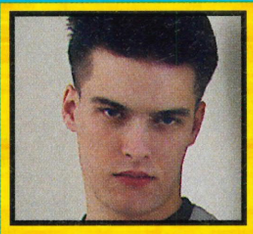
A fearsome reviewer and irrepressible personality, Dave is 'the Unstoppable Games Animal'. You better believe it!



NICK WALKLAND

■ Lurking mysteriously in the huge shadow cast by Dave's ego, Nick is a former writer on Games X and editor of Control magazine. Nick was instantly signed up by the Paragon Backroom Boyz as deputy editor, plucked from the grip of Games World, the TV show, after two series. His knowledge of the industry and mastery of joypad and joystick mean that any game put in his hands will be given the most stringent of tests – every pixel pushed to the max.

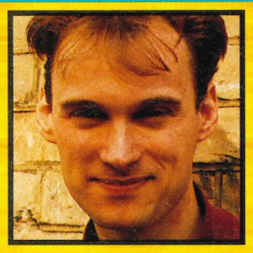
The strong silent type, Nick perfectly compliments our flamboyant editor and the Sheffield born gamer's prolific work-rate means that our readers are always guaranteed quality as well as quantity.



ADRIAN PRICE

■ Having made the transition from GamesMaster magazine to GamesMaster TV show, Ade has finally seen the light and joined the UK's leading reviews team as staff-writer. Bringing his acidic wit and abrasive humour to the Games World offices, Ade is an excellent joypad jockey who likes nothing better than to inflict pain on his fellow World Gamers on only the most brutal of beat'em-ups.

Our top tipster's gaming prowess is overshadowed only by his short temper and choice language when faced with a particularly frustrating piece of software. This is one team member who should definitely come with a parental guidance warning.



TREVOR GREENE

■ Our fourth member is yet to be announced at the time of going to print. However, he is code-named 'Trevor'. He is an industry stalwart though, who may or may not have made his name as as the king of tips on a legendary magazine. Trev was also known as 'Chunky' on yet another magazine, apparently compensating for his lack of machismo, until he became editor and had to cast off his ropy alter-ego. Having also edited tips on a number of gaming magazines, our second staff writer's credentials speak for themselves, nothing will get past this man. All games he plays receive his eagle games-playing eyed informed criticism.

Games World Special

■ The hottest games of the month will be given the full works. This is the whole wash, cut and blow-dry – giving you the complete insight into the hottest games of the moment over anything up to twelve pages. Providing level-by-level, character-by-character, breakdowns. In short, all the information you've been craving for. No other magazine does this!

4-Play

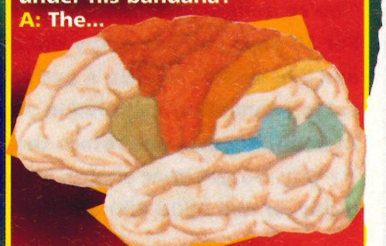
■ This is where we give you the full benefit of the four World Gamers expertise. Every game released, during the month that the magazine is on sale, will be reviewed here. No silly reviews months before you can buy the product – this is the ultimate buyer's guide. Don't make your purchase unless you've read the latest issue! All four members of the team will help you make up your mind on which game to spend your cash on.

Colour-Coded Format Individuality

■ Every game featured in **Games World: The Magazine** is treated individually on each format and specially colour-coded for easy reference. Sometimes, the same game may appear three or four times in one issue. This is only because we appreciate the subtle differences that exist between the various hardware formats. If you instantly want to check out the game for your system, or systems, you can.

Games World: The Magazine is constructed to provide the maximum amount of information possible in an easy-to-access format – using the unique colour-coding system. This is a total games overload and I think you'll be surprised at how trivial other games magazines are after you've read through this issue.

Q: What does Dave Perry keep under his bandana?
A: The...



GAME BRAIN

■ "I am 'the Game Brain' and I am at your disposal every month to answer absolutely any question that you may have about video-gaming. Pesky end-of-level bosses, release dates for future projects, how do you become a Videator? Anything that may be puzzling you or worrying your stressed out grey matter, put it down on paper and put me to the test."

THE MAGAZINE

Editor
Dave Perry

Deputy Editor
Nick Walkland

Staff Writers
Adrian Price
Trevor Greene

Art Editor
Mark Kendrick

Art Assistant
Mark Houghton

Advertising Manager
Ian Kenyon

Senior Ad Sales
Diana Monteiro

Sales Executives
Alan Walton
Yvonne Mitchener

Production Manager
Di Tavener

Pre press Manager
Mike Notty

Scanner Operator
Suzanne Halsworth

Ad Production
Jane Hawkins

Advertising Design + Illustration
Christa Fairchild

Front Desk
Paula Wood

Subs + Merchandise
Karren Sharrock

Publisher
Pat Kelly

Printed by
Garnett Dickinson Print Ltd

Distributed by
Seymour International Press,
Windsor House,
1270 London Road, Norbury,
London SW16 4DH.
Tel: (081) 679 1899

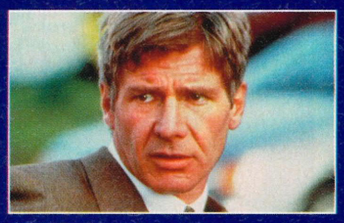
Produced by
Paragon Publishing Ltd
Durham House
124 Old Christchurch Road
Bournemouth
BH1 1NF

Telephone
(0202) 299900

Fax
(0202) 299955

Games World: The Magazine
© Paragon Publishing
Games World: TV Show
© Hewland International Ltd

Special Thanks
This month our special thanks go to 'Cocky Kid'. He only lasted three days but he did a lovely paint job...



PATRIOT GAMES.
APRIL PREMIERE

THE AVENGERS.
WEEKDAYS 8PM

GLADRAGS & GLAMOUR.
WEEKDAYS 3.45PM

WILDSIDE.
SUNDAYS 5PM AND
THURSDAYS 10PM

SYKES.
WEEKDAYS 5.55PM

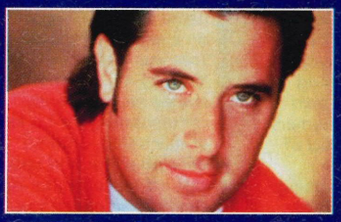
THE CLIMAX OF THE F.A. PREMIER
LEAGUE & GERMANY V ENGLAND.
APRIL 20TH

BEVERLY HILLS 90210.
SUNDAYS 7PM

Torvill & Dean join the Sky team.

BARNEY AND FRIENDS.
WEEKDAYS 2PM

THE BODYGUARD.
JUNE PREMIERE



VINCE GILL.
COUNTRY MUSIC
TELEVISION

TRIVIAL PURSUIT.
WEEKDAYS 6PM AND 10PM

ANNA WALKER.
24-HOUR SKY NEWS

"TRY SKY FREE FOR 30 DAYS."

FREE 30 DAY HOME TRIAL NO OBLIGATION

"We're delighted to join the Sky team and to bring you news of the Sky 30 day free home trial. For 30 days you can enjoy the greatest choice of television channels including movie premieres and live sports, women's and children's channels free. You'll get a complete satellite system or cable connection installed in your home, free of charge. And within 30 days, if you don't want to keep Sky, you can return the system with no obligation. There's never been a better time to try Sky. So get your skates on and contact your participating local T.V. dealer or cable operator today, or call 0506 484 567 for more information now."

Jayne Torvill

Christopher Dean

SKY

20 channels of movies, sports, music, news, children's programmes, factual and family entertainment.

So contact your local participating retail outlet, cable operator or TV dealer: BT shops, Colorvision, Comet, Currys, Dixons, Eastern Electricity, Granada, Homepower, Martin Dawes, M.E.B., Norweb, Powerhouse, Radio Rentals, Rumbelows, Scottish Power/Sound & Vision, Southern Electric, SWEB, Tandy or your local independent dealer. Call 0506 484 567 9am to 10pm daily for further details or to find out your local participating outlet.

Refundable deposits may be required offer subject to status. Other limitations on offer availability apply – see your participating T.V. dealer or cable operator for details. Channel availability on cable will vary. Offer closes April 30, 1994.

4 PLAY!

Every month our fab four World Gamers will help you to decide where your hard earned cash would be best spent. Only the games actually released during the month that the magazine is on sale will be reviewed, making 4-Play the essential official buyer's guide to the UK market.

Trust us, we do this for a living.

The World Gamers

UNSTOPPABLE!

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

REVIEWED 4 YOU!

■ Aero the Acrobat, Freelancer 2120, Mad Dog McCree, X-Men, Super Streetfighter II, Puggsy's Scavenger Hunt, Virtua Racing, Tecmo Bowl, Cool Spot, Mortal Kombat II, Art of Fighting II, Zero the Kamikaze, Secret of Mana, Mad Dog McCree, X-Men, Sonic 3, Samurai Shodown, Time Killers, Cool Spot, Mortal Kombat II, Art of Fighting II, Zero the Kamikaze Squirrel, Secret of Mana, Mad Dog McCree, X-Men, Sonic 3, Puggsy's Scavenger Hunt, Time Killers, Tecmo Bowl, Cool Spot, Mortal Kombat, Art of Fighting, Aero the Acrobat, Secret of Mana, Fatal Fury II, X-Men, Sonic 3, World Heroes Jet, , Tecmo Bowl, Cool Spot, Mortal Kombat II, Art of Fighting II ■

▼ GAME OF THE MONTH! ▼

CLAYFIGHTERS

SYSTEM: SNES
PRICE: £49.99 SIZE: 16 MBIT
PUBLISHER: OCEAN

■ The most fun you can have bashing the living daylights out of someone, *Clayfighters* is the first 'claymation' beat-'em-up (if you don't include the Goro figure in Mortal Kombat) and is worth a buy, if only for sheer novelty value. Great fun to play, riveting to watch, and packed with special moves and charismatic sprites, this is the perfect bruiser for people with a sense of humour. ■ **DAVE** ■

■ I like *Clayfighters*, it's nowhere near as good as *Street Fighter II* or *Mortal Kombat*, but it's got a style all of its own – it's very individual. The speech is marvellous, and if you've been looking for Elvis, then you'll find him in here hanging out with Taffy Man. He's there in all his glory, with all his hair and his white polyester suit, saying "I thank you very mush..." ■ **TREVOR** ■

■ *Clayfighters* certainly isn't a *Street Fighter II* basher, but it's a novel approach to the standards of this genre. The diversity of characters is excellent especially Blue Suede Goo (or should that be Elvis?) and The Blob. I must confess to being completely under-awed by the game. Sure, it looks good, the sound effects are excellent, but in long-term gameplay stakes, it lacks the certain je ne sais quoi. ■ **NICK** ■

■ When *Clayfighters* appeared it really wasn't an original concept! Ah, but it was. All the characters were made out of clay and they all had distinct personas. There was Elvis, and his hair, Bad Mr Frosty and his, err, frost, and a fat viking woman from Valhalla. The fighting moves aren't that special but the way all the characters are animated and the speech that goes with them is just plain excellent. ■ **ADRIAN** ■

OVERALL 94

■ Just look at the graphics on these bizzare attacks ranging from The Blob's spinning saw to Blue Suede Goo's killer quiff.

AWESOME POSSUM

■ **Mega Drive** ■ **£39.99**
■ **16 Mbit** ■ **Sega**

■ Awesome? Yeah right. The graphics are colourful, but jerky, there is a huge amount of sampled speech – that's about 20 years behind civilisation with words such as "Cool". There are four, yes four, levels for you to get bored in, and believe me you will get bored, and ripped off if you buy this. ■ **17**

PRO MOVES SOCCER

■ **Mega Drive** ■ **£39.99**
■ **8 Mbit** ■ **Asciiware**

■ Oh please! When I play a game, especially soccer, I expect there to be at least some game in there, not a hollow husk, with all of its pith scraped off. This is one of the most shallow football games that has ever been created. The goalkeepers are incredible – it's almost impossible to score past them. And even when you do, it's not as if you'll really care about it any more, anyway. There are plenty of other football games, *FIFA* and *Sensible Soccer* spring instantly to mind. You'd be better off getting one of those, as you'd get far more value for money. ■ **21**

HUMANS

■ **SNES** ■ **£44.99**
■ **8Mbit** ■ **Gametek**

■ There is only one puzzle game you need – *Lemmings*. Most others after that just fade away. This game does try ever-so hard to be a big kid on the block, but it fails to impress and, sadly, *Humans* is just another also-ran. The graphics and inventions are detailed and pleasant to the eye, but it lacks that certain quality that makes a great puzzle game – for which you really need quick and fast paced action and something to make you want to finish the level. *Humans* lacks these qualities. After the first few levels any desire you have will soon leave you which is a quite a shame because this game did have potential. ■ **60**

RIDICK BOWE'S BOXING

■ **SNES** ■ **£49.99**
■ **8Mbit** ■ **Extreme**

■ There are loads of characters in here to fight with and even the option to create your own. This isn't as good as *Legends of the Ring* with its sheer amount of violence. Riddick Bowe just looks too cartoony to be a boxing game. It's got great graphics but after playing for a while it just doesn't seem real enough. ■ **37**

SYSTEM: SNES
PRICE: £49.99 SIZE: 8 MBIT
PUBLISHER: EMPIRE

SPACE ACE

■ Boy, is this an old game or what?! Ten out of ten to the marketing people who heated this one back up and convinced a whole new generation of gamers that it's something new and stunning. I remember playing this on the Amiga about five years ago and it is just as linear and boring now.

Quite an original idea in its time, but when I buy a cart nowadays I expect there to be a game involved. ■ **DAVE** ■

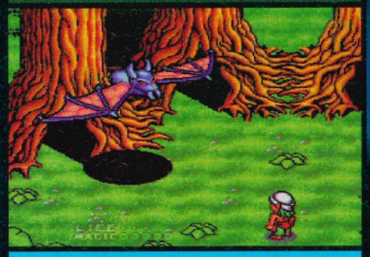
■ Would *Space Ace* be as annoyingly linear as the original laserdisc arcade? The answer, thankfully, is no. Well, not quite. A different game in most ways it still has the glorious comedic effects, the same timing difficulties and high annoyance factor. To pretentiously sum up, *Space Ace* is like an ice sculpture; it may look great, it takes ages to get into but, in no time, all interest melts away. ■ **NICK** ■

■ Some things are best left alone, and this is one of them. *Space Ace* was a brilliant successor to *Dragon's Lair* in the arcades, but sadly, it isn't here. To play the game you only have to remember which direction you have to press the joypad to progress. If you get it wrong, well, just work through the other three until you get it right. Absolute rubbish. ■ **ADRIAN** ■

■ The graphics might very well be lovely and colourful, but the gameplay isn't. Laserdisc games were fun in the arcade where you could shove a few quid into the machine until you were bored, but when something like this goes for £50, it starts to take the proverbial tinkle. It would suit small kids, but saying that, they generally can finish them quicker than most adults. ■ **TREVOR** ■

OVERALL 44

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



EQUINOX

■ Top quality action from Sony, who seem to be fairing much better on Nintendo than they ever did on the Mega Drive.

A playable combination of addictive gameplay and excellent graphics ensures that *Equinox* is a highly enjoyable arcade adventure, sure to light up most SNES owners' screens.

However, this is not quite the earth-shatttering block-buster that many mags will have you believe. ■ **DAVE** ■

■ *Equinox* is a rare breed of game that harks back to the good ol' days of isometric arcade-adventures, not something we've got used to on standard SNES with its shoot'em-up and platform rompettes. I love it. Any game that needs a bit of cerebral tweaking with smart graphics and a dash of arcade excitement is tops by me. If you want to burn the midnight oil in a jolly large puddle, *Equinox* is the business. ■ **NICK** ■

■ *Equinox* has the most beautiful backdrops and sprites that have been produced for ages. The main character is absolutely enormous. The game itself will need a lot of exploring, each level is absolutely huge, with plenty of rooms. The sound is sedately haunting, even when you're walking overland there's always a soft wind blowing so you're never really sure if a Goblin will attack you. Get this now. ■ **ADRIAN** ■

■ Games like these only come around once in a while, which is why you should go and get this. If you ever owned an old Spectrum and played *Knight Lore*, then you'll have a good idea as to what this is like. There are plenty of puzzles to solve and most of them are excruciatingly difficult. This game has it all, good looks, great sounds, and a beautiful all-round perfume. ■ **TREVOR** ■

OVERALL 87

SYSTEM: SNES
PRICE: £54.99 SIZE: 16 MBIT
PUBLISHER: IREM

R-TYPE III

■ No real surprises here, in true console style R-Type III is a run-of-the-mill sideways scrolling shoot'em-up.

Frantic action, huge baddies and unfeasibly awesome weapons have become standard fare for these games but it's all getting a bit old hat now.

If you don't own a game of this kind, and often feel the urge to go blasting through space, treat yourself...but don't come crying to me. ■ **DAVE** ■

■ Now where have I seen this before? A tricky one. Well *R-Type III* is the cunningly entitled follow-up to the original SNES alien-scum shooty. So if you glory in aimless attacks against brightly coloured 'swarms' then this is for you. A massive graphical improvement on the original with hardly any scrolling slowdown, it's a big, bold and brash game. It's as good as others on the market, albeit a little too samey for my liking. ■ **NICK** ■

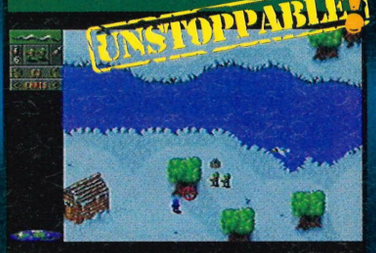
■ After a while, shoot'em-ups become a bit familiar. Fly along some alien terrain and shoot the assorted *gits* that come spewing towards you. Now this is all very well, but after countless others such as *Axelay*, *Gradius 3*, *Parodius*, it has to be pretty special to be good. *R-Type III* is. Excellent graphics complement the fantastic arcade-like gameplay. A great game. ■ **ADRIAN** ■

■ The graphics are absolutely gorgeous and with the fiendishly hard difficulty setting of the game, this could possibly take up a lot of your time. As in all good space games, there is a tremendous arsenal of weapons for you to dispatch the horde of aliens that want to, err, kick your head in. So, if you haven't got a decent shoot'em-up, and you want one, then you could do worse than this. ■ **TREVOR** ■

OVERALL 79

d to act as a guideline, they are by no means gospel! We heartily recommend that you always play a new game before you make the decision to buy.

SYSTEM: AMIGA
PRICE: £25.99 SIZE: 3 DISKS
PUBLISHER: VIRGIN



CANNON FODDER

■ War has never been so much fun, or so the infectiously catchy jingle goes. However, in this case it's true.

Cannon Fodder is another top grade game from the prolific Sensible stable and is the ideal combination of tactical play, good humour and straight-forward blasting.

The body count is high and the carnage is wonderfully portrayed in classic 'sensi' style. A 'must have' title. ■ **DAVE** ■

■ Sensible annoy me. They know what the punters want and what we want is ultimate gameplay. Once more they've come up with the goodies. So what if the graphics are minimal, they're strangely cute in a *Sensible Soccer*-esque way, especially in their death throes and the sound effects are well placed. *Cannon Fodder* is one of the most entertaining and challenging games on the market at the moment. ■ **NICK** ■

■ Well, this has to be the most sadistic game I've ever played, and the horrifying thing is – I love it. The little soldiers run merrily around shooting anyone that gets in your face. The missions start out extremely easy with the opposition literally being cannon fodder, but as you progress it gets a lot harder. War, as the song goes, has never been so much fun. ■ **ADRIAN** ■

■ This is horrifying. Young men lining up to shoot others, it's just sickening. But, they're small computer people so I don't care. Give them more grenades and rockets so they can kill some more. Playing this is a severe test of willpower, you just try getting some sleep after you hit mission six. This has to be an essential buy for anyone with a love for this sort of game. ■ **TREVOR** ■

OVERALL 92

SYSTEM: MEGA DRIVE
PRICE: £44.99 SIZE: 16 MBIT
PUBLISHER: CORE DESIGN

BUBBA N STIX

■ Nope, not convinced. I keep hearing the other gamers wittering on about what a wonderfully clever little platformer this is, and how original a lot of the problem-solving is. But where, oh where, is the excitement? Core have become more of an animation studio of late than a games producer and *Bubba'n'Stix* is another super smooth game from the Derby-based company that is better to watch than to play. ■ **DAVE** ■

■ Top Stick Action! A crude intro but *Bubba'n'Stix* is real stonker of a game, a rare breed of platformer in the exclusive style of *Another World* – a game that actually requires some gray matter tweaking. Excellent animation and graphics, a foot-tapping tune and a challenging game play, I love it. However, I must add that I doubt if it's to everyone's taste – Bubba'n'Stix is a game to try before using the power of your pocket. ■ **NICK** ■

■ I do like a good platform game, let the others be witnesses to my obsessive behaviour over Mario. *Bubba'n'Stix* has almost got me in the same mood. The gameplay is brilliant, with lots of puzzles thrown in. None of this race to the finish in thirty seconds malarky. However, there are only five levels, so you could be racing towards the end at a considerable rate of knots. ■ **ADRIAN** ■

■ Nearly everything about this game is perfect. The animation of the two characters is impressive and the puzzle solving element is great. As for the sound, well that suits the game down to the ground. If you want a platform game that differs from the straightforward left-right of *Sonic* then *Bubba'n'Stix* is exactly what you've been looking for. ■ **TREVOR** ■

OVERALL 80

SYSTEM: MEGA DRIVE
PRICE: £39.95 SIZE: 8 MBIT
PUBLISHER: KANEKO

FIDO DIDO

■ Oh dear, it seems that this is the issue in which I really go to town on platformers. What does it say when a character is over-shadowed by the red spot that appeared on the bottle he was advertising?

There is nothing here worth forking out forty quid for. Everybody seems to be producing nice graphics at the moment, so even the main sprite animation isn't that impressive. Avoid. ■ **DAVE** ■

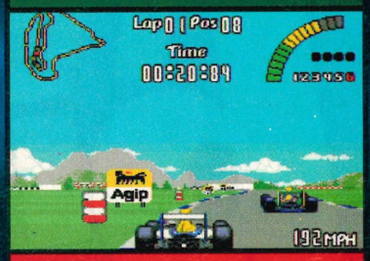
■ *Fido Dido* is simply yet another platform game, yet another lemonade-sponsor tie-in and yet another visit to 'boredom central' courtesy of the Mega Drive. It looks nice, it sounds nice, but that's all it is – nice. A pleasant platformer in the vein of thousands of others, and others that are a great deal better. In summary it's pretty good but flat, with neither the sparkle or the fizz of *Cool Spot*. ■ **NICK** ■

■ Seven and Up. *Cool Spot*'s done it in America, and *Fido Dido*'s doing it over here. Those promotional dudes now have more than soft drinks in common. Fido's game is yet another walk around and solve some puzzles. Great, lets all jump on the bandwagon shall we? The puzzles are fun but that isn't enough. This isn't a bad game but, it's too bland by far. ■ **ADRIAN** ■

■ There are only seven levels in this game, and that really isn't enough. The puzzles, although plenty of them, are easily overcome and once these have been completed, you won't have the desire to go back and try them again. Fido is drawn as accurately as any simple pencil drawing can be, and blends in well with his surroundings. Quite good, but not good enough. ■ **TREVOR** ■

OVERALL 48

SYSTEM: MEGA DRIVE
PRICE: £49.99 SIZE: 8 MBIT
PUBLISHER: SEGA



NIGEL MANSELL'S WORLD CHAMPIONSHIP

■ Mansell is without doubt a great racing driver and, as such, he deserves a great racing game. Unfortunately though he's also a bit boring and, funnliy enough, so is his game.

Another time-wearied format that has been flogged to death, all the clichés are used; screeching brakes, revving engines...you know what you're going to get before you open the box. No champagne celebrations for this. ■ **DAVE** ■

■ I like the idea of racing games, but I always tend to walk away feeling cheated. *Nigel Mansell*'s is no exception. The animation is smooth-ish and fast-ish, but without many thrilling crashes. The effects are the sounds of a dying bee in your ear. A mind-numbingly dull game, so take some good advice: if you've got *F1* – keep it, if you haven't – save your dosh for *Virtua Racing*. ■ **NICK** ■

■ This is a bit late isn't it? He's already into the second year of Indy car racing and this is a game about Formula One! Anyway, as a racing game it's probably best that Nige is over in America, away from this aberration. He'd probably go mad after being associated with this. The tracks are basic – there aren't any tunnels, there aren't any crashes – how boring, and the sound is quite inferior. 'Steer' clear. ■ **ADRIAN** ■

■ As far as racing games go this isn't in *Pole Position*. About ten years too late, and surprisingly simple. With the arrival of *Virtua Racing*, this is going to pale into insignificance. If this had been released earlier it might have stood a chance, but most of you are going to be saving for the biggie. There's nothing special about this or anything to make you want to dash out to your local store to spend your hard earned wad. ■ **TREVOR** ■

OVERALL 32

The big 10 high 5

CONSOLE CHARTS

1: SENSIBLE SOCCER – SONY
2: FIFA SOCCER – ELECTRONIC ARTS
3: SONIC THE HEDGEHOG 3 – SEGA
4: WINTER OLYMPICS – US GOLD
5: ALADDIN – VIRGIN/CAPCOM
6: MORTAL KOMBAT – ACCLAIM
7: JURASSIC PARK – VARIOUS
8: THE EMPIRE STRIKES BACK – JVC
9: SONIC CHAOS – SEGA
10: DESERT STRIKE – VARIOUS

16/32BIT FLOPPY CHARTS

1: SIM CITY 2000 – MAXIS
2: FRONTIER: ELITE 2 – GAMETEK
3: CANNON FODDER – VIRGIN
4: PREMIER MANAGER 2 – GREMLIN
5: MORTAL KOMBAT – VIRGIN
6: SKIDMARKS – ACID SOFTWARE
7: THE SETTLERS – BLUE BYTE
8: CHAMPIONSHIP MANAGER '93 – DOMARK
9: WINTER OLYMPICS – US GOLD
10: SENSIBLE SOCCER 92/93 – MINDSCAPE

TOP FIVE GAME BOY

1: LINK'S AWAKENING – NINTENDO
2: SUPER MARIO LAND 2 – NINTENDO
3: SUPER MARIO LAND – NINTENDO
4: LEMMINGS – OCEAN
5: MORTAL KOMBAT – ACCLAIM

TOP FIVE GAME GEAR

1: SONIC CHAOS – SEGA
2: OLYMPIC GOLD – US GOLD
3: WINTER OLYMPICS – US GOLD
4: DESERT STRIKE – DOMARK
5: MORTAL KOMBAT – ARENA

TOP FIVE SUPER NINTENDO

1: SENSIBLE SOCCER – SONY
2: THE EMPIRE STRIKES BACK – JVC
3: SUPER MARIO KART – NINTENDO
4: WINTER OLYMPICS – US GOLD
5: ALADDIN – CAPCOM

TOP FIVE MEGA DRIVE

1: FIFA INTERNATIONAL SOCCER – EA
2: SONIC THE HEDGEHOG 3 – SEGA
3: ALADDIN – SEGA
4: SENSIBLE SOCCER – RENEGADE/SONY
5: WINTER OLYMPICS – US GOLD

TOP FIVE MEGA-CD

1: GROUND ZERO TEXAS – SONY
2: SONIC CD – SEGA
3: LETHAL ENFORCERS – KONAMI
4: THUNDERHAWK – CORE DESIGN
5: NIGHT TRAP – SEGA

TOP FIVE PC

1: SIM CITY 2000 – MAXIS
2: FRONTIER: ELITE 2 – GAMETEK
3: PREMIER MANAGER 2 – GREMLIN
4: ALONE IN THE DARK 2 - INFOGRAMES
5: X-WING – US GOLD

TOP FIVE PC CD-ROM

1: REBEL ASSAULT – US GOLD
2: GABRIEL KNIGHT – SIERRA
3: THE LAWNMOWER MAN – STORM
4: IRON HELIX – MICROPROSE
5: DAY OF THE TENTACLE – US GOLD

TOP FIVE AMIGA

1: CANNON FODDER – VIRGIN
2: FRONTIER: ELITE 2 – GAMETEK
3: PREMIER MANAGER 2 – GREMLIN
4: SKIDMARKS – ACID SOFTWARE
5: THE SETTLERS – BLUE BYTE

TOP FIVE AMIGA CD-32

1: LIBERATION – MINDSCAPE
2: LABYRINTH OF TIME – EA
3: SENSIBLE SOCCER 92/93 – MINDSCAPE
4: SEEK & DESTROY – MINDSCAPE
5: ZOOL – GREMLIN GRAPHICS

TAKE THE ARCADE GAME HOME

DON BLUTH PRESENTS

CD-i

© 1993 Philips Interactive Media International Limited.
© 1993 Don Bluth Limited.

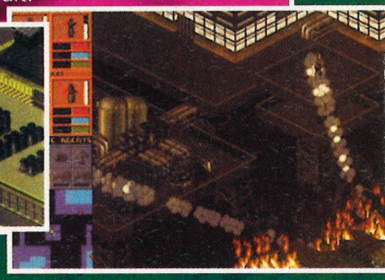
PHILIPS

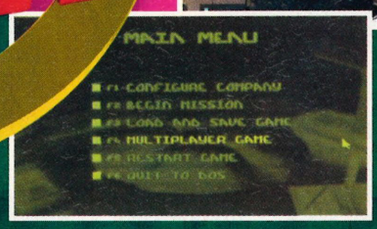
PHILIPS

WORLD NETWORK

A HOPPING SUCCESS

Electronic Arts have signed an agreement with top developers Bullfrog to ensure that EA have all the publishing rights to release Bullfrog's latest games across all of the major formats. So maybe we'll be seeing *Theme Park* and *Syndicate* on the SNES as well as on the PC. We can't wait.





GAMES WORLD TV SHOW BECOMES TOP GAMES MAGAZINE

Sky One's highest audience-rated British production, Games World, is now a brand-new 132 page multi-format video-games magazine. This newly released title marks the first collaboration between independent production company Hewland International and dynamic gaming magazine publishers Paragon Publishing, creators of publications such as Super Gamer and Sega Pro. Editor Dave Perry, formerly of Sega Pro and Mega Power, and also a presenter on the TV show, comments:

"Games World has always been a brave and innovative programme, but due to the limitations thrown up by trying to provide thirty minutes of entertaining viewing, it has never really been able to provide the information and hard facts that its audience requires. **Games World: The Magazine** will fill that gap and provide the bridge between the people who have Sky and enjoy the show and those who don't but still want to be involved."

In the dark

Their are still a lot of keen gamers who are unfamiliar with Games World and the lively characters and challenges that it throws up. Set in a dark, post-apocalyptic version of the future, the show is broadcast five nights a week on Sky One at 6.00pm.

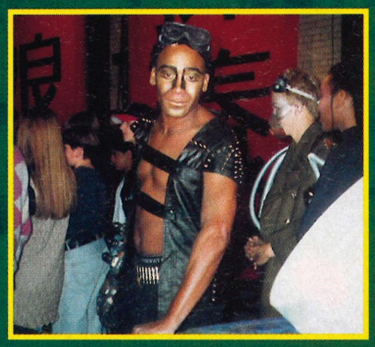
The fight nights are on three times a week and present a total of ten contestants with the opportunity to battle it out on two Eliminators, and earn a place in the weekly final known as Beat the Elite. In this, the two champions must face each other to decide who earns the right to go on and fight the show's resident game champions, the Videators. The Videators are a bunch of larger-than-life characters who offer the ultimate test for any games player and must be beaten if the contestant is to land a place in the end of series Grand Final. There are eight videators in all including: Master Moriarty – a facetious public schoolboy, The Violet Blade – a swashbuckling pirate, and Big Boy Barry – A fat wide-boy with a garish taste in clothing.

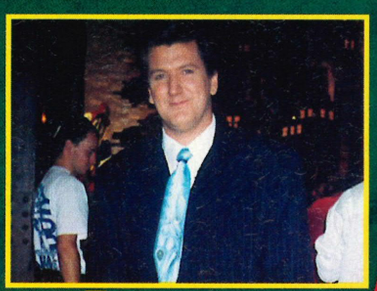
Also, on Thursday, there is Games World Live. A live show where viewers compete against each other on games by using their own touch-tone telephones. The fifth show is Big Boy Barry's Joypad, a news and features programme, hosted by Barry, which includes a games review panel and a high-score chart where viewers can attempt to beat fellow viewers gaming records.

Perry's All-stars

Undoubtedly **Games World: The Magazine** will provide in-depth games coverage, across all formats, that the show itself cannot. To this end, an all-star team of acknowledged games experts have been assembled ensuring the magazine's content covers only the most informed games news, previews and opinions. At a time when many other magazines seem to have become watered down and faceless, **Games World: The Magazine** has recognised the need for a high profile team that gamers can look up to and trust. The World Gamers will quickly establish themselves as the strongest review team of any games magazine in the world.

By the time you read this you will have purchased the launch issue of **Games World: The Magazine** and, whether you are a fan of the TV show or just a keen gamer looking for the ultimate monthly games bible, you will enjoy being a part the fastest growing group of video-gamers in the games world.





SEGA UNVEIL

Fear not all you Mega Drive owners who thought your ageing machine was on the way out. There have been many fears by games players that the introduction of the 32Mbit Saturn will cause Sega to forget about their beloved black boxes. Not a chance – enter the Mega Drive 32.

The new technology will allow the new machine's owners to play the new *Virtua Fighters* when it's released. The Mega Drive 32 will boost performance with massively increased 3-D graphics quality, boost the number of colours available to over 256, and the improve the sound quality of the machine.

062 062 062

SEGA TV

If you play Sega games morning, noon and night, you'll be glad to hear Sega are testing their new TV channel in America where viewers can gain access the latest Sega games and demos from the comfort of their front rooms. There will, of course, be a well-stocked library of 'classic' older titles as well as the newer games, and this list of games will be updated at regular intervals.

At the moment the system is being tested in selected households and users are charged between $10-$20 for a month's subscription. There's also a charge for the decoder, to unscramble the signal, and a special cartridge that will store the downloaded games so that you can play them in your standard machine. You can't keep them, but you can download each game as many times as you like, whenever you like.

However, gamers in the United Kingdom are going to have to wait until the trials are completed before it arrives over here. This probably will be a long time yet.

MINDSCAPE LAND THE HULKSTER

Those lovely people who make that sizzling show Baywatch, have come up with another sand-filled spectacular that's already taking America by storm, allegedly. Strangely titled *Thunder in Paradise*, the show stars that humungous star of wrestling, Hulk Hogan, who tears around in a fantastic Thunder Speed boat. Now this is all very well for the coach potato element amongst you, but where does this slot into the world of video games?

Well, Mindscape, the people behind the quirky *Alfred Chicken*, have picked up the license to produce the game. With any luck we'll see The Hulkster scratching around pecking at bits of seed, but we can only dream.

NIGHTMARE

Take a humble adventure game where you have to rescue fair maidens from their doom, add some digitised footage of semi-nude teenage girlies getting attacked, and what do you have? You have *Night Trap* on the Mega CD. You probably know all about this game and the bad publicity it received. Well,, now, it's been pulled off the shelves in America, following a huge onslaught of complaints from irate parents complaining about moral values. Before the game can go back on sale, all the offending scenes will have to be removed. This could have serious effects on the likes of *Mortal Kombat* which is getting the same sort of parent-related criticism. If this is the case, then *Mortal Kombat II*, with its extreme violent nature, can expect the same sort of treatment. Stay tuned to **Games World: The Magazine** for more details.

ARE YOU UP TO THE CHALLENGE OF THE VIDEATORS?

The meanest, baddest bunch of gamers on the planet, hand-picked from past challengers, winners and the world of professional gamers, the Videators are the final challenge any contestant will face when he enters the Games World arena. To be a Videator, you need to be a red-hot player, have the ability to act out a character and posess an outrageously excessive personality. However, not everybody can join this small band of the games-playing elite, most will have to just be happy with the idea of proving their mettle by taking on and beating these flamboyant joypad jockeys.

HOW DO WE CHALLENGE THEM?

■ A little like finding Reptile in *Mortal Kombat*, to earn the right to face these elusive giants you must first complete a number of gaming tasks, the first of which is actually getting yourself on to the show. If you think you could slug it out on satellite TV with the best players in the country, send in your name, address,and a photo, together with some interesting chat about yourself and gaming prowess to: Games World – Eliminator, PO BOX 91, London, E14 9NN.

NEW LINE UP

The technology used in the Mega Drive 32, is formidable. Two 32Mbit RISC chips, sitting snuggly alongside a video co-processor, there's even extra built-in RAM to speed up your games playing. Also, there will also be an updated Mega-CD unit available. This new machine will be launched around Christmas this year. So save your pennies now.

■ *Virtua Fighters*, one of the hottest games of the moment, will be available on the Mega Drive 32 so, as Ade says, "You'll be wetting your pants after playing the armpit moistening *Virtua Fighters*." Quite. So, take your pick, you could be this bloke up here or that one sat over there.

■063
063
063
063
063
063
063
063
063
...

NBA JAM

Boom Shakka Lakka! As Basketball continues to rage through the country as the latest adopted fad from the USA, Acclaim serve up a liberal slice of the action with the brilliant NBA Jam.

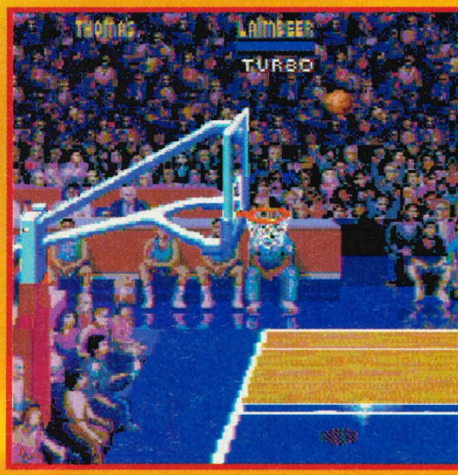
Forget Sonic 3, the biggest release of the year so far is undoubtedly this eagerly awaited rim-rocker from Acclaim.

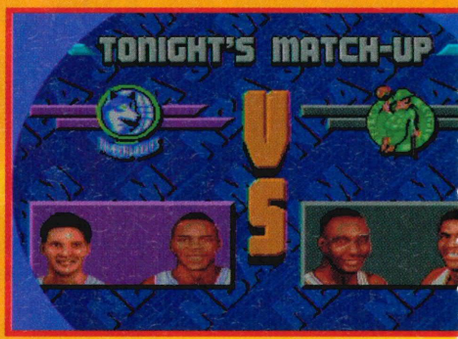
A hoop bulging game with a difference, *NBA Jam* has only two players from each side on court at a time, each armed with his own individual stats. Ranging from dunking ability to his likelihood to sink three pointers from outside the key, so choice of pairing is very important.

You can select from the numerous big stars that appear in the real NBA teams and a save-as-you-go option means that, although the game doesn't have a league or cup option, you can still record your progress as you attempt to crush the rival CPU controlled players, with the challenge gradually getting progressively tougher.

Fake, push and dummy opposing players on your way to the basket and rub your mate's nose in it as the commentators squeal with delight at your gravity defying dunks and dead-eye three point shots. None of the excitement of the arcade machine has been lost in the conversion to cart and you'll be amazed at the speed of the action and the quality of the sound. Brilliant as a one player game, frantic in two-player mode and compelling as a four-player team challenge, *NBA Jam* will be slammin' its way into a console near you very soon. Keep an eye out to see how the World Gamers rate it next month.

■ BELOW: Clean through the defence, the rest should be bread and butter to a pro like you. Scoring chances are greater when unchallenged.



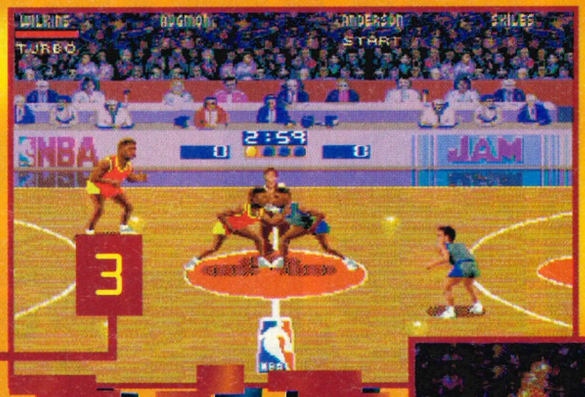


1. "Oh my. 'Climbing high above towering defences is second nature to the athletic players in *NBA Jam*

2. "Is it his shoes." Another gravity defying jam is on its way as the combination of shoot and turbo sends another player skyward, impressing the commentators and cheerleaders to hell.

3. 'Boom-Shakka-Lakka!' Even the Wright Brothers would be impressed with the aerodynamics of this leap.

GAMES WATCH



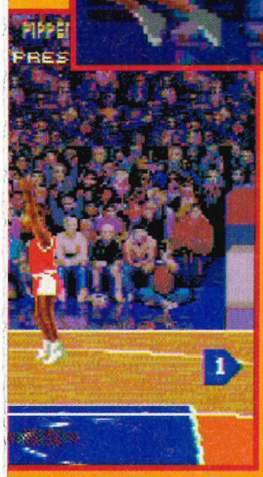
HE'S ON FIRE!

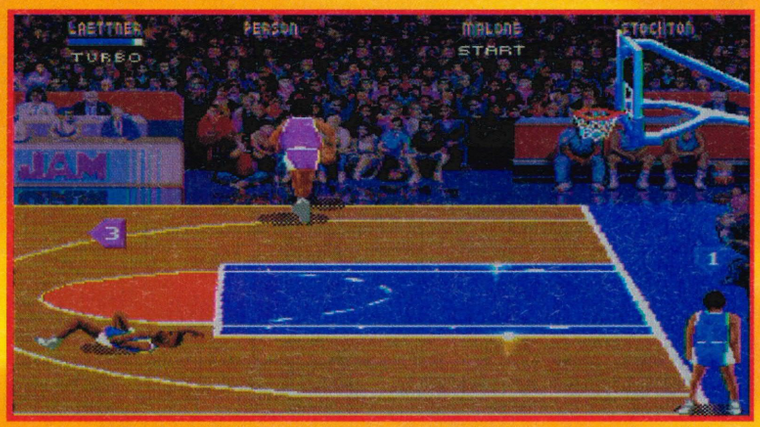
Definitely the most exciting feature of *NBA Jam*, is when you manage to score three consecutive baskets with one player and go 'on fire!' The ball suddenly turns into a flaming sphere and the relevant player has unlimited use of turbo power, making him a formiddable, slam-dunking animal who should be used to maximum effect. Here's our not-so-serious guide to slammin':

1. This is how you 'Slam-Dunk' the ball. First, get the ball and run your animal towards the 'hoop'. Once in the vicinity of the netted hoop, jump as high as you can. While coasting effortlessly through the air, slam the ball through the ring. If you're really lucky you can smash the backboard in to little glass shards. So put on your 'ultrastrong Reebnik pumped-up too-bad bitchin' pumps, boy!'

2. You see my bro', that's how you slam those babies, good and proper. God, I'm so hot that thing's on fire , but it could have been the vindaloo I had last night. Hey, who invited the stereotypical backpacking exchange student?

3. This is known in the trade as a 'tip-off'. Not to be confused with running down to your local police station, and 'grassing' on your neighbours by spilling the beans on the bank job. We're talking about the starting move in a game of basketball.





LEFT: With over 32 top pairings to choose from it is vital to find a team that you feel confident with. A good three-point man is just as important as a solid dunker.

VITAL STATISTICS

NAME:	NBA JAM
PUBLISHER:	ACCLAIM
SYSTEM:	MEGA DRIVE
PRICE:	£49.99
SIZE:	16 MBIT
AVAILABLE:	NOW

Playing good 'D' (defence to the uneducated) is the secret to success in *NBA Jam*. Stopping the opposition from scoring is the surest way to guarantee victory.

089
089
089
089
089
089
089
089
...

THE VIOLET BLADE

Videator Profile

The Violet Blade was one of the four new Videators who starred in the last series of Games World 'Beat the Elite', adding a much needed element of flair to the whole procedure. One of the more formidable opponents, The Violet Blade, may not have the best overall record but he has played a wider variety of head-to-head games than any other Videator on the show. A strange character who, depending on the phase of the moon, can play-up to his camp best, as the Violet Blade, or be the most vicious and physically abusive Videator of the pack – the Violent Blade.

Thankfully, Games World: The Magazine caught him on a good day.

QUESTIONS...

So here are a few of the questions we put to the indomitable Violet Blade.

How come you are on the show?

■ Well, basically, there simply wasn't enough booty on the open seas. Face it, piracy is a bit pointless when all you can attack is a Townsend Thorenson car-ferry for a bottle of Creme de Menthe and a 10p *Space Invaders* Machine. There was more riches to be made playing them there computer game things.

Alright Violet, just how old are you?

■ No comment.

How long did you sail the seven seas?

■ For years. Ever since Pink Beard introduced me to world of Piracy through til the Flaming Queen went rotten and the thrills'n'spills of computer games enticed me onto TV.

Alright, what's your favourite game of the moment?

■ *Fifa Soccer* on the SNES. It's a massive improvement on the Mega Drive version with loads of extra manoeveurs and stuff and you get all manner of scoring opportunities.

What's your favourite game of all-time?

■ This is going back a bit. However, I remember playing a game called *Trans Am* , a driving game, for ages on the legendary ZX Spectrum 16K

What's your favourite game system?

■ Look, it may stun some of my fans, but without being too techy or jumping on the new-machine bandwagon, it's the good ol' PC.

What games do you like more than any other?

■ Soccer games. Any soccer game, from management sims to arcade romps! I also like games with a nautical nature, such as *Pirates* or *Blade of Vengence*.

Do you have any favourite hobbies and pastimes?

■ Apart from docking the Flaming Queen, it's a night on the town boogie-ing on down at the Blue Oyster Club to Right Said Fred.

Who, apart from yourself, is your favourite Videator? Why?

■ A tricky decision, probably Combat Cal for her sheer confidence... Also the Games Messiah because, erm, he wears a dress.

Who, apart from yourself, is your most hated Videator? Why?

■ Big Boy Barry because the last time he came on board my ship it sunk and also, between you and me, he smells like wee. Nah, only kidding Barry!

Why did you turn all nasty on everybody towards the end of the series?

■ Fair comment, but I was going through a rough patch with Roger, and Bob Mills needed taking down a peg or two.

Any favourite films or TV programmes?

■ Apart from Games World of course. Well, my favourite programme has to be Captain Pugwash, it's the business, and I know what the title stands for in Australia. My favourite film of all-time has to be Escape to Victory, a film that is, let me see, well... Because, erm, it's a cunning combination of football and war drama.

Just who is the infamous 'Roger m'Cabin Boy'?

■ He's just a lad I picked up from Liverpool Docks who helps me out with my cleaning, cooking and other menial duties.

As an aside, I here you're a dab hand at docking the Flamin' Queen – but does it really exist?

■ No one has ever seen it, not even Sally Lines. Why? Because I use a Romulan-style cloaking device.

Well, thank you Mr. Blade, it has been a most eye opening experience.

VIDEATOR RECORDS

Master Moriarty	7 WINS OUT OF 9	77.7% WIN RATE
Big Boy Barry	13 WINS OUT OF 17	76% WIN RATE
Mr Mathers the Megabyte Millionaire	11 WINS OUT OF 16	68.75% WIN RATE
The Violet Blade	8 WINS OUT OF 13	61.5% WIN RATE
Games Messiah	7 WINS OUT OF12	58% WIN RATE
Persian Prince of Perfection	8 WINS OUT 14	57% WIN RATE
Combat Cal	3 WINS OUT 8	37.5% WIN RATE

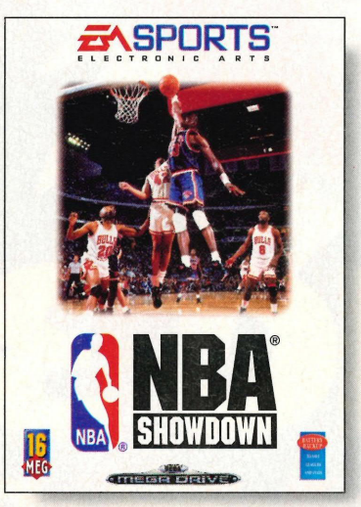
Measure up to the Showdown

NBA® Showdown's the buzz of real, full-court 5-on-5 basketball, with gameplay so fast you'll need a slo-mo replay to see how that Double-Pump Hook Arm Slam got past you.

A new game engine adds an extra dimension and puts you eyeball to eyeball with players from all 27 NBA® teams. The world's greatest athletes taken apart stat by stat and re-assembled to perfectly replicate their season '93-'94 performances. NBA® Showdown puts every spectacular signature move under the control of your left thumb, and your neck's on the block at every free-throw with the unique new free-throw screen.

Call offensive plays, defensive strategies, and play an entire 82 game season before taking your own dream team to the Playoffs. Battery back-up lets you save incomplete seasons, while 4 Way Play™ compatibility means four frantic hoops fans can party in the paint simultaneously.

2-on-2? It's more like ballet than basketball.
Play NBA® Showdown and get real.



if it's in the GAME, it's in the GAME™

EA SPORTS™ ELECTRONIC ARTS

EA DIRECT

NBA® Showdown is available from EA Direct on 0753 549 442 or write to Electronic Arts, 90 Heron Drive, Langley, Slough, Berks SL3 8XP • Sega and Mega Drive are trademarks of Sega Enterprises Ltd. • EA SPORTS, the EA SPORTS logo, 4 Way Play and "IF IT'S IN THE GAME, IT'S IN THE GAME" are trademarks of Electronic Arts • NBA & the NBA logo are registered trademarks of NBA properties, Inc. • The individual NBA and NBA team insignias depicted are trademarks which are exclusive property of the respective teams and may not be reproduced without the written consent of NBA Properties, Inc and the respective teams.

CON

...Games World...Games World...

JUNE 1994

STRE FIGHT

Back and blue. Sega's biggest spiky star slips into his Power Sneakers and streaks his way across eight pages of level-by-level scrutiny inside. Oh, and just who is this Knuckles?

58

002
002
002
002
002
002
002
002
...

SONIC 3

CONTENTS

Games World...Games World...

ISSUE 0

ET
TER III

Fight! We go toe-to-toe with the world's toughest screen scrappers in an exclusive 12 page special feature on the Game Boy's hottest beat'em-up release ever.

67

GAMES WATCH

To find out what games should you be looking out for on your system, check out the Games Watch section on page50

SNES	50-60	CD-i	99-101
Mega Drive	61-70	3DO	103-105
Amiga	71-80	Jaguar	107-112
PC	81-86	Game Gear	114-118
CD-32	87-90	Game Boy	120-124
Mega-CD	91-93	NEO GEO	125-126
CD-ROM	94-98	Arcades	127-128

THE MAGAZINE

Editorial.....6
4-play 9
Big 10.....22
High 5 23
World Network.....26
Future Screens.....32
Import Scene....36
Byte Back 42
Game Brain 46
Maximum Firepower.....52
Merchandise 64
Subs.....112
Access All Areas 120
Next Month 124

WORLD GAMES

Alfred Chicken	100
Art of Fighting 2	34, 116
Bare Knuckle	48
Beast 2	53
Chopper squad	78
Chuck Racer	13, 96
Cliffhanger	12, 107
Cybermorph	37
Dashin' Desperadoes	56
Double Switch	74
Dragon's Revenge	118
Dune CD	83
Ecco	68
Fatal Fury 2	108-117
Final Fantasy IV	45
Fire Striker	130
G2	102
Goofy's Tour	32
Ground Zero Texas	40
Horde, The	23
Hotel Mario	109
Jammit	90
Jim Power	123
Kirby's Pinball	45
Lawnmower Man	36
Lemmings	104
Lunar II	123
Mazin' Saga	98
Microcosm	120
Mig 29	130
NBA Jam	112
Night Trap	127
Outrunners	78
Pinball Dreams	89
Prize Fighter	42
Rabbit Rampage	35
Raiden II	92
Roco	43
Soldiers of Fortune	67
Stellar Fire	56
Streetfighter 2	67
Super Bomberman	96
Super Nova	94
Toejam and Earl 2	123
Total Carnage	67
Virtual Racing	55
Voyeur	102
Wiz 'n' Liz	118
X-Kalibur	36, 114

003
003
003
003
003
003
003
003

EDITO

Welcome to the dummy issue of Games World: The Magazine. We have put together a team of the country's greatest games experts to bring you 132 pages of undiluted games action a magazine sure to become the UK's essential monthly guide to the world of video-gaming. Be warned; this real-deal player's bible carries an explicit 'NWL' advisory notice – No Wimps or Lamers!

From arcades to hand-helds, we'll play them all. If you like your knowledge to come from the source and your information based on fact rather than flimsy speculation then step aboard with me, 'The Unstoppable Games Animal' and the World Gamers, and take a whiteknuckle ride into the gaming universe each and every month.

BANG! Here we are...

Remember, gaming is supposed to be fun, but there's no-one sadder than a loser, so play to win! Know what I mean?

Dave Perry

GAMES WORLD: THE SYSTEM

The first thing you will notice as you flick through the pages of **Games World: The Magazine** is that it isn't structured like the majority of publications on the sale in the UK. Our game features fall into four distinct categories:

Future Screens

The moment we hear of exciting new releases we'll tell you all about it in this short section. Games featured here are likely to be a long way off their release dates and are really little more than news at this time.

Games Watch

Once a game is ready to stand up to the severe test provided by The World Gamers, it will be featured in this section. We will give accurate information about its release, price and a concise run down of all its features. Games will receive one or two pages of picture-heavy reportage, giving you a clear view of what to look forward to in the forthcoming months.

BYTE BACK!

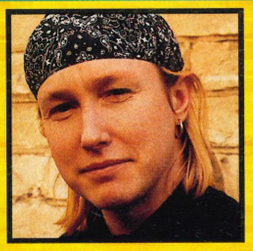
Don't just accept what we have to say, write and tell us your own opinions about the games industry, the magazine, Claudia Schiffer going topless...anything. We welcome praise, criticism, comments, moans, artwork, the lot.

Dave will attempt to answer as many letters as possible every month and there will be goodies galore for the best submissions, so get scribbling to:

Byte Back, **Games World: The Magazine**, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF.

EDITORIAL

THE WORLD GAMERS



DAVE PERRY

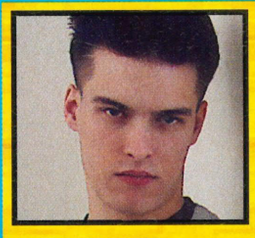
■ Widely acknowledged as the finest games player in the country today, Dave was the ideal man to front our all-star team. Co-presenter of the Eliminator on Games World and GamesMaster on Channel 4, Dave's bandana trademark is one of the most recognised symbols in the industry. He became the first console mag editor to covermount a demo game with Mega Power, and was one of the original team that established SEGAPRO as the leading Sega magazine way back in the early days of the 16-bit console boom.

A fearsome reviewer and irrepressible personality, Dave is 'the Unstoppable Games Animal'. You better believe it!

NICK WALKLAND

■ Lurking mysteriously in the huge shadow cast by Dave's ego, Nick is a former writer on Games X and editor of Control magazine. Nick was instantly signed up by the Paragon Backroom Boyz as deputy editor, plucked from the grip of Games World, the TV show, after two series. His knowledge of the industry and mastery of joypad and joystick mean that any game put in his hands will be given the most stringent of tests – every pixel pushed to the max.

The strong silent type, Nick perfectly compliments our flamboyant editor and the Sheffield born gamer's prolific work-rate means that our readers are always guaranteed quality as well as quantity.



ADRIAN PRICE

■ Having made the transition from GamesMaster magazine to GamesMaster TV show, Ade has finally seen the light and joined the UK's leading reviews team as staff-writer. Bringing his acidic wit and abrasive humour to the Games World offices, Ade is an excellent joypad jockey who likes nothing better than to inflict pain on his fellow World Gamers on only the most brutal of beat'em-ups.

Our top tipster's gaming prowess is overshadowed only by his short temper and choice language when faced with a particularly frustrating piece of software. This is one team member who should definitely come with a parental guidance warning.

TREVOR GREENE

■ Our fourth member is yet to be announced at the time of going to print. However, he is code-named 'Trevor'. He is an industry stalwart though, who may or may not have made his name as as the king of tips on a legendary magazine. Trev was also known as 'Chunky' on yet another magazine, apparently compensating for his lack of machismo, until he became editor and had to cast off his ropy alter-ego. Having also edited tips on a number of gaming magazines, our second staff writer's credentials speak for themselves, nothing will get past this man. All games he plays receive his eagle games-playing eyed informed criticism.

Games World Special

■ The hottest games of the month will be given the full works. This is the whole wash, cut and blow-dry – giving you the complete insight into the hottest games of the moment over anything up to twelve pages. Providing level-by-level, character-by-character, breakdowns. In short, all the information you've been craving for. No other magazine does this!

4-Play

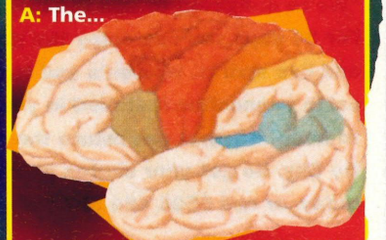
■ This is where we give you the full benefit of the four World Gamers expertise. Every game released, during the month that the magazine is on sale, will be reviewed here. No silly reviews months before you can buy the product – this is the ultimate buyer's guide. Don't make your purchase unless you've read the latest issue! All four members of the team will help you make up your mind on which game to spend your cash on.

Colour-Coded Format Individuality

■ Every game featured in **Games World: The Magazine** is treated individually on each format and specially colour-coded for easy reference. Sometimes, the same game may appear three or four times in one issue. This is only because we appreciate the subtle differences that exist between the various hardware formats. If you instantly want to check out the game for your system, or systems, you can.

Games World: The Magazine is constructed to provide the maximum amount of information possible in an easy-to-access format – using the unique colour-coding system. This is a total games overload and I think you'll be surprised at how trivial other games magazines are after you've read through this issue.

Q: What does Dave Perry keep under his bandana?
A: The...



GAME BRAIN

■ "I am 'the Game Brain' and I am at your disposal every month to answer absolutely any question that you may have about video-gaming. Pesky end-of-level bosses, release dates for future projects, how do you become a Videator? Anything that may be puzzling you or worrying your stressed out grey matter, put it down on paper and put me to the test."

GAMES WORLD THE MAGAZINE

Editor
Dave Perry

Deputy Editor
Nick Walkland

Staff Writers
Adrian Price
Trevor Greene

Art Editor
Mark Kendrick

Art Assistant
Mark Houghton

Advertising Manager
Ian Kenyon

Senior Ad Sales
Diana Monteiro

Sales Executives
Alan Walton
Yvonne Mitchener

Production Manager
Di Tavener

Pre press Manager
Mike Notty

Scanner Operator
Suzanne Halsworth

Ad Production
Jane Hawkins

Advertising Design + Illustration
Christa Fairchild

Front Desk
Paula Wood

Subs + Merchandise
Karren Sharrock

Publisher
Pat Kelly

Printed by
Garnett Dickinson Print Ltd

Distributed by
Seymour International Press,
Windsor House,
1270 London Road, Norbury,
London SW16 4DH.
Tel: (081) 679 1899

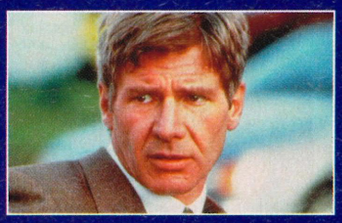
Produced by
Paragon Publishing Ltd
Durham House
124 Old Christchurch Road
Bournemouth
BH1 1NF

Telephone
(0202) 299900

Fax
(0202) 299955

Games World: The Magazine
© Paragon Publishing
Games World: TV Show
© Hewland International Ltd

Special Thanks
This month our special thanks go to 'Cocky Kid'. He only lasted three days but he did a lovely paint job...



PATRIOT GAMES.
APRIL PREMIERE

THE AVENGERS.
WEEKDAYS 8PM

GLADRAGS & GLAMOUR.
WEEKDAYS 3.45PM

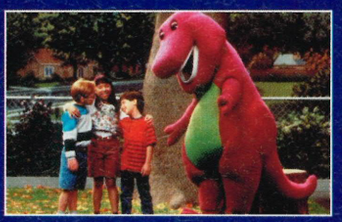
WILDSIDE.
SUNDAYS 5PM AND
THURSDAYS 10PM

SYKES.
WEEKDAYS 5.55PM

THE CLIMAX OF THE F.A. PREMIER
LEAGUE & GERMANY V ENGLAND.
APRIL 20TH

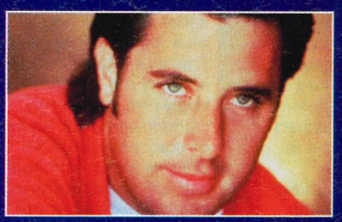
BEVERLY HILLS 90210.
SUNDAYS 7PM

Torvill & Dean join the Sky team.

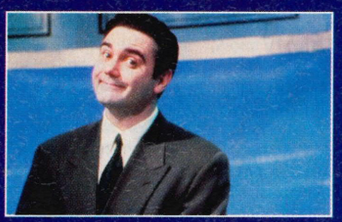


BARNEY AND FRIENDS.
WEEKDAYS 2PM

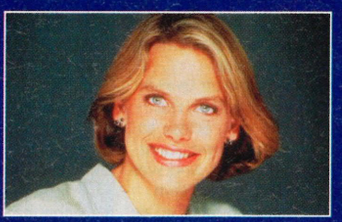
THE BODYGUARD.
JUNE PREMIERE



VINCE GILL.
COUNTRY MUSIC
TELEVISION



TRIVIAL PURSUIT.
WEEKDAYS 6PM AND 10PM



ANNA WALKER.
24-HOUR SKY NEWS

"TRY SKY FREE FOR 30 DAYS."

FREE 30 DAY HOME TRIAL NO OBLIGATION

"We're delighted to join the Sky team and to bring you news of the Sky 30 day free home trial. For 30 days you can enjoy the greatest choice of television channels including movie premieres and live sports, women's and children's channels free. You'll get a complete satellite system or cable connection installed in your home, free of charge. And within 30 days, if you don't want to keep Sky, you can return the system with no obligation. There's never been a better time to try Sky. So get your skates on and contact your participating local T.V. dealer or cable operator today, or call 0506 484 567 for more information now."

Jayne Torvill

Christopher Dean

20 channels of movies, sports, music, news, children's programmes, factual and family entertainment.

So contact your local participating retail outlet, cable operator or TV dealer: BT shops, Colorvision, Comet, Currys, Dixons, Eastern Electricity, Granada, Homepower, Martin Dawes, M.E.B., Norweb, Powerhouse, Radio Rentals, Rumbelows, Scottish Power/Sound & Vision, Southern Electric, SWEB, Tandy or your local independent dealer. Call 0506 484 567 9am to 10pm daily for further details or to find out your local participating outlet.

Refundable deposits may be required offer subject to status. Other limitations on offer availability apply – see your participating T.V. dealer or cable operator for details. Channel availability on cable will vary. Offer closes April 30, 1994.

4 PLAY!

Every month our fab four World Gamers will help you to decide where your hard earned cash would be best spent. Only the games actually released during the month that the magazine is on sale will be reviewed, making 4-Play the essential official buyer's guide to the UK market.

Trust us, we do this for a living.

UNSTOPPABLE!

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

The World Gamers

REVIEWED 4 YOU!

■ Aero the Acrobat, Freelancer 2120, Mad Dog McCree, X-Men, Super Streetfighter II, Puggsy's Scavenger Hunt, Virtua Racing, Tecmo Bowl, Cool Spot, Mortal Kombat II, Art of Fighting II, Zero the Kamikaze, Secret of Mana, Mad Dog McCree, X-Men, Sonic 3, Samurai Shodown, Time Killers, Cool Spot, Mortal Kombat II, Art of Fighting II, Zero the Kamikaze Squirrel, Secret of Mana, Mad Dog McCree, X-Men, Sonic 3, Puggsy's Scavenger Hunt, Time Killers, Tecmo Bowl, Cool Spot, Mortal Kombat, Art of Fighting, Aero the Acrobat, Secret of Mana, Fatal Fury II, X-Men, Sonic 3, World Heroes Jet, , Tecmo Bowl, Cool Spot, Mortal Kombat II, Art of Fighting II ■

▼ GAME OF THE MONTH! ▼

CLAYFIGHTERS

SYSTEM: SNES
PRICE: £49.99 SIZE: 16 MBIT
PUBLISHER: OCEAN

■ The most fun you can have bashing the living daylights out of someone, *Clayfighters* is the first 'claymation' beat-'em-up (if you don't include the Goro figure in Mortal Kombat) and is worth a buy, if only for sheer novelty value. Great fun to play, riveting to watch, and packed with special moves and charismatic sprites, this is the perfect bruiser for people with a sense of humour. ■ **DAVE** ■

■ I like *Clayfighters*, it's nowhere near as good as *Street Fighter II* or *Mortal Kombat*, but it's got a style all of its own – it's very individual. The speech is marvellous, and if you've been looking for Elvis, then you'll find him in here hanging out with Taffy Man. He's there in all his glory, with all his hair and his white polyester suit, saying "I thank you very mush..." ■ **TREVOR** ■

■ *Clayfighters* certainly isn't a *Street Fighter II* basher, but it's a novel approach to the standards of this genre. The diversity of characters is excellent especially Blue Suede Goo (or should that be Elvis?) and The Blob. I must confess to being completely under-awed by the game. Sure, it looks good, the sound effects are excellent, but in long-term gameplay stakes, it lacks the certain je ne sais quoi. ■ **NICK** ■

■ When *Clayfighters* appeared it really wasn't an original concept! Ah, but it was. All the characters were made out of clay and they all had distinct personas. There was Elvis, and his hair, Bad Mr Frosty and his, err, frost, and a fat viking woman from Valhalla. The fighting moves aren't that special but the way all the characters are animated and the speech that goes with them is just plain excellent. ■ **ADRIAN** ■

OVERALL 94

■ Just look at the graphics on these bizzare attacks ranging from The Blob's spinning saw to Blue Suede Goo's killer quiff.

UNSTOPPABLE!

AWESOME POSSUM

■ **Mega Drive** ■ **£39.99**
■ **16 Mbit** ■ **Sega**

■ Awesome? Yeah right. The graphics are colourful, but jerky, there is a huge amount of sampled speech – that's about 20 years behind civilisation with words such as "Cool". There are four, yes four, levels for you to get bored in, and believe me you will get bored, and ripped off if you buy this. ■ **17**

PRO MOVES SOCCER

■ **Mega Drive** ■ **£39.99**
■ **8 Mbit** ■ **Asciiware**

■ Oh please! When I play a game, especially soccer, I expect there to be at least some game in there, not a hollow husk, with all of its pith scraped off. This is one of the most shallow football games that has ever been created. The goalkeepers are incredible – it's almost impossible to score past them. And even when you do, it's not as if you'll really care about it any more, anyway. There are plenty of other football games, *FIFA* and *Sensible Soccer* spring instantly to mind. You'd be better off getting one of those, as you'd get far more value for money. ■ **21**

HUMANS

■ **SNES** ■ **£44.99**
■ **8Mbit** ■ **Gametek**

■ There is only one puzzle game you need – *Lemmings*. Most others after that just fade away. This game does try ever-so hard to be a big kid on the block, but it fails to impress and, sadly, *Humans* is just another also-ran. The graphics and inventions are detailed and pleasant to the eye, but it lacks that certain quality that makes a great puzzle game – for which you really need quick and fast paced action and something to make you want to finish the level. *Humans* lacks these qualities. After the first few levels any desire you have will soon leave you which is a quite a shame because this game did have potential. ■ **60**

RIDICK BOWE'S BOXING

■ **SNES** ■ **£49.99**
■ **8Mbit** ■ **Extreme**

■ There are loads of characters in here to fight with and even the option to create your own. This isn't as good as *Legends of the Ring* with its sheer amount of violence. Riddick Bowe just looks too cartoony to be a boxing game. It's got great graphics but after playing for a while it just doesn't seem real enough. ■ **37**

SYSTEM: SNES
PRICE: £49.99 SIZE: 8 MBIT
PUBLISHER: EMPIRE

SPACE ACE

■ Boy, is this an old game or what?! Ten out of ten to the marketing people who heated this one back up and convinced a whole new generation of gamers that it's something new and stunning. I remember playing this on the Amiga about five years ago and it is just as linear and boring now.

Quite an original idea in its time, but when I buy a cart nowadays I expect there to be a game involved. ■ **DAVE** ■

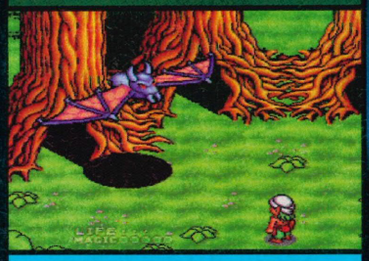
■ Would *Space Ace* be as annoyingly linear as the original laserdisc arcade? The answer, thankfully, is no. Well, not quite. A different game in most ways it still has the glorious comedic effects, the same timing difficulties and high annoyance factor. To pretentiously sum up, *Space Ace* is like an ice sculpture; it may look great, it takes ages to get into but, in no time, all interest melts away. ■ **NICK** ■

■ Some things are best left alone, and this is one of them. *Space Ace* was a brilliant successor to *Dragon's Lair* in the arcades, but sadly, it isn't here. To play the game you only have to remember which direction you have to press the joypad to progress. If you get it wrong, well, just work through the other three until you get it right. Absolute rubbish. ■ **ADRIAN** ■

■ The graphics might very well be lovely and colourful, but the gameplay isn't. Laserdisc games were fun in the arcade where you could shove a few quid into the machine until you were bored, but when something like this goes for £50, it starts to take the proverbial tinkle. It would suit small kids, but saying that, they generally can finish them quicker than most adults. ■ **TREVOR** ■

OVERALL 44

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



EQUINOX

■ Top quality action from Sony, who seem to be fairing much better on Nintendo than they ever did on the Mega Drive.

A playable combination of addictive gameplay and excellent graphics ensures that *Equinox* is a highly enjoyable arcade adventure, sure to light up most SNES owners' screens.

However, this is not quite the earth-shatttering block-buster that many mags will have you believe. ■ **DAVE** ■

■ *Equinox* is a rare breed of game that harks back to the good ol' days of isometric arcade-adventures, not something we've got used to on standard SNES with its shoot'em-up and platform rompettes. I love it. Any game that needs a bit of cerebral tweaking with smart graphics and a dash of arcade excitement is tops by me. If you want to burn the midnight oil in a jolly large puddle, *Equinox* is the business. ■ **NICK** ■

■ *Equinox* has the most beautiful backdrops and sprites that have been produced for ages. The main character is absolutely enormous. The game itself will need a lot of exploring, each level is absolutely huge, with plenty of rooms. The sound is sedately haunting, even when you're walking overland there's always a soft wind blowing so you're never really sure if a Goblin will attack you. Get this now. ■ **ADRIAN** ■

■ Games like these only come around once in a while, which is why you should go and get this. If you ever owned an old Spectrum and played *Knight Lore*, then you'll have a good idea as to what this is like. There are plenty of puzzles to solve and most of them are excruciatingly difficult. This game has it all, good looks, great sounds, and a beautiful all-round perfume. ■ **TREVOR** ■

OVERALL 87

SYSTEM: SNES
PRICE: £54.99 SIZE: 16 MBIT
PUBLISHER: IREM

R-TYPE III

■ No real surprises here, in true console style R-Type III is a run-of-the-mill sideways scrolling shoot'em-up.

Frantic action, huge baddies and unfeasibly awesome weapons have become standard fare for these games but it's all getting a bit old hat now.

If you don't own a game of this kind, and often feel the urge to go blasting through space, treat yourself...but don't come crying to me. ■ **DAVE** ■

■ Now where have I seen this before? A tricky one. Well *R-Type III* is the cunningly entitled follow-up to the original SNES alien-scum shooty. So if you glory in aimless attacks against brightly coloured 'swarms' then this is for you. A massive graphical improvement on the original with hardly any scrolling slowdown, it's a big, bold and brash game. It's as good as others on the market, albeit a little too samey for my liking. ■ **NICK** ■

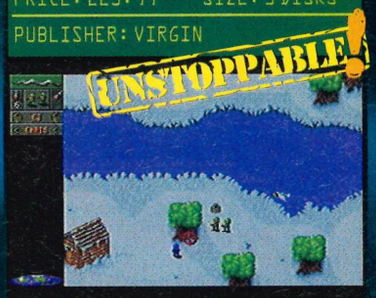
■ After a while, shoot'em-ups become a bit familiar. Fly along some alien terrain and shoot the assorted *gits* that come spewing towards you. Now this is all very well, but after countless others such as *Axelay*, *Gradius 3*, *Parodius*, it has to be pretty special to be good. *R-Type III* is. Excellent graphics complement the fantastic arcade-like gameplay. A great game. ■ **ADRIAN** ■

■ The graphics are absolutely gorgeous and with the fiendishly hard difficulty setting of the game, this could possibly take up a lot of your time. As in all good space games, there is a tremendous arsenal of weapons for you to dispatch the horde of aliens that want to, err, kick your head in. So, if you haven't got a decent shoot'em-up, and you want one, then you could do worse than this. ■ **TREVOR** ■

OVERALL 79

d to act as a guideline, they are by no means gospel! We heartily recommend that you always play a new game before you make the decision to buy.

SYSTEM: AMIGA
PRICE: £25.99 SIZE: 3 DISKS
PUBLISHER: VIRGIN



CANNON FODDER

■ War has never been so much fun, or so the infectiously catchy jingle goes. However, in this case it's true.

Cannon Fodder is another top grade game from the prolific Sensible stable and is the ideal combination of tactical play, good humour and straight-forward blasting.

The body count is high and the carnage is wonderfully portrayed in classic 'sensi' style. A 'must have' title. ■ **DAVE** ■

■ Sensible annoy me. They know what the punters want and what we want is ultimate gameplay. Once more they've come up with the goodies. So what if the graphics are minimal, they're strangely cute in a *Sensible Soccer*-esque way, especially in their death throes and the sound effects are well placed. *Cannon Fodder* is one of the most entertaining and challenging games on the market at the moment. ■ **NICK** ■

■ Well, this has to be the most sadistic game I've ever played, and the horrifying thing is – I love it. The little soldiers run merrily around shooting anyone that gets in your face. The missions start out extremely easy with the opposition literally being cannon fodder, but as you progress it gets a lot harder. War, as the song goes, has never been so much fun. ■ **ADRIAN** ■

■ This is horrifying. Young men lining up to shoot others, it's just sickening. But, they're small computer people so I don't care. Give them more grenades and rockets so they can kill some more. Playing this is a severe test of willpower, you just try getting some sleep after you hit mission six. This has to be an essential buy for anyone with a love for this sort of game. ■ **TREVOR** ■

OVERALL 92

SYSTEM: MEGA DRIVE
PRICE: £44.99 SIZE: 16 MBIT
PUBLISHER: CORE DESIGN

BUBBA N STIX

■ Nope, not convinced. I keep hearing the other gamers wittering on about what a wonderfully clever little platformer this is, and how original a lot of the problem-solving is. But where, oh where, is the excitement? Core have become more of an animation studio of late than a games producer and *Bubba'n'Stix* is another super smooth game from the Derby-based company that is better to watch than to play. ■ **DAVE** ■

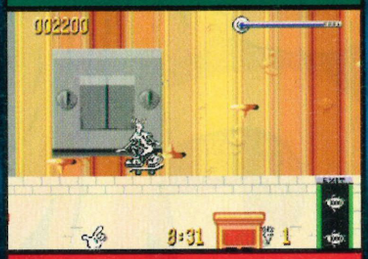
■ Top Stick Action! A crude intro but *Bubba'n'Stix* is real stonker of a game, a rare breed of platformer in the exclusive style of *Another World* – a game that actually requires some gray matter tweaking. Excellent animation and graphics, a foot-tapping tune and a challenging game play, I love it. However, I must add that I doubt if it's to everyone's taste – Bubba'n'Stix is a game to try before using the power of your pocket. ■ **NICK** ■

■ I do like a good platform game, let the others be witnesses to my obsessive behaviour over Mario. *Bubba'n'Stix* has almost got me in the same mood. The gameplay is brilliant, with lots of puzzles thrown in. None of this race to the finish in thirty seconds malarky. However, there are only five levels, so you could be racing towards the end at a considerable rate of knots. ■ **ADRIAN** ■

■ Nearly everything about this game is perfect. The animation of the two characters is impressive and the puzzle solving element is great. As for the sound, well that suits the game down to the ground. If you want a platform game that differs from the straightforward left-right of *Sonic* then *Bubba'n'Stix* is exactly what you've been looking for. ■ **TREVOR** ■

OVERALL 80

SYSTEM: MEGA DRIVE
PRICE: £39.95 SIZE: 8 MBIT
PUBLISHER: KANEKO



FIDO DIDO

■ Oh dear, it seems that this is the issue in which I really go to town on platformers. What does it say when a character is over-shadowed by the red spot that appeared on the bottle he was advertising?

There is nothing here worth forking out forty quid for. Everybody seems to be producing nice graphics at the moment, so even the main sprite animation isn't that impressive. Avoid. ■ **DAVE** ■

■ *Fido Dido* is simply yet another platform game, yet another lemonade-sponsor tie-in and yet another visit to 'boredom central' courtesy of the Mega Drive. It looks nice, it sounds nice, but that's all it is – nice. A pleasant platformer in the vein of thousands of others, and others that are a great deal better. In summary it's pretty good but flat, with neither the sparkle or the fizz of *Cool Spot*. ■ **NICK** ■

■ Seven and Up. *Cool Spot*'s done it in America, and *Fido Dido*'s doing it over here. Those promotional dudes now have more than soft drinks in common. Fido's game is yet another walk around and solve some puzzles. Great, lets all jump on the bandwagon shall we? The puzzles are fun but that isn't enough. This isn't a bad game but, it's too bland by far. ■ **ADRIAN** ■

■ There are only seven levels in this game, and that really isn't enough. The puzzles, although plenty of them, are easily overcome and once these have been completed, you won't have the desire to go back and try them again. Fido is drawn as accurately as any simple pencil drawing can be, and blends in well with his surroundings. Quite good, but not good enough. ■ **TREVOR** ■

OVERALL 48

SYSTEM: MEGA DRIVE
PRICE: £49.99 SIZE: 8 MBIT
PUBLISHER: SEGA

NIGEL MANSELL'S WORLD CHAMPIONSHIP

■ Mansell is without doubt a great racing driver and, as such, he deserves a great racing game. Unfortunately though he's also a bit boring and, funnliy enough, so is his game.

Another time-wearied format that has been flogged to death, all the clichés are used; screeching brakes, revving engines...you know what you're going to get before you open the box. No champagne celebrations for this. ■ **DAVE** ■

■ I like the idea of racing games, but I always tend to walk away feeling cheated. *Nigel Mansell*'s is no exception. The animation is smooth-ish and fast-ish, but without many thrilling crashes. The effects are the sounds of a dying bee in your ear. A mind-numbingly dull game, so take some good advice: if you've got *F1* – keep it, if you haven't – save your dosh for *Virtua Racing*. ■ **NICK** ■

■ This is a bit late isn't it? He's already into the second year of Indy car racing and this is a game about Formula One! Anyway, as a racing game it's probably best that Nige is over in America, away from this aberration. He'd probably go mad after being associated with this. The tracks are basic – there aren't any tunnels, there aren't any crashes – how boring, and the sound is quite inferior. 'Steer' clear. ■ **ADRIAN** ■

■ As far as racing games go this isn't in *Pole Position*. About ten years too late, and surprisingly simple. With the arrival of *Virtua Racing*, this is going to pale into insignificance. If this had been released earlier it might have stood a chance, but most of you are going to be saving for the biggie. There's nothing special about this or anything to make you want to dash out to your local store to spend your hard earned wad. ■ **TREVOR** ■

OVERALL 32

The big 10 high 5

CONSOLE CHARTS

1: SENSIBLE SOCCER – SONY
2: FIFA SOCCER – ELECTRONIC ARTS
3: SONIC THE HEDGEHOG 3 – SEGA
4: WINTER OLYMPICS – US GOLD
5: ALADDIN – VIRGIN/CAPCOM
6: MORTAL KOMBAT – ACCLAIM
7: JURASSIC PARK – VARIOUS
8: THE EMPIRE STRIKES BACK – JVC
9: SONIC CHAOS – SEGA
10: DESERT STRIKE – VARIOUS

16/32BIT FLOPPY CHARTS

1: SIM CITY 2000 – MAXIS
2: FRONTIER: ELITE 2 – GAMETEK
3: CANNON FODDER – VIRGIN
4: PREMIER MANAGER 2 – GREMLIN
5: MORTAL KOMBAT – VIRGIN
6: SKIDMARKS – ACID SOFTWARE
7: THE SETTLERS – BLUE BYTE
8: CHAMPIONSHIP MANAGER '93 – DOMARK
9: WINTER OLYMPICS – US GOLD
10: SENSIBLE SOCCER 92/93 – MINDSCAPE

TOP FIVE GAME BOY

1: LINK'S AWAKENING – NINTENDO
2: SUPER MARIO LAND 2 – NINTENDO
3: SUPER MARIO LAND – NINTENDO
4: LEMMINGS – OCEAN
5: MORTAL KOMBAT – ACCLAIM

TOP FIVE GAME GEAR

1: SONIC CHAOS – SEGA
2: OLYMPIC GOLD – US GOLD
3: WINTER OLYMPICS – US GOLD
4: DESERT STRIKE – DOMARK
5: MORTAL KOMBAT – ARENA

TOP FIVE SUPER NINTENDO

1: SENSIBLE SOCCER – SONY
2: THE EMPIRE STRIKES BACK – JVC
3: SUPER MARIO KART – NINTENDO
4: WINTER OLYMPICS – US GOLD
5: ALADDIN – CAPCOM

TOP FIVE MEGA DRIVE

1: FIFA INTERNATIONAL SOCCER – EA
2: SONIC THE HEDGEHOG 3 – SEGA
3: ALADDIN – SEGA
4: SENSIBLE SOCCER – RENEGADE/SONY
5: WINTER OLYMPICS – US GOLD

TOP FIVE MEGA-CD

1: GROUND ZERO TEXAS – SONY
2: SONIC CD – SEGA
3: LETHAL ENFORCERS – KONAMI
4: THUNDERHAWK – CORE DESIGN
5: NIGHT TRAP – SEGA

TOP FIVE PC

1: SIM CITY 2000 – MAXIS
2: FRONTIER: ELITE 2 – GAMETEK
3: PREMIER MANAGER 2 – GREMLIN
4: ALONE IN THE DARK 2 – INFOGRAMES
5: X-WING – US GOLD

TOP FIVE PC CD-ROM

1: REBEL ASSAULT – US GOLD
2: GABRIEL KNIGHT – SIERRA
3: THE LAWNMOWER MAN – STORM
4: IRON HELIX – MICROPROSE
5: DAY OF THE TENTACLE – US GOLD

TOP FIVE AMIGA

1: CANNON FODDER – VIRGIN
2: FRONTIER: ELITE 2 – GAMETEK
3: PREMIER MANAGER 2 – GREMLIN
4: SKIDMARKS – ACID SOFTWARE
5: THE SETTLERS – BLUE BYTE

TOP FIVE AMIGA CD-32

1: LIBERATION – MINDSCAPE
2: LABYRINTH OF TIME – EA
3: SENSIBLE SOCCER 92/93 – MINDSCAPE
4: SEEK & DESTROY – MINDSCAPE
5: ZOOL – GREMLIN GRAPHICS

TAKE THE ARCADE GAME HOME

DON BLUTH PRESENTS

SPACE ACE

CD-i DIGITAL VIDEO CARTRIDGE REQUIRED

OUT NOW! RRP £49.99

ONE OF THE MOST GRAPHICALLY INCREDIBLE GAMES EVER!

CVG MARCH 94

CD-i

© 1993 Philips Interactive Media International Limited.
© 1993 Don Bluth Limited.

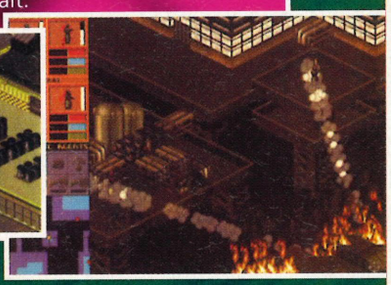
PHILIPS

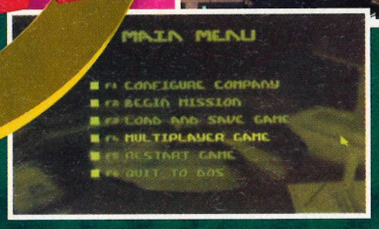
PHILIPS

WORLD NETWORK

A HOPPING SUCCESS

Electronic Arts have signed an agreement with top developers Bullfrog to ensure that EA have all the publishing rights to release Bullfrog's latest games across all of the major formats. So maybe we'll be seeing *Theme Park* and *Syndicate* on the SNES as well as on the PC. We can't wait.





GAMES WORLD TV SHOW BECOMES TOP GAMES MAGAZINE

Sky One's highest audience-rated British production, Games World, is now a brand-new 132 page multi-format video-games magazine. This newly released title marks the first collaboration between independent production company Hewland International and dynamic gaming magazine publishers Paragon Publishing, creators of publications such as Super Gamer and Sega Pro. Editor Dave Perry, formerly of Sega Pro and Mega Power, and also a presenter on the TV show, comments:

"Games World has always been a brave and innovative programme, but due to the limitations thrown up by trying to provide thirty minutes of entertaining viewing, it has never really been able to provide the information and hard facts that its audience requires. **Games World: The Magazine** will fill that gap and provide the bridge between the people who have Sky and enjoy the show and those who don't but still want to be involved."

In the dark

Their are still a lot of keen gamers who are unfamiliar with Games World and the lively characters and challenges that it throws up. Set in a dark, post-apocalyptic version of the future, the show is broadcast five nights a week on Sky One at 6.00pm.

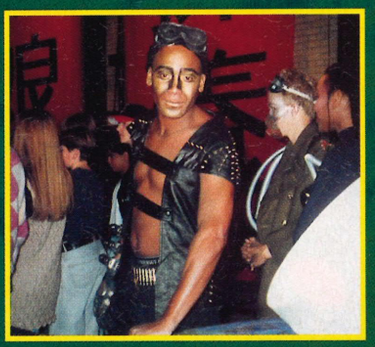
The fight nights are on three times a week and present a total of ten contestants with the opportunity to battle it out on two Eliminators, and earn a place in the weekly final known as Beat the Elite. In this, the two champions must face each other to decide who earns the right to go on and fight the show's resident game champions, the Videators. The Videators are a bunch of larger-than-life characters who offer the ultimate test for any games player and must be beaten if the contestant is to land a place in the end of series Grand Final. There are eight videators in all including: Master Moriarty – a facetious public schoolboy, The Violet Blade – a swashbuckling pirate, and Big Boy Barry – A fat wide-boy with a garish taste in clothing.

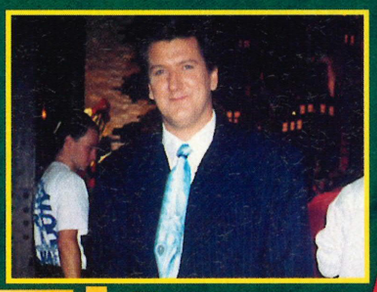
Also, on Thursday, there is Games World Live. A live show where viewers compete against each other on games by using their own touch-tone telephones. The fifth show is Big Boy Barry's Joypad, a news and features programme, hosted by Barry, which includes a games review panel and a high-score chart where viewers can attempt to beat fellow viewers gaming records.

Perry's All-stars

Undoubtedly **Games World: The Magazine** will provide in-depth games coverage, across all formats, that the show itself cannot. To this end, an all-star team of acknowledged games experts have been assembled ensuring the magazine's content covers only the most informed games news, previews and opinions. At a time when many other magazines seem to have become watered down and faceless, **Games World: The Magazine** has recognised the need for a high profile team that gamers can look up to and trust. The World Gamers will quickly establish themselves as the strongest review team of any games magazine in the world.

By the time you read this you will have purchased the launch issue of **Games World: The Magazine** and, whether you are a fan of the TV show or just a keen gamer looking for the ultimate monthly games bible, you will enjoy being a part the fastest growing group of video-gamers in the games world.





SEGA UNVEIL

Fear not all you Mega Drive owners who thought your ageing machine was on the way out. There have been many fears by games players that the introduction of the 32Mbit Saturn will cause Sega to forget about their beloved black boxes. Not a chance – enter the Mega Drive 32.

The new technology will allow the new machine's owners to play the new *Virtua Fighters* when it's released. The Mega Drive 32 will boost performance with massively increased 3-D graphics quality, boost the number of colours available to over 256, and the improve the sound quality of the machine.

062 062 062

SEGA CHANNEL™

SEGA TV

If you play Sega games morning, noon and night, you'll be glad to hear Sega are testing their new TV channel in America where viewers can gain access the latest Sega games and demos from the comfort of their front rooms. There will, of course, be a well-stocked library of 'classic' older titles as well as the newer games, and this list of games will be updated at regular intervals.

At the moment the system is being tested in selected households and users are charged between $10-$20 for a month's subscription. There's also a charge for the decoder, to unscramble the signal, and a special cartridge that will store the downloaded games so that you can play them in your standard machine. You can't keep them, but you can download each game as many times as you like, whenever you like.

However, gamers in the United Kingdom are going to have to wait until the trials are completed before it arrives over here. This probably will be a long time yet.

MINDSCAPE LAND THE HULKSTER

Those lovely people who make that sizzling show Baywatch, have come up with another sand-filled spectacular that's already taking America by storm, allegedly. Strangely titled *Thunder in Paradise*, the show stars that humungous star of wrestling, Hulk Hogan, who tears around in a fantastic Thunder Speed boat. Now this is all very well for the coach potato element amongst you, but where does this slot into the world of video games?

Well, Mindscape, the people behind the quirky *Alfred Chicken*, have picked up the license to produce the game. With any luck we'll see The Hulkster scratching around pecking at bits of seed, but we can only dream.

NIGHTMARE

Take a humble adventure game where you have to rescue fair maidens from their doom, add some digitised footage of semi-nude teenage girlies getting attacked, and what do you have? You have *Night Trap* on the Mega CD. You probably know all about this game and the bad publicity it received. Well,, now, it's been pulled off the shelves in America, following a huge onslaught of complaints from irate parents complaining about moral values. Before the game can go back on sale, all the offending scenes will have to be removed. This could have serious effects on the likes of *Mortal Kombat* which is getting the same sort of parent-related criticism. If this is the case, then *Mortal Kombat II*, with its extreme violent nature, can expect the same sort of treatment. Stay tuned to **Games World: The Magazine** for more details.

ARE YOU UP TO THE CHALLENGE OF THE VIDEATORS?

The meanest, baddest bunch of gamers on the planet, hand-picked from past challengers, winners and the world of professional gamers, the Videators are the final challenge any contestant will face when he enters the Games World arena. To be a Videator, you need to be a red-hot player, have the ability to act out a character and posess an outrageously excessive personality. However, not everybody can join this small band of the games-playing elite, most will have to just be happy with the idea of proving their mettle by taking on and beating these flamboyant joypad jockeys.

HOW DO WE CHALLENGE THEM?

■ A little like finding Reptile in *Mortal Kombat*, to earn the right to face these elusive giants you must first complete a number of gaming tasks, the first of which is actually getting yourself on to the show. If you think you could slug it out on satellite TV with the best players in the country, send in your name, address,and a photo, together with some interesting chat about yourself and gaming prowess to: Games World – Eliminator, PO BOX 91, London, E14 9NN.

NEW LINE UP

The technology used in the Mega Drive 32, is formidable. Two 32Mbit RISC chips, sitting snuggly alongside a video co-processor, there's even extra built-in RAM to speed up your games playing. Also, there will also be an updated Mega-CD unit available. This new machine will be launched around Christmas this year. So save your pennies now.

■ *Virtua Fighters*, one of the hottest games of the moment, will be available on the Mega Drive 32 so, as Ade says, "You'll be wetting your pants after playing the armpit moistening *Virtua Fighters*." Quite. So, take your pick, you could be this bloke up here or that one sat over there.

■ 063 063 063 063 063 063 063 063 063 ...

NBA JAM

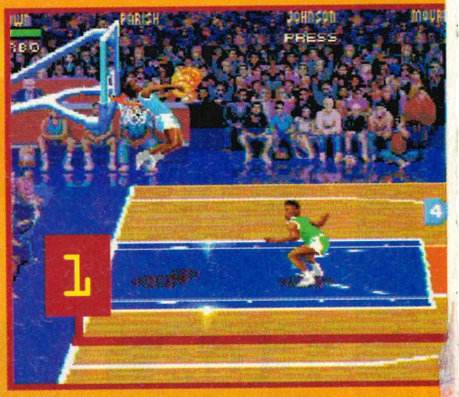
Boom Shakka Lakka! As Basketball continues to rage through the country as the latest adopted fad from the USA, Acclaim serve up a liberal slice of the action with the brilliant NBA Jam.

Forget Sonic 3, the biggest release of the year so far is undoubtedly this eagerly awaited rim-rocker from Acclaim.

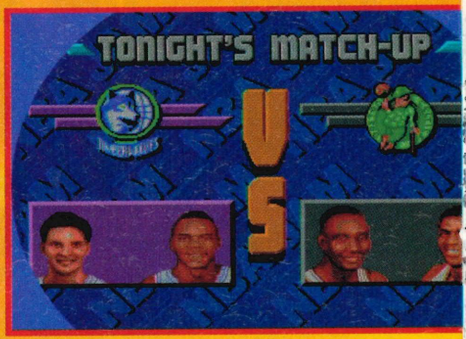
A hoop bulging game with a difference, *NBA Jam* has only two players from each side on court at a time, each armed with his own individual stats. Ranging from dunking ability to his likelihood to sink three pointers from outside the key, so choice of pairing is very important.

You can select from the numerous big stars that appear in the real NBA teams and a save-as-you-go option means that, although the game doesn't have a league or cup option, you can still record your progress as you attempt to crush the rival CPU controlled players, with the challenge gradually getting progressively tougher.

Fake, push and dummy opposing players on your way to the basket and rub your mate's nose in it as the commentators squeal with delight at your gravity defying dunks and dead-eye three point shots. None of the excitement of the arcade machine has been lost in the conversion to cart and you'll be amazed at the speed of the action and the quality of the sound. Brilliant as a one player game, frantic in two-player mode and compelling as a four-player team challenge, *NBA Jam* will be slammin' its way into a console near you very soon. Keep an eye out to see how the World Gamers rate it next month.



BELOW: Clean through the defence, the rest should be bread and butter to a pro like you. Scoring chances are greater when unchallenged.

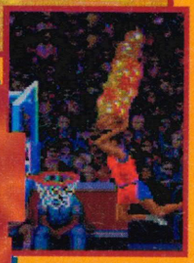


1. "Oh my. 'Climbing high above towering defences is second nature to the athletic players in *NBA Jam*
2. "Is it his shoes." Another gravity defying jam is on its way as the combination of shoot and turbo sends another player skyward, impressing the commentators and cheerleaders to hell.
3. 'Boom-Shakka-Lakka!' Even the Wright Brothers would be impressed with the aerodynamics of this leap.

GAMES WATCH

VITAL STATISTICS

NAME: NBA JAM
PUBLISHER: ACCLAIM
SYSTEM: MEGA DRIVE
PRICE: £49.99
SIZE: 16 MBIT
AVAILABLE: NOW



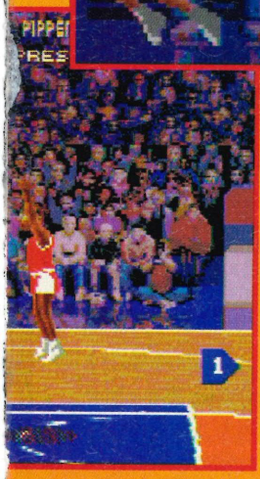
HE'S ON FIRE!

Definitely the most exciting feature of *NBA Jam*, is when you manage to score three consecutive baskets with one player and go 'on fire!' The ball suddenly turns into a flaming sphere and the relevant player has unlimited use of turbo power, making him a formiddable, slam-dunking animal who should be used to maximum effect. Here's our not-so-serious guide to slammin':

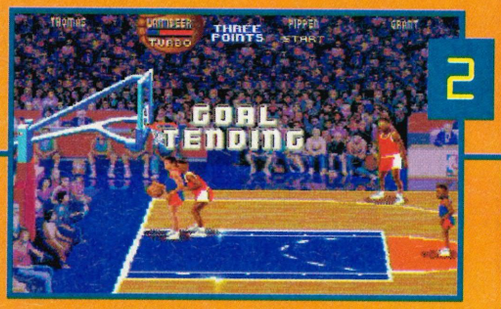
1. This is how you 'Slam-Dunk' the ball. First, get the ball and run your animal towards the 'hoop'. Once in the vicinity of the netted hoop, jump as high as you can. While coasting effortlessly through the air, slam the ball through the ring. If you're really lucky you can smash the backboard in to little glass shards. So put on your 'ultrastrong Reebnik pumped-up too-bad bitchin' pumps, boy!'

2. You see my bro', that's how you slam those babies, good and proper. God, I'm so hot that thing's on fire , but it could have been the vindaloo I had last night. Hey, who invited the stereotypical backpacking exchange student?

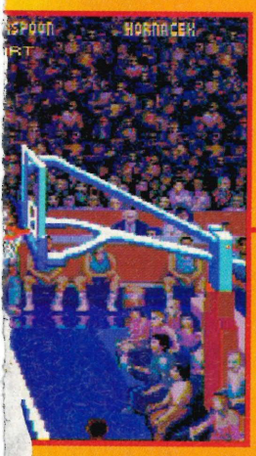
3. This is known in the trade as a 'tip-off'. Not to be confused with running down to your local police station, and 'grassing' on your neighbours by spilling the beans on the bank job. We're talking about the starting move in a game of basketball.

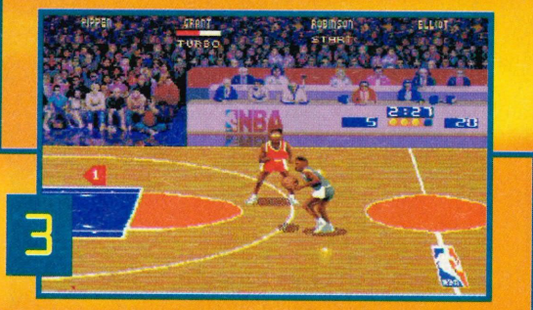


■ Playing good 'D' (defence to the uneducated) is the secret to success in *NBA Jam*. Stopping the opposition from scoring is the surest way to guarantee victory.



■ LEFT: With over 32 top pairings to choose from it is vital to find a team that you feel confident with. A good three-point man is just as important as a solid dunker.





THE VIOLET BLADE

Videator Profile

The Violet Blade was one of the four new Videators who starred in the last series of Games World 'Beat the Elite', adding a much needed element of flair to the whole procedure. One of the more formidable opponents, The Violet Blade, may not have the best overall record but he has played a wider variety of head-to-head games than any other Videator on the show. A strange character who, depending on the phase of the moon, can play-up to his camp best, as the Violet Blade, or be the most vicious and physically abusive Videator of the pack – the Violent Blade.

Thankfully, Games World: The Magazine caught him on a good day.

QUESTIONS...

So here are a few of the questions we put to the indomitable Violet Blade.

How come you are on the show?

■ Well, basically, there simply wasn't enough booty on the open seas. Face it, piracy is a bit pointless when all you can attack is a Townsend Thorenson car-ferry for a bottle of Creme de Menthe and a 10p *Space Invaders* Machine. There was more riches to be made playing them there computer game things.

Alright Violet, just how old are you?

■ No comment.

How long did you sail the seven seas?

■ For years. Ever since Pink Beard introduced me to world of Piracy through til the Flaming Queen went rotten and the thrills'n'spills of computer games enticed me onto TV.

Alright, what's your favourite game of the moment?

■ *Fifa Soccer* on the SNES. It's a massive improvement on the Mega Drive version with loads of extra manoeveurs and stuff and you get all manner of scoring opportunities.

What's your favourite game of all-time?

■ This is going back a bit. However, I remember playing a game called *Trans Am* , a driving game, for ages on the legendary ZX Spectrum 16K

What's your favourite game system?

■ Look, it may stun some of my fans, but without being too techy or jumping on the new-machine bandwagon, it's the good ol' PC.

What games do you like more than any other?

■ Soccer games. Any soccer game, from management sims to arcade romps! I also like games with a nautical nature, such as *Pirates* or *Blade of Vengence*.

Do you have any favourite hobbies and pastimes?

■ Apart from docking the Flaming Queen, it's a night on the town boogie-ing on down at the Blue Oyster Club to Right Said Fred.

Who, apart from yourself, is your favourite Videator? Why?

■ A tricky decision, probably Combat Cal for her sheer confidence... Also the Games Messiah because, erm, he wears a dress.

Who, apart from yourself, is your most hated Videator? Why?

■ Big Boy Barry because the last time he came on board my ship it sunk and also, between you and me, he smells like wee. Nah, only kidding Barry!

Why did you turn all nasty on everybody towards the end of the series?

■ Fair comment, but I was going through a rough patch with Roger, and Bob Mills needed taking down a peg or two.

Any favourite films or TV programmes?

■ Apart from Games World of course. Well, my favourite programme has to be Captain Pugwash, it's the business, and I know what the title stands for in Australia. My favourite film of all-time has to be Escape to Victory, a film that is, let me see, well... Because, erm, it's a cunning combination of football and war drama.

Just who is the infamous 'Roger m'Cabin Boy'?

■ He's just a lad I picked up from Liverpool Docks who helps me out with my cleaning, cooking and other menial duties.

As an aside, I here you're a dab hand at docking the Flamin' Queen – but does it really exist?

■ No one has ever seen it, not even Sally Lines. Why? Because I use a Romulan-style cloaking device.

Well, thank you Mr. Blade, it has been a most eye opening experience.

VIDEATOR RECORDS

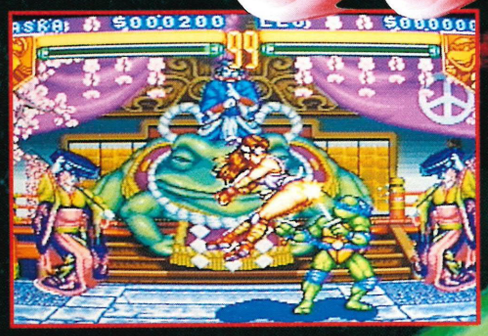
Master Moriarty	7 WINS OUT OF 9	77.7% WIN RATE
Big Boy Barry	13 WINS OUT OF 17	76% WIN RATE
Mr Mathers		
the Megabyte Millionaire	11 WINS OUT OF 16	68.75% WIN RATE
The Violet Blade	8 WINS OUT OF 13	61.5% WIN RATE
Games Messiah	7 WINS OUT OF12	58% WIN RATE
Persian Prince		
of Perfection	8 WINS OUT 14	57% WIN RATE
Combat Cal	3 WINS OUT 8	37.5% WIN RATE

076 076 076 076 076 076 076 076

From Michaelangelo's Fantasy World...

to Donatello's Futuristic City, the Turtles transcend time through to another dimension, in this, the ultimate confrontational fighting game.

TEENAGE MUTANT HERO TURTLES TOURNAMENT FIGHTERS



SEGA MEGA DRIVE

SUPER NINTENDO ENTERTAINMENT SYSTEM

KONAMI

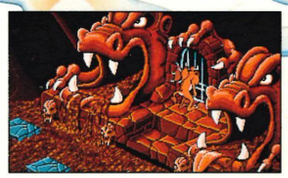
Konami (UK) Limited Television House 269 Field End Road Eastcote Middlesex HA4 9LS

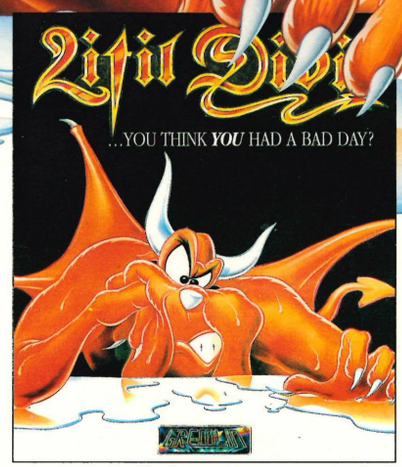
Teenage Mutant Hero Turtles and the distinctive likeness thereof are registered trademarks and copyright 1991 by Mirage Studios exclusively licensed by Surge Licensing Inc.

...YOU THINK *YOU* HAD A BAD DAY!

Join MUTT, The Litil Divil, on his incredible adventures in a fabulous CARTOON ANIMATED ADVENTURE literally stuffed full of action, humour and puzzling conundrums. The sands of time in the underworld trickle slowly and the Grand Council meeting approaches. He who draws the shortest straw must venture forth into the Labyrinth of Chaos to bring back the MYSTIC PIZZA OF PLENTY. Each year from the beginnings of recorded time one has thus ventured forth. None have ever returned. MUTT draws the shortest straw and to cries of "extra pepperoni" and "hold the anchovies" our hero is thrust towards the foreboding entrance of the labyrinth. MUTT can only mumble and grumble as his future takes a turn for the decidedly diabolical. Things can only get worse - *and they do!*

Litil Divil™





Features Include:

- **Superb highly detailed state of the art animation and graphics.**
- **Fabulous digitised sound FX and atmospheric music.**
- **Five huge levels with over 50 major rooms to explore.**
- **Massive self mapping Labyrinth of dangerous tunnels, traps and treasures.**
- **Some of the most original and riotously funny games characters ever gathered together in one game.**
- **Huge range of puzzles, problems, felons and foes.**

GREMLIN®

a different kind of animal

PRODUCED BY GREMLIN IRELAND © 1993 GREMLIN GRAPHICS SOFTWARE LIMITED.ALL RIGHTS RESERVED. TRADEMARKS PENDING. GREMLIN GRAPHICS SOFTWARE LIMITED, CARVER HOUSE, 2-4 CARVER STREET, SHEFFIELD S1 4FS. TEL: 0742 753423

GAMES WORLD: THE MOST EXCITING MAGAZINE TO BE LAUNCHED IN THIS MARKET

Paragon Publishing have won the rights to publish the official magazine to accompany the hugely successful satellite TV show, Games World. Shown daily on Sky one, Games World has an enormous following which has, until now, been limited to Satellite TV owners - at last these enthusiastic games players and others who have heard of this state of the art games programme but are unable to view it, are able to read about all the latest products in what is destined to become the biggest ever multiformat gaming title, Games World: The Magazine.

At last there is a magazine to bring readers all the necessary information across all formats from 3DO and CDi to Super Nintendo and Commodore Amiga. The link between the magazine and the Games World TV show goes much further than the title alone as the whole editorial team has worked for the producers of the programme - Hewland International - and to top that, the show's co-presenter, Dave "the Kid" Perry, edits this phenomenal new magazine.

So, if you are looking to target dedicated games players across all formats and build their interest in new hardware or software releases then what more can you ask for?

Games World: The Magazine will be the biggest multiformat title available with at least 132 pages packed with essential games information - with an agressive promotional launch and a print run in excess of 175,000 copies, this title is guaranteed to gain you the exposure you are aiming for.

For more details or a full media pack call the advertising department on: 0202 299900
or fax on: 0202 555011

Paragon Publishing - giving the readers the quality they deserve

Sega Pro - Sega XS - Mega Power - PC Power - Super Gamer - Amiga CD 32 Gamer - MPC & CD ROM User - Games World: The Magazine