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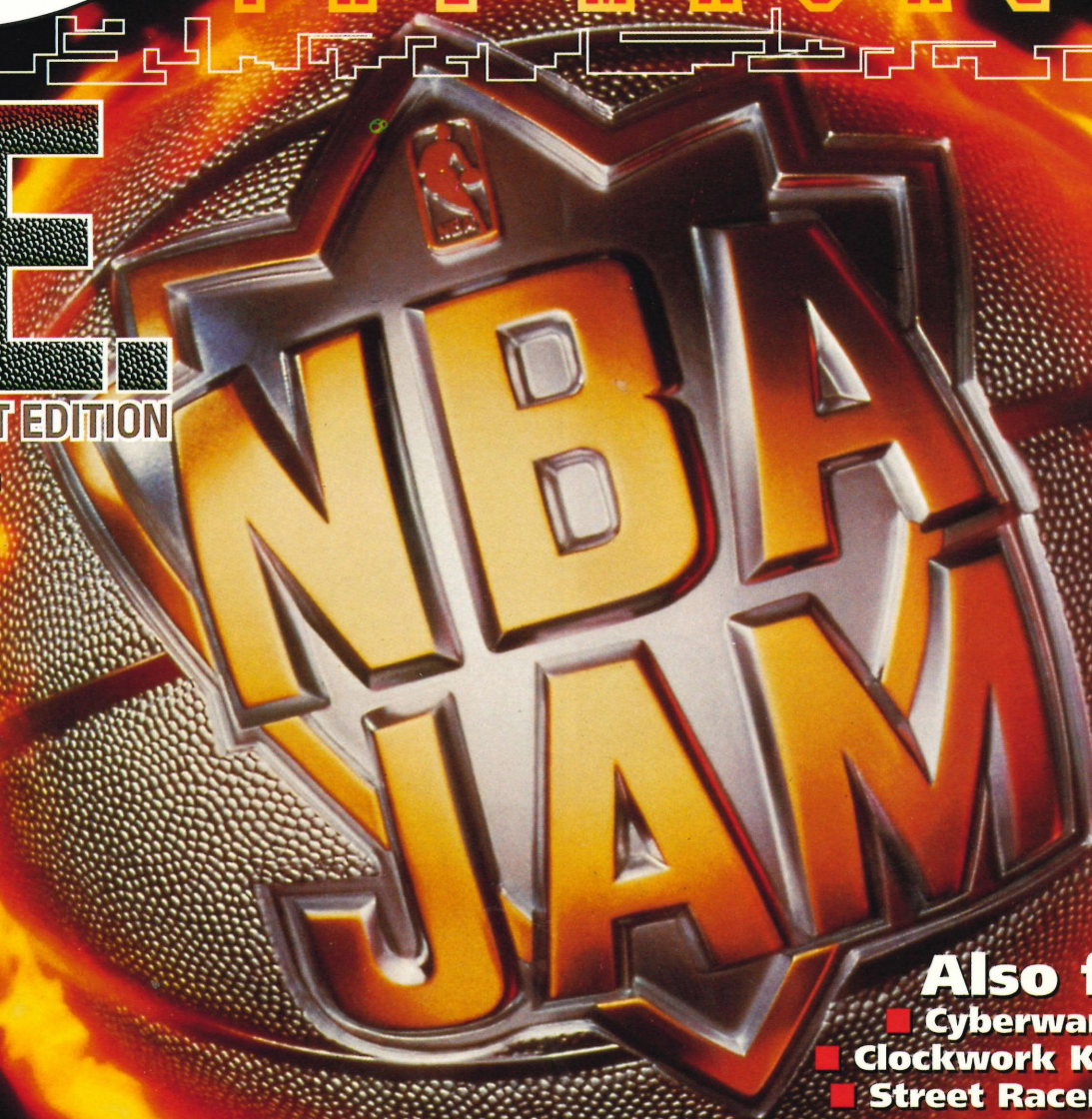
GAMES WORLD

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THE
TOURNAMENT EDITION

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the country
to bring
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Mega Drive,
SNES and
Game Gear
versions!



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- Clockwork Knight - Saturn
- Street Racer - Mega Drive
- Unirally - SNES
- Fight For Life - Jaguar
- Samuari Shodown 2 - Neo Geo CD

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ISSUE 9 ■ £2.50 ■ MARCH 1995

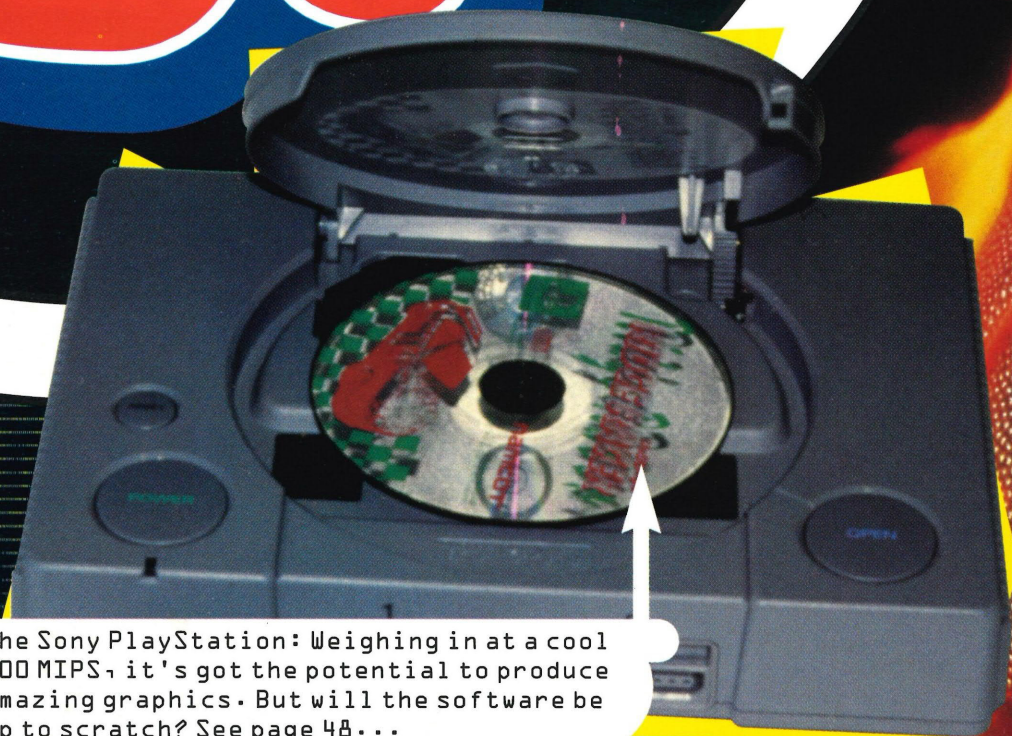


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We give y

VIDEO GAMES

THE



The Sony PlayStation: Weighing in at a cool 500 MIPS, it's got the potential to produce amazing graphics. But will the software be up to scratch? See page 48...



The Jag gets its very own CD-ROM drive. Will this mean better games or just some gratuitous FMV? See page 60...

EXCL

TOUR

MIEG

ou everything that's hot!

S WORLD

M A G A Z I N E

The new-look 3DO: A new direction for Panasonic or just a gimmick? See Page 7.



The Neo Geo CD: Arcade quality at your fingertips and some of the best fighting games around. It's even got a good joypad - marvel at page 56!

Exclusive!

A DRIVE

MEGA COME

...Games World...Games World...Ga

■ MARCH 1995

Okay, let's see w

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Explosive, high
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STREET RACER

It was good on
the SNES, it's
even better on
the Mega Drive.
You'll have a
kart attack!

72

THE

40

Mega Drive, SNES and Game Gear
versions all previewed inside by the
magazine world's Dream Team.

Editorial	6
World Network	8
4-Play	11
Big 10	22
Byte Back	24
Game Brain	28

TENT

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

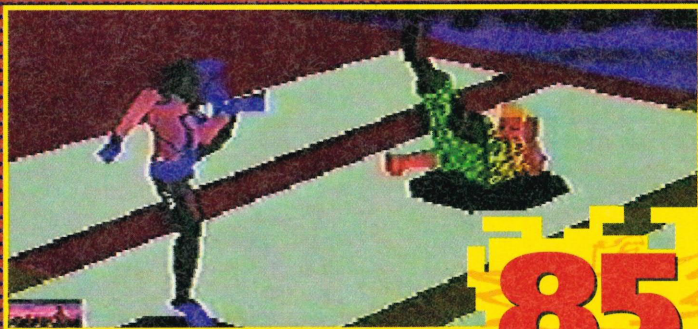
5 ■ ISSUE 9 ■ What it's made of... YSTATION

We take 1995's most eagerly awaited machine apart and look at the software presently available.

48

The Jaguar bares its teeth...

FIGHT FOR LIFE



85

Could this be the first decent beat'em-up for Atari's 64bit console? You decide.

Tick, tock, fight! It's the... CLOCKWORK KNIGHT

This stunning new release for the Saturn has been winding us up in the Games World offices.

66



GAMES WATCH

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

Playstation	62
Saturn	64
Mega Drive 32X	68
Mega Drive	70
SNES	78
Jaguar	84
Jaguar CD	86
3DO	88
Neo Geo CD	90
Game Gear	92
Game Boy	94

WORLD GAMES

A-Train IV: Evolution.....49	Mahjong Player.....53
Action Soccer.....34	Mahjong Station.....54
Aero Fighters 2.....17	Mahjong Tournament.....53
Aladdin.....18	Marvin's
Alien Breed:	Marvellous Adventure.....18
Tower Assault.....17	Metal Jacket.....54
All New World	Mobile Suit Gundam.....50
of Lemmings.....16, 21	Monster Truck Wars.....21, 22
Arc the Lad.....53	Myst.....49
Art of Fighting 2.....21	NBA Jam.....22
Asterix.....34	NBA Jam
ATP Tennis.....32	Tournament Edition.....40, 78
Battlemorph.....86	NFL Quarterback Club.....76
BC Kid 2.....34	Pachio.....52
Blue Lightning.....87	Panza Dragoon.....33
Bonkers.....14	Parodius Deluxe.....51
Bubsy.....17	Philosoma.....53
Burn Out.....86	Power Rangers.....33
Clockwork Knight.....66	Primal Rage.....23
Cosmic Race.....55	Pussies Galore.....32
Crazy Chase.....15	Rayman.....52
Crime Crackers.....55	Rebel Assault.....88
Cybersled.....51	Retribution.....15
Cyberwar.....62	Ridge Racer Grand Prix.....51
Daytona USA.....35	Ristar.....14, 22
Demolition Man.....18	Samurai Shodown.....19, 20
Dragonstone.....15	Samurai Shodown II.....90
Earth Siege.....19	Sensible World of Soccer...16
ESPN Baseball	Shadow Fighter.....16
Tonight.....20	Sim City 2000.....17, 21
European	Space Harrier.....15
Challenge: Kick Off 3.....17	Spiderman.....82
Falcata.....55	Street Racer.....72
Fatal Fury 2.....23	Striker.....70
Fatal Fury.....23	Super BC Kid.....83
Fatal Fury Special.....20	Super Sidekicks 2.....18
Fight For Life.....85	Super Street
Flashback.....35	Fighter II Turbo X.....19
Gale Racer.....64	Tama.....55
Geom Cube.....50	The Adventures of
Golf Magazine's	Batman & Robin.....74
36 Great Holes.....68	The Adventures of
Hamlet.....55	Mighty Max.....15
Hot-blooded	The Big Red Adventure.....34
Father and Daughter.....53	The King of Fighters '94.....21
Hover Strike.....35	The Lion King.....17
Hunterline.....51	Top Hunter.....21
International	True Lies.....16
Superstar Soccer.....15	Twin Goddesses.....52
Iron Soldier.....18	Ultra Vortex.....35
Kasumi Ninja.....18	Unirally.....13, 80
Kileak the Blood.....53	Unnecessary
King's Field.....54	Roughness '95.....14
Kowloon's Gate.....50	Val D'Isere.....33
Laughing Policewoman.....51	Victory Zone.....52
Legend of Illusion.....21	Virtua Fighter 2.....21
Legend of	Virtuoso.....18
the Fighting Gods.....50	Wario Blast.....20, 94
Light Crusader.....33	Wing Wars.....33
Mad Dog II:	Worms.....32
The Lost Gold.....19	WWF Raw.....23
Madden NFL '95.....14	Zool 2.....18

Mortal Kombat	Neo Geo CD
Compo.....30	Compo.....58
Future Screens.....32	Machine Scene:
Maximum Firepower...36	Jaguar CD.....60
Machine Scene:	Access All Areas.....96
Neo Geo CD.....56	It's Showtime.....98



EDITORIAL

EDITORIAL

EDITORIAL

EDITORIAL

EDITORIAL

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CHAIN STORE MASSACRE

My little rant this month is fired by an incredibly frustrating experience I recently had as a stranger in a strange town. You see, it started out very well. I had travelled over 100 miles to host a games challenge for charity one sunny Saturday. As the weekends are usually the only brief bit of time I have to myself I decided to do a little shopping. I needed a new lead to attach my SNES to a monitor (an easy enough request, I thought). The city I was in had all the usual big game stores (legal reasons prevent me from naming them), and the ever-present array of electrical and record retailers boasting about their big games sections. "No problem", I thought, "I'll easily get a new lead". Wrong! I must have walked around ten different stores with my simple request. It would have been fine if I'd wanted to buy a complete new console or one of the latest big games but all I wanted was a simple lead and the standard reply to my request was either "Huh?", or even worse, "If it's not out there, we haven't got it". Aargh!!

I eventually trekked home seething and leadless. So, on Monday morning I went to a trusty little independent retailer in Bournemouth called The Video Game Centre (only a fraction of the size of these big chains) and I got what I needed immediately, no fuss. This is not just an isolated incident, it's the same story with most gaming peripherals. I can always get the most intelligent help, advice and the most comprehensive service from the small private dealers not, as you might think, from the big stores – and that worries me! Because, as the big retailers muscle in on the games market with their flashy displays and high street locations, they are taking trade away from the small shops who can't compete financially and will eventually be forced out. This is fine I guess – it's the law of the jungle if you like – as long as the big stores face up to their responsibility to provide a comprehensive after-sales service to their customers, not just make the big hit and run. There is more to being a videogames store than just selling carts and consoles, the quality of the accused retailers may vary from town to town but my advice to you is this: If your big high street store is unable to provide the expertise, advice and full after-sales service (leads, adapters, repairs etc) that you require in order to perpetuate your hobby, then take your custom and your money to someone who will. Not just for the little purchases but for the big ones too, otherwise it is you who will suffer in the long run. You have been warned!

Dave Perry

DJ NICKO'S DODGY DISCS

As the glitz and sparkle of Christmas fades into the distance us groovesters must look harder to find parties and discos where we can strut our funky stuff. Well, I have the answer. Don't go looking for parties – have your own at home – and I've got the perfect record for you to play to attract the right people to your bash and have the neighbours banging on the wall in next to no time.

The Eighties Groovy Album Solid Gold is one of my prized possessions with 20 top hits from the early part of the decade that

counts, recreated on a cheap synthesiser with the same guy singing throughout for maximum effect. The songs all merge into each other so your don't have to stop swinging your pants between tracks either! This is a record that no Groove King can resist and at only 20p from my local car boot sale I thought it was quite a bargain too!

If you have got any classic tunes that you would like the world to painfully remember, why not drop me a line at the usual address? Till next time, cool cats.

SOLID GOLD

20 NON-STOP CHART HITS

by Sound Sensation

Japanese Boy
Everybody Salsa
Ghost Town
Water On Glass
Hand Held Black And White
Dancing On The Floor
Happy Birthday
Risky Night In Georgia
Beverly Hills 4-5789
Tainted Love
Green Door
One Of Those Nights
Walk Right Now
Si Si, Je Suis Un Rock Star
Lay All Your Love On Me
For Your Eyes Only
Hold On Tight
Chemistry
Show Me
Stars On 45 Vol. II



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THE WORLD GAMERS



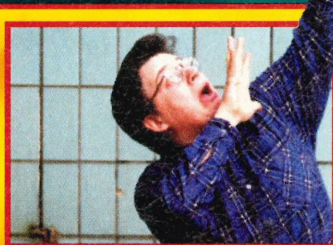
DAVE PERRY

■ This is the month that our Games Animal comes in from the cold. Worn out from all his usual Christmas activities (feeding the hungry, healing the sick) our man in the bandana has been out and about grabbing games to pack the pages of this issue. As the country's most wanted gamesplayer, Dave has had to cope with all the pressures of fame. As if presiding over the country's best games mag wasn't enough he is to be seen gracing the hallowed pages of The Independent newspaper and there's talk of him taking on Shadow out of The Gladiators. Rather him than us.



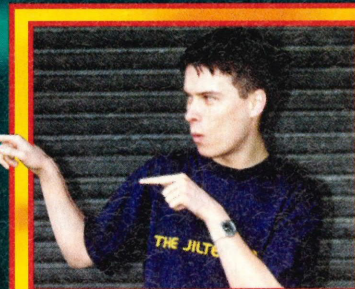
PETE 'NASTY' WILTON

■ The Lover Man has finally left but a fearful new presence has arisen to take his place. Already ruling the office with a rod of iron (well, a 30 cm high tensile plastic ruler actually), 'Nasty' is continuing the tradition set by the Noo for work, work, work and yet more work. Being this horrid actually takes practice and Nasty likes nothing more than beaming anyone into submission on the office favourite, *Mean Bean Machine*. Watch out, our resident psycho only narrowly missed getting the lead in Natural Born Killers as Oliver Stone considered him too ruthless for the role. We wondered who was behind those copycat killings...



NICK ROBERTS

■ Putting his feet up after the non-stop disc switching marathon that is Nicko's Christmas break, our resident Disco King has been sampling a bit of the good life in the most expensive restaurants and bars sunny Ludlow has to offer. Rumours that he borrowed Dave's bandana and went to a fancy dress party as the Violet Blade have been greatly exaggerated... but are probably true. Oh well, it's back to the business of games, games and more games for our Nick. Still, we wonder whether his new habit of answering the phone with "avast ye land lubbers, what're you buzzin' me quarter-deck for?" is really a good idea.



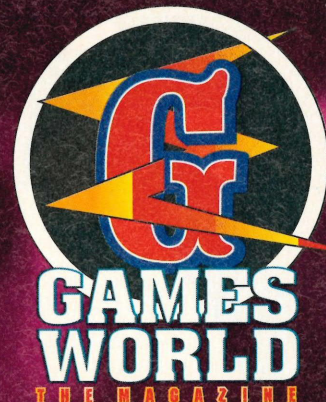
ADRIAN PRICE

■ Ade has been a man with a mission this month. Working off all those mince pies and pints of shandy Bass, he has been in training in an attempt to regain his position as Bath's answer to Bruce Lee (or is that Forsyth?). After winning ten quid on the lottery, Ade's been turned into a betting fanatic putting money on the dogs, the gee-gees and even how long Nasty's ruler will survive the constant battering against his cranium. Painful, especially as Ade is still the only person we know who can get whiplash playing *Daytona USA*.

"IT'S ALL FOR CHARIDY MATE!"

Recently spotted in Exeter of all places, Dave has been travelling the country taking on all-comers in order to raise money and awareness for his favourite charity, BLISS - Baby Life Support Systems. Whilst in WH Smiths, with the writers of South Devon fanzine, Mega Byte, 'The Games Animal' took on the local lads at *Bubsy II* and *Mortal Kombat II*, in turn they each made a £1 donation to the BLISS charity. There was also a draw for competitors, with prizes supplied by Accolade, Ocean, Virgin, and WH Smiths.

For more information about BLISS call: (071) 831 9393.



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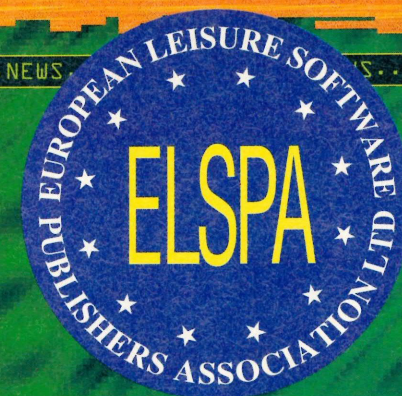
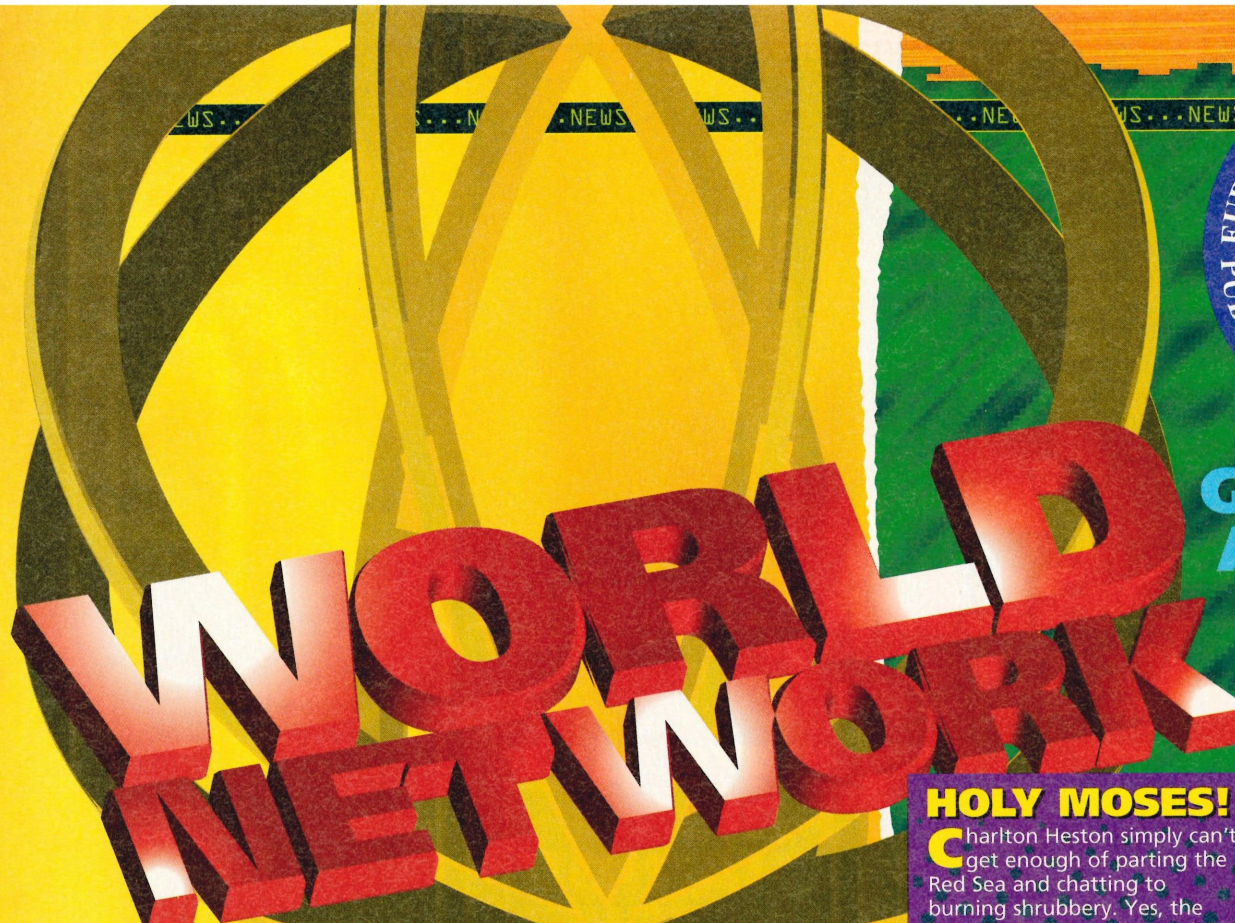
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GAMES ARE GOOD FOR YOU!

Recent studies conducted at Anglia Polytechnic suggest that videogames can help teach valuable analytical skills. ULTRALAB®, the polytechnic's learning technology research centre, have produced findings that fly in the face of many people's assumptions that gaming is a valueless, anti-social activity. "Many of our findings run against the established cliché of computer and video games having a derogatory effect on children" the head of ULTRALAB®, Professor Heppell, commented "the way in which children approach problems presented by the game is frequently very close to the way that they should solve problems in their science classes in school." So, the next time you're halfway through that last level on *Donkey Kong Country* and your parents call up 'what are you doing up there?' just tell them you're doing your science homework...

HOLY MOSES!

Charlton Heston simply can't get enough of parting the Red Sea and chatting to burning shrubbery. Yes, the hairiest chest in Hollywood is back in Charlton Heston's *Voyage Through the Bible*, a PC CD-ROM trek through some biblical locations that includes video footage of sites, 3D models of temples and 400 paintings with a biblical theme. The two discs (for the Old and New Testament) are available from Denver based company, Jones Interactive. A bit more portable than tablets of stone, that's for sure.

DENSE DISCS?

Philips and Sony have jointly proposed specifications for a 12cm high density Multimedia CD. This new disc will be able to store 3.7 Gigabytes of data (3.7 billion bytes). As these can be produced at existing CD manufacturing facilities the retail price of these CD's is not expected to be significantly higher than normal discs. There's even the possibility of a double layer 7.4 Gigabyte disc! The 3.7 Gigabyte disc could carry roughly 135 minutes of MPEG-2 quality video footage, superior to most consumer video systems. The specifications should be finalised by the middle of this year.

NEC POWER BEHIND VR

If you wondered what was happening in the world of Virtual Reality then wonder no longer as electronics giant NEC have teamed up with multimedia company VideoLogic to produce VR packages for the home market. They claim that NEC's technical expertise will allow them to provide photorealistic, scaling 3D images and animations with sophisticated shading that respond to your every move. Derek McLaren, chairman of the VideoLogic Group plc, explained "Our goal is to remove the 'virtual' from virtual reality so that users of our technology can feel like they're in Jurassic Park rather than watching the movie." To start with, the system will be aimed at industrial applications but NEC claim that they can produce a package that will be affordable enough for the home market. Exactly how 'affordable' this will be will only be clear when the system surfaces towards the end of 1995.

PLAY FRENZY

It has been confirmed that the PlayStation will arrive in the UK in September. Sony have announced that they are setting up a new division, Sony Computer Entertainment Europe, to market the hardware and software for the new system, including licensing third-party developers. This follows after the PlayStation's December launch in Japan where hundreds of people queued outside Tokyo stores to purchase the new console (it's reported that over 100,000 units were sold on the first day).

Former Columbia Tristar Home Video guru Chris Deering has been appointed president of this new branch of Sony. "The PlayStation is a unique opportunity for Sony to marry its entertainment technology assets into a breakthrough home video game product" commented Mr Deering.

It's likely that part of the reason for the creation of SCE Europe is for Sony to have the tightest control possible over development and distribution of the new console's software. The black CD's the PlayStation uses are specially designed to stop not only piracy but also unlicensed third party development. This gives Sony the kind of control over their machine's software that Sega have been trying to achieve for years.

The PlayStation's official price has yet to be confirmed, estimates range from £250 to around £500. If Sony ship the PlayStation in sufficient numbers at the low end of this price range then they could take the console market by storm. It seems unlikely that it will arrive at this price though. For more information on the technical specifications and software likely to be available, check out our eight page PlayStation special feature in this issue.



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3DO SLIMS DOWN

A new, slim-line 3DO has been launched at the Chicago CES. The new FZ-10 player is not a mark 2 machine but just the normal FZ-1 machine given a smarter, re-designed casing. It certainly looks nice but with competitors like the Saturn and PlayStation scheduled for 1995 are looks alone going to be enough? We shall see.



GTE LOOK TO ULTRA

Nintendo have joined forces with US firm GTE Interactive Media to produce the SNES game *FX Fighter*. It will be the first time that Nintendo have co-published a cart. Although more titles for the SNES are planned, it's thought that GTE are more interested in getting on the Ultra 64 bandwagon. It looks like they'll certainly have enough time to develop some stunning software.

ANY OLD CARTS...

Sega have lost an historic court case over the sale of second-hand carts. Gamezone in Glasgow have been trading in them for over twelve months and for about as long Sega have been dragging them through the courts, claiming that this breaches their rental policy. Now, Gamezone are demanding that Sega pay expenses and damages that they have incurred. The copyright law covering the rental market doesn't seem exactly firm on this matter. Sega are certain to appeal against this decision.

REJOYCE!

Fed up with your old joystick? Sick of fiddly mouse control? Well, fret no longer as we have a plethora of peripherals for you to plug-in. The PC Mission is a brand new Spectravideo joystick for your PC. It features a comfortable, autocentring handgrip, X & Y axis trim controls, two fire buttons and a lengthy cable. Nothing special you might think, except that the PC Mission will retail at £9.99 from most good computer stores. A very nice price indeed.

CH products are bringing out a range of new add-ons including a set of pedals for IBM compatible PC, a Trackerball for PC and Macintosh and a flight column (Virtual Pilot Pro). The pick of the bunch though has to be the Flightstick Pro for 3DO and Mac. This analog joystick features a programmable trigger and three fire buttons to give you total air superiority. Give them a flight test in a store near you, now!



SHORTS

■ Apple have announced the launch of a brand new multimedia platform. The new CD-ROM based machine, called Pippin, has been created from a combination of the Macintosh operating system and the PowerPC microprocessor. Pippin is intended mainly to run educational software - slight modifications to existing Mac multimedia products will allow them to run on Pippin.

■ ELSPA have released sales figures revealing that the sales of videogame carts rose 104% in the run up to Christmas. Cart games are proving to be the number one consumer choice for Christmas, representing 73.9% of total games sales.

■ Sega have signed up Taurus Distribution to handle the supply of Saturn hardware as well as Mega Drive 32X software. The head of TD's parent company (ZCL), Don Carter, stated "our main interest is in the impending launch of Saturn and in building a relationship with Sega to ensure that our dealers receive a fair share of this exciting product."

■ Telstar is releasing two compilation titles featuring classic adventure games for PC CD-ROM. After the successful 7th Guest/Doom compilation comes the new Cannon Fodder/Beneath a Steel Sky CD double pack retailing at £49.99. An even better buy seems to be the soon to be released Alone in the Dark/Shadow of the Comet pack that you can purchase for the ridiculously low price of £39.99. Great value from Telstar.

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REVIEWS WARNING

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



REVIEWED 4 YOU!

- Aero Fighters 2
- Aladdin
- Alien Breed: Tower Assault
- All New World of Lemmings
- Art of Fighting 2
- Bonkers
- Bubsy
- Crazy Chase
- Demolition Man
- Dragonstone
- Earth Siege
- ESPN Baseball Tonight
- European Challenge: Kick Off 3
- Fatal Fury
- Fatal Fury 2
- Fatal Fury Special
- International Superstar Soccer
- Iron Soldier
- Kasumi Ninja
- Legend of Illusion
- Mad Dog II: The Lost Gold
- Madden NFL '95
- Marvin's Marvellous Adventure
- Monster Truck Wars
- NBA Jam
- Primal Rage
- Retribution
- Ristar
- Samurai Shodown
- Sensible World of Soccer
- Shadow Fighter
- Sim City 2000
- Space Harrier
- Super Sidekicks 2
- Super Street Fighter 2 Turbo X
- The Adventures of Mighty Max
- The King of Fighters '94
- The Lion King
- Top Hunter
- True Lies
- Unirally
- Unnecessary Roughness '95
- Virtua Fighter 2
- Virtuoso
- Wario Blast
- WWF Raw
- Zool 2

SNES GAME OF THE MONTH!

UNIRALLY

■ Don't judge a book by its cover is a phrase that comes to mind with this game. It looks unimpressive, its sound is nothing to write home about, but its gameplay explodes like a fiery volcano. Okay, maybe I've gone a bit too far this time, but *Unirally* is a wonderfully addictive and simple game, especially in two-player mode. Take it for a spin and you'll be hooked. Totally brilliant. ■ **DAVE** ■

■ Strip racing down to its raw essentials, one wheel and a coloured line for a track, and you're left with *Unirally*. This is all gameplay, as you try to do flips and twists all in the name of speeding past your opponent. If the bronze, silver and gold tournaments aren't enough for you, the two-player mode should keep you addicted. No flash intros or FMV but, in this case, less is definitely more. ■ **PETE** ■

■ Nintendo are well-known for their highly original and insanely addictive titles and *Unirally* is exactly that. It's nothing to look at, and a pain to take interesting screen shots of, but it plays like a dream – especially in two-player. Races are fast and furious with time differences a matter of hundredths of a second. With lots of stunts to perform as well, this is a game everyone will love. ■ **NICK** ■

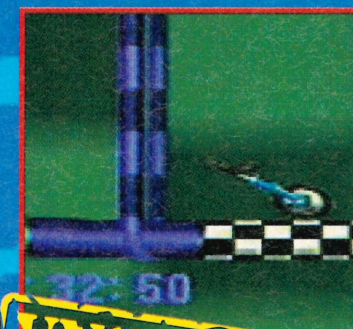
■ While you are busy looking at these static screen shots on this page you may be thinking that we're complete fools for thinking that this game is great. But you would be **WRONG!** *Unirally* is brilliant fun and it is topper against a friend when you're racing hard for first place and get pipped into second by mere fractions of a second... This is racing fun at its best. Take a peek at it soon. ■ **ADRIAN** ■

■ SYSTEM: SNES

■ PRICE: £44.99 ■ SIZE: 16 Mbit

■ PUBLISHER: NINTENDO

OVERALL 93



UNSTOPPABLE!



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■ SYSTEM: MEGA DRIVE

■ PRICE: £29.99 ■ SIZE: 8 Mbit

■ PUBLISHER: SEGA



BONKERS

■ Made up of a selection of different games, some good some bad, Disney's police bobcat is brought to life as he attempts to capture a series of strange baddies. Clean, well animated but maybe a little too cute for many gamers, and too repetitive for others. The simplicity of the gaming styles would be perfect for kids, so of course we enjoyed it, but make sure that you try before you buy. ■ DAVE ■

■ Like *Virtual Bart* this is a collection of mini-games strung together, none of them outstanding. It's fun for a while to throw doughnuts at hoodlums and build a wall to halt the advance of a dastardly robot, but playing harder levels of the same stage soon gets repetitive. There's no structure to *Bonkers* so you don't feel the adventure is going anywhere in particular. Didn't grab me. ■ PETE ■

■ Based around a Disney character from children's TV you know this is going to be an easy game. The levels are mini-arcade games rather than sprawling platform affairs with well drawn and animated characters and lots of action. The nature of the game makes it slightly limited though, especially if you are used to more complex challenges. It's still a good adaptation of the cartoon show. ■ NICK ■

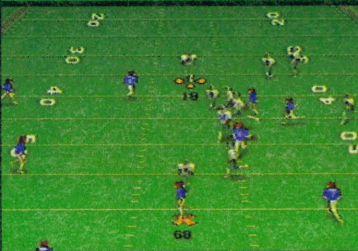
■ Bonkers looks as if he's just been covered in loads of paint, what a bonkers sort of guy. Anyway, Bonkers is your average sort of bobcat police officer who has made it his mission to clear up all the bad guys and save the day, or something. What it really boils down to is a series of repetitive games ranging from an immensely fun brick throwing game to an extremely dull driving section. A plain average title I'm afraid. ■ ADRIAN ■

OVERALL 74

■ SYSTEM: MEGA DRIVE

■ PRICE: £TBA ■ SIZE: 16 Mbit

■ PUBLISHER: ELECTRONIC ARTS



MADDEN NFL '95

■ It seems to be swings and roundabouts with this release. While I like the new 3D graphics, which are more along the lines of *FIFA* on the 3DO, the game as a whole seems slow and lacks a bit of atmosphere. Wot, no roaring crowd when you score? That said, the new windowless option for passing, ability to sub any player and revamped defensive systems are all good additions. I like it! ■ DAVE ■

■ By now the formula of run and shoot should have faded away. Instead, EA are back again with a *Madden* that, while it pays homage to its predecessors, is a definite improvement on them. Larger, sprites give you a better view of the action and the clumsy 'windows' for passing have been replaced with an A, B or C over your receivers' heads. Easy to get to grips with and totally absorbing. ■ PETE ■

■ Old John Madden must have made his fortune out of repackaging and re-releasing his football games to the unsuspecting games public. This latest reincarnation isn't too bad as a sports sim, but if you've got any of his offerings that have come before you're hardly going to need to shell out again for a few minor improvements. Not my sort of game but if you're a fan it's worth a look. ■ NICK ■

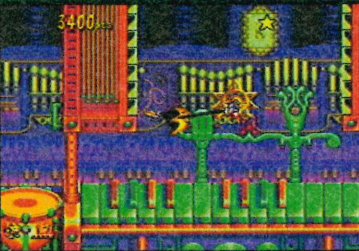
■ I am starting to get a bit cheesed off with all these new versions of *Madden*. I know that there are a few fans of the game, but are there really that many people screaming out for a new version year after year? It used to be a truly great game, but although this version has some new features tacked on, it all seems a bit worthless and just another excuse to part you from your precious cash. ■ ADRIAN ■

OVERALL 88

■ SYSTEM: MEGA DRIVE

■ PRICE: £44.99 ■ SIZE: 16 Mbit

■ PUBLISHER: SEGA



RISTAR

■ Beautiful and enjoyable platform adventure in true Sega style. No attempt is made to hide the fact that *Ristar* takes most of its influence and style - no *all* of its influence and style from the *Sonic* games. The idea for his telescopic arms has been lifted from *Dynamite Headdy*, (although he didn't use his arms much of course). Very playable but maybe a little easy to finish. ■ DAVE ■

■ Take one cute star with a bad attitude, lots of levels packed with treasure and nasties and you're probably onto a winner. *Ristar* may be slower than *Sonic* but his game has many different features in like the spinners that send you hurtling up the screen and the trees and poles you can swing around on. I really got into this platform extravaganza. Polished and very enjoyable. ■ PETE ■

■ So this is the next great console game star from Sega then. *Ristar* should be a roaring success with a game this addictive. The little fella borrows a lot from *Sonic* but there are enough differences to make you want to play it anyway. The only trouble is that the game is far too easy for the more experienced gamesplayer. I hope we see more of this new character in the near future. ■ NICK ■

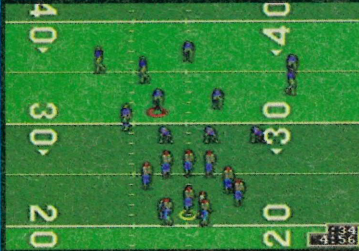
■ Quick, kids, here's a new hero for you to admire and spend loads of money on when they release the lunch boxes next year. *Ristar* bears a passing resemblance to *Sonic* in the gameplay department, but does his job a lot slower, I suppose this makes for a lot more exploring, huh? But, for all its faults, this is a game that could be played for a few hours until *Power Rangers* comes on. ■ ADRIAN ■

OVERALL 83

■ SYSTEM: MEGA DRIVE

■ PRICE: £TBA ■ SIZE: 16 Mbit

■ PUBLISHER: ACCOLADE



UNNECESSARY ROUGHNESS '95

■ The *Pele* of American football games, this is so poor that it has to be seen just to be believed. The graphics belong on the Game Gear and the attempt to zoom in and out fails dismally due to the poor animation. If you run with the ball, the ball disappears and you can't be sure if you're still holding onto it. Talking of the ball, it always seems to be travelling in slow motion. This is a dog. ■ DAVE ■

■ After being matched up against *Madden '95* this is bound to be carted off the field. It's no contest really as *Madden's* smart sprites run all over *UR's* slow, jerky players. The only idea behind this was to produce a *Madden* clone and it spectacularly fails as with invisible balls, confused passing and sprite glitches this borders on the unplayable. Rough, unfinished and unnecessarily dull. ■ PETE ■

■ After playing *Madden NFL '95* this looks useless. The sprites are awful, each player looks exactly the same and they're all badly animated. The worst thing is that the game flips between close-up and aerial viewpoints with no warning, making a bad game even more unplayable. Don't touch this with a barge pole! Shop around, you'll find much better American football games on sale. ■ NICK ■

■ If I thought that *Madden '95* was a waste of time, you should see this. Loads of teams are included but the game is totally rubbish. When you play the game the graphics become larger than normal and it makes everything look more than a bit washed-out. As far as American football games go this is pretty dire stuff and should be avoided at all costs, buy *Madden '95* instead... if you must. ■ ADRIAN ■

OVERALL 35

■SYSTEM: MEGA DRIVE 32X
■PRICE: £39.99 ■SIZE: 16 Mbit
■PUBLISHER: SEGA



SPACE HARRIER

■ Oh yes, very nice. Another ancient game dusted off and hurried out onto the 32X. As *Space Harrier* conversions go this is good, but I don't feel I want to play a game that really didn't grasp me all those years ago, all over again. I certainly wouldn't spend my hard earned money on it. If Sega are going to release these games they should have come free with the machine. Unimaginative. ■ **DAVE** ■

■ Sega's recycling drive continues with this old chestnut. One of the first games that claimed to offer '3D' action, this had you dodging in circles, pumping blue balls of fire in front of you. At the time this was one of those flash games that promised much but delivered little in the way of gameplay. If you're determined to go on a nostalgia trip then pick *After Burner* over this. ■ **PETE** ■

■ Another ageing arcade game makes its way onto the new Sega add-on. I raved over *After Burner* but *Space Harrier* was a game I never really enjoyed playing as a coin-op. The 32X version does look very similar to the arcade original, but that's not difficult when you consider how old the coin op is. A nice conversion but wouldn't 32X owners prefer something original to add to their collection? ■ **NICK** ■

■ I never actually got to play this as a small child as I was a bit too small and wasn't allowed to sit in the hydraulic cabinet. But what I do remember is the fact that it was incredibly fast and furious... then. Sadly, things have improved and a game of this standard just doesn't cut it any more. Yet another boring 32X release that fails to do anything except rob you of your money. ■ **ADRIAN** ■

OVERALL 55

■SYSTEM: SNES
■PRICE: €42.99 ■SIZE: 8 Mbit
■PUBLISHER: NINTENDO



CRAZY CHASE

■ Another wonderfully playable game from Nintendo, *Crazy Chase* is simple and both addictive and frustrating at the same time. Brilliant to look at, the Kid Klown character is not only well animated but comes with a vast array of amusing expressions and actions that help give the game that 'feelgood' quality. May prove limited, but if you want a polished gaming challenge... try it! ■ DAVE ■

Running down paths chasing fuses is fun for a while and the whole game is bright, colourful and very well animated but it's very, very annoying. Get hit by a fire hydrant and it'll take ages before you pick yourself up, similarly if you're squashed or dazed. Worse, miss one of the playing card icons and you'll have to go back and do the level again. Cute if you've got tons of patience. **PETE**

■ If there's one thing that I can say about *Crazy Chase* it's that it is a highly original game! I can't think of any other SNES game where you get to chase after a bomb fuse, avoiding all kinds of silly obstacles along the way. All the visuals are really smart, my only moan is that the perspective can confuse things a little. You can't really make out what is going to hit you next. What a pity. ■ **NICK** ■

■ Although racing against the clock games have been done to death before, *Crazy Chase* has some brilliant animations and frustrating gameplay to match. You can't just run straight down the hill and hope that you beat the fuse, you've also got to collect the four suits of a deck of cards. This looks good and it plays really well too, my only gripe is that there simply aren't enough levels. ■ **ADRIAN** ■

OVERALL 82

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



INTERNATIONAL SUPERSTAR SOCCER

■ Once again I'd heard lots of good things about this game and so expected to be disappointed, I wasn't. The control method takes a while to get used to and at first you seem to be fouling everybody in sight, but once you've played a few games you'll be running, shooting and dribbling with the best of them. This is, without a doubt, the greatest Nintendo soccer release of all time. ■ DAVE ■

■ This looks like an arcade soccer game with large sprites and a horizontal, angled pitch. The players pass and shoot okay although it looks as if they're running on air. What spoils this though is that, like most arcade soccer games, it feels like your players are running underwater. Even the forwards don't have any pace and the defenders stay rooted to the spot. Entertaining but too awkward. ■ **PETE** ■

■ Throw away all the soccer games you've ever played, there's only one you need from now on! This is superb. The basic game has some of the most brilliant footballer graphics I've ever seen with tiny animations that other games just don't bother with. This, along with training modes and digitised speech and crowd noise make *Superstar Soccer* the only soccer game to play. ■ NICK ■

■ I dislike football games in a big way, but Konami's new effort has inspired me to pick up a pad and battle it out against the rest of the office. The game could be mistaken for a top quality arcade game, as it looks and plays so well. There are loads of teams to choose and you can practise dribbling and penalties to your heart's content. This is way better than FIFA and you should kick it! ■ **ADRIAN** ■

OVERALL 90

■SYSTEM: SNES
■PRICE: £TBA ■SIZE: 16 Mbit
■PUBLISHER: SONY



THE ADVENTURES OF MIGHTY MAX

■ As a children's toy, *Mighty Max* will probably appeal to a younger market, but the challenge in this is very grown-up indeed. Extremely fast with smooth animation, the enjoyment is only hindered by Max's gun shooting in just two directions. Once you get used to all his abilities the game becomes a top platform puzzler. There's even a split screen two-player mode. Surprisingly good. ■ DAVE ■

■ At first glance this is a standard platformer but dig deeper and you'll find a tough puzzle game. It's moving the heavy objects around that's the real challenge. Once you have explored, you have to find a way of transporting each piece of machinery to a portal by carrying it, throwing it or raising it up on a balloon! The graphics and sound may be pretty weak but the gameplay is solid. ■ **PETE** ■

■ I don't know what Dave and Pete are going on about with this game. I thought it was rubbish and I couldn't stand to play for more than a few games. The garish graphics, manic parallax scrolling and dodgy sound track put me in mind of an Amiga Public Domain game, certainly not an expensive SNES cart from one of the country's leading software houses! Come on Ocean, this is sad. ■ **NICK** ■

Now some people might like this, and others won't and I'm one of those people who don't like it. The reason is that everything is so far apart, you have to walk around the levels for ages before you can get anything to happen and the bad guys are really easy to kill off as well. Now if you're prepared to waste this kind of money on a simple little game like this, go right ahead but I told you so. **ADRIAN**

OVERALL 79



■ SYSTEM: SNES

■ PRICE: £TBA ■ SIZE: 16 Mbit

■ PUBLISHER: ACCLAIM



TRUE LIES

■ For the most part this plays like a poor man's *Chaos Engine* or *Jurassic Park*. It is much slower than both and, like most of these lacklustre movie licenses, relies on a hollow mish-mash of what appear to be low quality sub-games to hold it together. Lumbering, uneventful and an insult to the movie whose name it bears. I wonder, did anybody test this game before it was released? ■ DAVE ■

■ I don't know what's happened to movie licenses recently. In the good old days they used to be the kind of over-hyped tripe that we loved to pull apart. *True Lies* is quite a decent offering with lots of bad guys to shoot and items to collect and even more bad guys to shoot (the shotgun is particularly good at mowing them down). I liked this in spite of the fact that its appeal won't last. ■ PETE ■

■ Film licences are always difficult games for software houses. You either go for ultimate realism and risk the gameplay or create a more cartoony feel and hope for the best. With *True Lies*, Acclaim have tried a bit of both worlds. Arnie is cartoony but the gore and violence in the game definitely isn't. If you shoot someone they die horribly – civilians included. I liked this though. ■ NICK ■

■ Arnold is cool and he kills loads of terrorists, now that's a game. And so is this. *True Lies* follows the plot of the film and uses a similar sort of game design to *Chaos Engine*. You view the action from above and can control Harry Trasker as he roams around and shoots all manner of bad guys... and the occasional civilian. Not the best game ever made, but it does stand up on its own. ■ ADRIAN ■

OVERALL 75

■ SYSTEM: AMIGA

■ PRICE: £29.99 ■ SIZE: 4 Disks

■ PUBLISHER: PSYGNOSIS



ALL NEW WORLD OF LEMMINGS

■ Three tribes, 30 levels each. You have Ninja and Egyptian lemmings to add to the usual batch, plus a whole new playing system. Each level involves collecting a limited number of essential tools and using them in just the right places to save the lemmings, there are even baddies to overcome. Confusing and very fiddly to master, this may prove too much of a change for original fans. ■ DAVE ■

■ This time the lemmings are split up into different tribes and it's your job (as ever) to guide them to safety. You'll have to send some of your tribe on ahead to swim across pools and build bridges so that the rest don't get their feet wet. I found the new icon control method on this very difficult to get used to and this spoiled my enjoyment of the game as a whole. Too fiddly to be great fun. ■ PETE ■

■ When you think of *Lemmings* these days most computer and console players fall instantly asleep. But wake up you lazy lot! The *All New World of Lemmings* is a whole new kettle of puzzle fun! With lots of new tribes to play (plus add-on disks that'll be appearing in the shops very soon) and plenty of different abilities to master this is a great puzzle game. I just can't stop playing it! ■ NICK ■

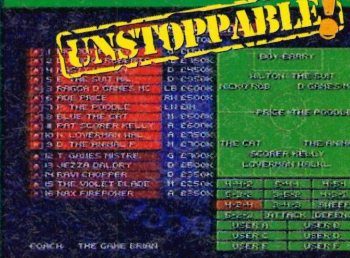
■ After so many games with these lemmings in it, they're all becoming a bit monotonous and really show no imagination. The first outing was brilliant and gripped everyone but this is just poor. There are new animations, the control system has been changed and there are only three tribes for you to conquer. More are on their way only to make you spend more money. ■ ADRIAN ■

OVERALL 77

■ SYSTEM: AMIGA

■ PRICE: £29.99 ■ SIZE: 2 Disks

■ PUBLISHER: RENEGADE



SENSIBLE WORLD OF SOCCER

■ A *Sensible Soccer* fan's dream come true. Just about every team in the world with all the real players. Whether you're buying, selling, playing as the whole team, as a player manager or just sitting back and managing, this game is huge! The management is a little limited but it does allow you to play as your ultimate *Sensi* 'dream team'. Look out for the World Gamers in Custom teams. ■ DAVE ■

■ If you've ever wanted to manage your own customised *Sensi* team, now's your chance. You can just see the results, watch the computer play your matches for you or play your own team yourself. All the teams you'd ever want are here. *Sensi* overkill perhaps but this is a solid management sim based around the familiar footy title. A nice way to round off the *Sensi* saga... please! ■ PETE ■

■ Amiga owners all over the world have gone simply potty over *Sensi* and this new edition to the family has everything that you could ever want from a soccer game. To top it all off we've actually got our own Games World team in the game with all the World Gamers and my pet poodle Pepper is one of the top scorers! A truly excellent game of football – get yourself a copy today! ■ NICK ■

■ It seems that either A: I'm getting soft in my old age and can't see the flaws in games, or B: These footy games carry hidden messages forcing me to like them. I think it's B as *Sensi World Of Soccer* is not a bad little romp. Alright, it's *Sensi*, but there's really no competition and this does play a mean game. It's got nothing at all to do with the fact that I wear the number six shirt in the GW team. ■ ADRIAN ■

OVERALL 91

■ SYSTEM: AMIGA

■ PRICE: £27.99 ■ SIZE: 4 Disks

■ PUBLISHER: GREMLIN



SHADOW FIGHTER

■ After all the fuss that has been made about this game I was certainly expecting something a little better than this. Admittedly, the Amiga is not an ideal forum for beat'em-ups and this is better than most, but the constant disk swapping will soon have you thanking the gaming gods for consoles. Plenty of characters each with a limited array of moves. This will do, but only just. ■ DAVE ■

■ Why is it that most Amiga fighting games are so appalling? There's no real reason for it. If the machine can run *Virus* then it can certainly produce character graphics that move at a reasonable speed. *Shadow Fighter* is yet another slow, awkward Amiga beat'em-up with not enough moves to keep you interested and incredibly annoying disk accessing. DOA. ■ PETE ■

■ Beat'em-ups on the Amiga have never been particularly successful. They've tried to convert *Street Fighter II* and *Mortal Kombat II* but without much luck. This new offering from Gremlin isn't anything special either and really falls flat on its face due to the terrible disk loading and swapping that interferes with the fighting action. If you want to play beat'em-ups get yourself a console! ■ NICK ■

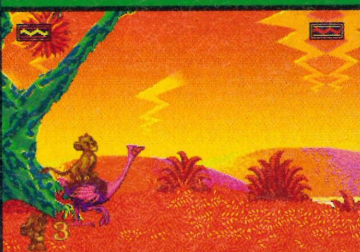
■ Sounds like a really nails beat'em-up, doesn't it? Well, in fact, it isn't very hard at all. There are loads of fighters for you to choose from but they all move around the screen in a very 'badly drawn' sort of way. There are times when you are playing that you just get bored and switch the machine off, and if you don't then you get into a load of disk swapping. Very average I'm afraid. ■ ADRIAN ■

OVERALL 60

■ SYSTEM: PC

■ PRICE: £29.99 ■ SIZE: 3 Disks

■ PUBLISHER: VIRGIN



THE LION KING

■ It is inevitable that many of the top console titles are going to keep appearing on the PC. *Lion King* is a straight port from cart that maintains all of the original's charm and gameplay (as long as you have a joystick) but suffers more than a little graphically. The sprites are very pixellated and the screen update is not as smooth as it could be. Good enough to keep most Disney fans happy. ■ DAVE

■ Simba hits the PC looking pretty much like he did everywhere else, leaping from platform to platform and squashing creepy-crawlies. This game is unsuited to keyboard control as timing the jump and cursor buttons is awkward and your positioning needs to be exact – you'll need a joystick. The graphics aren't top-notch either, looking pixellated. Otherwise, it's a cutesy platformer. ■ PETE

■ Virgin have simply taken the console original versions of *The Lion King* and converted them over to the PC lock, stock and barrel. The backgrounds and sprites have a slightly more pixellated feel to them but the music, level layouts and controls are identical as far as I can tell. This isn't a bad thing though, I really love this game and I'm sure that all PC owners and fans of the movie will too. ■ NICK

■ This is the same version that has appeared on the Mega Drive and, for all intents and purposes, it's the same game. There are a few differences that set it apart. Firstly, the game looks a bit pixellated when playing and the screen is jerky. It also seems odd that a game like this, intended for a younger audience, is actually on a machine like this at all. Don't get *Lion King*, get *Doom*. Sorry. ■ ADRIAN

OVERALL 82

■ SYSTEM: PC CD-ROM

■ PRICE: £39.99 ■ SIZE: 1 CD

■ PUBLISHER: GREMLIN



RETRIBUTION

■ A typical mouse-driven flight sim-based PC game set in space, where you can choose to either sit and wonder at the graphics and movie style intro or question the lack of originality in the gameplay. Packed with action, the game involves flying around and blasting anything that gets in your sights. Some missions are a little more involved, but on the whole this is a tale of the to-be-expected. ■ DAVE

■ The intro looks like something out of Doctor Who which immediately endeared this to me. The game itself has you flying across a rendered landscape strafing buildings with your rockets and trying to shoot down Krellan ships with your laser bolts. There are some annoying static screens inbetween the action but you'll soon forget these and start plugging away at the 11 campaigns on disc. ■ PETE

■ After watching the umpteenth flashy intro sequence with whizzing space ships and rendered graphics on PC CD-ROM you really do become immune to them. When you've actually got past all the pomp and circumstance there is a nicely thought out game inside here. You skim smoothly across the planets and the explosions are great. If this is your sort of adventure give it a whirl! ■ NICK

■ Like that other space game, *Inferno*, *Retribution* uses loads of nice-looking graphics and you can fly anywhere and shoot just about anything. But instead of flying for ages before you come to a target, you get dropped off and start quite close. Easy-peasy, just keep clear of the bad guys and you'll be alright. The action is pretty mental so all you blast-heads out there should enjoy playing this. ■ ADRIAN

OVERALL 80

■ SYSTEM: JAGUAR

■ PRICE: £39.99 ■ SIZE: 16 Mbit

■ PUBLISHER: ATARI



BUBSY

■ At least Atari have tried to do something original with this title. Rather than just producing a re-hash of the old games this is an all new Bubsy adventure set inside a number of fairy tale worlds inhabited by bright, colourful beasts. Sadly, it has retained the most annoying element of the original, with the bobcat taking only one hit before he dies. Promising but flawed, it feels rushed. ■ DAVE

■ Bubsy is attacked by ants, bees, rabbits and other otherwise innocent creatures as he makes his way through levels based on fairy tales given a deadly twist. The real twist is that Bubsy's death after a measly one hit can often make you wonder what exactly he got killed for – did an ant look at him funny or something? Whatever, I lacked the motivation to persevere with this one. ■ PETE

■ To tell you the truth I was getting a bit bored of Bubsy but this Jaguar game breathed new life into the character for me. This isn't a simple conversion from the SNES or Mega Drive but a unique game for the 64bit Atari console. Each level is a different fairy tale with lots of neat characters to discover and some very tricky levels. Nice, but nothing really outstanding. ■ NICK

■ If there was ever a character that got on my nerves, it was Bubsy and his stupid voice. It must be said that the Jaguar version is the nicest looking yet, but then again, nobody buys games just for their looks. You only have to get hit once before you die so even if you try harder you get through the levels at a painfully slow rate. Try *Zool 2* for a better platformer and avoid *Bubsy*. ■ ADRIAN

OVERALL 71

DRAGONSTONE

■ Amiga ■ £TBA

■ 4 Disks ■ Core Design

■ The Amiga is littered with RPG games with tiny sprites, lots of sword fighting and magic spells but if you've already completed all the ones in your collection then this latest offering from Core Design is really well-designed with atmospheric sound effects and nicely drawn scenery. This was enjoyable and although the puzzles aren't too complex you can easily get engrossed.

OVERALL 78%

EUROPEAN CHALLENGE: KICK OFF 3

■ Amiga ■ £TBA

■ 3 Disks ■ Anco

■ This is the follow up game to the highly successful *Kick Off 3* with lots of new animations and bit-mapped pitches to enhance gameplay. Anco have added lots of new sounds from crowd noise to chants giving the atmosphere of a top class soccer match. It's going to be interesting to see how this game sells next to *Sensible World of Soccer*. The Sensible game comes out top in our favourite game list!

OVERALL 79%

SIM CITY 2000

■ Amiga ■ £29.99

■ 3 Disks ■ Maxis

■ If you enjoyed creating your own cities in the original *Sim City* then this is a game that you've just got to have in your collection. *Sim City 2000* brings the concept up to date with all kinds of customisable options. You can now change the terrain that you build on, develop subway systems that run under your creation and there are new scenarios to challenge your abilities with. A truly classic game.

OVERALL 88%

ALIEN BREED: TOWER ASSAULT

■ CD32 ■ £29.99

■ 1 CD ■ TEAM 17

■ On the Amiga this was a fantastic game. The slickness of the graphics and addictive gameplay really made you want to explore the levels and discover more. Now out on the CD32 with enhanced intro sequences and music you just can't go wrong with the game! There's even a 3D version of *Alien Breed* planned – we just can't wait to get our teeth into that one!

OVERALL 85%



■ SYSTEM: JAGUAR

■ PRICE: £54.99 ■ SIZE: 32 Mbit

■ PUBLISHER: ATARI



IRON SOLDIER

■ Er, nice vector graphics guys. Isn't this a revolutionary 64bit machine? In *Iron Soldier* you control a giant mechanical robot and trudge through cities and missions made up of big square boxes. Get the feeling that you've heard all of this before? That's because you probably have. This is a bland game that takes real perseverance to get anything out of, and then you wonder if it was worth it. ■ **DAVE**

■ Take your Mech Warrior for a stroll through the city and trash tanks, helicopters and buildings as you go. You've got a variety of different weapons to bolt onto your Mech and you'll need to use these wisely to complete the various missions. The graphics aren't as crisp as I'd hoped they'd be but a bit of mindless destruction is always welcome. Not a bad buy for your Jag but too limited. ■ **PETE**

■ Now this is the sort of game that the Jag has been waiting for. The textured polygon graphics really show off the graphic capabilities of the machine and the missions are packed with challenging tasks. My only moan is that when you look down at the legs of your mechanoid they can be seen walking all by themselves – not attached to your Mech! That aside, this is the best Jag game yet. ■ **NICK**

■ At first glance this doesn't look like a fun game, but on further inspection it does have some redeeming features. The whole environment is large and you can roam around and blow up all of the enemy buildings and vehicles to your heart's content. *Iron Soldier* does have a small problem in that it's a bit jerky and your robot moves rather slowly. Apart from that, it's an alright battle sim. ■ **ADRIAN**

OVERALL 75

■ SYSTEM: JAGUAR

■ PRICE: £59.99 ■ SIZE: 32 Mbit

■ PUBLISHER: ATARI



KASUMI NINJA

■ Lots of tomato ketchup but very little gameplay. *Kasumi Ninja* is the comedy classic of fight games. Providing, of course, you haven't already paid good money for it, because then it would be tears of woe not laughter streaming down your face. Uncharismatic characters, naff moves, poor animation and a ridiculous Loch Ness monster in the back of the silly Scottish level. In a word – pathetic. ■ **DAVE**

■ If we gave games scores according to how much blood there was in them, this would be game of the month. Fortunately we don't and so *Kasumi Ninja's* very limited gameplay, pathetically slow moves and dodgy sprites drag it down into the bottomless pit of unplayability. It's more fun laughing at the animation and background features than playing the game itself. Very sad indeed. ■ **PETE**

■ Someone, somewhere has obviously been listening to all the hype that surrounded the gore in *Mortal Kombat* and decided the Jag could do with some. Enter *Kasumi Ninja*. As a beat'em-up the game is dire. Characters are uncontrollable, especially with the awful Jag pad, and the animation is jerky and uninventive. Don't bother even playing this in the shop, there are much better games out there. ■ **NICK**

■ It seems that beat'em-ups are only just evolving past the primordial soup of sludge from whence the ZX81 was spawned. With loads of unnecessary blood dripping from every orifice, *KN* plays like a burst balloon, looks like a Jackson Pollock drawing and insults all fight game fans. I mean, does kicking someone in the ankle make them lose seven gallons of blood? In a word... useless. ■ **ADRIAN**

OVERALL 24

■ SYSTEM: JAGUAR

■ PRICE: £39.99 ■ SIZE: 16 Mbit

■ PUBLISHER: ATARI



ZOOL 2

■ Not a new game this, but a very good conversion of an old one. *Zool 2* never set the world on fire when it was released all those years ago, yet it has been dragged out onto a number of formats since. This is the best version to date and is a colourful platformer that's both very playable and very forgettable. I think people want new games on new machines, don't you? ■ **DAVE**

■ A good-looking version of this calorie-rich platformer will have you collecting so many sweets you'll want to brush your teeth after playing. What *Zool* does with all this candy is uncertain as to regain energy he must munch on the red hearts of the nasties he kills rather than snort a sherbet dip. Like *Bubsy* on the Jag, this is the best-looking version of *Zool* ever but it's not exactly a 64bit wonder. Sigh. ■ **PETE**

■ *Zool* has always puzzled me. It seems like a platform game, but there're no hidden items to collect to help you through later sections or puzzles to solve. Instead this is just fast and furious with hundreds of little sweets and bonuses to throw yourself into. It looks nice on the Jag, but it's hardly any different to the Amiga and CD32 versions. Suitable for sweet-toothed platform addicts everywhere. ■ **NICK**

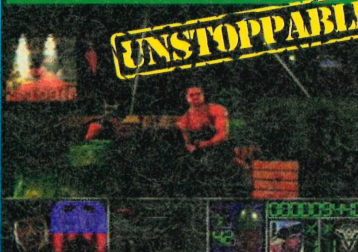
■ As far as platform games go, *Zool 2* is an adequate choice for a new machine. It's bright, fast and has some sprawling levels which should keep all the 'secret room posse' happy for days. It's a shame though, that *Zool 2* was the first platform game released, why wasn't something else... something rather more contemporary released first? Still, for a basic Jag leap about, it isn't too bad. ■ **ADRIAN**

OVERALL 81

■ SYSTEM: 3DO

■ PRICE: £39.99 ■ SIZE: 1 CD

■ PUBLISHER: VIRGIN



DEMOLITION MAN

■ Visually and aurally this is an incredible piece of software. The graphics and animations really are stunning, with Sly and Wesley always bringing a smile to your face. Gameplay wise, *Demolition Man* can be broken down into three different categories, none of which hold any real surprises, but you can't help but be impressed by the incredibly slick presentation, that's its hook. Class. ■ **DAVE**

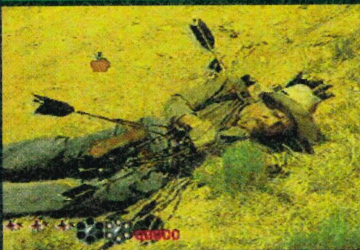
■ This is the only FMV-type game I've ever played that really works. The intro draws you straight into the first shooting gallery with Sly moving against a rendered background. The attention to detail is superb with different ricochet sounds and explosions for every surface. It's like *Lethal Enforcers* meets *Burn: Cycle* and I loved it. In the future all 3DO games should be this good. ■ **PETE**

■ If you've got a 3DO then this is a game you can't be without and if you're a fan of the film you're going to go wild! The presentation is without doubt the best I've seen on any console game – ever! The especially shot Sly sequences are great. Gameplay varies throughout with a neat *Doom* style section, beat'em-ups, driving and shooting gallery so you'll find it hard to get bored. Excellent. ■ **NICK**

■ The film was good and so is this. With lots of film footage intertwined with the actual game, 3DO *Demolition Man* is one of the better titles to appear on this machine. Each part of the game is based on a key scene from the film and mostly takes the form of an *Operation Wolf/Lethal Enforcers* style of game, also included are beat'em-up and *Doom* style sections. A really good blast. ■ **ADRIAN**

OVERALL 92

■ SYSTEM: 3DO
■ PRICE: £39.99 ■ SIZE: 1 CD
■ PUBLISHER: AMERICAN LASER GAMES



MAD DOG II: THE LOST GOLD

■ Nice to see old Mad Dog back again...only kidding. This is another set of games that I would like to see laid to rest on Boot Hill. They get dug up every so often because the FMV suits the CD format, but they don't work particularly well on any of the home consoles. A bit pixellated, unbearably frustrating to play without a gun and annoyingly inaccurate with one. Play this in the arcades. ■ DAVE ■

■ The Mad Dog games work fine in the arcade but are dull on console. To my mind the action is too samey as you shoot bad guy after bad guy or suffer the undertaker's patronising speech. Unlike Demolition Man's shooting gallery sections, the villains reappear in the same places again and again. In the end you want to shoot the annoying storyteller more than Mad Dog. ■ PETE ■

■ These FMV shooting gallery games are great fun in the arcades with all the glitz and atmosphere spurring you on but at home pointing a light gun at your TV you realise just how sad they really are. The targeting never works and completing the game is only a matter of memorising the attack patterns of the black-hatted cowboys. Not the title for me at all I'm afraid - so adios amigos! ■ NICK ■

■ As far as long-lasting games go, Mad Dog McCree 2 doesn't really rate as one of the best. It may have a short life span as a game that lets you practise your aim, but that's about it really. The footage is just about good enough, but games like this only deserve to be left in the arcades for you to impress bystanders with your gun-slinging antics. Only recommended for more hardcore cowboys. ■ ADRIAN ■

OVERALL 61

■ SYSTEM: 3DO
■ PRICE: £49.99 ■ SIZE: 1 CD
■ PUBLISHER: CRYSTAL DYNAMICS



SAMURAI SHODOWN

■ Good, but not a patch on the Neo Geo CD version. The graphics are a little jerky and pixellated and the awful joypad makes the game hard to play, I couldn't get any kick moves to work, only sword ones. That said, the game itself is pretty good and as close to arcade perfect as you'll get away from the Neo Geo. Personally, I think I prefer this to the 3DO version of Street Fighter. ■ DAVE ■

■ This has been a great slash'em-up on every format it has graced. The variety of different characters, fighting styles and weapons coupled with excellent graphics have ensured its success. The 3DO graphics are not as good as they could have been, but they're still a whole lot classier than Street Fighter's. If you want a sophisticated fighting game you can't go wrong with a bit of SS. ■ PETE ■

■ Having played the arcade original on the Neo-Geo CD this month this 3DO version looks more than a little rough around the edges. The animation on the huge characters is much more jerky, it seems like some of the frames have been taken out to fit the game into the console which is a crying shame. Saying that, the 3DO loads in quicker so that's one thing it has got going for it. ■ NICK ■

■ With the recent addition of Street Fighter to the 3DO's stable of games, Samurai Shodown may have an uphill struggle when it comes to competing against its more famous rival. Well, I don't think it will, as this is a top-notch fighting game that is superbly playable with lovely graphics and sound. If you're having trouble making your mind up, think style, think Sam Shodown. ■ ADRIAN ■

OVERALL 85

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



SUPER STREET FIGHTER II TURBO X

■ Reckoned to be probably the closest to an arcade version of the game you will find on a home console, if only you didn't have to use the terrible joypad that comes with the machine and does not suit this kind of game at all. That said, it's got the original intro, some very fast gameplay and even the turbo moves. Definitely the best yet but then again, it is Street Fighter, innit?! ■ DAVE ■

■ Now this is what I call fast! Cammy's kicks are just a blur on the highest speed setting. The graphics are neat too with some great animation in the backgrounds. All in all this is THE best, most arcade perfect version of Street Fighter II that you'll ever see on a home console. But why has it taken so long for one to appear? It's not exactly a next generation game for this next generation console either. ■ PETE ■

■ Street Fighter has such a cult following now that any version on a new format is bound to come in for a lot of criticism. Are the graphics jerky? Does the controller not work too well? Well I for one don't care. I love the 3DO and this version of Street Fighter is one of the best I've played on any format. If you can get a copy of this and the special Capcom joypad you are in for a real treat. ■ NICK ■

■ Of all the beat'em-ups that have come and gone, Street Fighter, in all of its forms remains one of the most playable around. Now the 3DO has its own version of this classic game and it is the best incarnation so far. The graphics and sound are about as arcade perfect as you could want, and the game plays like a dream... but only when you've got a decent joypad. Take a peek. ■ ADRIAN ■

OVERALL 89

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



AERO FIGHTERS 2

■ A good example of its 'type', Aero Fighters 2 is a high quality, vertically scrolling shoot'em-up that's fun, if not original. There are a good selection of planes flown by wacky pilots, like Spanky the Dolphin, and an enjoyable two-player mode. However, at times it can be hard to tell which plane you are controlling and I couldn't help feeling that it lacked some heavy weaponry. ■ DAVE ■

■ Having the original Aero Fighters arcade machine in my local laundrette hasn't put me off this latest version. If you like your shoot'em-ups full of huge power-ups and horribly be-weaponed enemies then you'll enjoy this. Normally I'd say your attention will wander after a while with all this constant blasting but the two-player mode adds that special something to make you use one more continue. ■ PETE ■

■ Wow! A game on the Neo-Geo CD that's not a beat'em-up. Someone frame it quick! There's no point in saying that this is an arcade perfect game, because of course all the graphics and code are directly from the arcade machine. It's a shoot'em-up in the classic mould with lots of enemies whizzing about in predictable attack patterns and plenty of power-ups. Good, honest blasting fun. Smart. ■ NICK ■

■ With simple graphics and some frenzied gameplay, Aero Fighters 2 is a good example of how shoot'em-ups should be. It's not too simple, there are loads of objects and enemies on screen and if you stay in any one place for too long then you'll get a face full of lead. This is purely for those among you who crave fast-paced shooting games. A top arcade blaster that'll have you in a lather. ■ ADRIAN ■

OVERALL 84



MARVIN'S MARVELLOUS ADVENTURE

■ CD32 ■ £29.99
■ 1 CD ■ 21st Century

■ If there's one type of game that you can get in abundance on the Amiga and CD32 it's cheap and cheerful platform adventures. *Marvin's Marvellous Adventure* follows our hero as he attempts to deliver pizza to the far side of another dimension. There are lots of brightly coloured levels with hundreds of stars and icons to collect along the way plus hidden bonus levels to discover. This is a fun game that won't break the bank.

OVERALL 80%

ESPN BASEBALL TONIGHT

■ Mega-CD ■ £TBA
■ 1 CD ■ Sony Imagesoft

■ It's really baffling why Sony bother importing games like *ESPN Baseball Tonight* into this country. Baseball is obviously a sport that is adored by millions of Yanks but it's mainly despised by the British population – it's just rounders, isn't it? This simulation on CD adds little that the cart versions didn't have which is a shame because it needed a big boost to make it even half decent. Don't even give it a second look.

OVERALL 51%

VIRTUOSO

■ 3DO ■ £39.99
■ 1 CD ■ Elite

■ We've followed this game's progression from the early stages of development through to the finished product. Unfortunately, it hasn't turned out as well as the first impressions we got may have suggested. It's ended up with the pre-production main sprites that were only meant to be temporary being used, making the game look scrappy and unfinished. The 3D and other characters all look great but the game simply could have been put together much better.

OVERALL 69%

ALADDIN

■ PC ■ £29.99
■ 2 Disks ■ Virgin

■ As with *The Lion King*, also from Virgin and reviewed this issue, this is basically the Mega Drive game converted for play on the PC. The music and animation really do the Walt Disney classic justice and anyone who fell in love with the movie will instantly love all the characters coming to life on their computer. Great value for money and a title that'll really make you want to hum those tunes all over again.

OVERALL 82%

■ SYSTEM: NEO GEO CD

■ PRICE: £49.99 ■ SIZE: 1 CD

■ PUBLISHER: SNK



FATAL FURY SPECIAL

■ A real treat for all the fans of this arcade series of beat'em-ups that allows you to play as any of 15 characters from the many *Fatal Fury* games. Andy and Terry Bogard are probably the most well-known but their battling counterparts all come equally well equipped with a vast array of special moves. Not as fast as I would have liked, this is good, but nothing to get excited about. ■ DAVE ■

■ A lot of these Neo Geo CD fighting games look the same but this one is a little bit different. The fighters vary enormously from hulking great bruisers to nimble old men and the obligatory tough girls. Their fighting styles vary too with some having standard dragon punch moves while others have some nifty kick and punch routines. Neatly drawn and animated, this is very stylish. ■ PETE ■

■ If you're a big beat'em-up fan then the Neo-Geo CD console is the only piece of hardware you'll ever need. *Fatal Fury Special* is packed full of 15 characters, each with their own impressive special moves and the more normal hand to hand attacks. The only moan is the amount of loading time that you have to sit through to get to the action. A great game, but try before you buy. ■ NICK ■

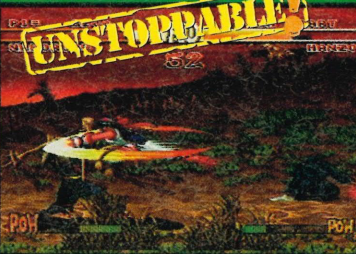
■ This is the best of the three *Fatal Fury* games with its lush backgrounds and smooth animation. All of the fighters have been brought back to fight with loads of special moves and fighting tactics to master, this will prove a whole new experience for hardened FF players. If you've got either of the other two games, or indeed both, then you could do a lot worse than get this special title. ■ ADRIAN ■

OVERALL 80

■ SYSTEM: NEO-GEO CD

■ PRICE: £49.99 ■ SIZE: 1 CD

■ PUBLISHER: SNK



SAMURAI SHODOWN

■ Definitely my favourite beat'em-up of the moment (and you know I love 'em all) *Samurai Shodown* brings an arcade quality version of the classic oriental bruiser into your front room, without the cost of the old Neo Geo cartridges. It also plays brilliantly on the new joypads that come with the machine and contains all the characters, moves and backdrops of the arcade. Ippon! ■ DAVE ■

■ You'll be amazed at the way this version of *Samurai Shodown* looks and plays. Normal attacks and special moves are spectacularly quick and colourful and the overall attention to detail is superb – Nakaruru's flaming eagle is both beautiful and very, very deadly! In fact the only cloud on the horizon is the arrival of its even better sequel, *Samurai Shodown 2*. Classic samurai bashing fun. ■ PETE ■

■ This is the classic SNK beat'em-up that really put the company ahead in the arcade game stakes. The characters in the game are some of the weirdest I've ever played in a console title and some are really huge, almost filling the entire screen! With bags of special visual effects and brilliant arcade style music and sounds this is a real classic that you can't be without. An absolute must. ■ NICK ■

■ If you want a really cool game that lets you chop your mates into small chunks, then *Samurai Shodown* on the Neo Geo CD is definitely for you. The whole game is so well put together and it plays so fantastically, that it makes a refreshing change from all the other fighting games that are available. If you're looking for a real challenge with new characters and moves this is for you. ■ ADRIAN ■

OVERALL 91

■ SYSTEM: NEO GEO CD

■ PRICE: £49.99 ■ SIZE: 1 CD

■ PUBLISHER: SNK



SUPER SIDEKICKS 2

■ An impressive conversion to CD for this arcade footy game, *Super Sidekicks 2* is definitely a cut above the usual bunch of soccer titles graphically. But as a game it is a little stunted, lacking both the flow and the action to keep you hooked. Most of the goals are scored from rebounds or by using the 3D screens available when a scoring chance is on. Fun, but the attraction does wear thin with time. ■ DAVE ■

■ This looks smooth with well-animated players and a nice change of view when you have the chance to score. The trouble with this game is the very thing that makes the other Neo Geo CD titles so good, it's an arcade game through and through. Footy titles on home machines have really moved on in terms of gameplay since the olden days of arcade football games. Time to retire. ■ PETE ■

■ I thought that this was a fantastic soccer game in the arcades but now that I've given it a go on the new SNK console I'm not too sure whether it's truly playable. All the players are large and well animated but the loading time on CD is terribly slow making the game annoying as it stops and starts throughout the match. To tell you the truth I'd rather play *Superstar Soccer* on the SNES. ■ NICK ■

■ Help me! I've been totally gripped by a wave of football euphoria as I'm actually beginning to enjoy a few footy games this month. But I must admit that this is a fine game and has some really neat touches that set it apart from other footy sims. There's the chance kick for taking a quick shot near the goal, and there are also the brilliant static scenes when you score. This is a real fun game. ■ ADRIAN ■

OVERALL 79

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



TOP HUNTER

■ Once again, the graphics on the Neo Geo CD are pretty much faultless in *Top Hunter*. Gorgeous levels, well animated sprites and lots of huge bosses to do battle with make this a delightful arcade adventure. It even features a co-operative two-player mode. Unfortunately, the infinite continues available mean that the challenge factor pretty much goes out of the window. What a shame. ■ **DAVE**

■ Thwack enemies with your yo-yo or jump into a battle robot and machine gun them into submission in a stylish arcade platformer. Large sprites make their way across the screen towards you along two planes of action and you must battle to the right and find each area's boss. Better in two-player mode, the infinite continues make getting there rather too easy. Fun but looks a little dated. ■ **PETE**

■ With the endless line-up of beat'em-ups on the Neo Geo CD it's a breath of fresh air to get a game like this. It's a platform game that's played on two levels with lots of mechanical contraptions to use and bonuses to collect. It's best played as a two-player game, each player helping the other one out of tricky situations. Being an arcade conversion it's a bit on the easy side though. ■ **NICK**

■ In a strange sort of way, *Top Hunter* is enjoyable. Walking along and giving a good fisting to all that stands in your way is quite satisfying. But *Top Hunter* does have a slight problem when it comes to the continues... there're far too many of them. After a while you just start wading in without a care because you know that you'll still carry on fighting. Good apart from this fatal flaw. ■ **ADRIAN**

OVERALL 78

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



LEGEND OF ILLUSION

■ Mickey Mouse has battled valiantly to become a hit on the console over the past year but despite his popularity as a cartoon icon, he hasn't quite managed to pull it off. This handheld release won't help either. A little too bland for my palette, I think it is about time to face the fact that we want a little bit of excitement from our gamesplaying and Mickey Mouse just isn't exciting. Fact! ■ **DAVE**

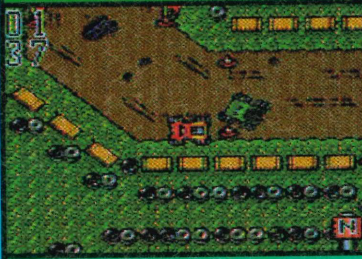
■ More mouse-based antics with Mr MM have you leaping through a landscape full of deserted villages and scary castles. He certainly doesn't look of pensionable age with a smart set of Robin Hood style clothes. Although I'm not a big Disney fan this is bound to lead to hours of fun. I do feel that it lacks a certain thrill factor though and its addictive qualities often end up in sheer frustration. ■ **PETE**

■ Mickey's a lad isn't he? And I've actually met him! This new adventure is a jolly little affair with simple gameplay, lots of wacky cartoon locations, animated sequences and some snazzy sound effects. The game is a bit simple, but then it's aimed at the younger gamesplayer out there I suppose. I still enjoyed playing the game, for a while at least, but it's not as good as meeting MM in the flesh. ■ **NICK**

■ Mickey Mouse, being a bit of an international institution and all that, must feel rather proud that he is serving us humble minions with a game all of his very own. Well, I don't think so. It just so happens that this little outing for the cheese-eating one is a bit flat with the same old terrain of cutesy houses and barrels that need to be jumped over... oh, how very dull and tiresome. ■ **ADRIAN**

OVERALL 67

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



MONSTER TRUCK WARS

■ Oh boy. What a treat this is. If those large American truck sports weren't already about as exciting as trying to teach a fish to speak, here is a completely dire game that elevates the sport to the level of geriatric pole-vaulting. Poor is a word that can be used to sum up every single aspect of this cart. Graphics: Poor. Gameplay: Poor. Presentation: Poor. Sound: Poor. Need I say any more? ■ **DAVE**

■ Micro machines made sense but monster trucks, on a Game Gear!? Unresponsive controls make this car-crushing racer far too difficult to play. Some of the upgrades are nice like nitro boosts and better suspension but the gameplay isn't good enough to make you play again. A shame because the presentation is okay, there's just no real game to give those monster tyres some grip. ■ **PETE**

■ This is a bit poor really. The joy of monster trucks is their power and strength, so what have they gone and done with this game? Tried to recreate *Micro Machines* on a much smaller scale and failed miserably in the process. Everything looks scrappy and rushed and racing around the tracks simply throws your truck all over the place. I wouldn't recommend this to my worst enemy. ■ **NICK**

■ For a driving game, you don't need to look much further than *Micro Machines* for a guide as to how it should be done. You do not, however, need a game that is as 'unique' as *Monster Truck Wars*. Using an overhead perspective, you have to race monster trucks over courses, crushing cars and steaming your opponents into the wall. This is just a little on the sad side - avoid it. ■ **ADRIAN**

OVERALL 15

ALL NEW WORLD OF LEMMINGS

■ PC CD-Rom ■ £39.99
■ 386SX 20Mhz ■ Psynosis
■ Like its predecessors, *All New World of Lemmings* has you solving ways of getting the little furballs to the other side of the screen by utilising different materials, this time though, you have to pick up these different materials before you can use them. The graphics are really nice as is the sound, but what really lets the game down is the shortage of levels, you'll have to wait until those upgrade disks come out later. More for hardened fans than anyone else.
OVERALL 79%

EARTH SIEGE

■ PC CD-Rom ■ ETBA
■ 386 DX 33 Mhz ■ Sierra
■ If you've ever harboured dreams of driving mechanical bi-peds around and shooting the heck out of everything that moves, then *Earth Siege* is for you. Using lovely graphics to make some realistic warriors, ES plays a mean strategy game as you have to use a host of computer functions and weapons in order to complete missions. Missions vary from search and destroy to rescue or strike missions where you waste everything in sight. A brilliant game that needs to be checked out.
OVERALL 90%

SIM CITY 2000

■ PC CD-Rom ■ £49.99
■ 386 33 Mhz ■ Maxis
■ Like the other versions of this game, you can build your own communities and watch them grow or you can build them up, sit back and be lazy, and watch them whither and die. It's all up to you. The bonus about this CD version is the extra scenarios that you get with this game. There are real disasters that actually happened, recreated in graphic detail for you to work out. Could you have stopped the fires in California? Find out. The best building game to date.
OVERALL 90%

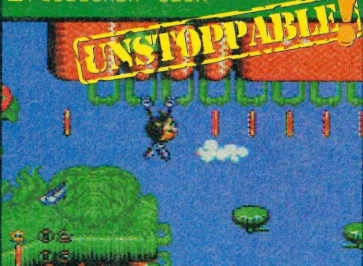
ART OF FIGHTING 2

■ Neo Geo CD ■ £49.99
■ 1 CD ■ SNK
■ Having a penchant for fighting games, the Japanese tend to make more of them than anyone else, so here's *Art of Fighting 2*, carrying on the trend for inflicting loads of pain on innocent sprites. Control one of the many fighters who all have different fighting styles and batter it out with the best of them. The graphics are really big and well animated and the special moves, when performed on unsuspecting opponents, are very entertaining. Not bad but there are better fighting games available for the Neo Geo CD.

OVERALL 78%



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



RISTAR

■ At a time when Sonic is beginning to look more than a little tired, Sega have been lucky to discover a brand new hero; a head-butting star with telescopic arms, called Ristar! A very obvious hybrid of the *Sonic* and *Dynamite Headdy* games, this is a typically colourful romp through platform land that has all the speed and challenge you could want on your Game Gear. Enjoy it. I did. ■ **DAVE** ■

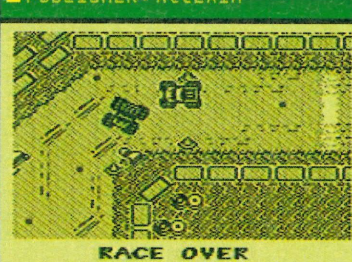
■ A little gem from Sega this one. It looks beautiful on the Game Gear, Ristar and all the enemies are well drawn and animated as he swings through the tree-tops in search of treasure. Smart and extremely addictive, you'll be glued to the screen trying to time your leaps to perfection. Large bright and colourful, this can't miss - it's the best thing to happen to the GG since *Sonic*. ■ **PETE** ■

■ I thought that the Mega Drive version of this *Sonic* look-a-like was an excellent game, but a little easy. That doesn't really matter with the GG because the game is aimed at a different market. All the razor-sharp sprites and animation from the 16bit big brother have been squeezed into the handheld along with the same bunch of levels to explore and puzzle over. Get a copy now! ■ **NICK** ■

■ My little friend Ristar, how lovely you look with your golden face, and how vicious you are when you head-butt poor rabbits with your metal head. Oh, how I laughed. And I did laugh. Ristar is your watered down *Sonic*, with the emphasis on collecting things rather than speeding about. Well, if you prefer the lazy life then check it out, otherwise keep on motoring with the blue one. ■ **ADRIAN** ■

OVERALL 91

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



RACE OVER

MONSTER TRUCK WARS

■ If this game was given away free with the Game Boy you could still be forgiven for feeling cheated. Dull, lacking playability, excitement, decent graphics... You control a square block, supposed to be your truck, around a number of uneventful, short courses trying to avoid obstacles. There are no notable 'scene setting' screens and all the 'action' seems to be in slow motion. A dud! ■ **DAVE** ■

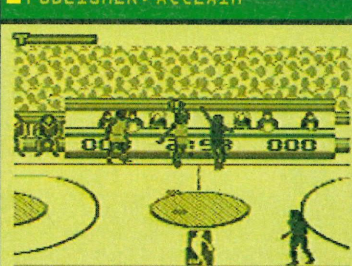
■ More truckin' action on the small screen. The lack of colour makes it even more difficult to see which truck is which and the bad detailing means that you're not even sure which way round your truck is. It slides about like nobody's business throwing up odd pixels (presumably breaking windscreens). What have they done with the gameplay in this one? This is no fun at all. ■ **PETE** ■

■ The Game Boy version of *Monster Truck Wars* is exactly the same as the Game Gear but with all the colour drained out of it and you know what I thought about that version! This is a dodgy *Micro Machines* style game but without all the charisma that made the Codemasters classic racer so incredibly successful. I've had more fun crashing my black Metro. Save your money and buy a real truck! ■ **NICK** ■

■ The Americans just love their huge, throbbing motors don't they? Well, let me tell you that if all this mass hysteria over loud monster trucks continues then they can jolly well push off with feeble little games like this. Poor track design, coupled with a totally inadequate control system add up to make a really poor game. If you can, stay clear of this and buy *Micro Machines* or something. ■ **ADRIAN** ■

OVERALL 12

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



NBA JAM

■ Very fast, makes the most of the Game Boy's limited sound abilities and contains all the moves and teams of the original, including a save feature. Unfortunately, the GB cannot create the graphical intensity or speech that the 16bit consoles can so a lot of the atmosphere flies out of the window. Also, the players seem to 'submarine' a lot which makes the action a bit hard to follow. ■ **DAVE** ■

■ By all accounts this game shouldn't work at all on the small screen but the minute I picked this up I was hooked once again. The simple B for pass or block and A for shoot and dunk works fine with the same kind of control over CPU players (they do what you do) as in all the original *NBA Jam* games. All 27 teams are here for you to play with in a game that you'll find very difficult to put down. ■ **PETE** ■

■ Okay. So it's nice to have the full family of *NBA Jam* games to show off but why do Acclaim bother when their brilliant home version of the arcade turns out like this? The tiny players tend to jerk about on the small screen in a pretty unplayable manner and although many of the quirks of the original basketball-breaker are included, it's hard to see them in yellow and black! Rather luke warm. ■ **NICK** ■

■ Basketball fans will rejoice when they finally get your hands on this top basketball game. But, it isn't all that top on the Game Boy. What made it good were the graphics and the atmosphere but all of that's missing here, with just two-tone colours making up the whole display. I wasn't really moved when a slam dunk occurred. Great game in the arcades and on console, but not here. ■ **ADRIAN** ■

OVERALL 80

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



WARIO BLAST

■ BOOM! Check out Issue 7 and you'll find our review of *Super Bomberman 2* on the Game Boy. Anyone think it was strange that the game never appeared? Well, that's because Nintendo bought the rights to it, changed its name and put Wario in it. You can still play as Bomberman if you want, instead and enjoy the game in its original form, but why bother? This is great either way. BANG! ■ **DAVE** ■

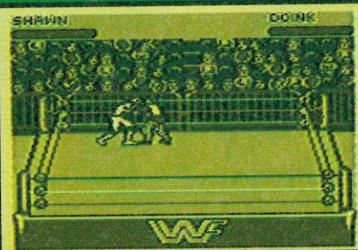
■ Putting Wario in this new *Bomberman* game may be a clever marketing ploy but this is one game that doesn't need one. I think his ugly mug looks out of place beside the cute bombermen. Otherwise this is an incredibly addictive little number that'll have you planting bombs here, there and everywhere. The simple graphics lose none of their original charm. Nitroglycerin for your GB. ■ **PETE** ■

■ Wey-heh - the return of *Bomberman*! This time Mario's old nemesis Wario is on his case. This game is basically just another *Bomberman* game, along the lines of *Bomberman 2* on the Game Boy. It's particularly impressive when you plug the cart into a Super Game Boy as it has a special border and can be played as a four-player game through a multi-tap. Just keep away from naked flames. ■ **NICK** ■

■ Get out your asbestos Y-fronts and prepare for some bomb-blasting action as Wario takes on the Bombermen at their own game and sticks a few pounds of semtex where the sun don't shine. With the action simmering away at a cool 100 degrees, *Wario Blast* is the best fun that you're going to have on your Game Boy, period. Get out a fire extinguisher and get ready for a good time. ■ **ADRIAN** ■

OVERALL 86

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



WWF RAW

■ Time to put these tired old games out to pasture or give them a major rethink. They just seem to get worse and worse and *WWF Raw* on the Game Boy is the lowest point yet. It's unplayable and slow with tiny sprites that look nothing like the wrestlers they are supposed to. This is a simply scandalous case of companies cashing-in and it should be taken out into a field and shot. ■ DAVE ■

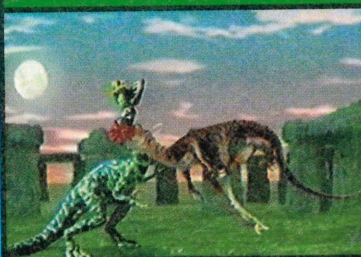
■ Along with two rather good Game Boy titles comes this sad offering. In a word, pathetic. Marvel at the insignificant little sprites as they thrust odd pixels at each other and become annoyed as the wrestlers crawl in and out of the ring for no good reason. The only real highlight is when you turn it off. This is a license without a soul and with hardly a game there to play at all. Completely awful. ■ PETE ■

■ Oh give me strength. I can just about cope with the tag teams of *WWF* games milling about on console but anything much smaller than that and you might as well give up. The sprites of the amazing *WWF* geezers are so insignificant and badly animated that you just have to laugh at them and in this mini-mode the game is almost unplayable. It's about time that these guys hung up their tights. ■ NICK ■

■ Fight fans normally go potty over games like this, when they think they've got a chance of 'being' their fave fighter. However, I would not advise even a very wealthy person to take some spare change and buy this... it's terrible. The wrestlers are too small and they all end up on the floor squirming around like demented snails. This stinks like a sumo wrestler's old jockstrap. ■ ADRIAN ■

OVERALL 24

■ SYSTEM: ARCADE
■ PRICE: 50p/credit ■ PLAYERS: 1 OR 2
■ PUBLISHER: TIME WARNER INTERACTIVE



PRIMAL RAGE

■ What a great idea! A beat'em-up featuring vicious prehistoric beasts tearing chunks out of each other. It moves quickly with impressive digitised graphics taken from stop motion animations, allowing the sprites to execute special moves, fatalities, and a multitude of blood curdling roars. This is a surprisingly playable and brutal treat and at only 50p a go I recommend it to everyone. ■ DAVE ■

■ Contrary to my expectations this turned out to be a bit of a corker. Slash, bite and gouge away at your opponent and then watch as their heart takes one hit too many and explodes. Once you get used to controlling the various dino's you can start to explore their special moves. Breathe fire, teleport or create an electric shield just to put your opponent off. *Godzilla* never had it so good. ■ PETE ■

■ The hot titles in the arcades are usually the hot console games of tomorrow so we're all in for a real treat when Time Warner Interactive's *Primal Rage* comes out on a home format. The beat'em-up theme has been used but this time it's giant prehistoric monsters who are doing the bashing, tearing and frying. With gorgeously digitised characters and bags of special moves this is a killer! ■ NICK ■

■ Do you remember those *Sinbad* movies where huge plasticine dinosaurs used to fight those nasty little bears that came from some remote island in the Aegean? Well, you can now relive those fab days... but without the bears. The fighting is fast and fun and the special moves suit the dinosaurs right down to the ground. Each monster looks really cool. Well worth a few bob I think. ■ ADRIAN ■

OVERALL 88

■ SYSTEM: ARCADE
■ PRICE: £1/credit ■ PLAYERS: 1 OR 2
■ PUBLISHER: SEGA



VIRTUA FIGHTER 2

■ Ten out of ten for the graphical tune-up this game has received. Played side by side with an original *VF* machine the difference is staggering. However, the gameplay is much the same and often seems slower than the original. Worth seeking out if you're a fan, as the graphics will blow you away. I would have liked to have seen more time spent improving the game itself. ■ DAVE ■

■ The fighters are much less blocky than in *VF* and some of the locations, like the raft, are fantastic. The new characters, like Lion Rafale, are worth trying too. Unfortunately, the tense atmosphere of the original seems to have been lost somewhere along the way. The action no longer has the vicious edge it once had. Prettier and smoother but not necessarily any better than Akira's first outing. ■ PETE ■

■ Superb! If you thought that *Virtua Fighter* was an impressive beat'em-up then you ain't seen nothing yet! Sega's development team AM2 have increased the detail on all the characters, and added a couple of new ones for you to master. You simply won't find a better beat'em-up in the arcades, I just can't wait for the Sega Saturn version of this which is in development now! ■ NICK ■

■ Right, hopefully all the fuss over the Saturn *Virtua Fighter* should have died down by about now, but will probably be re-kindled when news of the sequel gets out. The graphics are smooth as a freshly powdered baby's bum and use the same technology as *Daytona Racing*. It is a bit good though and once you've played it for a while and mastered a few moves, you'll be hooked. ■ ADRIAN ■

OVERALL 87

FATAL FURY

■ Neo Geo CD ■ £34.99
■ 1 CD ■ SNK

■ When this was first released it was top-notch, but now that it's got oodles of competition it doesn't really have much to offer. There aren't as many characters to choose from as in other games but, as an item of nostalgia, it's great. If you want to top up your collection with an alright rucking game then get this, otherwise get one of the newer games that have more moves in them.

OVERALL 75%

FATAL FURY 2

■ Neo Geo CD ■ £39.99
■ 1 CD ■ SNK

■ While not being as fast or as flash as *Fatal Fury Special*, *Fatal Fury 2* does make for a great fighting game all on its own. There are loads of fighters that are large and fill the screen and each has their own way of causing you maximum damage. This version is a lot better than the first, but not as good as its sequel. If you've never played any of the other two, this will make a good substitute until you get a better game.

OVERALL 77%

THE KING OF FIGHTERS '94

■ Neo Geo CD ■ £54.99
■ 1 CD ■ SNK

■ Out of all the fighting games on the Neo Geo, there are two that stand out from the rest, *Samurai Shodown* is one and *The King of Fighters '94* is the other. The graphics are superb, the sound is excellent and the cast of fighters is, well, big. Taking characters from *Fatal Fury*, *Art of Fighting* and, among others, *Ikari Warriors*, you can have tag-team matches or single rounds and fight to the death. This is brilliant and is a must for all fight fans.

OVERALL 92%

WWF RAW

■ Game Gear ■ £TBA
■ 4 Mbit ■ Acclaim

■ Wrestling is popular, but not to the extent of spending a whole load of your hard earned money on a game that is nothing more than a button bashing exercise. This sort of game may work really well on a 16bit machine wired up to a massive TV, but on the Game Gear's small screen and feeble speakers, it just doesn't come across as a huge game that has everyone on the edge of their seats. This sort of thing just deserves to be left on the shelf.

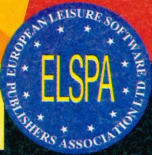
OVERALL 59%



TS...CHARTS...CHARTS...

CHARTS...CHARTS...CHARTS...CHARTS...CHARTS...

The big 10 high



CHARTS COMPILED
BY GALLUP

CONSOLE CHART

- 1: FIFA SOCCER '95 - MEGA DRIVE
- 2: DONKEY KONG COUNTRY - SNES
- 3: THE LION KING - MD/SNES/GG/GB
- 4: MICRO MACHINES 2 - MEGA DRIVE
- 5: SONIC & KNUCKLES - MEGA DRIVE
- 6: JIMMY WHITE'S WHIRLWIND SNOOKER - MD
- 7: MORTAL KOMBAT II - MD/SNES/GB/GG
- 8: JUNGLE BOOK - MD/SNES/GB/GG
- 9: EARTHWORM JIM - MD/SNES
- 10: DONKEY KONG - GAME BOY

TOP FIVE SNES

- 1: DONKEY KONG COUNTRY - NINTENDO
- 2: STREET RACER - UBISOFT
- 3: STARWING - NINTENDO
- 4: FIFA INTERNATIONAL SOCCER - OCEAN
- 5: THE LION KING - VIRGIN

TOP FIVE MEGA DRIVE

- 1: FIFA SOCCER '95 - ELECTRONIC ARTS
- 2: THE LION KING - VIRGIN
- 3: MICRO MACHINES - CODE MASTERS
- 4: SONIC & KNUCKLES - SEGA
- 5: JIMMY WHITE'S WHIRLWIND SNOOKER - VIRGIN

TOP FIVE MEGA-CD

- 1: REBEL ASSAULT - LUCASARTS
- 2: FIFA INTERNATIONAL SOCCER - ELECTRONIC ARTS
- 3: SONIC CD - SEGA
- 4: MICKEY MANIA - SONY IMAGESOFT
- 5: ECCO - SEGA

TOP FIVE AMIGA

- 1: MORTAL KOMBAT II - ACCLAIM
- 2: PREMIER MANAGER 3 - GREMLIN GRAPHICS
- 3: CANNON FODDER 2 - VIRGIN
- 4: FOOTBALL GLORY - BLACK LEGEND
- 5: MICRO MACHINES - CODEMASTERS

TOP FIVE CD32

- 1: RISE OF THE ROBOTS - MIRAGE
- 2: BUMP 'N' BURN - GRANDSLAM
- 3: SUPER STARDUST - TEAM 17
- 4: WEMBLEY INTERNATIONAL SOCCER - AUDIOGENIC
- 5: SUPER PUTTY - SYSTEM 3

TOP FIVE PC

- 1: SIM CITY 2000 - MAXIS
- 2: FIFA INTERNATIONAL SOCCER - ELECTRONIC ARTS
- 3: DOOM 2 - VIRGIN
- 4: TRANSPORT TYCOON - MICROPROSE
- 5: TIE FIGHTER - LUCASARTS

TOP FIVE PC CD-ROM

- 1: MAGIC CARPET - BULLFROG
- 2: MEGA RACE - MINDSCAPE
- 3: RISE OF THE ROBOTS - MIRAGE
- 4: THEME PARK - ELECTRONIC ARTS
- 5: REBEL ASSAULT - US GOLD

TOP FIVE GAME BOY

- 1: DONKEY KONG '94 - NINTENDO
- 2: TETRIS 2 - NINTENDO
- 3: SUPER MARIO LAND 3 - NINTENDO
- 4: KIRBY'S DREAMLAND - NINTENDO
- 5: SPACE INVADERS - NINTENDO

TOP FIVE GAME GEAR

- 1: THE LION KING - VIRGIN
- 2: COOL SPOT - VIRGIN
- 3: SONIC CHAOS - SEGA
- 4: MORTAL KOMBAT II - ACCLAIM
- 5: DONALD DUCK - SEGA

16/32 BIT FLOPPY CHARTS

- 1: MORTAL KOMBAT II - ACCLAIM
- 2: PREMIER MANAGER 3 - GREMLIN INTERACTIVE
- 3: RISE OF THE ROBOTS - MIRAGE
- 4: FOOTBALL GLORY - BLACK LEGEND
- 5: CANNON FODDER 2 - VIRGIN
- 6: SIM CITY 2000 - MAXIS
- 7: MORTAL KOMBAT - VIRGIN
- 8: WINTER OLYMPICS - US GOLD
- 9: THEME PARK - ELECTRONIC ARTS
- 10: KICK-OFF 3 - ANCO

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EDITOR'S UNSTOPPABLE TEN

THIS LAST GAME
MONTH MONTH **FORMAT**

1	1	DONKEY KONG COUNTRY	SNES
2	NE	SAMURAI SHODOWN	NEO GEO CD
3	NE	STREET RACER	SNES
4	2	MEGA BOMBERMAN	MEGA DRIVE
5	3	MORTAL KOMBAT II	SNES
6	NE	VIRTUA FIGHTER	SATURN
7	5	FIFA INTERNATIONAL SOCCER	3DO
8	6	DARKSTALKERS	ARCADE
9	7	MAGIC CARPET	PC
10	NE	EARTHWORM JIM	MEGA DRIVE

TOP TEN IMPORTS

POS	GAME	FORMAT
1	DEMOLITION MAN	3DO/USA
2	SAMURAI SHODOWN	3DO/USA
3	FINAL FANTASY 3	SNES/USA
4	EARTHWORM JIM	SNES/USA
5	SUPER STREET FIGHTER II TURBO	3DO/USA
6	DONKEY KONG COUNTRY	SNES/USA
7	DOOM	JAGUAR/USA
8	CORPSE KILLER	MEGA-CD/USA
9	OFF WORLD INTERCEPTOR	3DO/USA
10	REVENGERS OF VENGEANCE	MEGA-CD/USA



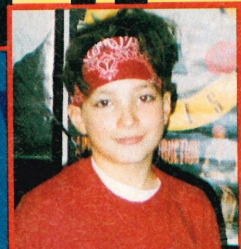
IN THE ARCADES

POS	GAME	COMPANY
1	ARMOURED WARRIORS	CAPCOM
2	SAMURAI SHODOWN	SNK
3	KING OF FIGHTERS '94	SNK
4	RAIDEN DELUXE	TV TUNING
5	STREET HOOP	SNK
6	V GOAL SOCCER	TECMO
7	DARKSTALKERS	SNK
8	ALIEN VS PREDATOR	CAPCOM
9	GUNBIRD	JALECO
10	POWER SPIKES II	SNK



AUBREY WOODIWISS'S TOP TEN WICKED TITLES

POS	WICKED GAME	FORMAT
1	MORTAL KOMBAT II	SNES
2	THE ADVENTURES OF ZELDA	SNES
3	EMPIRE STRIKES BACK	SNES
4	SUPER MARIO KART	SNES
5	EARTHWORM JIM	MD/SNES
6	DAYTONA RACING	ARCADE
7	SUPER BOMBERMAN	SNES
8	SUPER MARIO WORLD	SNES
9	FIFA INTERNATIONAL SOCCER	MD
10	DONKEY KONG COUNTRY	SNES



TOP PIGGY ACTION!

POS	PIG	GAME
1	PSYCHO PIGS	PSYCHO PIGS UXB
2	PUMBAA	THE LION KING
3	SKWEEZ	MEAN BEAN MACHINE
4	GAMOREAN PIG GUARDS	SUPER RETURN OF THE JEDI
5	PIGGY GOBLINS	ECSTATIC
6	BEE BOP	TURTLES
7	SHEFFIELD UNITED	SENSIBLE SOCCER
8	BAZOOKA SUE	BAZOOKA SUE
9	HAMTON PIG	TINY TOONS ADVENTURES
10	QINKER P SPAMM	BUSBY II

MUSICIANS' UNION

POS	GAME	BAND
1	FRANKIE	FRANKIE GOES TO HOLLYWOOD
2	AEROSMITH	REVOLUTION X
3	MICHAEL JACKSON	MOONWALKER
4	BETTY BOO	MAGIC POCKETS
5	BRYAN MAY	RISE OF THE ROBOTS
6	ELTON JOHN	THE LION KING
7	BOMB THE BASS	XENON 2
8	2 UNLIMITED	BIOMETAL
9	SOUNDGARDEN	ROAD RASH
10	ALIEN SEX FIEND	INFERNO

READERS' CHARTS

Send us in your own charts every month along with your picture and if you are lucky we will print them on the hallowed pages of Britain's top gaming monthly. They can be anything you like, from Most Stupid Games Character to Games Containing Food. The choice is yours. Send in your entries to: Big 10, Games World: The Magazine, 124 Old Christchurch Road, Bournemouth, BH1 1NF.

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more money out of the 16bit owners who want to upgrade. It is also worth bearing in mind that Sega do not view the Saturn as being a mass market machine anyway as it is too expensive, they believe the 32X represents their future market. The trouble is, that is too expensive too! The Saturn is actually an excellent console and the version of Virtua Fighter that comes with it kicks the butt of any beat'em-up I have seen so far. It is certainly a million times better than any of the Jaguar games, and we could have it now if only Sega weren't so greedy. They say it is because it takes time to adjust the console to PAL. Over a year? As a result we have to wait in line with, at present, only the over-priced, over-rated 32X for company, and hope that Sega are telling the truth about the multitude of top games they have in development. If all this wasn't bad enough, Sega will be releasing another console before the Saturn, using 32X technology, codenamed Neptune. So basically they are putting their faith in 32bit technology, not 64bit, which they believe will prove to be too pricey to be anything but specialist anyway. Well, Atari managed it didn't they?

I don't think Sega are at all worried about competing with the Jaguar, which may have more raw power than the Saturn, but does not have the specialised chips that the Sega console has and certainly cannot touch it for quality of software. I mean, the Jag came with

Cybermorph, the Saturn comes with arcade perfect Virtua Fighter! No contest. Sega's biggest rivals in the new 'super console' battle are Sony and the eagerly anticipated PlayStation, which has also been released in Japan first and has an arcade perfect version of Ridge Racer ready to go. The Jaguar would almost certainly have been left for dead if these two had been released in this country for Christmas instead of the 32X. Although, even the 32X looks likely to see off the stumbling 64bit machine! An interesting rumour concerns Nintendo's plans for a future console, did you know that they are supposed to have tried to buy the Jaguar from Atari when it was first conceived? Imagine if Nintendo had released the first 64bit machine. It might all have been a different story then.

Whilst I understand your frustration with Sega's strategy, believe me you are not alone, read my editorial of Issue 6 and you will see that I am sick of this country being treated as second class citizens by the world's big gaming corporations. Why should we have to wait? If the future is 32X and the Saturn is too specialist to be mass market, then why not release them both and let the consumer decide?

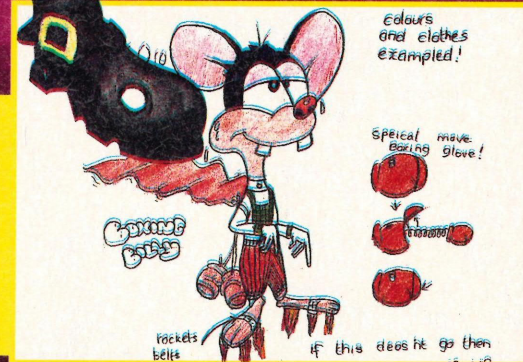
I hope I have been able to fill a few of the gaps in your argument and help you to understand the situation a bit better. Whilst it is good to get it off your chest, the best way to protest against this kind of mistreatment, is with your wallet.



WINNER!

The star of our mega competition and winner of a Mega Drive 32X and copies of Doom, Star Wars Arcade and Virtua Racing Deluxe is this picture of 'Joe Rassic' by Elizabeth Riley of Devon. She'd like to see Virtua Fighter on the 32X.

Although he doesn't win a prize we thought that we would still show this picture of 'Boxing Billy' that has been sent in by Gavin Nixon from Herts. Gavin would like to see Earthworm Jim on the 32X.



SCENE TWO

Continued...

MUTANT MAN: I have him!

MAJOR MILITARY: No, that's me you fool!

PROF HIGGINS: Stand back, I'm going to...

ZZAP!

In a moment the struggle is over:

MAJOR MILITARY: So, Cool, my moment of triumph has come. You are completely at my mercy, heh heh heh!

MUTANT MAN: Do I get to destroy him now, do I?

MAJOR MILITARY: No, a slow, lingering, excruciatingly painful death is far too good for him. Tie him up boys, we're going to put Mr Cool on ice, forever!

THE EVIL CREW: Heh! Hah! Snigger!

GAMES MISTRESS: You'll never get away with this, you, you, you villain you!

MAJOR MILITARY: Ah, but I will my dear, your beloved Cool will be thrown into the deepest, coldest, most impenetrable crevasse the Alps have to offer (at least, that's what it says in this holiday brochure). Corporal, you and the rest of the crew carry him up to the crevasse while I escape in this cable car with the lovely GM.

CORPORAL MOORE: Yes sir, immediately sir. Right you 'orrible lot, get moving!

SCENE THREE

A picturesquely impenetrable crevasse halfway up the mountain:

MUTANT MAN: ...no, I get to throw him in!

PROF HIGGINS: But I immobilised him!

CORPORAL MOORE: The Major specifically ordered me to do it -

MUTANT MAN: He's mine I tell you!

PROF HIGGINS: Wait, what's that sound?

MUTANT MAN: Oh, you mean that sound -

RUMBLE!

PROF HIGGINS: Aiiieeee! An avalanche, run for your lives!

CORPORAL MOORE: Ahhhhhh!

MUTANT MAN: Arrrrggghh!

Several minutes and several tons of snow later a mysterious snowclad figure makes his way into a native village pausing only for a moment to ask the way to the cable car station.

MR COOL: Nobody out-freezes Mr Cool!

TO BE CONTINUED...

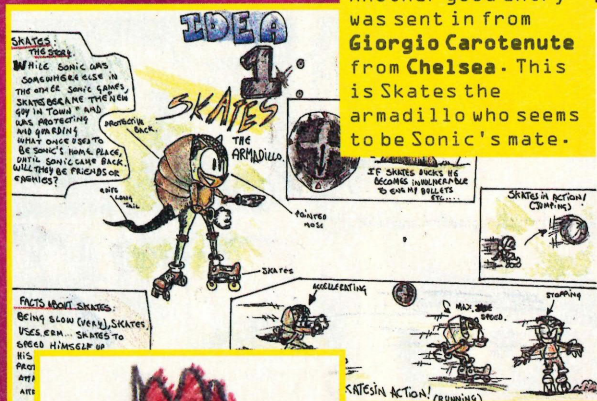
This Month's Moral: Never pick on someone cooler than you are.

DO YOU WANT A MEGA DRIVE 32X?

Like the *Mickey Mania* compo, this give-away was a huge success. Not only could you win Sega's red-hot 32bit upgrade for your Mega Drive, but you could also get *Doom*, *Star Wars Arcade* and *Virtua Racing Deluxe* to play on it. Brilliant!

We asked you to design a new character to appear with Sonic on the 32X and to say which game you would like to see appear on the new hardware. Here is our winner and some of the best of the rest:

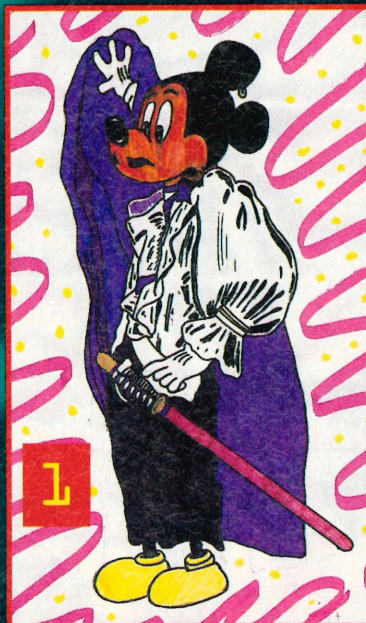
Another good entry was sent in from **Giorgio Carotenute** from **Chelsea**. This is Skates the armadillo who seems to be Sonic's mate.



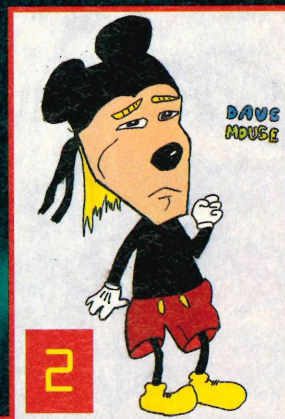
How could we resist showing you this picture of Little Red Devil sent in by **Sean Ashby** from **Welford**. He'd like to see a **WWF** game released to stretch the 32X's CPU.

TWICKY MANIA

The chance to get your hands on some original Mickey Mouse artwork proved just too good to miss for most of you budding artists. Thousands of you put pen, pastel and paintbrush to paper in our blockbusting *Mickey Mania* competition from Issue 6. Here are the winners and the runners-up:



This picture by **Neil Cooper** of **Norwich** showing The Mickey Blade has won the first prize of three sketches, *Mickey Mania* on all formats and more...

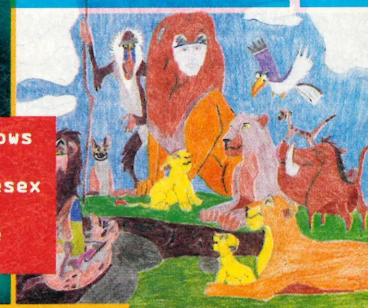


Chris Anthony who's from **Bournemouth** has won the second prize of one sketch, a copy of *Mickey Mania* and a Mickey goodie bag.



The third prize winner is **CG Twin** from **London** who has won one sketch and a copy of *MM*.

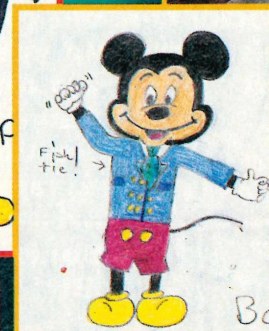
V Runners up!



A Burrows
from
Middlesex
wins a
goodie
bag.



Donna Marie Evans from **B'ham** also wins herself a goodie bag.



Sean Ashby
from **Kent** is
the winner
of a goodie
bag too.



Jill Stasch
from
Aberdeen
gets a bag!

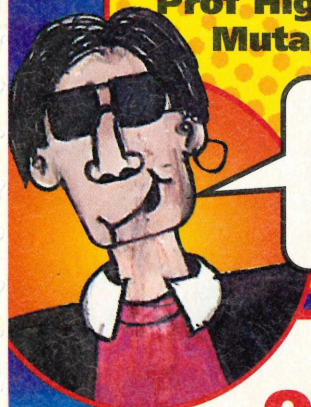


Maxine Bentley
from W Yorks
also wins a
Mickey bag.

THE CAST

Mr Cool
The Games Mistress
Major Military
Corporal Moore
Prof Higgins
Mutant Man

**Chris Hobley
Herself
Barry Oakhill
Stuart Franklin
Ryan Oveida
Gary McFarlan**



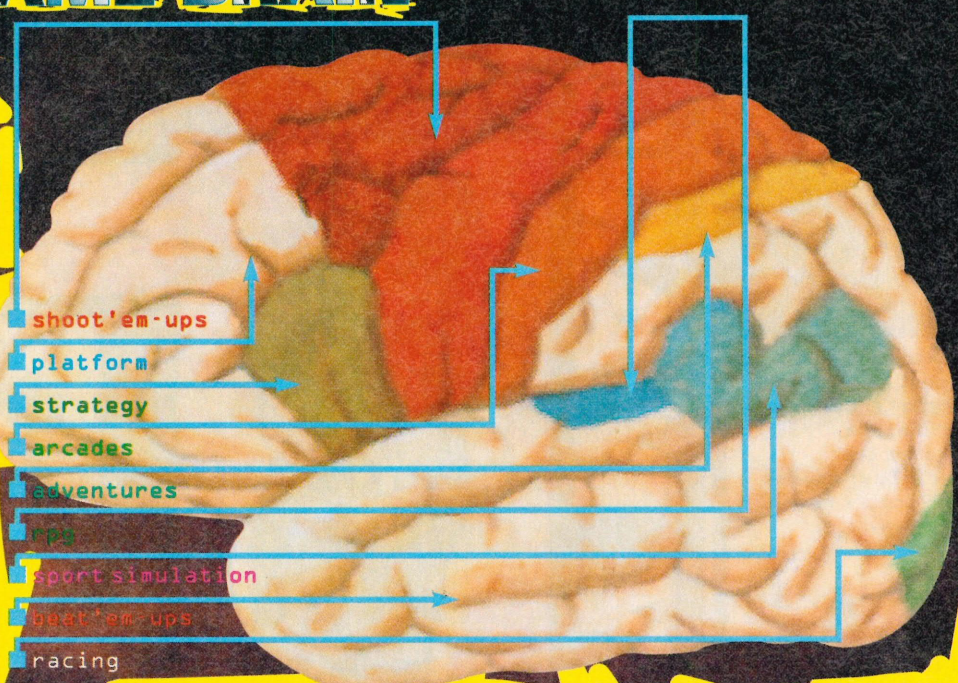
Hang on GM, I'm back and I'm cooler than ever!



MAKE YOUR OWN VIDEATOR!

If you'd like to see your very own videator featured in **Games World: The Magazine** then send a drawing of him or her along with details of their history, likes, dislikes, catch phrases and ambitions to 'The Vid Zone' at the usual Byte Back address. Who knows, your videator could be the hero of next month's episode!

ALWAYS M BRAIN



f) *Mortal Kombat*
g) *Mortal Kombat II*
h) *Streets of Rage 3*
i) *California Games*
j) *Jungle Strike*
k) *World of Illusion*
l) *Pete Sampras Tennis*
m) *Cool Spot*
9) This magazine that I used to get (before I spotted the ever-improving **Games World: The Magazine**) had a section in which they showed what bits of a game failed to make it into the final version of that game (eg they showed the flying saucers in the background of the Marble Zone of *Sonic the Hedgehog*).
Why don't you do that because I thought it was very interesting.
I hope you will print this letter in your phenomenal magazine ASAP.
Stuart Plumb, Anglesey



Puzzle no more
Stu, may I call you Stu? Because that's what you seem to be in. Here are the answers to your questions:
1) There could be a number of reasons for this, but the main one is that there have been more SNES releases over the past few months than Mega Drive. I can assure you that there is no bias towards any one system in this publication.

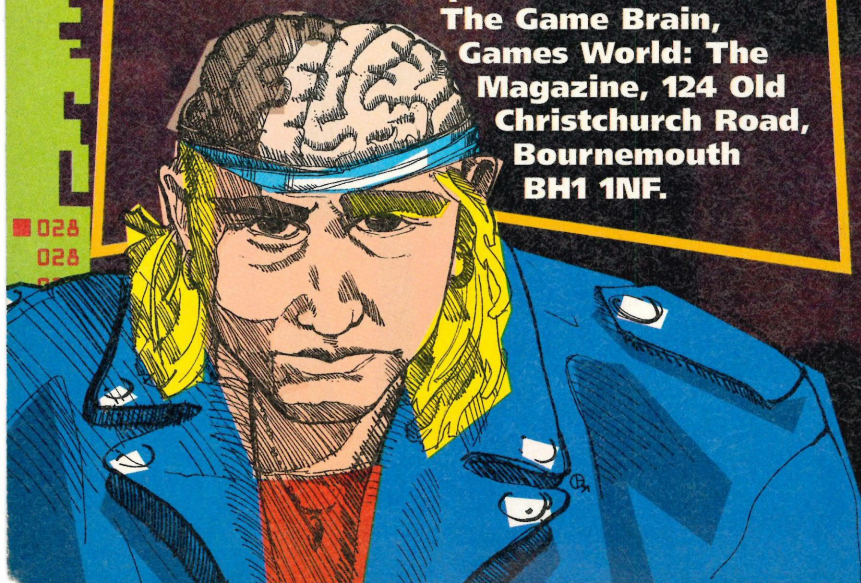
SORRY, NO FLYING SAUCERS

Hello Game Brain,
I am a puzzled Mega Drive owner. I will get straight to my questions:
1) Why have you ALWAYS got more SNES reviews than MEGA DRIVE reviews?
2) Is there a cheat for *Mortal Kombat II* on the Mega Drive so that you can get the special beginning which shows Kintaro and Shao Kahn coming on to the Acclaim screen?
3) What is your fave home console?
4) Is the 32X worth buying, because on Games World the program, Big Boy Barry's games reviewers said it was a waste of money because the Sega Saturn is coming out soon!
5) Could you give me the Games Mistress's address? If you can't, could you just send me a signed photograph of her?
6) Is *Mega Bomberman* any good?
7) I am hoping to get a Mega-CD for Chrimbo, so could you tell me what the best game out (or coming out in the near future) is?
8) Could you please rate my games individually on a scale of 0-10?
a) *Sonic 1*
b) *Aladdin*
c) *Sonic 3*
d) *Alien 3*
e) *Sonic Spinball*

2) Obviously you have not been a regular reader of **Games World: The Magazine** Stuart, because all along we have been the first UK publication to print all the moves and cheats for Acclaim's brutal beat'em-up. To get the special opening screen with Shao Kahn and Kintaro you simply hold down L & R as the Acclaim logo appears on-screen. To get the tournament mode you just have to do the same thing when the screen with 'START' on it appears.
3) My loyalties are usually equally divided between my SNES and my Mega Drive. It all depends what games are available, although I must admit that at the moment, with games like *Donkey Kong Country* and *MK II*, the SNES is coming out on top.
4) I wouldn't worry too much about what Big Boy Barry's games reviewers say if I were you, we don't. The reality is that the Saturn will not be released until late next year, so unless you buy it on import you will have a long, long wait. As for the 32X, it is incredibly over-priced and at the moment doesn't really have the games to warrant the hefty price tag, yet. However, it is certainly worth buying ahead

Boy oh Boy, what a week I've had! Locked away inside Dave's skull whilst he takes all the credit for my genius. Well, I've half a mind to quit, well in fact it's pretty much a full mind really, then where would he be? I'm sure that SKY wouldn't want to know him then, he'd have to go and work for children's BBC or something. Ha, ha, that would sort him out, but in the meantime, let's get on with answering your questions: If you have a question about the games world, or a tricky console conundrum that no-one else can help you out with, consult the UK's top brain at:

**The Game Brain,
Games World: The Magazine, 124 Old Christchurch Road,
Bournemouth BH1 1NF.**



ANIMAL MAGIC

Dear Game Brain,

I have heard that on *Mortal Kombat II* there is a secret death move called an 'animality'. Is this true and, if so, how do you perform it?

I am also stuck on *Police Quest 3* on the Amiga. I have reached day 4, read the letter and got the tracking device, but I am now driving around trying to find out where to go.

■ **Peter Guyatt, Somerset**

PS: Your magazine is great.



■ Okay, well first off, I think the world knows that here at **Games World: The Magazine** we are the leading experts on the wonderful world of *Mortal Kombat II*, and talk of Animalities, Nudalities etc is little more than speculative rubbish, so don't worry your head over them.



Police Quest 3, however, is a completely different kettle of fish. Let me try to help you with your law enforcement techniques, Peter:

The letter you have read is a subpoena and before getting into the unmarked car and driving around you must get the calibration chart from the glove compartment of the marked patrol car. Now, drive the

unmarked car to the Court House. Once there, click the talk icon on the prosecuting attorney and make sure that you've entered the correct time on the ticket you gave Juan on Day One or your case will be thrown out of court. The rest is up to you, officer Guyatt.

of the Mega-CD, so that answers question seven, doesn't it? The difference between the two is that games for the Mega Drive 32X will improve while the Mega-CD is as good as dead.

5) No! The *Games Mistress's* number is confidential! Only Dave and Big Boy Barry know what it is and they're not telling anyone.

6) *Mega Bomberman* is, without any doubt, one of the Mega Drive games of the year. In four-player mode it is without equal. In issue seven of **Games World: The Magazine** it scored 92% and had us hooked to the main office monitor for weeks.

7) I don't think there is such a thing as a good Mega-CD game. Sorry, I was being sarcastic. Most of the Core games, like *Battlecorps* and *Thunderhawk* are okay, *FIFA International Soccer* is good and I

personally like *Brutal* from Gametek, especially when it's wired up to my speakers. I have heard that *Eternal Champions* is looking good. But, if you can help it, please don't buy a Mega-CD, you'll be sorry...

8) I'll do better than that Stuart, I'll even put them in the correct order of merit for you.

g) *Mortal Kombat II* - 9

b) *Aladdin* - 9

j) *Jungle Strike* - 8

c) *Sonic 3* - 8

l) *Pete Sampras Tennis* - 8

m) *Cool Spot* - 7

a) *Sonic 1* - 7

f) *Mortal Kombat* - 7

k) *World of Illusion* - 7

e) *Sonic Spinball* - 6

d) *Alien 3* - 6

i) *California Games* - 5

h) *Streets of Rage 3* - 4

9) At **Games World: The Magazine** we

consider features like that to be space fillers. There are far too many games out there that need covering in our hallowed pages to waste space showing things that never made it and that you will never see. I realise that it might be quite interesting but it is, ultimately, pointless.

VIRTUAL SEX?

Dear Sir/Madam

I would be grateful beyond belief if you could give me some information on the virtual reality package available to the public. Including how much it would cost and where to buy the damn thing as well as any helpful information you can give me.

And could I have information on Dave Perry's love life if it exists in the first place which is highly unlikely.

I thank you in feverish anticipation of your reply.

Yours sincerely

■ **Alan Wilson, Kent**

■ Oh dear, casting aspersions on the sex life of the console king. Oh ye of little faith. Frankly, that kind of information is none of your business, why do you want to know anyway? Fancy him do you?

As for virtual reality in the home, you really do get what you pay for. If you own a 486 PC or better still, a Pentium, you can buy a *Superscape VRT* from *Freescape*. This gives you a suite of software editors allowing you to build and explore virtual worlds. It comes with 20 ready-made virtual worlds and over 200 pre-prepared objects for you to place in them. This entrance to the cyber world will cost you around £3,450, for more information call Richard Peers on (0734) 810 077.

At the other end of the scale you could buy the *Cybermax Virtual Reality helmet* from most large retailers for around £499, and play the 360° rotational software that comes with it. You can also plug it into your VCR and watch movies through it - this is not recommended though.

So, you pays yer money, you takes yer choice, Alan.

BOTTOM OF THE BARREL

Dear Game Brain,

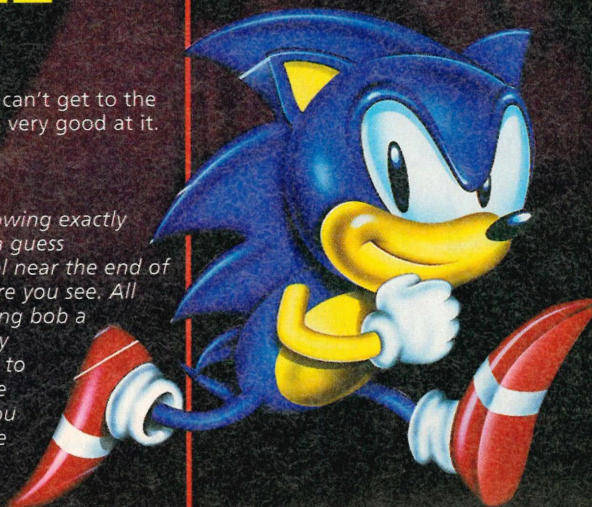
I am really stuck on Act 2 on *Sonic the Hedgehog 3*. I can't get to the end. It took me one day to get to Act 2 in zone 4 so I'm very good at it. Can you help me out?

■ **Jasdev Sekhon, W Midlands**



■ Well, in a word, no. Not without knowing exactly what your problem is. I would hazard a guess though that you are stuck on the barrel near the end of the level. A lot of people get stuck there you see. All

you need to do is take a good run up and make the thing bob a little. Then, once it is moving, keep the motion going by moving the D-Pad up and down in time with the barrel to increase the inertia until you are able to jump off at the right point and continue along the level. Easy. Really you should be sailing through these early levels and be close to completing the game within a day or so. Still, not everyone can be a game brain I suppose.



Running since Issue 2 of **Games World: The Magazine**, our *Rise of the Robots* coin-op competition has received an overwhelming response and finally we can announce the lucky winner of one of the year's most eagerly awaited coin-ops:

DUNCAN BALL
from Basingstoke in Hampshire

Not only did he get all three of our questions right but he came up with the simple, aggressive slogan: **I PLEDGE MY UNDYING LOYALTY TO GAMES WORLD: THE MAGAZINE BECAUSE IT'S THE RIGHT THING TO DO - NO ARGUMENT - NO DEBATE - SIMPLE LOGIC!**

We'll be winging that hefty coin-op to Duncan's house any day now, so watch out next issue to see what happened when he received the biggest prize of his life!

WATCH OUT BASINGSTOKE, THE WORLD GAMERS ARE COMING!

AT LAST!
RISE OF THE ROBOTS
COIN-OP WINNER!



COMPETITION

COMPETITION...COMPETITION...COMPETITION...COMPETITION...COMP

**JUST WHEN YOU THOUGHT
IT WAS SAFE TO GO BACK
TO YOUR CONSOLE...**

**...WE GIVE YOU MORE
MORTAL
KOMBAT
THAN YOU COULD
EVER HANDLE!**

We have :
★ 2 SNES Mortal Kombat II
+ T-Shirts actually signed
by the game's characters +
The Official Guide Book.

★ 2 Mega Drive Mortal
Kombat II + T-Shirts
actually signed by the
game's characters + The
Official Guide Book

★ 2 Game Gear Mortal
Kombat II + T-Shirts
actually signed by the
game's characters + The
Official Guide Book.

★ 1 Game Boy Mortal
Kombat II + T-Shirts
actually signed by the
game's characters + The
Official Guide Book

**Yes, that's seven bouts of
the year's most brutal
beat'em-up action to give
away, and all you have to
do to win is answer this
simple question:**

**Q: Name the three
characters that
appeared in Mortal
Kombat but not in
Mortal Kombat II?**

**Easy-peasy eh? Send your
answers on the back of a
sealed envelope or on a
postcard stating which
format you wish to win
and send them to:**

**DAVE PERRY IS THE
GREATEST MORTAL
KOMBAT II PLAYER IN
THE WORLD, Games
World: The Magazine,
Durham House, 124 Old
Christchurch Road,
Bournemouth, BH1 1NF.**

**Winners will then be
drawn out of a hat. The
editor's decision is final.**

WV!



WV!

030
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...



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

AWESOME SOFTWARE



SOFTWARE UPDATE AS OF EARLY DECEMBER '94

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

Alien v Predator - JGS 1122	NOW	£54
Brutal Sports Football - JGS 1532	NOW	£54
Bubsy the Bobcat - JGS 1581	NOW	£49
Cannon Fodder - JGS 1704	NOW	£39
Chequered Flag - JGS 1761	NOW	£54
Club Drive - JGS 1794	NOW	£49
Crescent Galaxy - JGS 1852	NOW	£39
Doom - JGS 2282	NOW	£59
Dragon - Bruce Lee Story - JGS 2272	NOW	£54
Evolution - Dino Dudes - JGS 2462	NOW	£39
Iron Soldier - JGS 4011	NOW	£54
Kasumi Ninja - JGS 4502	NOW	£59
Raiden - JGS 6722	NOW	£39
Tempest 2000 - JGS 7472	NOW	£49
Wolfenstein 3D - JGS 8932	NOW	£49
Syndicate - JGS 7301	DEC '94	TBC
Theme Park - JGS 7501	DEC '94	TBC
Zool 2 - JGS 9312	DEC '94	£54
Pinball Fantasies - JGS 5931	JAN '95	TBC
Sensible Soccer - JGS 7011	JAN '95	TBC
Charles Barkley Basketball - JGS 1741	FEB '95	TBC
Creature Shock - JGS 1802	FEB '95	£39
Demolition Man - JGS 2142	FEB '95	£39
Flashback - JGS 2971	FEB '95	TBC
Rayman - JGS 6891	FEB '95	TBC
Rise of the Robots - JGS 6942	FEB '95	£49
Battlezone 2000 - JGS 1341	EARLY '95	TBC
Battlemorph - JGS 1201	EARLY '95	TBC
Blue Lightning - JGS 1531	EARLY '95	TBC
Hardball III - JGS 3841	EARLY '95	TBC
Legions of the Undead - JGS 4941	EARLY '95	TBC
Rage Rally - JGS 6521	EARLY '95	TBC
Space Wars - JGS 7031	EARLY '95	TBC
Star Raiders 2000 - JGS 7192	EARLY '95	£49
Tiny Toon Adventures - JGS 7592	EARLY '95	£49

ACCESSORIES

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

All Prices include VAT

CD-ROM ADD-ON



EXPECTED
JAN / FEB '95

PLAY WITH THE FUTURE NOW!

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

EXPECTED DURING '95

- LINK UP WITH 'CATBOX'**
The optional extra Catbox plugs into the back of your Jaguar, enabling you to connect a wide variety of add-ons simultaneously. Facilities include the ability to link up to 32 Jaguars together for multi-player games such as Doom and Club Drive.
- CD-ROM FILMS & UNBELIEVABLE GAMES**
Tap the power and speed of CD-ROM with Atari's Jaguar add-on (expected Jan/Feb '95). Play bigger 3D games, standard audio CDs and films with optional extra FMV module). The CD-ROM drive also includes a virtual light system, which creates an interactive light show in time with CD audio output.
- VIRTUAL REALITY'S COMING**
Watch spaceships whirl around your head, laser bolts slice past you, sounds of destruction fill your head as you become part of the game. Jaguar's virtual reality helmet is expected in 1995.
- CONNECT WITH A WORLD-WIDE NETWORK**
In the world of Jaguar, distance means nothing. Play against Jaguar owners in New York, France, Greenland or even Australia. Plug in your optional virtual reality helmet, and do battle in cyberspace with players from around the world. There is nothing like it!

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To: Silica, GAMEW-0295-217, Silica House, Hatherley Rd, Sidcup, Kent, DA14 4DX

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Mr/Mrs/Miss/Ms: Initials:

Surname:

Company (if applicable):

Address:

.....

.....

Postcode:

Tel (Home):

Tel (Work):

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



FUTURE SCREENS

WORMS

■ TEAM 17

Worms. What are they good for? Absolutely nothing... say it again! Well actually they are useful for something in the latest crazy offering from those clinically insane guys at Team 17 – killing each other! These worms are of the rather nasty variety. Armed with bazookas and Worm-to-Worm combat skills they're out to do some damage.

The game is described as a sort of cross between *Lemmings* and *Cannon Fodder*. Basically, the idea is that you pick a team of Worms to lead into battle. You must destroy all the Worms in the opposition army before they polish off your lads. You can give each individual Worm its own identity, and modify all the elements of the game to suit your personal tastes but the bottom line is to kill the enemy as quickly as possible. Homing missiles, dynamite and hand grenades will all come in handy but so will special moves like the 'Dragon Punch' you can get your wriggly troops to perform.

With characteristic speech for each Worm, a variety of levels set over snow, woodland, fantasy and futuristic scenarios and a multi-player option, this crazy game is going to take the world by storm. It should be driving you all insane sometime around April. You have been warned!



information...

- TEAM 17
- AMIGA/CD32/PC/PC CD-ROM
- APRIL



PUSSIES GALORE

■ TEAM 17

With a title like that there's only one thing this game could be about... all the cute little kittens in the world are under an evil spell! Evil Eric is a nasty piece of feline work. Hearing all the fracas about Satanic messages in heavy rock records he decided to release his own, affecting all the bopping kittens. Only one streetwise alley cat is brave enough to sort out the mess – Boris!

Four enormous worlds with a number of missions have been created for platform fans to explore. Keys, power-ups and secret bonus rooms have been incorporated to boost the gameplay and there's a host of unique features that could set this Amiga platform romp apart from the rest.

Rescued kittens can be controlled to complete special tasks like sending them through tunnels to be used as 'feline fuses' to complete an electrical circuit and make bits of machinery work. Each discovered kitten must also be guided to its own exit point to successfully complete each stage.

Boasting 64-colour play screens and parallax scrolling, *Pussies Galore* could be the game to put the Amiga platform genre back on course.



ATP TENNIS

■ SEGA

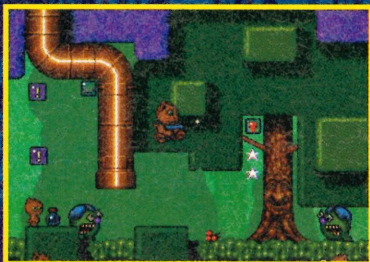
Put down your strawberries and cream and pick up your tennis racquet once again for another bout of tennis with a little help from Sega. You may have thought that everything had been done with tennis simulations but the busy programmers of *ATP Tennis* have tried to give the game another dimension by allowing the player to customise their ball-bashing characters.

The name, birth date, weight, height and playing style of your tennis player can all be altered, giving a unique game every time you play. Different types of court can be selected depending on the speed of game you want. Grass is always quite slow while clay makes the tennis balls bounce much faster. There are all the options and features you'd expect from a top class tennis game including ball boys that run across the screen when you hit the net.

Whether you're battling it out on the world circuit or taking a few pot-shots at players from the senior tour, once you are out on court, it's all up to you.

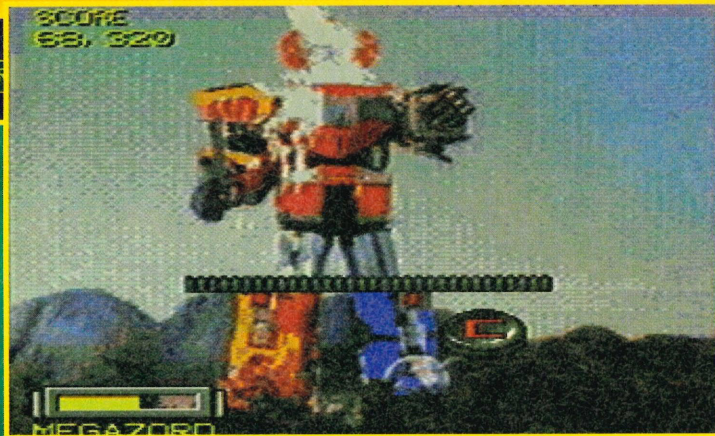
information...

- TEAM 17
- AMIGA 1200/CD32
- MARCH/APRIL



information...

- SEGA
- MEGA DRIVE
- FEBRUARY



POWER RANGERS

■ SEGA

They're mighty, they're morphing and they're... Power Rangers! Everyone shout hooray because the TV mega stars have made their way onto the Sega Mega-CD with a unique game. Forget all your digitised sprites and groovy animation, this is created from actual footage of the TV show.

Each level is full of Full Motion Video in both the introduction sequences and the interactive sections. All the player has to do is press the buttons on the joypad at the right time to influence the action on screen. Get it wrong and your mighty heroes could end up a little worse for wear!

Fans of the *Power Rangers* will find this a riot to play and you get all the powers of Earth's ancient dinosaurs, free!

information...

■ SEGA
■ MEGA-CD
■ FEBRUARY

WING WAR

■ SEGA

An arcade game that didn't receive all the hype of *Daytona* and *Virtua Racing* from Sega is *Wing War*. Using the same polygon graphic techniques again this is an arcade flight simulation with eight kings of the air for you to pilot.

After the success of *Virtua Racing Deluxe*, this aerobatic action game is now scheduled to arrive on the Mega Drive 32X! The gameplay is based on the classic dogfighting scenario. You choose the plane or chopper you'd like and, after a stats screen showing all the details of your mean machine, you're thrown in at the deep end taking off or hovering over a polygon cityscape. The computer takes the role of your aggressor and you've got to blow him out of the sky before he does the deed on you!

Skyscrapers rise up making some manoeuvres a little tricky. There is a golden bridge to negotiate and a grand canyon to hide inside – perfect for an ambush. Great fun to play, this is a game that looks perfectly suited to the capabilities of the 32X.



information...

■ SEGA
■ MEGA DRIVE 32X
■ SUMMER

RE SCREENS... FUTURE SCREENS... FUTURE SCREENS... FUTURE SCR

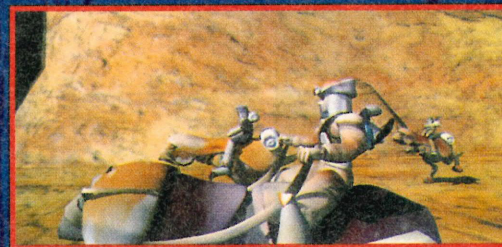
PANZA DRAGON

■ SEGA

For a graphical showcase game on the Saturn, look no further than the Sega masterpiece, *Panza Dragoon*. The game has a magical storyline with tales of mysterious places and strange creatures, coupled with some incredibly atmospheric backing tracks to hum along to.

All the visuals have been created from beautifully rendered 3D graphics with flying sequences, moody skylines and fast-paced action. Gameplay outlines are sketchy at the moment but we can tell you that there are a variety of creatures to control in the game and many different weapons to master.

Developed in Japan, the game will be available on import during the first quarter of the year, at the inflated import prices. For an official release you're going to have to wait a little longer with a Saturn launch pencilled in for December as we go to press (although it's likely to be sooner than that). Rest assured, *Panza Dragoon* is one game that's worth waiting for!



information...

■ SEGA
■ SATURN
■ TBA

VAL D'ISÈRE

■ ATARI

Have you ever had the urge to go skiing, but couldn't be bothered to go to all the trouble of travelling to a snowy climate and hiring all the gear? Well, you'll soon be able to have all the thrills and spills of skiing and snow boarding on your Jaguar with a conversion of the SNES game, *Val d'Isère*.

The game is basically a race to the finish with the snowy terrain scrolling by and plenty of rocks and trees to jump over. The player is given three options at the start; free ride, training or compete. It's always advisable to go for a training run before you head up to the higher slopes. One or two players can compete, using either the skis or snow boards. The two handle quite similarly except that you lose the sticks when you go snow boarding.

As well as the usual trees and rocks to avoid there're other more hazardous obstacles to overcome. Other skiers can get in the way when you least expect it and then there are snowploughs and buggies that tear across the slopes.

Skiing is a sport that has never been done very well on consoles, but this Jaguar title could be the first to create a fast and addictive game out of it.



information...

■ ATARI
■ JAGUAR
■ FEBRUARY



LIGHT CRUSADER

■ SEGA

The great thing about Role Playing games is that one can last you for months. If you enjoyed the last one from Sega, *Shining Force II*, then prepare yourself for a brand new arcade adventure, *Light Crusader*.

Sega were being very secretive about their new RPG, only giving out one in-game screen shot at the time of going to press. From what we have seen the game seems to be played from an aerial viewpoint, at an angle. The main character marches around with a sword to keep him company and all kinds of strange creatures litter the levels, waiting to be sorted out. The one monster we were allowed to see was made up of a collection of balls!

We don't think this is any reflection on the top hack 'n' slash action in this cart though.

information...

■ SEGA
■ MEGA DRIVE
■ TBA



FUTURE SCREENS

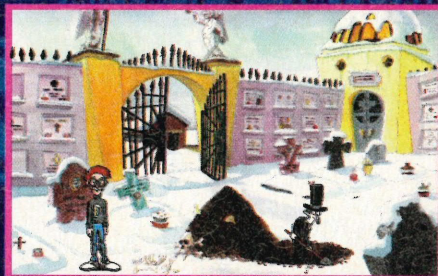
THE BIG RED ADVENTURE

CORE DESIGN

Take a trip into the heart of Russia with a ticket from Core Design and Dynabyte. Their latest adventure game takes elements from classic LucasArts adventures like *The Secret of Monkey Island* and adds some beautiful hand drawn graphics to give a game with a unique feel and look to it.

Over 100 locations must be explored, many of which are two to three screens wide. Mind-bending puzzles must be solved to progress through the game and there are several possible solutions to each of them. The game incorporates three main characters which the player can swap between at any point and, as you move across Russia, you will encounter all kinds of characters and situations.

Initially developed for the PC and CD-ROM the game will soon be converted to the Amiga CD32.



information...

■ CORE DESIGN
■ PC/PC CD-ROM/CD32
■ FEBRUARY

ACTION SOCCER

UBI SOFT

Have we finally discovered a game that might knock the mighty *FIFA Soccer* off its pedestal as number one soccer simulation for the PC CD-ROM? Well, *Action Soccer* from Ubi Soft is looking like it could certainly be one star signing.

The game starts off with a sideways view of the action with well animated players tottering around on the pitch. The viewpoint can be changed to a 45° rotated view as you get near the goal posts.

Of course, there's a one or two-player game to choose from and all the strategies and formations of your team can be customised. Whether this is a *FIFA* beater or not we'll just have to wait and see, but if these screen shots are anything to go by *Action Soccer* is going to be pretty hard to keep out of the net!



information...

■ UBI SOFT
■ PC CD-ROM
■ MARCH

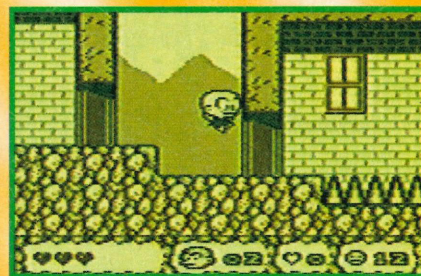
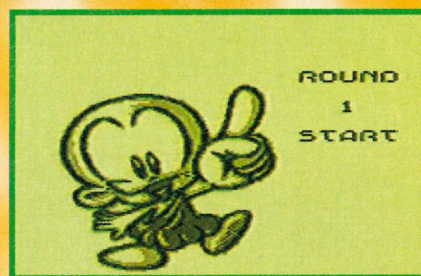
BC KID 2

HUDSONSOFT

Super *BC Kid* may have only just made its way onto the SNES but the Game Boy is way out in front with *BC Kid 2* from HudsonSoft. He's a strange console game character really. A small kid with a massive head who goes around head-butting everything in sight to kill off enemies and discover secret bonuses.

The sequel on the Game Boy has many levels of platform action with all the platform game devices we all know and love. Spikes and fire must be avoided at all costs and bonus games discovered and played to win points. If it's weird end of level guardians you are after then this is the game for you. Some of the ones in *BC Kid 2* look like they'll need a lot of head-butting before they give up the path to the next level.

BC Kid has come a long way from his humble beginnings on the PC Engine console, hopefully this'll be another great little platformer.



information...

■ HUDSONSOFT
■ GAME BOY
■ MARCH



ASTERIX

SEGA

Asterix is a legend. The little guy has a cult following in this country, but over in France they've made him a national hero! They've even got a whole theme park devoted to the plucky little Gaul, Park Asterix just outside Paris. He's now all set to star in another platform extravaganza from Sega.

As in the other *Asterix* games that have appeared on Sega consoles in the past you can choose to play either Asterix or his large friend Obelix. Some of the levels need a specific character to complete them, as they both have different abilities and sizes!

The game is presented in a very *Mario*-esque style with a large map to walk around showing mini versions of our two heroes, villages and Roman settlements with tiny rows of tents pegged up. Levels are all platform based with rocks to jump over and plenty of stupid Roman guards to smash and bash along the way. There are a few surprises in the Mega Drive version of the game too. In one level little Asterix gets to ride on a roller coaster, jumping over bars and ducking to avoid obstacles.

With bright, colourful sprites that capture the magic of the cartoons, Sega are look to be onto a real winner with the return of this magic potion-swilling Gaul.



information...

■ SEGA
■ MEGA DRIVE
■ FEBRUARY





DAYTONA USA

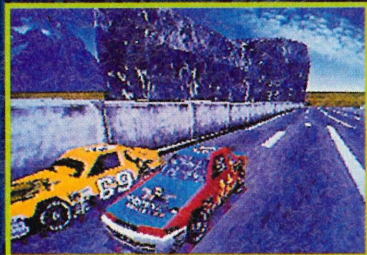
■ SEGA

The arcade classic is finally just around the corner for a Sega Saturn release, and it's looking great too! This is the game that we've all been waiting for, a game to really show what the Saturn is capable of.

Coming on one CD, all the thrills and spills of the brilliant coin-op game are to appear in the console version of *Daytona USA*. AM2, Sega's top development team, have squeezed in the beginner, advanced and expert tracks along with a choice of automatic or manual gearbox for each car.

Following on from *Virtua Racing* in the arcades *Daytona* used the same polygon graphic techniques but texture mapped them to give a more realistic feel. Sega haven't bothered with VR on the Saturn, choosing instead to go straight to *Daytona*. The four viewpoints have also been incorporated into the game and everything is moving along at a tyre-blistering pace.

After the abysmal *Gale Racer* on the Saturn, Sega need a good race game to put them back on track and this looks like it.



information...

■ SEGA
■ SATURN
■ TBA

ULTRA VORTEX

■ BEYOND GAMES

The Jaguar hasn't really had much luck with beat'em-ups in the past. *Kasumi Ninja* was a bit of a joke but the latest offering from Atari and Beyond Games looks set to put the record straight. *Ultra Vortex* is a combat game along the lines of those two classics, *Mortal Kombat* and *Street Fighter II*.

Eight characters line up to be selected, all digitised from live actors. They've each got special weapons and tricks up their sleeves. One geezer is armed with a giant axe, one of the girls can warp from one side of the screen to the other and a couple of the characters have fire balls to blast away at each other.

The action is fast and smooth and the screen moves up and down with the characters, scrolling over some highly impressive backgrounds. There's plenty of blood and gore in



evidence too, every time you slice and dice an opponent.

A heavy rock track playing in the background puts the icing on the cake, creating the first beat'em-up to really use the Jaguar's abilities effectively. This looks ultra good.

information...

■ BEYOND GAMES
■ JAGUAR
■ MARCH

HOVER STRIKE

■ ATARI

The Jaguar may have got off to a slow start with very few games around for the console, but Atari are certainly making up for it now with an impressive line-up. A new space exploration adventure is on the cards with different viewpoints and lots of blasting action.

Levels in *Hover*

Strike are huge with acres of texture-mapped terrain and alien robots wandering all over the place. Select the out of ship viewpoint and you also get a status panel at the bottom of the screen showing a compass and the weaponry you have left. Being made for the 64bit console, there are some impressive visual effects in *Hover Strike* including lots of special shading and light-sourced graphics.

We'll have to wait and see whether this new space adventure game plays as good as it looks.



information...

■ ATARI
■ JAGUAR
■ MARCH

FLASHBACK

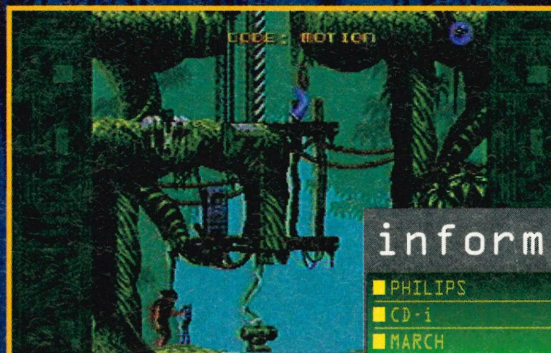
■ PHILIPS

Here's a game that has already been released on every format imaginable by now, so it must be time for a CD-i version. The story follows the adventures of Conrad B Hart, a galactic investigator in the

year 2142. Conrad creates a machine capable of analysing the molecular structure of any living being. Using this machine, Conrad discovers that some of the top ranking members of society are in fact extra terrestrials in disguise. They learn of Conrad's discovery and have him kidnapped. He awakes on a strange planet with no knowledge of his own identity.

The lifelike character animation and detailed backdrops are what make *Flashback* an impressive game. Polygon graphics have been used to dramatic effect in the main animations and the cinematic introduction sequences. There are three worlds to discover with five vast levels and 200 different game screens along with 15 characters and 20 objects to interact with.

Flashback has been a roaring success on the SNES and Mega Drive, so all CD-i owners are in for a real treat.



information...

■ PHILIPS
■ CD-i
■ MARCH

MAXIMUM

firepower

Top of the morning to ya and other salutations pertaining to joyous greetings. Max is back and this time it's brimming with top class tips given to us by the Games Mistress - she's a love and we adore her and if you do as well send a bin-liner full of tips to: Maximum Firepower - Penthouse Suite, Paragon The Magazine, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth, BH1 1NF.

PITFALL

■ Atari 2600 Game and Infinite Continues

A bit of nostalgia about to come your way. If you'd like to re-live the olden days when graphics were made up of blocks, then enter this code: Down, A (26 times), Down. You'll be instantly transported to the original game. If you'd just like some plain old infinite continues, then press: C, C, C, C, Left, A, Down, Up, Down. You can now play forever.

MEGA DRIVE



SYLVESTER & TWEETY IN CAGEY CAPERS

MEGA DRIVE

■ Level Codes

To enter the following codes that will allow you to get off certain levels, press Start to get to the inventory and then press A to clear the way for the codes, which are:

Skip the House level:
Skip the Backyard level:
Skip the Train level:
Skip the Alley level:
Skip the Lab level:
For free Continues:
Time Up:

B, B, C, B, B, A, A, Left, Right, Up
Left, A, C, C, C, Down, Up, Left, B, B
C, B, C, A, B, C, A, B, C, Down
C, Down, Up, Up, B, C, C, C, A, A
UP, B, C, A, A, B, B, Right, B, Right
Left, A, A, B, Up, C, A, B, B, C
A, B, C, C, A, Up, C, C, C, Up

MICRO MACHINES 2

MEGA DRIVE

■ Power-Ups

Level	Stage	Position	Effect
Level 2	Driller Killer	Middle of table.	Level warp
Level 6	Ceiling Circuits	Bottom right route off track 2nd lap.	Level warp
Level 8	ATV Action	Bottom right under flowers 2nd Lap.	Level warp
Level 12	Roller Coaster	Above bottom wallpaper roll.	Extra life
Level 13	Bury My Body	Top left of map.	Bonus lap
Level 14	Piano Panic	Bottom left of map 2nd lap.	Extra lap
Level 16	Turbo Buggies	Bottom left corner of lap.	Bonus lap
Level 17	Treehouse Tumble	Bottom plank, halfway along	Bonus lap
Level 18	Vice Squad	Middle of table.	Extra life
Level 19	Hit Parade	Left of keyboard, to right of map.	Bonus lap

STREETS OF RAGE 3

MEGA DRIVE

■ Level

Select and Same Character

Move to the Battle menu and press and hold Up and B and push Start. While all of these are held down, you'll see a new option appear. Select this, choose your starting level and away you go.

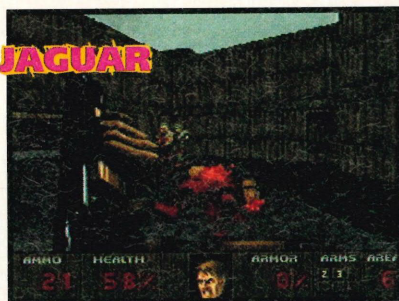
If you'd like to play as the same character as your friend in two-player mode do this: Go to the two-player option and press Down and C at the same time. If you've got it right, you'll hear a beep. Now when you go to the select screen you can choose the same character.

SONIC 3

■ Level Select

When the Sega logo appears, press Up, Up, Down, Down, Up (four times). You have to do this really fast in order for this cheat to work. Then, when you're on the title screen, pull down on the joystick and you'll find a level select. Also, if you hold down A when you press Start, you'll go into a construction mode where you can build your very own levels.

But, if you are fed up with leaping through the cosmos and would prefer to get all the weapons and just rip into the enemy, hold down the # key and press Pause and then unpause. Lo and behold, total carnage! And if you'd also like the ability to sustain plenty of damage, press * on the keypad and press Pause.



TEMPEST 2000

For a handy level skip, press and hold, 1, 4, 7, Star and then press A to start the game. Now, while you're playing, you can press Option to skip a level. If you also hold down 3 and 6 when you press Option, you'll jump straight to a warp screen.

BUBSY JAGUAR

Here are the level codes to get you through the game:

Level 1:	111111	Level 9:	126712
Level 2:	392652	Level 10:	236721
Level 3:	458227	Level 11:	673167
Level 4:	958936	Level 12:	792323
Level 5:	739294	Level 13:	672328
Level 6:	184792	Level 14:	782389
Level 7:	812615	Level 15:	672345
Level 8:	781367		

2007

Here are a load of cheats that will get you to various stages in the game and will also give you a few helpful cheats. All of these can be inputted on the options screen and you will hear a rooster crow when the cheat has been entered correctly. You can enter more than one cheat if you like.

JAGUAR

First stage of Bulberry Hill:	77749
First stage of Tooting Common:	88563
First stage of Snaking Pass:	33666
First stage of Mount Ices:	11968
Start on Mental Blockage:	91266
Automatic access to Bonus Round after each stage:	31867
Infinite health:	11275
99 Lives:	31965

DAYTONA RACING

Here's a handy trick for the financially challenged. When you're racing around the track at full pelt and you see the fruit machine spinning away above you, press the Start button on the cabinet to stop the reels. If you do this on your first lap you'll have the chance to get three extra credits if three sevens all come up. So, the next time you're strapped for a bit of cash waltz into your arcade and do a bit of Games World magic.

ALIEN VS PREDATOR

Below are each of the cheats for each different character. Enter the codes as you're playing the game and you'll instantly reap the rewards of the cheat. But before you enter the codes below, you'll have to enter this code first. Press and hold Pause, then press and hold Option, then press 1 and 3. Now while still holding Pause and Option, press and hold 2, 5, 7, and 9. After all that button pressing, you'll hear the Predator laugh. You can now put in the codes below.

If you'd like to make the Alien's life a bit harder, then press Option, 1, 2 and 3 to disable your main attack.

SAY CHEESE!

Right, all you cheeky monkeys who send in your tips, why don't you also include a wee little photo of yourself to help proceedings along. You never know, you might be put opposite the Games Mistress and when you close the magazine, you'll be forever kissing her... what a thought. So, from now on then, try and include a photo of yourself when you send in your tips, so you can brag to all your mates.



HELPLINES

■ Now then, this bit is really important as we're not going to take the blame if your parents decide to phone us up and have a go for your nefarious telephone calls to all these cheat hotlines. So, to combat this problem, get permission from whoever earns the most moolah in your house before your fingers do the walking. Sorted.

SEGA (071) 373 3000

NINTENDO (0703) 652222

GAMETEK (0753) 553445

VIRGIN (081) 960 2255

OCEAN (061) 839 0999

ACCLAIM (071) 344 5000

PSYGNOSIS (051) 709 5755

SIERRA (0734) 303171

ELECTRONIC ARTS (0753) 546465

TEAM 17 (0924) 201846



NBA JAM

TOURNAMENT EDITION

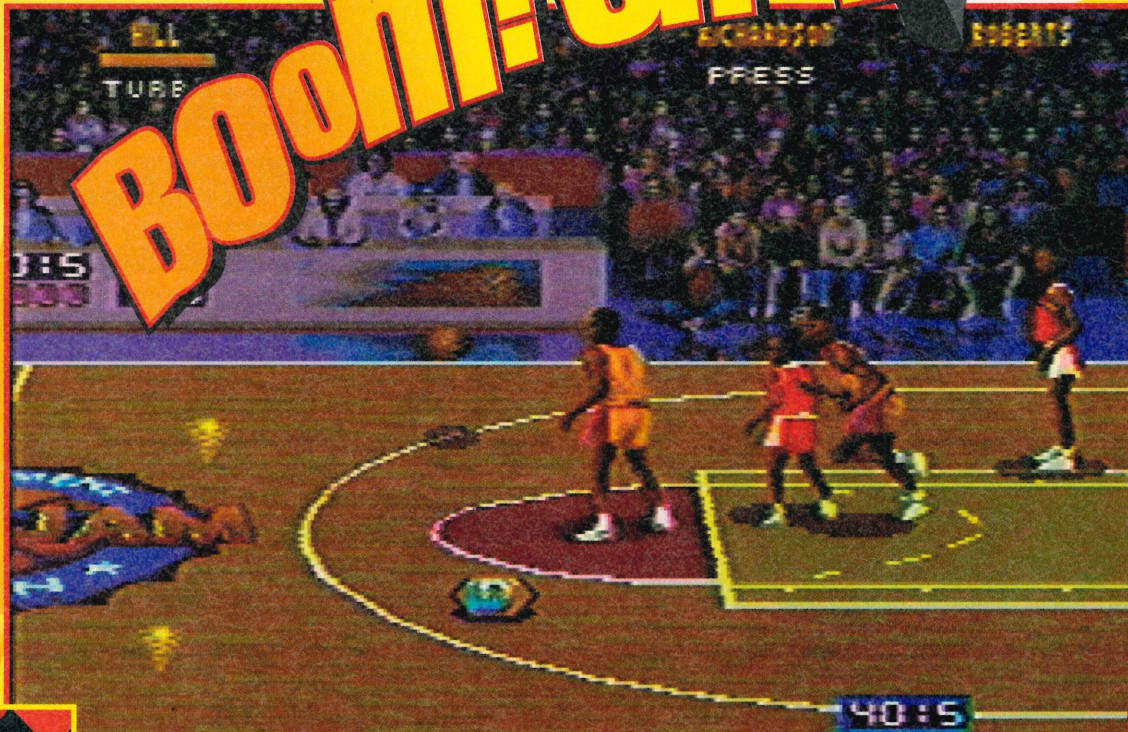
VITAL STATISTICS

NAME : NBA JAM
TOURNAMENT EDITION
PUBLISHER : ACCLAIM
SYSTEM : MEGA DRIVE
PRICE : £TBA
SIZE : 24 Mbit
AVAILABLE : MARCH

Boom! Shakalaka!

Balls + baskets = fast and frantic fun!

The NBA Jam games have always been a riot to play but now the Tournament Edition adds a whole new dimension with power-ups and high scoring hot spots galore. Hooray for Midway and Acclaim - here's the Games World exclusive look at this flaming hot basketball experience!



EXCLUSIVE SPECIAL FEATURE

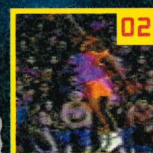
FUNKY MOVER!

Wow! Look at him go! There are just so many new moves and animation frames in *NBA Jam Tournament Edition* that you'll think you're actually out there on the court, playing with real players. Well, almost... depending on the buttons you press and the position your player is in he can perform many different jumps and dunks. The special moves have interesting effects too. Just take a look at some of the moves available in the new game:



1. RUNNING

Where would basketball players be if they couldn't run? Still on the bench in the changing rooms - that's where!



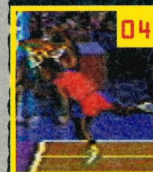
2. JUMPING

Those baskets are very high up and hard to reach if you don't jump. That's why this simple move is always useful.



3. DRIBBLING

Sometimes you'll have to move from one place to another but you're not allowed to carry the ball. That's where this handy move comes in.



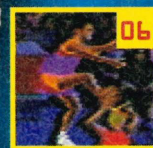
4. DUNKING

If you ever actually make it to the basket then there's only one thing to do - stick the ball down through the hoop! Unless someone else gets in the way...



5. SITTING

If another player uses the B icon then you're going to end up on your posterior. By the time you've picked yourself up it'll be too late.



6. FUNNY WAVE

There are all kinds of moves you can do to put the other players off. Wave your hands in their faces and they might miss that vital shot.



7. FLAMING BALL AND BURNING NET

If a player picks up the 'F' icon he instantly turns the ball into a flaming comet whenever he touches it. This barbecues the basket on impact!

041
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...



The TV style of the arcade machine is brought into your own home with scores displayed over the top of the action and a running commentary to keep you fully entertained.

For a sports game success story you have to look no further than the *NBA* series. Arcade demons Midway, responsible for such corks as the *Mortal Kombat* series and *Total Carnage*, first brought the delights of basketball to our fingertips with the original *NBA Jam*. This was such a success that they soon followed it up with *NBA Jam Tournament Edition* introducing new features and new players to the game.

Acclaim were quick to pick up the licence from Midway and have produced some cracking home versions of the game and now we're blessed with the fantastic follow-up for the Mega Drive. On the 24 Mbit cart there are 28 teams to choose from, spreading from the West coast of America to the East and including a rookie team for you to train and take to the top. Twenty-five percent of the *NBA* are now included but we're still missing some of the top players. Two *NBA* players must be selected to play at any one time and there are three to five per team.

Everything has been improved on the original *NBA* game. There are nine new dunks and one new lay-up in addition to the ones used in *NBA Jam*. You can substitute players after the first, second and third quarters to solve any match-up problems you may have encountered and there are now eight player attributes; speed,



dunk, power, block, three-pointers, pass, steal and clutch as opposed to four in the first game.

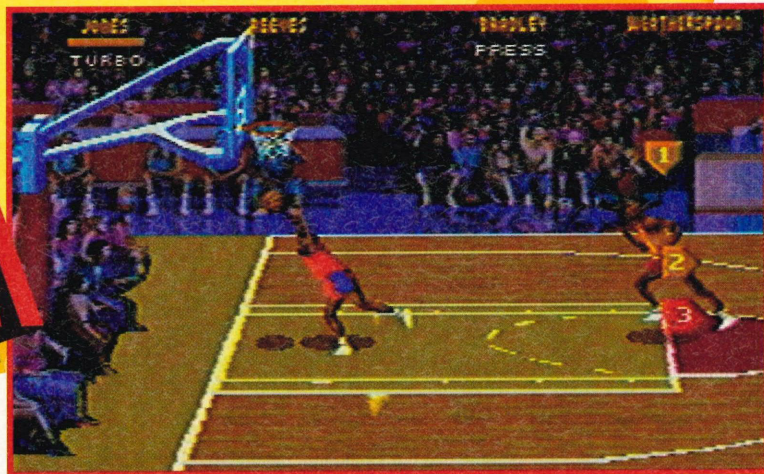
The ultimate goal is to defeat all 27 teams and play post-season matches against teams of random *NBA* stars and the 36 hidden characters. These secret players are

Collect the flaming ball icon and not only will the ball get rather hot, but you'll be able to score some incredible baskets from across the other side of the court.





NBA JAM



■ You'll be amazed at the number of different moves available in the game. It'll take you ages to master the dunks alone!

WE HAVE THE POWER!

In the all-new version of *NBA Jam* you get to choose a normal game of basketball or the Exhibition mode where power-ups and hot spots appear on the floor of the court as you move around. You can use the power-ups by simply walking over a particular icon. Hot spots each have a number inside them and by standing on the spot and scoring a basket from it you are awarded extra points. This really adds a whole new dimension to the gameplay and makes it great fun as each team's players battle to get to those icons first!

1. FIREBALL

■ Pick this up and that particular player will turn the ball into a flaming ball whenever he touches it. This stops other players grabbing it while it's on fire and looks really impressive in front of your mates.

2. TIMER

■ Find the 'T' icon and run over it to stop the timer dead. This will give you a few vital seconds in which to score more baskets – it could mean the difference between winning and losing!

3. SPEED

■ If you think that your players are a little on the slow side just pick up an 'S' icon and you'll get them speeding around the basketball court in no time. This will give you an advantage over the opposition – until they pick up the same icon that is...

4. DUNKING

■ If your fellas are having a spot of bother putting the ball through the net then keep an eye open for this icon. It improves your player's dunking abilities and turns him into a mega-scorer!

5. POWER

■ When going for a basket, barging past the opposition or dashing around the court it's always good to have that bit more power up your sleeve. This icon will do just that for you, giving you an extra boost at the right moment.

6. BOMB

■ This icon has a strange effect but it's great fun! Picking it up makes all the other players (including your own team-mate) fall onto their bums! You can easily get to the basket and score when they're sprawled all over the floor!

7. THREE-POINTER

■ Scoring from outside the semi-circle around the basket is called a three-Pointer, but it's a tricky move to do. Picking up this icon increases your chance of scoring and gives more points when you do.

8. HOT SPOT

■ These coloured stars crop up all over the court. The idea is to stand on top of one and take a shot at the basket. If you score you'll not only be awarded the standard points but extra ones, depending on the number shown in the star.

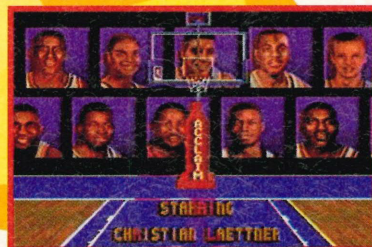
50 FINAL GAME STATS: 56

 POINTS 14 REBOUNDS 12 ASSISTS 3 STEALS 1 BLOCKS 1 TURBO 0 FIRE 0 SPEED 0 DUNKING 0 POWER 0 BOMB 0 3-PT 0 HOT SPOT 0	 POINTS 12 REBOUNDS 10 ASSISTS 2 STEALS 2 BLOCKS 1 TURBO 0 FIRE 0 SPEED 0 DUNKING 0 POWER 0 BOMB 0 3-PT 0 HOT SPOT 0
 POINTS 10 REBOUNDS 8 ASSISTS 1 STEALS 1 BLOCKS 1 TURBO 0 FIRE 0 SPEED 0 DUNKING 0 POWER 0 BOMB 0 3-PT 0 HOT SPOT 0	 POINTS 8 REBOUNDS 6 ASSISTS 1 STEALS 1 BLOCKS 1 TURBO 0 FIRE 0 SPEED 0 DUNKING 0 POWER 0 BOMB 0 3-PT 0 HOT SPOT 0

■ These player statistics show who to pick and who to avoid when picking your team.



■ The basketball court has that semi-3D feel to it as the screen pans to the left and right.



▶ where the big surprise lies.

They're made up of all kinds of famous personalities, but Acclaim aren't letting on who they are – spoil sports! Bill Clinton was the top surprise player in the original game so who might we have hiding off-court this time?

Playing a normal game you can instantly appreciate all the improvements made to the gameplay in *NBA Jam Tournament Edition*. Movement is much faster, giving the game a feeling of realism and urgency. Your players have lots of new moves to use and pushing an opponent now counts as an injury, weakening the opposition and making scoring easier. This Mega Drive version has voice samples that chatter along in the background as you play, adding to the atmosphere and there's also a battery back-up so all your hard-earned points and achievements are saved for the next time you play.

Where *NBA Jam Tournament Edition* really comes into its own is in Exhibition mode. This is essentially just another basketball game but temporary power-ups crop up around the court and moving hot spots will give more points per basket. Moving over a power-up will instantly cause all kinds of special effects. Some make all the other players on screen fall over so that you can take advantage of having



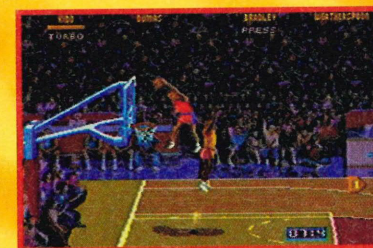
EXCLUSIVE SPECIAL FEATURE



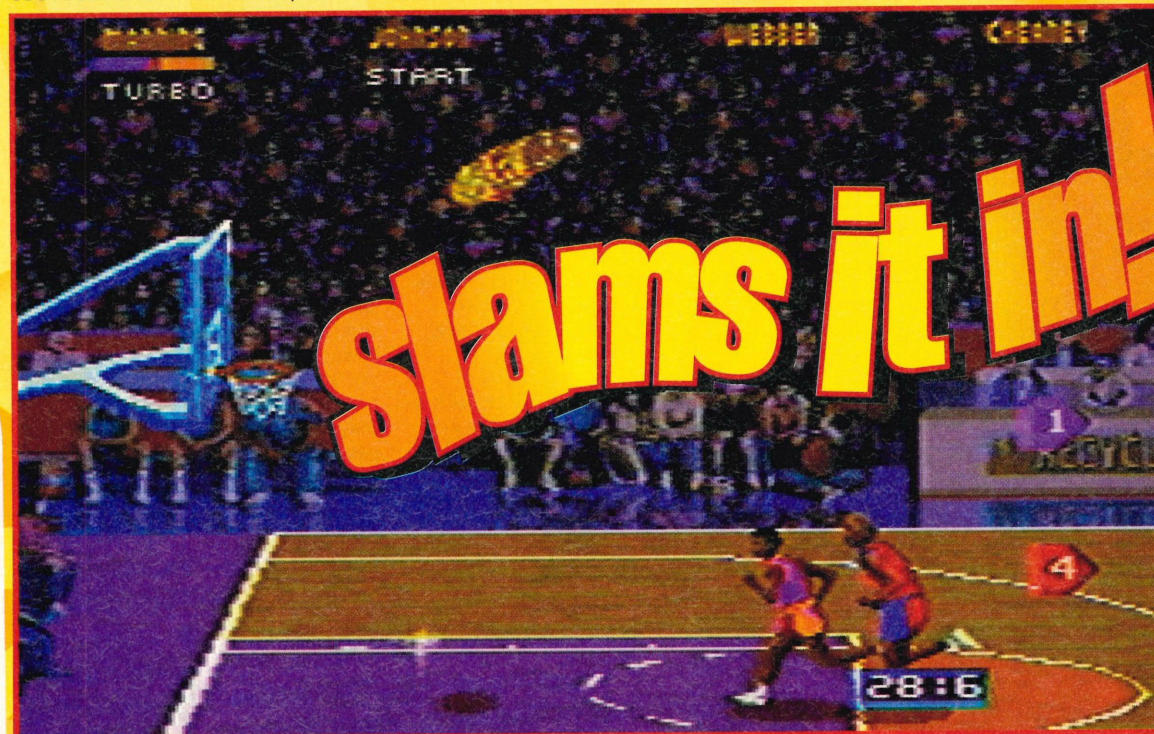
■ It's all over! Time to check out whether LA or Cleveland came out on top in this encounter.



■ Collect all the icons and you'll soon be running rings around the opposition.



■ You choose which two players step onto the court out of a team of three to five.



GREATEST PLAYERS
(MOST GAMES WON)

NAME	W-L	PCT
#1 CER	19-7	0.730
#2 SAN	12-10	0.642
#3 MC	16-7	0.695
#4 CLD	15-3	0.625
#5 JAF	13-3	0.550
#6 APF	12-8	0.600
#7 EMK	10-9	0.526
#8 DAN	9-9	0.500

■ With lots of stats tables and scores to peruse, NBA fanatics are well catered for.



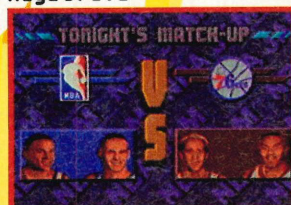
NBA Jam Mega Drive



NBA Jam TE Arcade



NBA Jam TE Mega Drive



	NBA Jam	NBA Jam TE Arcade	NBA Jam TE Home
Number of players per team:	2	3 to 5	3 to 5
Number of X's allowed to sub:	0	1	3
Number of hidden characters:	12	49	33
Number of tips:	16	28	28
Scaling & big heads:	No	Yes	No
Half-time show:	Yes	No	No
Computer assistance:	Yes	No	Yes
Tag mode:	Yes	No	Yes
Variable drone difficulty:	Yes	No	Yes
Player attributes: Defence:	Yes	No	No
Speed:	Yes	Yes	Yes
Three-Pointers:	Yes	Yes	Yes
Dunks:	Yes	Yes	Yes
Power:	No	Yes	Yes
Clutch:	No	Yes	Yes
Pass:	No	Yes	Yes
Steal:	No	Yes	Yes
Block:	No	Yes	Yes
Superstar match-ups (post-season):	No	Yes	Yes
Temporary power-ups:	No	No	Yes
Moving hot spots:	No	No	Yes
Variable shot clock:	No	No	Yes
Variable overtime:	No	No	Yes
Variable time speed:	No	Yes	Yes
Same team match-ups:	No	Yes	Yes
Injuries:	No	Yes	Yes
Injuries affect performance:	No	No	Yes
Practice:	No	No	Yes
Tournament mode:	No	Yes	Yes
Juice mode as option:	No	No	Yes
Battery back-up:	No	N/A	Yes

CART & COIN-OP COMPARISONS

There are just so many features crammed into the NBA games that you simply don't notice many of them until you look closely. The original game was a roaring success but the all new NBA Jam Tournament Edition from Acclaim is going to cause a ruckus all over again. For all you stats demons out there here is exactly what the difference is between the original, the Tournament Edition coin-op and the Tournament Edition console game.

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NBA JAM TOURNAMENT EDITION



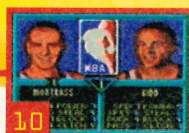
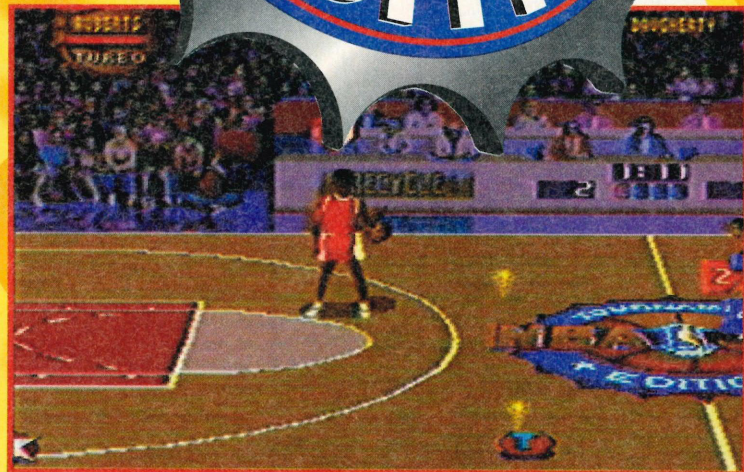
Prepare for the tip-off. Getting early possession is all-important if you want to streak ahead on the scoreboard.

no opposition for a few seconds. There's an increased dunking icon and another to give the current player three-point ability. By far the most impressive power-up is the amazing fireball. Picking this up will create a flaming basketball that screams through the air and toasts the basket on impact. Exhibition mode also has five shot clock settings, not just a 24 second clock as in the first *NBA Jam*, and there are abbreviated overtimes that enable players to play 30 second OT periods.

A two-player game can be played as opposing teams or with both gamers on the same side, helping each other out and determining who is the best NBA player. There is also

now an option to practice with your team-mate, without any pesky defenders getting in the way, to develop your jamming skills. Moving back to the Tournament mode removes all the power-ups and hot spots to give a basic basketball simulation but you can always choose to have the new 'Juice' mode on. This has four settings from mild to wild and is here to give your players a boost of speed whenever you think that they need it. Then there's the Tag mode which lets you have full control of the team-mate who has the ball.

There aren't many items that have been taken out of the new *NBA* game but the noticeable one is the



WEST COAST

1. DALLAS
2. DENVER
3. GOLDEN STATE
4. HOUSTON
5. LA CLIPPERS
6. LALAKERS
7. MINNESOTA
8. PHOENIX
9. PORTLAND
10. ROOKIES
11. SACRAMENTO
12. SAN ANTONIO
13. SEATTLE
14. UTAH

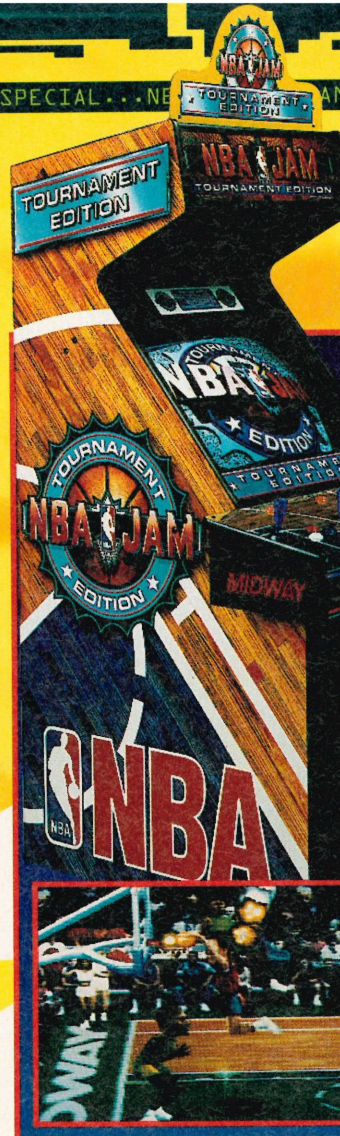
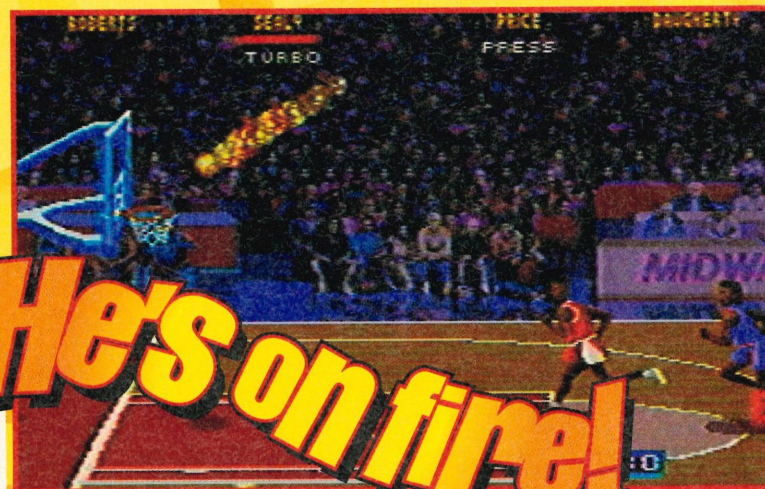
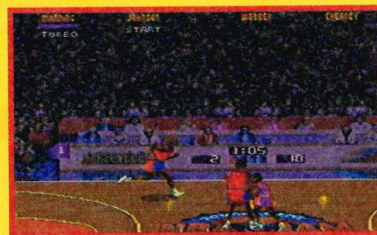
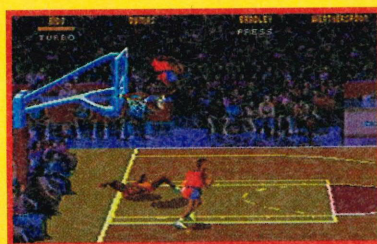
NBA TOP TEAMS

NBA Jam Tournament Edition has more teams and more players than ever before – not counting the secret hidden characters that you get to play if you defeat all 27 NBA teams. You can choose from any of the teams from the East or West of the USA including, for the first time, an NBA Rookie team.

half-time show where we were treated to a few Full Motion Video sequences, but this hardly improves the gameplay – does it? This new version also doesn't have the character scaling when players move up and down the court that the arcade machine had.

NBA Jam Tournament Edition is an almost perfect conversion from the excellent Midway coin-op. In addition to this new Mega Drive game and the other versions that we've looked at this issue, Acclaim have also got a 32X jamming session on the cards. A dunker's paradise!

Below: Look at that ball go! With flames belching out of the back no-one is going to stop this from going in the basket!



EXCLUSIVE SPECIAL FEATURE

SAVE YOUR CASH!

Since its release, the arcade version of NBA Jam Tournament Edition has been a smash success all around the country. Take a look at the screen shots of the arcade here – there really aren't that many differences between this and the new Mega Drive game. You can now save all the cash that you've been piling into the machine and buy the cart for yourself instead.



EAST COAST

1. ATLANTA
2. BOSTON
3. CHARLOTTE
4. CHICAGO
5. CLEVELAND
6. DETROIT
7. INDIANA
8. MIAMI
9. MILWAUKEE
10. NEW JERSEY
11. NEW YORK
12. ORLANDO
13. PHILADELPHIA
14. WASHINGTON



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model

PS: It's the Pl

It's the one machine that everyone's talking about but hardly anyone has seen. Rumour has it that this new console will be more powerful than the Jag with better graphics capabilities than the Saturn and even, that it'll be better for games than the little more than embryonic Ultra 64! Just a lot of hot air? The World Gamers went in search of the truth about the enigmatic Sony PlayStation...

TECHINICAL INFO

At the heart of Sony's super console is the R3000A 32bit RISC chip. This has a processing capacity of 30 MIPS (million instructions per second) that means that in itself it processes information rather faster than the SNES and Mega Drive that weigh in under 2 MIPS. However, added to this the PlayStation has four other specialised processors; a matrix processor that can handle 66 MIPS (for creating polygons) a dedicated graphics chip (also 66 MIPS), a 'data engine' for decompressing graphics and sound (80 MIPS) and a sound processor for manufacturing CD quality sound.

What all this technobabble means is that the PlayStation can create 500,000 texture-mapped polygons, display 16.7 million colours and

pump out 24 channels of sound. Very impressive, but in practice it'll probably use an in-game palette of around 2048 colours and how fast that many polygons would move on-screen is uncertain.

Still, put together with its eight-way link-up facility, double speed CD-ROM drive and RAM cards for saving all your scores and personal data, in one department or another the PlayStation outshines all its next generation rivals. The question is though, will this be reflected in the games produced for the new format?



PlayStation!

Myst

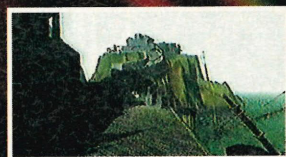
The PlayStation itself doesn't look particularly impressive. It's a grey, square-ish box with a couple of round buttons on and a lid that lifts up to reveal a neat little CD-ROM drive. It lacks the raw, futuristic appeal of Atari's Jaguar and doesn't even attempt to match the shiny sophistication of Sega's Saturn. It's, well, safe.

Of course, it wasn't really the PlayStation's appearance that had hundreds of people queuing outside shops in Tokyo hoping to get their hands on one. And it wasn't the fancy new joypad with 'wings' that had journalists drooling over its likeness in Japanese magazines. No, it was the idea of the PlayStation that really caught people's imaginations; its potential for creating gob-smackingly gorgeous new games. This is likely to tempt some people over here to fork out the £700 or so it'll cost you on import while the rest of us can only wait and hope for the price to drop to somewhere around the more affordable £250-£450 mark.

While the technical specifications for Sony's machine are very impressive how well developers will exploit its potential is another thing entirely. It often takes years for programmers to really get to grips with a new format and create games that stretch its hardware to the limit (take *Donkey Kong Country* on SNES and *Street Racer* on Mega Drive for example).

So exactly what software can we expect to see on the PlayStation? Below we give an overview of some 29 titles currently available in Japan or under development around the world. The biggest name is, of course, Namco's arcade hit *Ridge Racer* but *Cybersled*, *Legend of the Fighting Gods* and *Kowloon's Gate* all look very promising. We went in search of the next generation of games being produced for this next generation console...

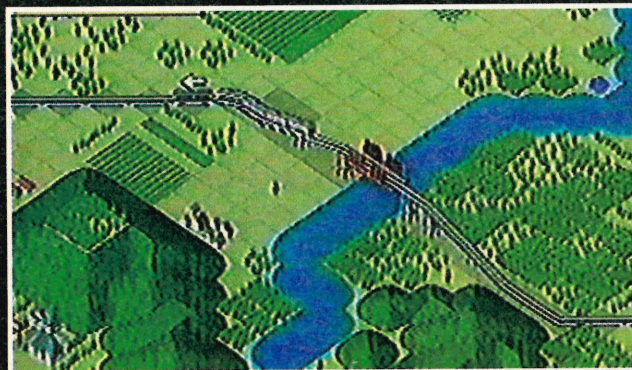
■ While some might argue that the PlayStation should have been launched with a raft of more original titles, nobody's going to bemoan a conversion of this excellent PC adventure for the new format. Let your fingers do the pointing as you control a ghostly white hand that allows you to investigate and manipulate objects scattered around beautifully drawn landscapes and interiors. What exactly has happened to the mysterious land of *Myst*? It's your job to find out before it's too late.



A-TRAIN IV: EVOLUTION

■ Ever want to drive a train? Neither did we particularly until we saw *A-Train IV* on the PlayStation. Scout out the terrain, ford rivers and tunnel through mountains and you might get the chance to build-up your very own railway network. Of course, along with all this rampant capitalism comes some responsibility as you have to work out where to construct stations and amenities.

Naturally, after all that you've got to actually run your railroad; switch the points, check the freight and passengers you're carrying, keep to your timetable and ensure that there are no nasty derailments along the way. A railway tycoon's work is never done...



- 53 **ARC THE LAD**
- 49 **A-TRAIN IV: EVOLUTION**
- 55 **COSMIC RACE**
- 55 **CRIME CRACKERS**
- 51 **CYBERSLED**
- 55 **FALCATA**
- 50 **GEOM CUBE**
- 55 **HAMLET**
- 53 **HOT-BLOODED FATHER AND DAUGHTER**
- 51 **HUNTERLINE**
- 53 **KILEAK THE BLOOD**
- 54 **KING'S FIELD**
- 50 **KOWLOON'S GATE**
- 51 **LAUGHING POLICEWOMAN**
- 50 **LEGEND OF THE FIGHTING GODS**
- 53 **MAHJONG PLAYER**
- 54 **MAHJONG STATION**
- 53 **MAHJONG TOURNAMENT**
- 54 **METAL JACKET**
- 50 **MOBILE SUIT GUNDAM**
- 49 **MYST**
- 52 **PACHIO**
- 51 **PARODIUS DELUXE**
- 53 **PHILOSOMA**
- 52 **RAYMAN**
- 51 **RIDGE RACER GRAND PRIX**
- 55 **TAMA**
- 52 **TWIN GODDESSES**
- 52 **VICTORY ZONE**

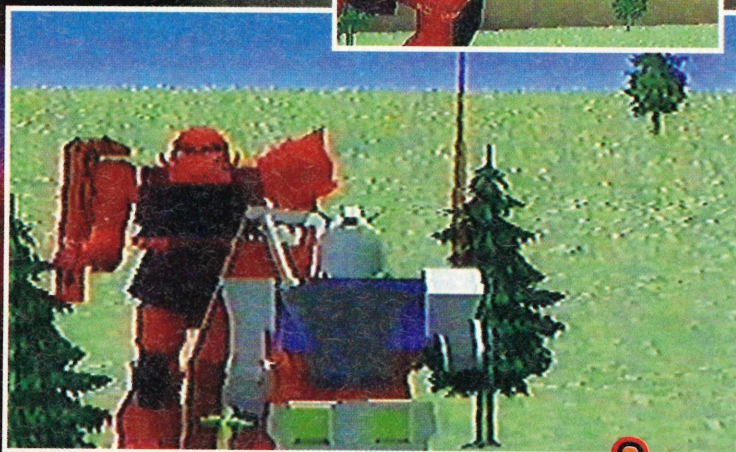
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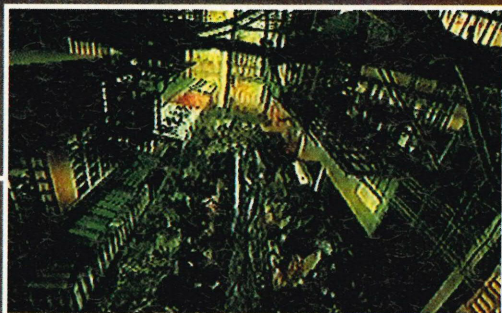
MOBILE SUIT GUNDAM

■ Backed by Bandai and with a very original storyline about battle suits fighting each other you get to use an RX78 Gundam battle suit against a variety of be-weaponed robot opponents. The Gundam even has an axe to slice opponents up with. Sounds like great fun.



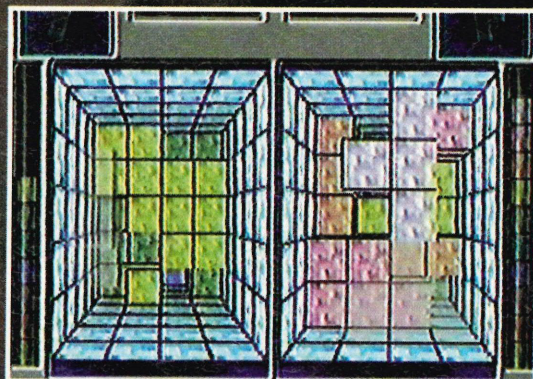
KOWLOON'S GATE

■ This is a *Burn*: Cycle-esque adventure about time travel that introduces you to some very bizarre characters who, to put it nicely, aren't exactly human. Spanning the ancient past, the present and the distant future you have to find the key to restoring order to time itself. Could the answer possibly lie in the ancient Chinese philosophy of Wind and Water?



GEOM CUBE

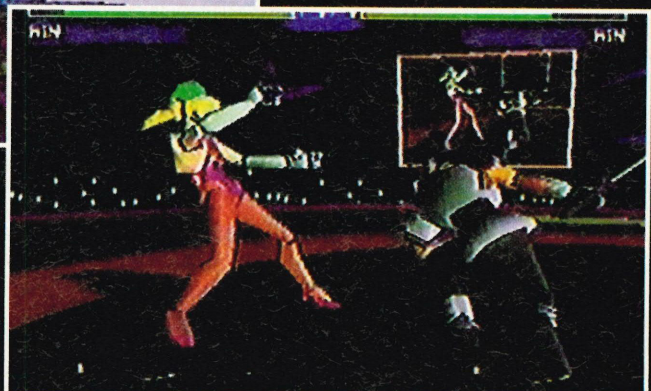
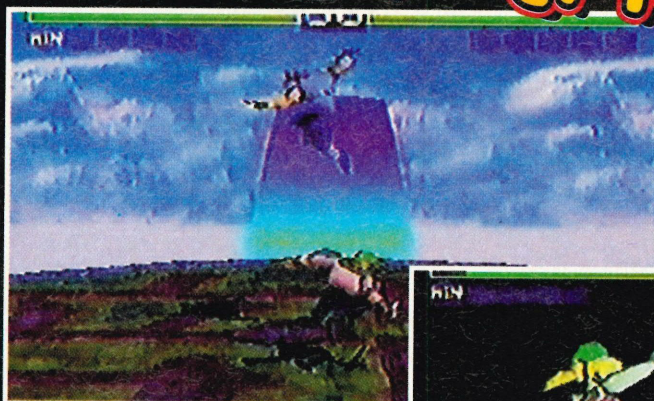
■ Looking exactly like *Welltris*, this geometric puzzle game has you twisting blocks so that they can be fitted together and each level cleared. Let the blocks reach the top and you lose. Absorbing in one-player mode this is totally fiendish when played against a mate.

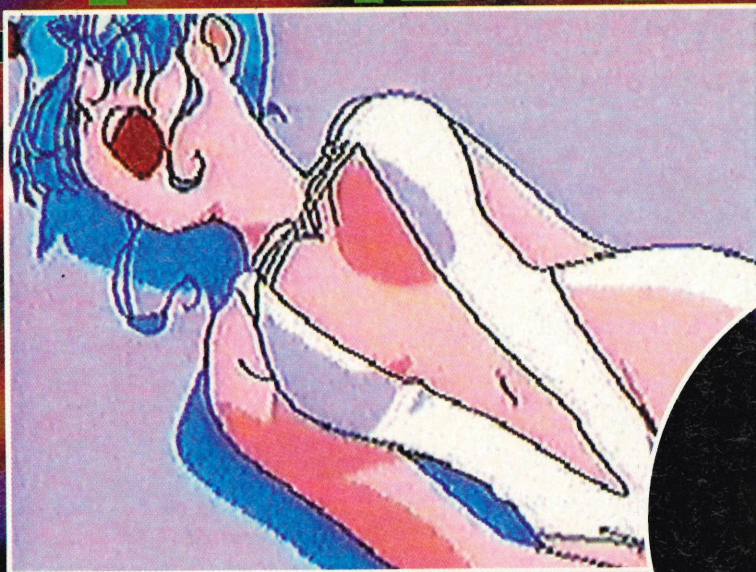


Legend of the Fighting

■ It's a fighting game where you can pick a variety of characters made up of polygons to battle each other in front of some beautifully rendered backdrops. Sound familiar? Well, it should do as we went gaga over *Virtua Fighter* on the Saturn last month and *Fighting Gods* seems to be the PlayStation's answer to Sega's classic polygon puncher. Forget about Akira's shoulder barge and Kage's spinning backwards kick, Duke, Sophia, Kavin and the rest of the gang have some amazing special moves up their sleeves. Seen here about 75% complete, we've heard that the graphics have improved considerably since then with more detail and some incredible FX. Better still, it's got swords in it!

You can choose from six characters armed with swords, sticks, clubs, daggers and all kinds of destructive implements. Playing like a cross between *Samurai Shodown* and the classic VF this could be THE beat'em-up to take your breath away — and your heart and lungs with it!





HUNTERLINE

■ Not so much a game as an anime story digitised and put onto CD. Can our heroine fight off horrible demons and the amorous advances of her young admirer? As it's unlikely to be released over here, we may never know. What a shame.



SPECIAL FEATURE



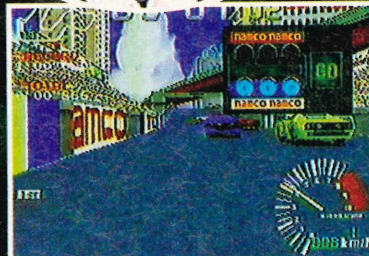
CYBERSLED

■ Another quick mention for this arena combat game that we Games Watched last month. The eight-way link-up should make for some stunning competitive gameplay as you blast your mates to kingdom come. Mind you, will you really be able to find eight other people who can afford a PlayStation?



RIDGE RACER GRAND PRIX

■ Yes, we know we've already done a Games Watch on it but you can't do a PlayStation feature without talking about the system's star game. *Ridge Racer Grand Prix*, as it is affectionately known on the PS, looks stunning although there is some slowdown when you opt for the behind-the-car viewpoint. You'll have to wait for our official review to see whether the one track can keep us on the edge of our bucket seats.



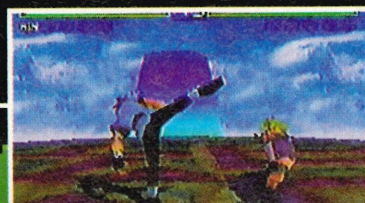
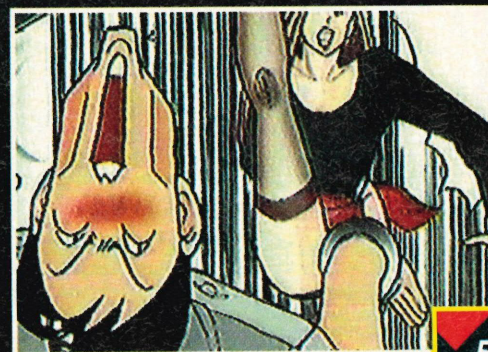
PARODIUS DELUXE

■ The wackiest shoot'em-up ever comes to the Sony PlayStation, bringing with it strange bosses like a gigantic woman, a cat and an octopus. Bright, colourful and cartoony this is a classic title that should please any console gamer.



LAUGHING POLICEWOMAN

■ Something you'd ordinarily expect to find on Blackpool pier you might think, this is a strange mix of manga and fruit machines. The policewoman of the title is on the trail of a gang of fruit machine swindlers. She must reach them before they hit the jackpot. Sadly, this stuff is taken seriously in Japan.



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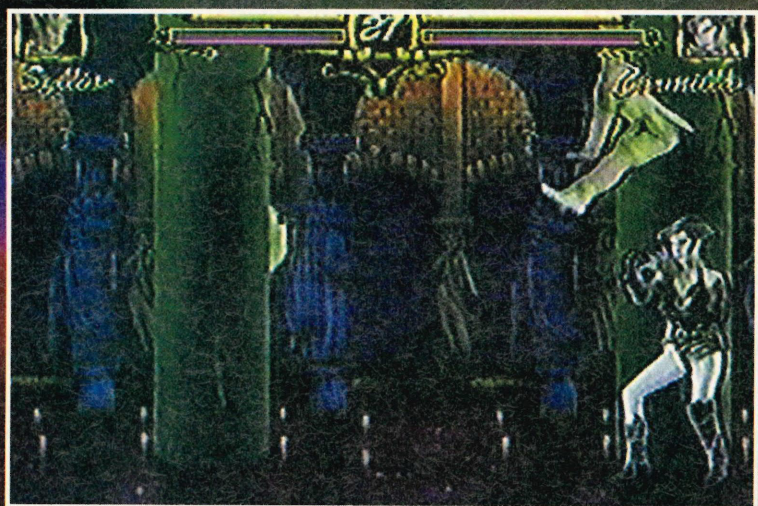
PS: It's the PlayStation!

Twin Goddesses

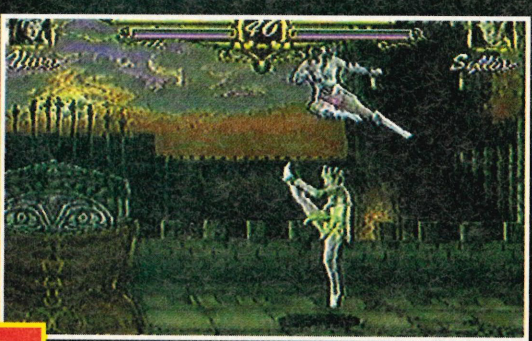


RAYMAN

■ Ubisoft's leafy platformer will also be making an appearance on the PlayStation in a game that's almost identical to its Jaguar cousin. Once again, Jimmy Cliff is sucked into a magical world of mushrooms and fairies called 'Hereitscool' and along the way gets transformed into that strange character, Rayman. Tons of animation and some very stylish backdrops and enemies make this one platformer certainly worth a second (and a third) glance.



■ Take two beautiful goddesses, drop them off in all kinds of strange locations, match them up against some bizarre cartoon opponents and you'd have *Twin Goddesses*. Comparisons with *Mortal Kombat* are probably inevitable but ultimately don't hold up as the combination of digitised human fighters and animated ones is unique. Apparently, the twin goddesses of the title (Nina and Syllin) are out to defeat the evil witch Carmilla who, not being beautiful at all, is obviously a nasty piece of work. Expect to battle with goblins, knights and pixies before you meet the mistress of darkness herself, our Carmilla. A very stylish-looking beat'em-up indeed.



VICTORY ZONE

■ Pachinko is the Japanese equivalent of the old Bagatelle game in which you rolled a ball-bearing through a maze made up of nails driven into a flat board. Pachinko is an upright version of this with a few lights, bells and whistles added. In this sim you can zoom in and out of the action. Great.



PACHIO

■ Another pachinko sim?! Ah, but this one has 15 different tables and an incredibly realistic atmosphere. More ball-bearing busting action.

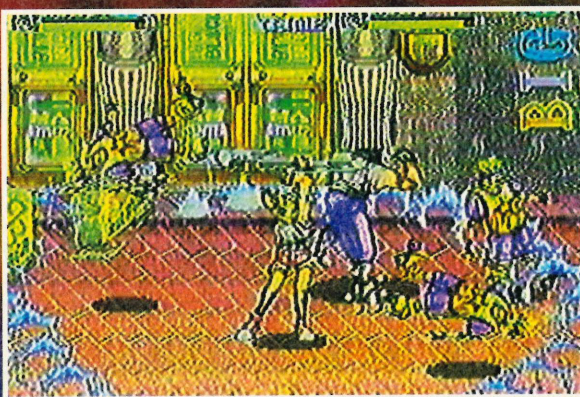
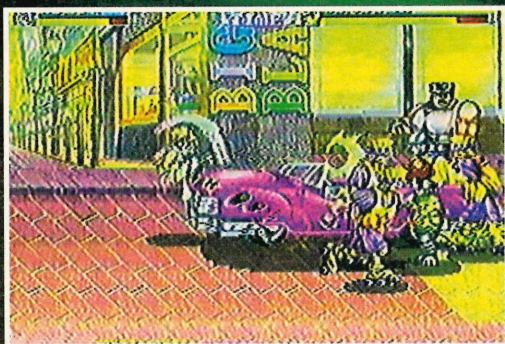


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SPECIAL FEATURE

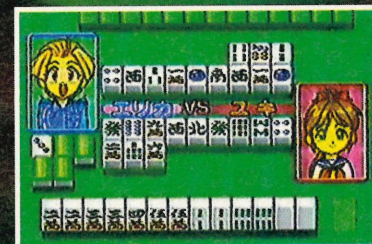
HOT-BLOODED FATHER AND DAUGHTER

■ What a title! It's even got a suitably Manga-mad storyline to go with it. Apparently, the wife and mother of the above mentioned pairing has been kidnapped by an evil gang of ruthless thugs and – guess what! – you have to fight to free your loved one. Taking the form of a two-player scrolling beat'em-up of the *Streets of Rage* variety, you get to pull off some very *Street Fighter*-ish moves with flaming punches and explosions all over the place. Just how this will rank next to its older console cousins is uncertain but what is certain is the amount of detail worked into the sprites and backgrounds giving a very 'arcade' feel to this new bruiser.



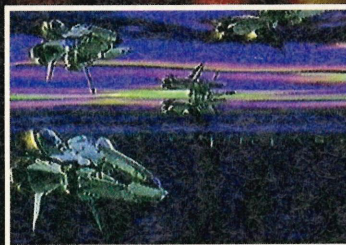
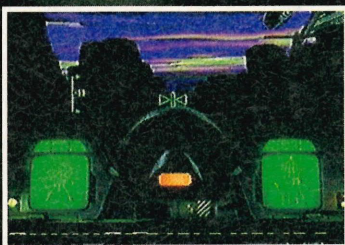
MAHJONG PLAYER

■ Seven player Mahjong anyone? It doesn't look like this title can hope to match the sheer style and sophistication of *Mahjong Station* or the amazing complexity of *Mahjong Tournament*. You can't pull the wool over our eyes you know.



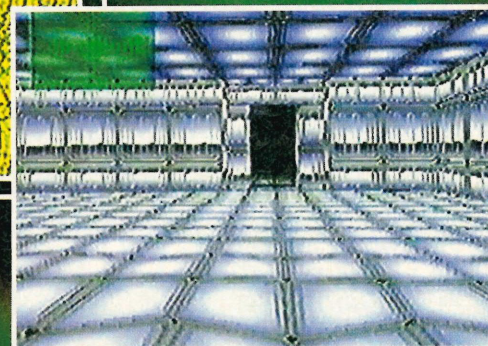
PHILOSOMA

■ A traditional shoot'em-up that's been given some texture-mapped backgrounds, *Philosoma* boasts both vertical and horizontally scrolling sections. It's your job to fly a rescue mission deep into unknown territory but what will you find there? Lots more blasting action we'd imagine.



KILEAK THE BLOOD

■ Climb into yet another battle suit and go in search of adventure in this 3D first-person perspective shoot'em-up. Track down hoards of evil robots and discover the hidden agenda of the scientists who are manufacturing them. While in these early shots the corridors and tunnels look a bit empty you can bet that they'll be jam-packed with enemies in the finished version.



ARC THE LAD

■ An RPG of the battle sim variety you control the Arc of the title in a fantasy environment, gathering followers around you as you progress in your adventure. And there isn't a polygon in sight just some old-fashioned, colourful sprites.



MAHJONG TOURNAMENT

■ More Mahjong, this time set across six countries with eighteen players competing in a prestigious tournament. Ideal for beginners like us who know next to nothing about this exciting Japanese pastime.





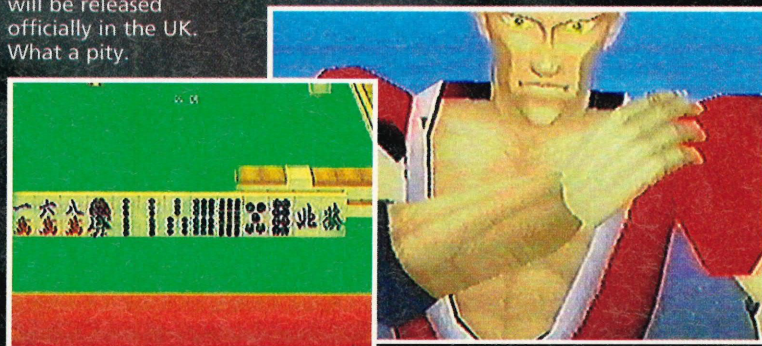
Crime Cra

■ In this role playing game you command a squad of three futuristic crime fighters who must defuse various traps while, naturally enough, bringing dangerous criminals to justice. Some of them are very dangerous indeed and will happily waste members of your team to avoid a long term in the galactic slammer. With some of the best-looking spot FX that we've seen so far this looks like an intriguing adventure title giving you a 360° view of all the crime fighting action. Evil-doers beware!



MAHJONG STATION

■ No, your eyes aren't deceiving you, this is one of three Mahjong games currently available for the PS. Rendered in glorious 3D you get a player's eye view of the action, even getting to see your opponents who are (wouldn't you know it) constructed from polygons. Needless to say, it's unlikely this will be released officially in the UK. What a pity.



PS: It's the PlayStation!



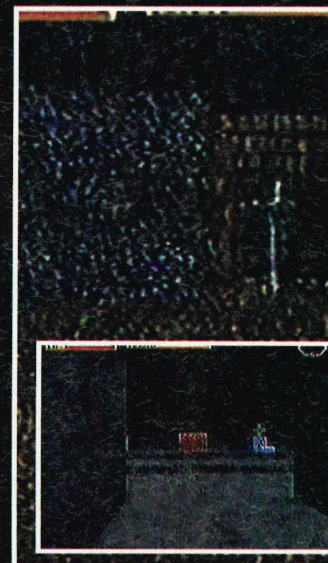
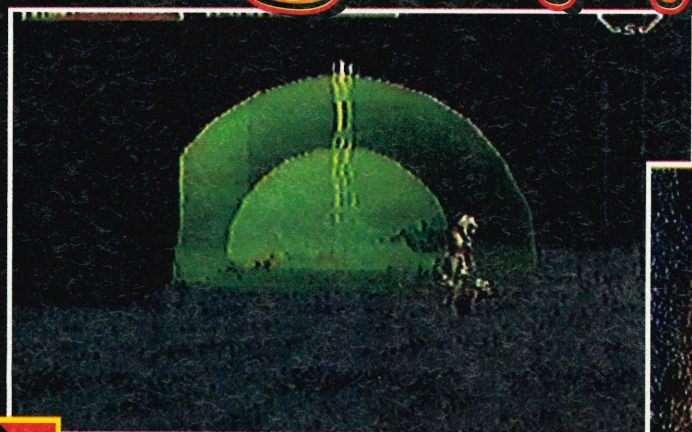
METAL JACKET

■ Looking a lot like *Metal Head* for the Mega Drive 32X, this battle simulation also has you hunting down rogue mechanoids in a 3D futuristic cityscape. With polygons coming out of its metal ears and a variety of difficult missions to undertake, this should have you napalming houses, schools and each other long into the night.



King's Field

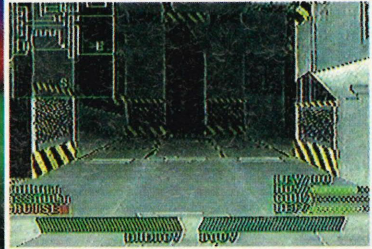
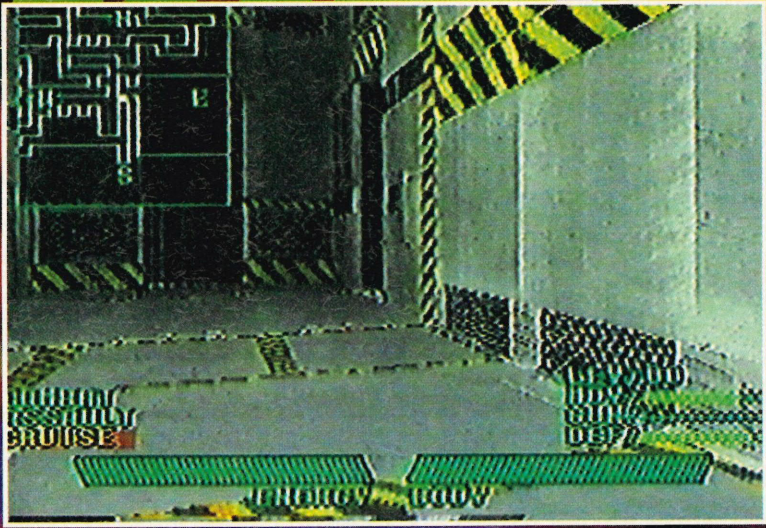
■ Enter a mysterious world of spookily rendered dungeons and scarily realistic demons, snakes, skeletons and giant spiders. *King's Field* is a hack 'n' slay yarn in which you have to carve a path through the demonic hordes until you reach the King of Devils himself. Reminiscent of *Doom* with its first-person perspective, you wander about looting treasure chests and searching for magic items with your sword at the ready for the first sign of trouble. The screen turns blood red as your sword arm slashes downward cutting into whatever beastie happens to block your path. Obviously not for the weak-stomached.



ckers



fighting to save the world from evil. The evil in question is Falcata, a terrible ancient weapon that has been resurrected and must now be destroyed before it can plunge the earth into a new apocalyptic age. The emphasis is very much on strategy and battle simulation though, in this RPG, as you must travel across some beautifully painted landscapes and lead your rendered army to victory over the demonic foe.



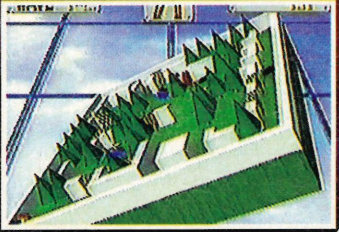
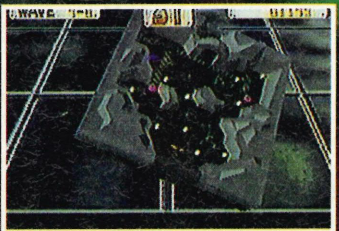
SPECIAL FEATURE

HAMLET

■ As names go for moonbases you could do worse than call yours Hamlet which is exactly what the base is called in this tale of exploration and adventure. Moonbase Hamlet has inexplicably cut off all communications with earth and it's up to you to travel there and find out exactly what has occurred to cause this sad state of affairs. To look at, this is one more *Doom* clone that has you searching endless corridors full of rogue robots. It's lucky you have a hefty battle suit to help you along.

TAMA

■ Basically, you get to rotate a 3D maze around a ball, guiding it to different parts of this 'maze world' where it must flick various switches before each stage can be cleared. It sounds deceptively simple but we're assured that it's incredibly frustrating and addictive. Could this be the next *Mean Bean*? We're not holding our breath.



FALCATA

■ One of the many role playing releases planned for the PlayStation, this features all the usual dragons, ogres and brave heroes valiantly

COSMIC RACE

■ Control a super-duper two-wheeled all-terrain vehicle (that looks suspiciously like a Kawasaki 350) and race through deserts, swamps and woodland on three different planets. The way the landscape swivels around you is very impressive but it's the overall velocity that should have speed freaks drooling at the mouth.



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■ *Aero Fighters 2* (above), *The King of Fighters '94* (right) and *Fatal Fury 2* (below) are just some of the arcade games that you can play on SNK's new console.



Neo Geo CD

Arcade Perfection

■ Right: It's not all beat'em-ups on the Neo Geo CD, you also get to play the top football arcade game *Super Sidekicks 2*. More titles are already in development.



The Neo Geo CD is Britain's newest console, but it's had a minuscule amount of publicity announcing its arrival. The actual unit is pretty affordable and is priced at £399.99 with two joypads and a game included. There are two packs to start with, one has the game *Art of Fighting 2* and the other has *Fatal Fury 2*. The machine is black and chunky with a sturdy-looking top-loading CD drawer.

As for the old Neo Geo carts that had a whopping 100 Mbit or more of game stored on them and sold for more than £150, they won't be used on this system. Instead, the machine is CD only – the games are all stored on those little plastic shiny things

and will retail for between £29.99 and £59.99. Cheap at the price.

At the moment, the machine and the games can only be bought from independent retailers and not from high street chains like Dixons, Future Zone or Game, but talks are going on at the moment so quite soon you'll be able to see these games down your local high street.

The machine itself is a powerful beast and would put most SNES owners who constantly rant on about how huge some of their sprites are to shame. Using huge amounts of memory to store the game code (56 Mbit of Ram are set aside for this task alone) with 64k devoted to save game data and 430k

LIKE WHAT YOU SEE?

Aero Fighters 2	£49.99
Alpha Mission II	£29.99
Art of Fighting	£39.99
Art of Fighting 2	£49.99
Baseball Stars 2	£34.99
Burning Fight	£29.99
Fatal Fury	£34.99
Fatal Fury 2	£39.99
Fatal Fury Special	£49.99
Football Frenzy	£34.99
King of the Monsters 2	£34.99
Last Resort	£34.99
League Bowling	£29.99
Nam 1975	£29.99
Puzzled	£29.99
Samurai Shodown	£49.99
Samurai Shodown 2	£59.99
Super Sidekicks 2	£49.99
The King of Fighters '94	£54.99
The Super Spy	£29.99
Top Hunter	£49.99
Top Players Golf	£29.99

Blue's Journey	(ADK)
Crossed Swords	(ADK)
Karnov's Revenge	(Data East)
Magician Lord	(ADK)
Ninja Combat	(ADK)
Ninja Commando	(ADK)
Rally Chase "Thrash Rally"	(ADK)
World Heroes 2 Jet	(ADK)

Fatal Fury 3	(SNK)	February '95
Fuun Mokusiroku	(SNK)	May '95
Galaxy Fight	(Sunsoft)	January '95
Super Sidekicks 3	(SNK)	February '95
The King of Fighters '95	(SNK)	August '95

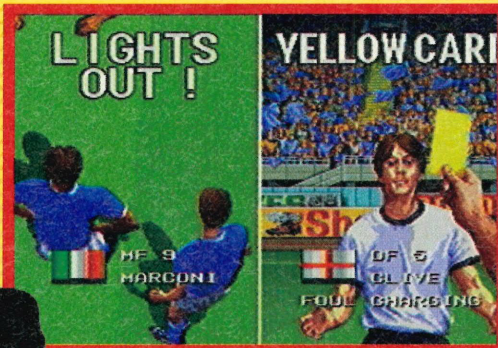


COMPETITION

COMPETITION...COMPETITION...COMPETITION...COMPETITION...COMPETITION

Who's the 1

One of you lucky lot is going to win a spanking new Neo Geo CD. You see, our top friends at SNK have struck a little deal with us to give you a shot at winning one of their machines. Here's the deal.



...COMPETITION...COMPETITION...COMPETITION...COMPETITION...COMPETITION...COMPETITION...

Lucky One?



Our top game at the moment is *Samurai Shodown* and of course the sequel *Samurai Shodown 2* (Games Watched in this issue). Now, all you have to do is send in a beautiful picture of a character that you'd like to see in a beat'em-up game... maybe *Samurai Shodown 3*. The better and more original the design, the more chance you have of winning. For instance, you could draw a 10,000 year old Shaolin monk who fights with just his big toe, but you can't now because that isn't original any more... but you get the general idea. You can give them finishing moves and poses and all manner of special moves, the more ridiculous the better. The one who we think looks the hardest/coolest/meanest/toughest, will win. So get scribbling and see if you can impress us.

And for the tie-breaker that will be used in case of a draw you must describe in no more than 25 words: My character (insert his/her name here), could have anyone in a fight especially the other tie-breaker, because...

When you've done all of that neatly fold your picture into a large bag, insert into an envelope, scribble on the front: Out of my way Mortals, I'm the hardest geezer alive!

Games World Temple, Durham House, 124 Old Christchurch Road, Bournemouth, BH1 1NF. The winner and the also-rans will be shown in a later issue. The editor's decision is final (unless he gets into a fight and loses).

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MACHINE SCENE

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Jaguar CD-Rom the compact cat



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SPECIAL FEATURE

Have you ever wondered why the top of the Atari Jaguar has a circular shape embedded in it? Well, don't lose any more sleep over it because we have the answer! The first quarter of 1995 will see the launch of the Jaguar CD-ROM in both the USA and Europe. Is this the key to Atari console domination?

Being the first 64bit console to be launched in the UK you'd think Atari would have the market sewn up by now, wouldn't you? The truth is that a lack of initial software support and the shoddy quality of many of the Jag's key products haven't exactly given the machine a good start - but all that could be about to change.

Atari plan to launch the Atari Jaguar CD-ROM add-on for their wonder console towards the end of February. This piece of hardware looks like a normal portable CD player but is designed to fit snugly on top of the main console and insert into the cartridge socket. A top-loading CD caddie can then be used to run normal audio CD's, the latest movies through an MPEG add-on and

advanced Jaguar CD games. Manufactured by Philips in Colorado, USA, this CD-ROM drive has a few tricks up its sleeve. A single CD will have a 790 Megabyte storage capacity with 352.8 KByte/second sustained data rate. The new CD games will be able to utilise the latest Cinepak technology to give full-screen, true-colour, full motion video at 24 frames per second allowing for perfect quality movie footage to enhance gameplay. Up to three hours of this quality video footage can be crammed onto just one CD.

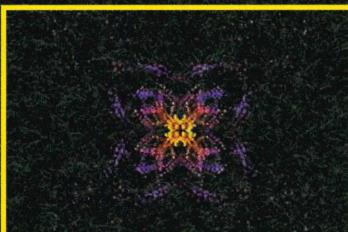
With the addition of an MPEG 1 or MPEG 2 cartridge into the Jaguar, the CD drive is then compatible with any of the currently available Video CD's. These have been available for some time for use on machines like the Philips CD-i, so there is quite a back catalogue to peruse, from the top movies like Sliver and Patriot Games to pop video CD's from all kinds of artists.

A special feature that has been incorporated into the Jaguar CD is a crazy device called the *Virtual Light Machine*. Created by computer industry guru Jeff Minter, the VLM allows you to see your music on the TV screen! Jeff has given the user full control over the special effects with nine banks of nine different effects, something for every type of music.

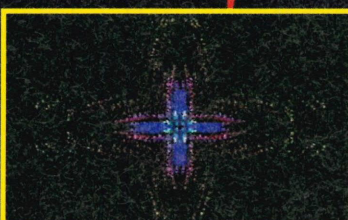
When a CD is played through the console the VLM picks up on

certain frequencies with the changing pitch of the track giving each song a unique light show that'll be great at parties! The restricted amount of memory for saving games in all the new consoles has been rectified in the Jaguar CD too. While you are running games from CD you can plug in a special save cartridge to the usual game slot containing nothing but battery backed-up memory chips. All your ranking and score statistics are then safe to play another day.

Will Atari breathe new life into the flagging Jaguar with their new CD-ROM drive? We'll just have to wait and see - at £149 for the CD and around £229 for the console the combined machine still comes in cheaper than the 3DO. It's going to be an interesting battle.



■ Above and Below: The Jaguar CD-ROM's Virtual Light Machine in action.



CD-ROM STATS

If you're a statistics freak and want to compare all the details of the Jaguar CD-ROM with all the others on the market then take a look at this list. It's pretty impressive!

- Double speed CD-ROM mechanism.
- 790 Megabyte storage capacity.
- 352.8 KByte/second sustained data rate.
- Cinepak™ technology allows full-screen, true colour, full motion video and audio at 24 frames per second.
- In-line cartridge slot allows access to cartridge port.
- Built in Virtual Light Machine that gives an interactive light show.
- Size: 6 1/2" x 10 1/2" x 3 1/2"
- Weight: 1 lb 10 ozs.
- Retail price: £149.99

LUSCIOUS LINE-UP

Many third party developers, along with Atari themselves, have been working on a range of new titles for the launch of the Jaguar CD-ROM. Some of these are games which have done the rounds on every CD format in the galaxy, but others are original creations that take advantage of the new technology inside the CD-ROM add-on. Here's a brief run down of what to expect...

Battlemorph	Atari
Blue Lightning	Atari
Creature Shock	Virgin
Demolition Man	Virgin
Chaos Agenda	Atari
Dragon's Lair	Readysoft Inc
Space Ace	Readysoft Inc
Litil Divil	Gremlin Interactive
Highlander	Atari
Jack Nicklaus Golf	Atari
Return to Zork	Activision
Battlechess CD	Interplay



■ Left: Catch up with Steve Martin in the classic film Planes, Trains and Automobiles. Below: Play Demolition Man the game.



■ Below: Harrison gets shot under the collar in the tense political thriller, Patriot Games.





PLAYSTATION

PREVIEW...CYBERWAR...GAMES WATCH PREVIEW...CYBERWAR...

It's starting! The next generation of entertainment software is slowly trickling out of Japan and into our shops - and this stuff is going to blow your mind! We got on-line and patched ourselves in to a horrific vision of the future...



■ This is Bernie. He may look like a friendly chap but his sole purpose in the game is to blow you away in one of the shoot'em-up sections. Anticipate which door he'll come through and polish him off.

cyb

■ Cyberwar is split into sub-games, each with a different style of gameplay to master.

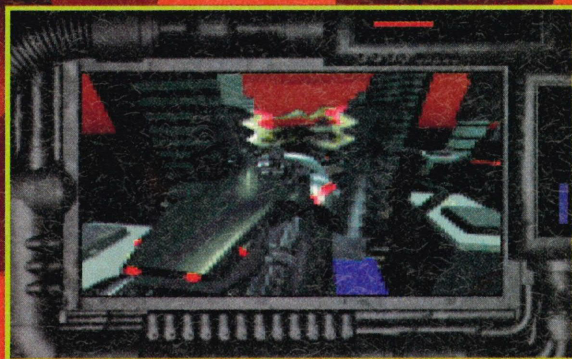
■ On the mono-bike, the idea is to take corners at the fastest possible speed without crashing.

SCI's *Cyberwar* was a highly polished game when it first appeared on PC CD-ROM. The high-resolution images of the future that have been used so often in the intro sequences of lesser games not only make up the presentation of *Cyberwar* but are carried through into the rest of the game. Now the PlayStation is about to get its own improved version of this stunning title.

Developed in the UK, the game follows the mission of Dr Lawrence Angelo. He must venture into the VSI mainframe computer where a psychotic virtual Cybergod called Cyberjobe is roaming free and planning to take over the world using the information superhighway. A highly powerful military defence network has been set up that you must overcome before you can locate and destroy the Omega Chip. This chip is Cyberjobe's link with the superhighway and it's hidden deep inside the Virtual City. Destroy this and Cyberjobe will fail.

The player chooses his own path through the levels, completing sub-games with ten different styles of play. Shoot'em-up sections, high speed bike races and mental puzzles are just some of the challenges that you'll have to face. Three CD's have been used to store over 1800 megabytes of game data and footage of *The Lawnmower Man* film, along with interactive ray-traced 3D graphic sequences and 360° cinematic panning - this is one gorgeous-looking game.

April will see the launch of the first version of *Cyberwar* in Japan. This will be a direct conversion of the PC CD-ROM game with no enhancements. The lack of initial software for the machine has prompted SCI to release this version but they are also working on a new improved game for release when the PlayStation is officially launched in Europe. This new version will have enhanced graphics and animated sequences that should make for a much more impressive game. It just goes to prove that official releases can be worth the wait.



■ Below/Left: Some of the sub-games are in puzzle form. Jump to the correct symbol and you'll survive - get it wrong and it's a long way down this air shaft.



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GAMES WATCH

VITAL STATISTICS

NAME :	CYBERWAR
PUBLISHER :	SCI
SYSTEM :	PLAYSTATION
PRICE :	£TBA
SIZE :	3 CD's
AVAILABLE :	APRIL (IMPORT)

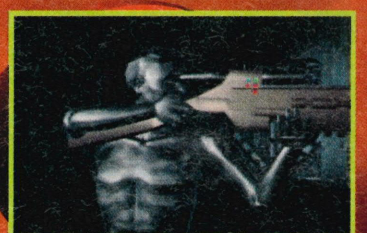
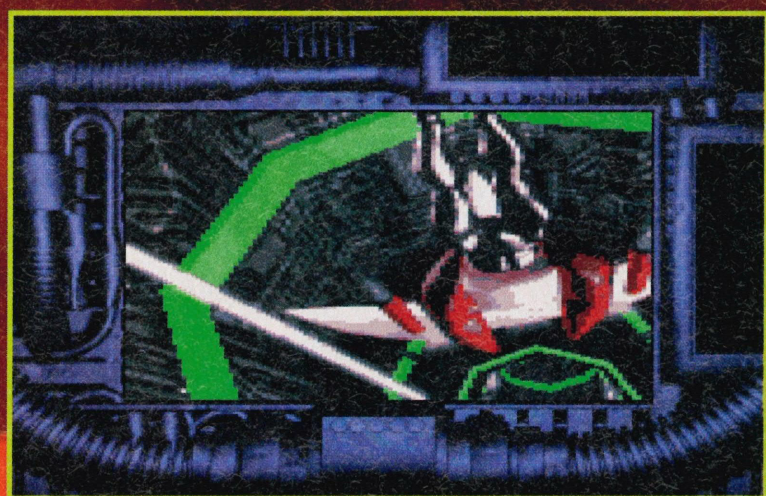


■ Above and Below: In the cannon firing sub-game it's a case of shooting the enemy before they set their sights on you.

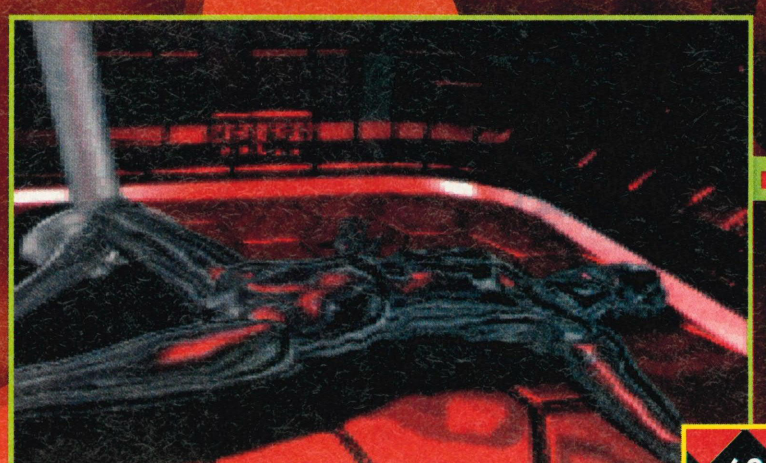


■ Inbetween levels there are linking sequences where the silvery rendered main character runs, jumps and sneaks about the place brandishing some heavy weaponry. The game will then flip back to the main action screen to continue your adventure.

erwar



■ The first version of the game to be released on the Sony PlayStation will be a direct conversion from the PC CD-ROM game. When it's released officially in the UK the game will have been enhanced to utilise the new technology found inside the Japanese wonder console.



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SATURN

RACER...GAMES WATCH PREVIEW...GALE RACER...GAMES WATCH PREVIEW...GALE RACER

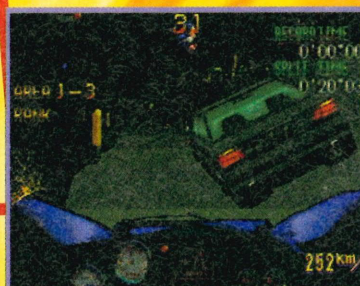
GALE RACER

Sega continue their nostalgia trip, bringing the manic Rad Mobile arcade smash into your front room. It may not have a steering wheel for you to cling on to but you can be sure that the Saturn version is packed with intense racing action.

Below: A high speed chase down a narrow mountain road is not for the faint hearted.



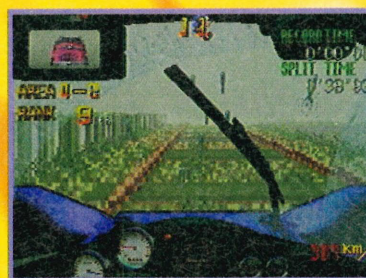
Above: Watch out as other drivers lose control and skid into your path. Don't brake, just swerve - fast!



Above: These meandering trucks are the largest of Gale Racer's road hazards. Overtake them before you lose a place.



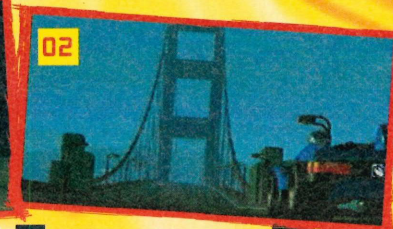
As the Gale Racer car climbs up a slope the whole dashboard tilts to one side, giving more of a feeling of movement.



AREA RANKING			
AREA 2 - BULKY MT. HILL			
RANK	TOTAL TIME	NAME	
1	2'39"58	TIEN	
2	2'41"12	MIRO	
3	2'43"13	NICKO	
4	2'43"24	LUDKY	
5	2'45"15	JOHN	

WHAT A SHOW OFF!

Sega couldn't just produce a direct conversion of the Rad Mobile arcade game, they had to incorporate a flashy intro sequence to show exactly what the Saturn is capable of. From out of the garage (1) to driving off into the sunset (5):



AVAILABLE : DECEMBER
(IMPORT)

Sega Saturn games are coming thick and fast from Japan now, but is the console really worth the import price? Well, at least there will be plenty of games around when it's officially released in the UK next year.



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SATURN

CLOCKWORK KNIGHT...GAMES WATCH PREVIEW...CLOCKWORK KNIGHT...GAMES WATCH PREVIEW

CLOCKWORK KNIGHT

After two arcade conversions to kick off the Saturn software collection, this crazy platform game comes as a breath of fresh air. With an enchanting storyline and graphics to die for this is one title that's bound to wind you up!

Pepperouchau's Adventure

Things aren't right in the nursery. All the toys have started to attack each other and the beautiful singing doll is nowhere to be seen. An eerie feeling of evil has descended on the whole house. It's up to Tongara de Pepperouchau, the strongest and bravest of the clockwork knights, to find the singing doll and banish all the evil creatures for good.

The programmers of *Clockwork Knight* have been really clever and made good use of the unique technology inside the Sega Saturn. Levels have a three-dimensional feel to them with lots of crazy things going on in the foreground and background while possessed toys do their best to polish off our hero in the main playing area.

All kinds of contraptions fill the game with the sole purpose of making life difficult. Books slide in and out of bookcases, trains must have batteries inserted before you can go for a ride and there are some of the weirdest looking giraffes you've ever seen! In great platform game tradition there's also plenty to pick up along the way. Coins can be used to buy extra continues when all your lives have been used up, cogs add extra energy, watches add to the time and there's an invincibility icon so that you can go charging through the hoards of toys as well as 1UP and 3UP icons.

Three levels of difficulty are on offer, although on easy the game can be completed without much trouble. Lives can also be altered from three to six to give yourself a better chance on the hard level. Levels are split into the bedrooms of the children of the house, starting out in Betsy's room then moving on to Kevin's. Each of these then has an end of level boss to deal with before you can move on. Special boxes have been hidden in each level which, when wound up, reveal secrets and bonus stages. A Solitaire Roulette game will give you lots of lives if you're lucky but, choose the wrong box and you won't get anything.

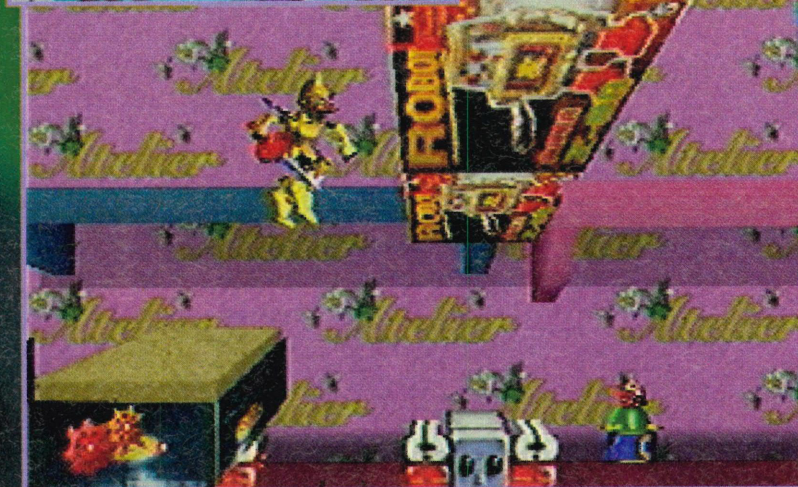
At first glance, *Clockwork Knight* seems like a run-of-the-mill platform game that just happens to have the technology of the Saturn at its disposal, but there are many levels and sequences in the game that make it a real pleasure to watch and play.



■ Above: Open a box and you get to play a special bonus game.



■ Above: As the knight marches through each level boxes, building blocks and books fall from the back of the screen in beautiful 3D. Is this the future of console platform games?



GAMES WATCH

VITAL STATISTICS

NAME : CLOCKWORK KNIGHT:
PEPPEROUCHAU'S ADVENTURE

PUBLISHER : SEGA

SYSTEM : SATURN

PRICE : £79.99

SIZE : 1 CD

AVAILABLE : OUT NOW (IMPORT)

BIG BAD BOSSES

Clockwork Knight has some of the craziest end of level bosses ever seen in a platform game – they look amazing! The game is split into different rooms around the house and there's a boss to defeat at the end of each.

The first is a small boy with an unfeasibly large hat. He jumps about the place, stomping on our hero. A few swipes of the key sword and the little guy's head falls off and starts rolling around! Then it turns red while the hat does a little dance and everything explodes – very strange.

Play through the next level and just as you begin to relax, thinking that nothing else can harm you, there's a swooshing sound and a giant plane swoops down from the skies a few times then transforms itself into a gigantic robot. This one is going to take some beating!

STORY TIME

To set the scene for the game Sega have created one of the most impressive intro sequences ever devised. It seems to go on and on forever, with smoothly animated 3D cartoons, an excellent soundtrack and some beautiful (if annoying) singing. Here's how the story goes...

Every day at 12 o'clock a beautiful young doll called Chelsea comes out of the cuckoo clock and sings, bringing all the toys in the nursery to life. Three clockwork knights; Tongara, Galuch and Oneon are among the toys. These gallant gents fall instantly in love with the sweet doll and try to show her their amorous intentions by throwing targets in the air and hacking them into heart shapes.

While all this is going on, however, there's an evil creature lurking in the background. Everyone is so happy enjoying themselves that they don't notice the danger, when suddenly there's a crash of thunder and everything goes dark. When one of the toys finds a torch and shines it around they discover that the beautiful Chelsea has been kidnapped! Who will save her? Enter the main man and top geezer for the job – Tongara De Pepperouchau, the bravest of the clockwork knights. With all the toys possessed by an evil spell and many levels of bedroom floor antics between him and his beloved, there's one challenging adventure in store.



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36 GOLF MAGAZINE GREAT HOLES

Golf is one of those sports that works inexplicably well on console. Fred Couples is one of America's leading golfers and on this 32X cart he has chosen his top 36 holes as a setting for Sega players to test their driving, pitching and putting skills against the best, without having to leave their front rooms.



■ Above: Our man Akiko has opted to use the putting green grid to help him assess the lie of the land.



■ Left: When chipping onto the green, use the power and direction bars to help you find the right length of shot.



Golf games have become par for the course on consoles these days. There are so many good quality titles available that fans of the sport are almost spoilt for choice. However, *Golf Magazine's 36 Great Holes* starring Fred Couples, certainly has the longest-winded game name award well and truly sewn-up but, by using the advice of one of America's top pro's, Sega have ensured that their latest 32X release will grab the attention of console aficionados everywhere.

Visually, *36 Great Holes* (as we will now call it), uses a digitised style similar to *Mortal Kombat's*. With different sprite animations and stances for the sprite, depending on which shot you are about to undertake, the game attempts to provide a very realistic feel for the player. You can choose between 20 different golfers' images for your character, some fat, some thin, some female and then customise the colours of their shirts and pants, their names and the clubs they play with. You can even choose the materials those clubs are made out of (like titanium, steel or graphite for your irons) - just about everything for the player who likes the 'personal' touch.

As for the game itself, you can choose between several championships, in which up to eight players - friends or the CPU - can take part. The options include Stroke Play, Tournament, Skins, Shoot-Out (an elimination tournament), Scramble or Match Play. Once you have chosen the kind of tournament that you want to take part in, you can choose

ZINE'S HOLES

SO MUCH CHOICE!

One of the most pleasing aspects of *Golf Magazine's 36 Great Holes* has to be the staggering amount of choice it allows the armchair golfer when setting up his/her character and tournament. There are a vast number of options that allow the player to ensure that their individual game, from the build and appearance of their golfer to the type of holes they get to play, perfectly suits the kind of challenge that they want to undertake. All are well presented in easy to understand options screens.

GAMES WATCH

VITAL STATISTICS

NAME : GOLF MAGAZINE'S
36 GREAT HOLES

PUBLISHER : SEGA

SYSTEM : MEGA DRIVE 32X

PRICE : £TBA

SIZE : 24 Mbit+
Battery back-up

AVAILABLE : FEBRUARY

Player Attributes...



■ Player Attributes: Male, female, clubs, tees...

■ Course Selection: Of course you have 36 holes to choose from, all of which are displayed here.

■ Club Selection: A real expert will want to choose the exact composition of his clubs.

■ Tournament Selection: Pick a tournament to compete in.

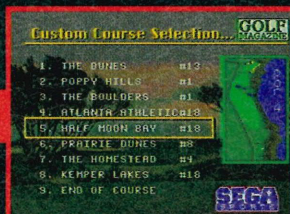
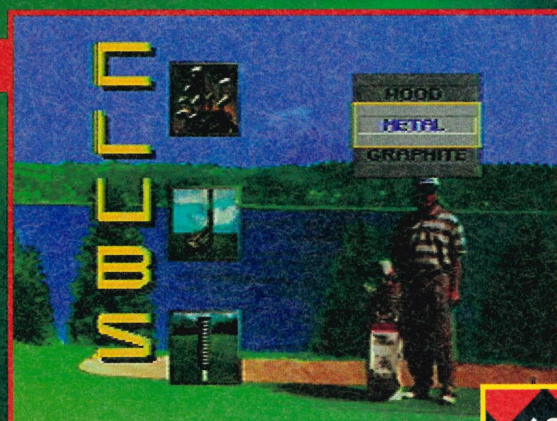
■ Hole Selection: Choose your holes.

seven ways to select what holes you'll play. You can play in a tournament made up of the longest or shortest 18 holes, play a gauntlet or random selection, let Fred choose his favourite 18 holes, play all 36 or just customise your own tournament by choosing the holes you play yourself. All 36 holes are reproductions of 29 famous courses, some of which fans of the genre may recognise from other golf games they have played.

Supporting the six-button joystick, another nice feature of this cart is that the X, Y, and Z buttons can be used to access a variety of maps and views of the hole while you are playing, so that you

don't have to keep accessing the menu screens to get a different angle on the action. There is also some excellent digitised speech within the game providing a commentary on most of the shots you make. The best shots can also be saved to memory for you to show off to your mates at a later date. Pretty smart.

36 Great Holes is an attractive, involved golf sim, that delivers all the usual green gameplay – plus a few surprises. This is one golf club that you don't need to sit on a two year waiting list to join, with a late February release date it's only two months away at the most. "Fore!" No, two.



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Picture it. Your opponent's star striker is steaming into the area dribbling the ball ahead of him. Your keeper charges out but he jinks around him. It's an open goal, surely he must score... when your defender deliberately brings him down from behind! "It must be a penalty ref!" Your opponent shouts. But what he's forgotten is that you chose the 'blind referee' option at the start of the game. If only life was like that...

STRIKER



Left: When using the vertical viewpoint it's easier to locate the goal and tell if the keeper is off his line.

Below: The 3/4 view is the best if you want to string together some stunning passing movements. Here, after a rebound, the goalie has left himself wide open.



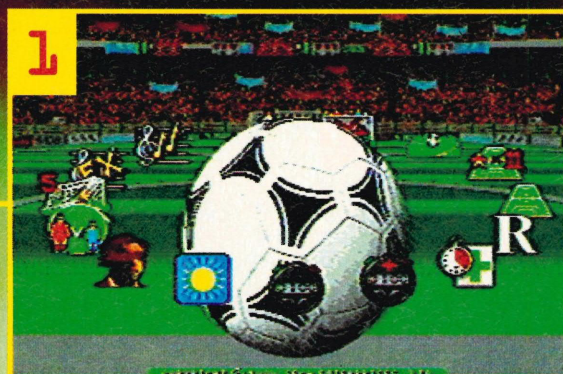
Above: On the title screen you're given your first set of options. These allow you to pick cup, league and world cup competitions.

PITCH AND MIX

1. Main Options: Here you can change between four types of weather, switch between three skill levels, make the referee eagle-eyed or blind and access all the usual sound tests, music tests, time and replay options.

2. Team Selection: Scrolling across these screens will display all the international teams at your disposal. Along with the pre-set league teams you have 341 teams to choose from.

3. Knockout: This is the cup competition but there are also friendlies and league matches to keep you amused. You can fully customise the teams and even give them their real names.



GAMES WATCH VITAL STATISTICS

NAME : STRIKER

PUBLISHER : SEGA

SYSTEM : MEGA DRIVE

PRICE : £TBA

SIZE : 16 Mbit

AVAILABLE : FEBRUARY

Football may be a game of two halves but, these days, football on console is a game of an almost infinite number of options. You may think that you've seen and played them all before with *Sensible World of Soccer* and *FIFA* in all its incarnations but don't switch off just yet, *Striker* on the Mega Drive still has a few surprises up its shorts.

At first, the array of different icons may appear bewildering. After a while though, their cunning simplicity will begin to shine through. For instance, want to change the skill level of the CPU team? Easy. Just pick the icon showing two players side by side. Push one way and the CPU player will become larger (more skilful) push the other and he'll shrink to Dennis Wise proportions (not so skilful). Select the referee icon and you can make him look eagle-eyed, a bit short sighted or blind as a post. You can now happily foul all you like and not get a booking.

Once these general set-up screens have been safely negotiated you can then get on with the rather more serious business of picking your team. There are 341 national and international teams to choose from and all of them can be customised to your heart's content.

Sega have literally tried to cram everything into *Striker*, picking all the best bits from other footy games and squeezing them into one cart. It even has a six a-side indoor mode for when the outdoor pitch gets a bit frozen. As you'd expect, in this mode the ball bounces off the gym walls and the goals are a little smaller. In the finished version you'll be able to access a secret sub-game of table football as a welcome relief from the non-stop running, passing and shooting action.

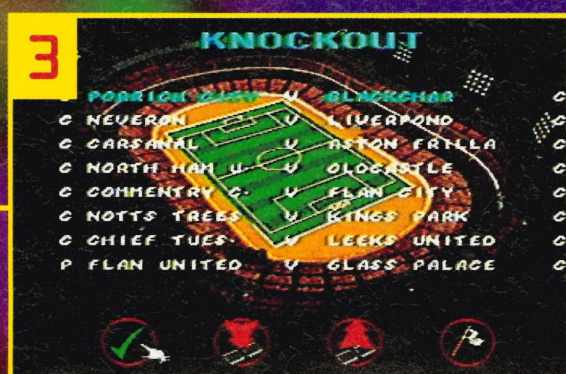
Striker is a pretty unusual mix. Its 1000 frames of animation, 12 soundtracks and three different viewpoints suggest that it ought to be an arcade footy title. Meanwhile, its wealth of custom and set-up options should make even hardened sim fans sit up and take notice. It may not be able to outshine *FIFA* but with 90K devoted to the flag-waving, international competition winning sequence *Striker* sure knows how to celebrate.

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STRIDER



■ Above: What a save! A rising shot is blocked by the goalie's body.
Left: You get to play on an indoor pitch when it's too wet.



GRANDSTAND VIEWS

1. Normal: A FIFA-ish 3/4 view of the pitch.
2. Vertical: The classic *Striker* up and down view.
3. Overhead: Watch all the footy action from an overhead camera way up in the rafters.

STREET RACER

Following hot on the exhaust pipe of the hugely successful SNES version, Street Racer is all set to burn rubber on the Mega Drive in '95. We were given the green light to test drive the early prototype so that, as always, you can be assured an enviable position on the videogame starting grid.

The first question that immediately came to mind when we were invited to play the early version of *Street Racer* on the Mega Drive was: "How will they convert all those mode 7 effects to Sega's 16bit console?" The answer is, they haven't – they've redesigned the tracks and now they are even faster and even better-looking than before. *Street Racer* on the Mega Drive features the first fully-textured tracks ever seen on the Sega console and they whiz by at a truly astounding rate.

Mevlut Dinc and the Vivid Image crew are extremely proud that they have managed to fit the whole game onto an 8 Mbit cartridge, giving people value

for money without having to compromise in the quality department. In fact, they have worked very hard on the Mega Drive version to try to iron out many of the wrinkles that were discovered in the Nintendo cart. For example, the one-player mode is now far more competitive, with passwords given to you as you progress throughout the game, allowing you to access the tougher cup competitions only when you've really earned it (not just whenever you like as in the Nintendo version). The menus and options screens have also been pepped-up, so that they appear and disappear a lot quicker than before and have an added Exit option that wasn't there before (just in case you make any incorrect selections). The gameplay is spiced-up by a number of new icons, like the stick of dynamite that can be picked up and passed to the other drivers by touching them, with the

fuse burning down all the time until it blows some hapless racer sky-high. There's even a whole hidden bonus game for you to find.

Improvements aside, *Street Racer* on the Mega Drive contains all the main features that made its predecessor so playable. The same eight characters appear again and the sprites are far less pixelated this time around with the cars seemingly more polished and three-dimensional. There are also on-screen relations between many of the sprites when they are CPU controlled. For example, Raphael will not hit Surf because he fancies her. Sumo-San and Hodja won't fight each other as they have too much 'respect' for one another and, if Sumo-San performs one of his electric special moves on Frank, it will speed his monstrous rival up.

If you think that you might get a little tired of simply racing around the tracks (surely impossible with

the four-player split-screen option), you can always have a go at the Rumble or Soccer modes and attempt to master a totally different challenge. Again, a big improvement on the SNES version, you can play these modes with a friend in split-screen, rather than just doing battle with the CPU. Play with the default settings or customise these sections to suit yourself.

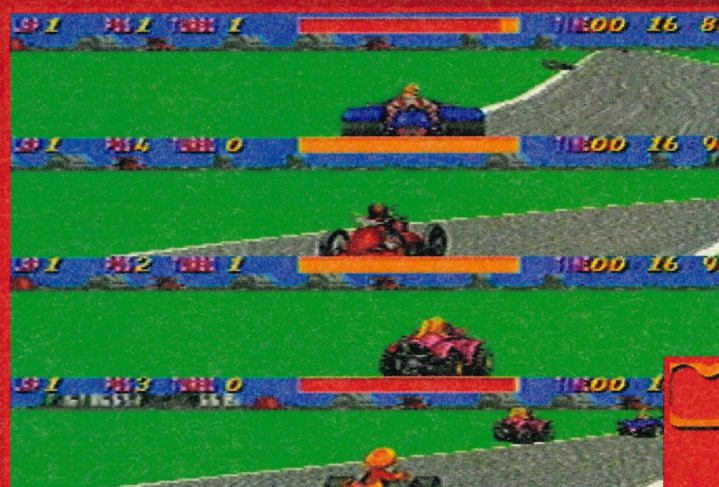
We were mightily impressed with what we believe could prove to be the Mega Drive's greatest racer ever and the big surprise is that, although it manages to hold onto all the good points of the Nintendo cart, it also seems to have added a few new twists of its own. Fast, frantic and bursting with class, *Street Racer* looks set to take pole position on the Mega Drive in early April.



Left: The four-player split-screen option is what made the SNES *Street Racer* so special and it seems to work equally well on this new MD conversion.



Right:
Every character
possesses his or
her own stats and
special moves.



Left: Unlike on the SNES, on the Mega Drive four human players can compete in Soccer mode.



GAMES WATCH

VITAL STATISTICS

NAME: STREET RACER

PUBLISHER: UBI SOFT

SYSTEM: MEGA DRIVE

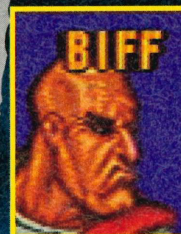
PRICE: £TBA

SIZE: 8 Mbit

AVAILABLE: APRIL

MEET THE DRIVERS

1. BIFF: 19 years old. Big, bad and aggressive
2. FRANK: 100 years old, green and very fast.
3. HELMUT: Retired pilot. His car handles well.
4. HODJA: Turkish folk character. A bit slow.
5. RAPHAEL: 23 years old. Speedy but tough to control.
6. SUMO SAN: From the future. Good all-rounder.
7. SURF: Blonde, gorgeous, with good stats: 36 - 22 - 34.
8. SUZULU: Early forties. Not all as tough as he looks.



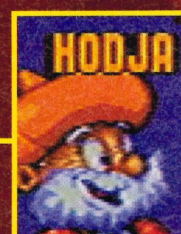
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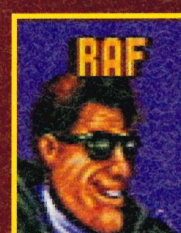
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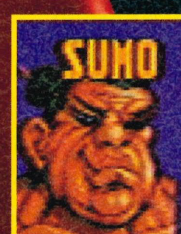
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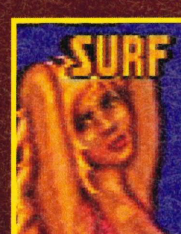
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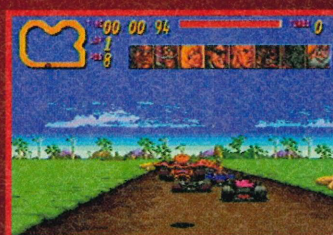
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Above: Hodja attempts to fly over the pack with his special flying carpet move. It's also a useful way to cut corners without slowing down.



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MEGA DRIVE

GAMES WATCH

GAMES WATCH

VITAL STATISTICS

NAME : THE ADVENTURES OF BATMAN AND ROBIN

PUBLISHER : SEGA

SYSTEM : MEGA DRIVE

PRICE : £44.99

SIZE : 16 Mbit

AVAILABLE : MARCH

Holy videogames, the Caped Crusader returns to the console with his long lost sidekick, Robin! Yes, the Dynamic Duo are back, masked, mad and ready to battle evil on monitor screens across the country. Pow! We preview Sega's latest animated adventure.

THE ADVENTURES OF BATMAN & ROBIN

Programmed by Treasure, the team behind the brilliant but very Japanese *Gunstar Heroes*, *The Adventures of Batman and Robin* is, as you would expect, an action-packed skull-breaker of a game. Full of huge, multi-faceted bosses and crammed with power-ups and surprises around every corner, we were most impressed by this early version of one of Sega's biggest releases for this year. Like *Gunstar Heroes*, *Batman and Robin* plays best as a two-player game, with one person controlling Batman and the other controlling his red-jacketed pal.

The two super heroes have a number of kicks and punches with which to battle adversaries, but they also have a nifty line in weapons and throwing devices. Each character can only carry one type of projectile at a time but they can power it up to up to five times its present capability. This means bigger explosions and even greater firing arcs. Similar to great shoot'em-ups like *R-Type*, you can also 'charge up' your weapon by keeping the fire button depressed whilst still performing all the usual moves with the character. If, however, you pick up a different device its power is reset to its basic value. These weapons range from fireballs to batarangs and each level is best suited to a certain projectile, you'll find out which - the hard way.

It's not all just firebutton pumping though. Used in close proximity to the enemy, the firebutton activates hand-to-hand combat. Batman side kicks, punches and headbutts his opponents, whilst Robin is a little more agile, performing roundhouse kicks, double-fisted punches and two-handed smashes on villains' heads.

Apart from the usual side-on punching, jumping and throwing, there is also a nifty Bat-Glider flying section, which is viewed from above and a three-dimensional running section which had not yet been finished on the version we saw, so variety is assured for the gamer, although these sort of changes in gameplay are now pretty commonplace on carts of this kind.

As we have said, the cart which we were allowed to play was still a very early version of this title, but it certainly gives you a good idea of what to expect from the finished article scheduled for a March release. *The Adventures of Batman and Robin* could be just what every tights-wearing console vigilante has been waiting for.



■ Above: The Caped Crusader fights off a snail monster outside the Bank of Gotham.

■ Right: Batman helps Robin out with a burning batarang.



■ Above: Batman sidekicks his way through a couple of vicious-looking thugs.

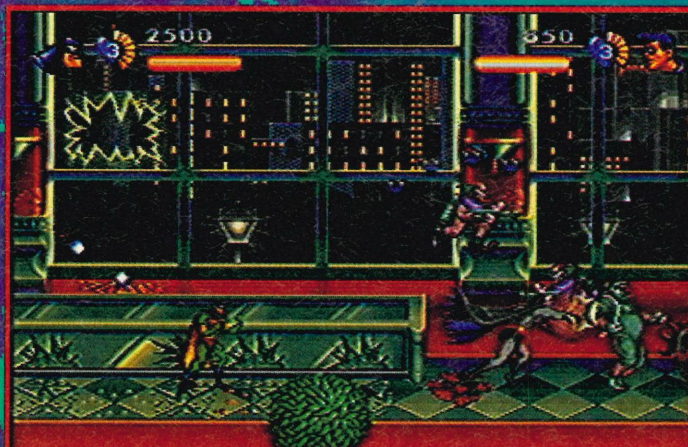
■ Below: The unfinished mushroom forest level.



■ Above: The Joker descends in a balloon to squash the dynamic duo.



■ Right: Harley Quinn flies down in her rocket chair to lob grenades at our heroes.



We're out to get ya!

SEGAPro has got an awesome line-up for you this issue! We've got an **EXCLUSIVE** look at Mortal Kombat II for the 32X, highlighting what has been achieved with the characters, gameplay, graphics and sound using the new system. Add to this a host of Saturn features, **EXCLUSIVE** reviews of many of the top new titles for the Mega Drive and some **EXCLUSIVE** news we guarantee will make the hairs on your neck stand on end. Trust us, you'll have to read this to believe it!

Remember we also offer you all SegaPro's top features with a Mega-CD disc on the cover if you buy SEGAPro CD. This issue we can offer you a fully playable demo of the brilliant Flashback. So get SEGAPro or SEGAPro CD today, you'd be completely hatstand to buy anything else!

EXCLUSIVE!

MORTAL KOMBAT

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SEGA PRO #42 ON SALE NOW

NAME : NFL QUARTERBACK
CLUB '95

PUBLISHER : ACCLAIM

SYSTEM : MEGA DRIVE

PRICE : £TBA

SIZE : 24 Mbit

AVAILABLE : MARCH

Recently, oodles of American Football games have appeared, eager to please all those fanatics who have to stay up late into the night to get their fix of gridiron action. Now Acclaim are breathing some new life into the tried and tested formula of run and throw with **NFL Quarterback Club '95**. Can its novel features and 24 Mbit cart really hope to topple the illustrious **Maddens**?

Every year in the NFL (National Football League) all the quarterbacks get together to see who is the best of the bunch. In a series of competitions that test throwing ability, speed and judgement, they compete for the top honour the League has to offer.

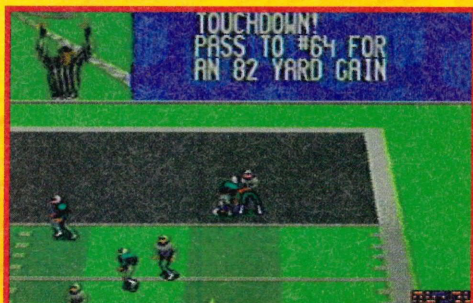
And so, yet another gridiron game appears to quench the thirst of hardened fanatics. What makes *NFL Quarterback Club '95* different from its competitors is the variety of events and scenarios in which these top players can compete. When you play in challenge mode, you view the field from just behind your QB and a marker travels upfield towards several bullseye targets. When you think it's in the right place, hit the B button and you'll throw the ball – the further away the target you hit is, the more points you score. The other challenge event has you running inbetween obstacles and eventually throwing your ball at a target. Points are given for speed and accuracy, the faster you are, the better you'll do.

The challenge mode isn't all there is to this new release. There's also the normal game where you can choose a team and take them through to the Superbowl and immortality. Even more interesting is the scenario mode where you might have to try and defeat the other team by scoring a field goal or several scores in a short period of time – a good quarterback never gives up on a game! There are 30 of these scenarios in all, some real, some set in the future with fictional teams for you to lead to a glorious victory.

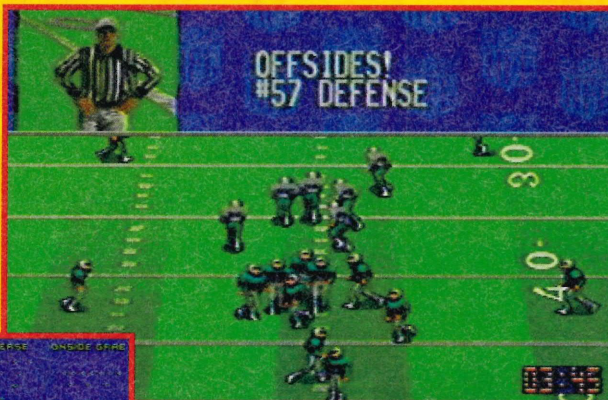
The game engine itself uses a very similar perspective to the one tried and tested in the *Madden* series – *Quarterback Club '95* is quite similar to play. Whenever you choose a throwing play and call up your receivers, instead of three cumbersome windows popping up so that you're not sure where your guys are, three arrows appear at the top of the screen marked A, B and C, making your decision-making a lot easier (just press the appropriate button and you'll sling the ball in the right direction).

NFL Quarterback Club '95 will have to be something special if it's to become as popular as *Madden* but, with a set of scenarios and a challenge mode included, Acclaim's first foray onto the gridiron could gain several first downs if not that all-important winning score.

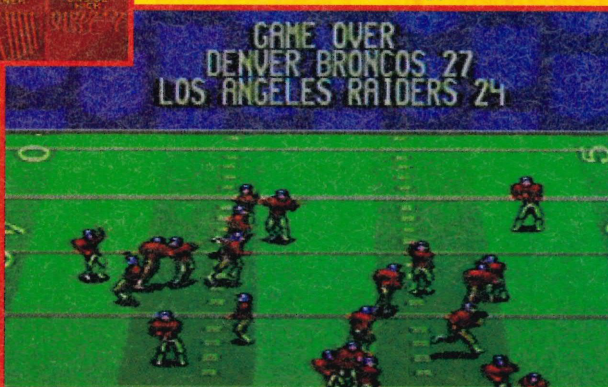
QUARTERBACK NFL CLUB



■ Above: In scenario mode you have to score a certain number of points to save your team from certain defeat.
■ Below: Gaining yardage could set you up for that vital touchdown.



■ Above: If your defense is too quick off the mark you'll be penalised.
■ Left: Open the playbook and decide what your team's strategy should be.



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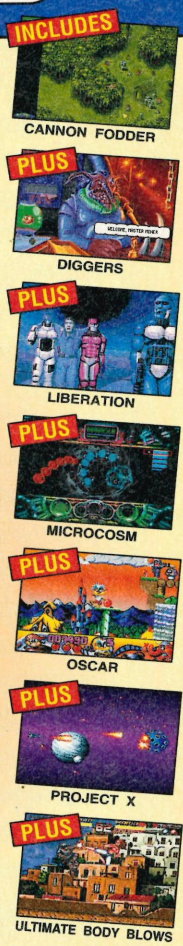
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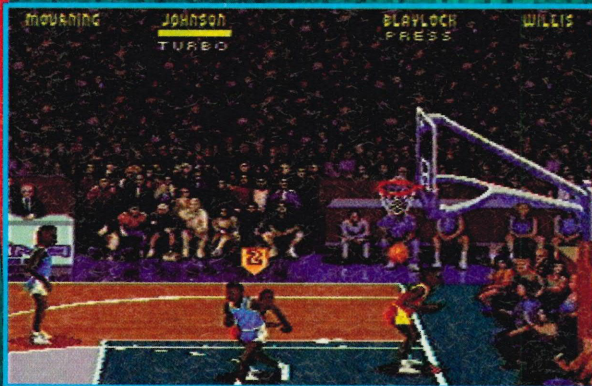
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Basketball is a pretty popular game over in the good old US of A and it seems to be getting big over here as well. Hopefully, you'll have seen NBA Jam in the arcades and slam-dunked it to death there. Well, you'll soon be able to play it on your SNES and break that back-board some more. Go on, you know you want to...

The new *Tournament Edition* has a load of new features that enhance the gameplay of the original *NBA Jam*. Instead of just two team members who play all the way through the entire game, at each interval you can change them for any of the other two or three members in your squad. This helps with the injuries that your players may sustain – the higher the injury number, the more damaged they are and the less well they'll play. Other features include power-ups and hot-spots that appear every so often on the floor. Stand on a hot spot (which will have a number in the middle of it) and if you score, you'll get that number added to your score. Bonuses of seven or eight are possible, making catching up easier. Pick up any of the power-ups – they look like brown circles with different letters on them – and they'll endow you with special powers for a short while. There are temporary 'on fire', better dunking and three-pointers and extra speed icons for you to collect. There's also a power-up, that when collected, will make the opposition fall to the floor and drop the ball, letting you rocket down the court and slam that ball through the hoop for an easy few points.



■ Above: The Hornets get on the score sheet.
■ Below: It's time to even-up the score with an eye-watering, leg-busting, flamer of a dunk.

One of the noticeable changes in this version is the lack of the half-time show, where a small piece of digitised video was played as a sort of interlude. That has now gone in favour of the substitution screen. Also missing from this version is the scaling on each player that was in the arcade game.

Another feature that will soon be found after its release is the discovery of 36 hidden players. Bill Clinton was a secret Jammer in the original and maybe he'll return, but for now nobody knows who's in or out. If you get to defeat all of the 27 teams that are featured in the game, you'll be able to play a post-season team consisting of NBA All-stars and hidden characters – something that wasn't in the first game.

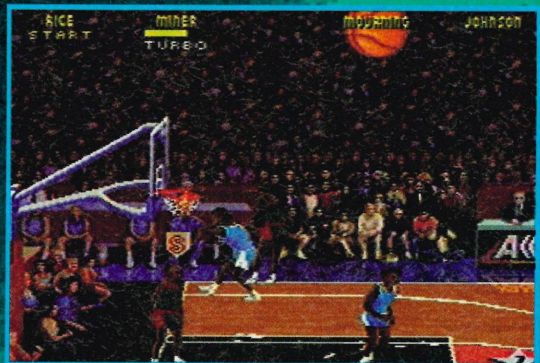
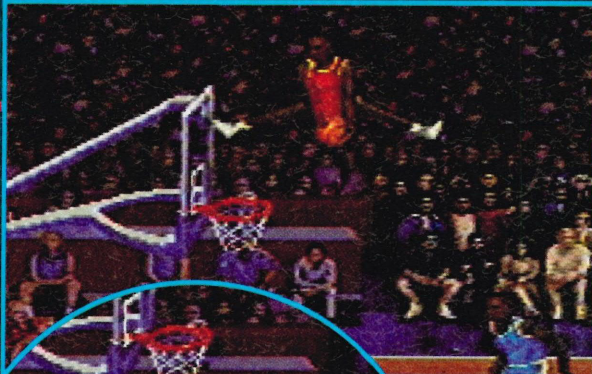
It seems as though all the best features from the original *NBA Jam* have been combined with the extra energy of the *Tournament* arcade game. If the success of the first game is anything to go by, *NBA Jam: Tournament Edition* could have you jumping through hoops just to get a copy.

COACHING TIPS

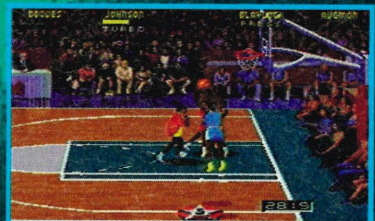
THE GREATER A PLAYERS DUNK RATING THE MORE SPECTACULAR HIS DUNKS. A PLAYER WITH A ZERO DUNK RATING WILL ONLY PERFORM CAVES. CAVES ARE LESS SUCCESSFUL THAN DUNKS.

■ Below: At half-time you get to see who's performing best.

19 1ST HALF STATS: 24			
NAME	NAME	NAME	NAME
PTS	PTS	PTS	PTS
REB	REB	REB	REB
AST	AST	AST	AST
STL	STL	STL	STL
BLK	BLK	BLK	BLK
FG%	FG%	FG%	FG%
FT%	FT%	FT%	FT%
DUNK	DUNK	DUNK	DUNK
INJ	INJ	INJ	INJ

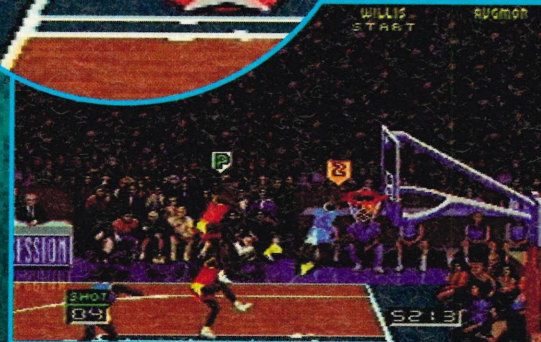


FINAL SCORE			
NAME	NAME	NAME	NAME
PTS	PTS	PTS	PTS
REB	REB	REB	REB
AST	AST	AST	AST
STL	STL	STL	STL
BLK	BLK	BLK	BLK
FG%	FG%	FG%	FG%
FT%	FT%	FT%	FT%
DUNK	DUNK	DUNK	DUNK
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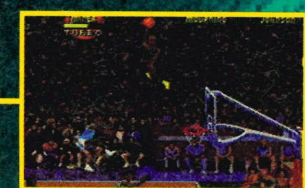


HE SHOOTS! HE SCORES!

Below are just a few of the incredible slam-dunks that can be found in *NBA Jam: Tournament Edition*. The best way to perform amazing dunks is to run straight into the scoring circle, making sure that you're a few inches from the basket. Hold down the Turbo button and press jump and shoot, then sit back and watch as your main man sticks home a two-pointer.



■ Above: Even the two tall guys above can't possibly hope to stop this three-pointer.



NBA JAM

TOURNAMENT

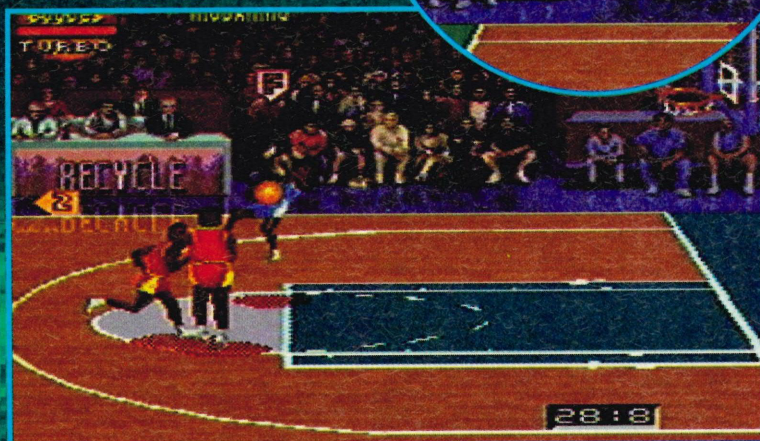
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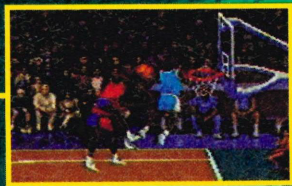
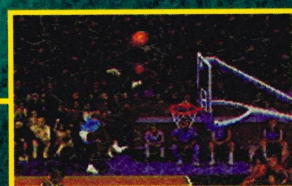
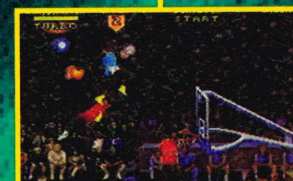
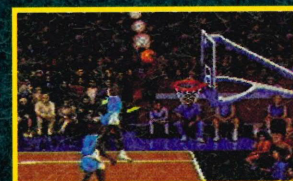
Below: This is the sort of move that if it comes off will be a poke in the eye for the opposition and a morale booster for you. Get it wrong, however, and it could all backfire.



Below: Even though the guy in blue is on fire you can still steal the ball off him.



Above: A top class, 'On Fire' shot is destined for the middle of that hoop. A great shot if ever we saw one.
Below: The star on the right of the screen will yield loads of points.



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unirally

Unirally isn't your conventional racing game as far as equipment goes. There are no fancy Ferraris or Porsches here, just well-oiled unicycles pedalling as fast as their little ball bearings will carry them.

There's no real plot to this game, no fiddly messing about, just choose your favourite cycle, a track and off you go. The tracks are two-dimensional and twist and turn, sloping up and down, with ramps to get you airborne and all manner of hazards designed to slow you down. Large patches of glue and small kinks in the road will bring your speed right down if you hit them.

As well as these high-speed runways, there are also stunt tracks that allow you to perform tricks with your cycle. The more twists and turns you can pull off in one move while flying through the air, the more points you'll rack up. And it's these tricks that give the game its peculiar charm. If you're in a one or two-player mode, racing against another unicycle, you have to do tricks and stunts in order to build up your top speed and acceleration. If you jump and perform a twist or a roll, you'll edge slightly ahead. If your opponent performs a move, then he'll close the gap. The entire race then turns into a contest of who can do the most tricks and come a cropper the least number of times (tumble too often and your opponent will streak ahead).

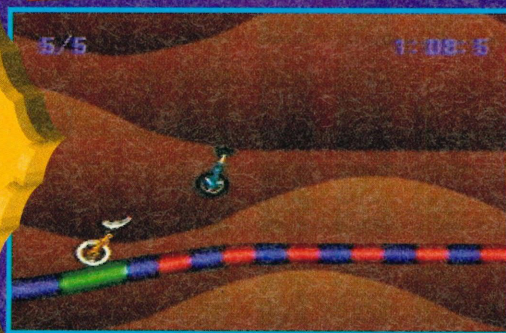
The one-player mode is spread across four different sets of courses. Crawler, Shuffler, Walker, and Hopper are the names of each category, and each has five different tracks with names like Mega Jump, Downer and Hairpin Hill – all vary in size and complexity. To make things even tougher each track is split into Bronze, Silver and Gold events. Each set has its own racer, like Silvia who is champion on all of Crawler's Silver tracks. Beat her on all of these tracks and you can progress to Gold standard.

To complete the entire game by playing all of the races in each of the categories, you'd have to win 60 races. On top of that there are 16 different cycles to choose from and each has to conquer the tracks individually.

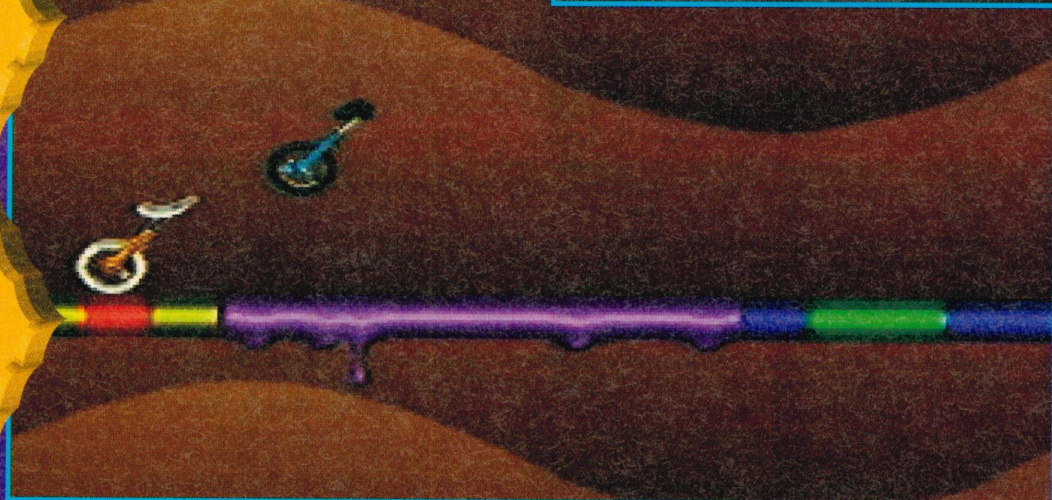
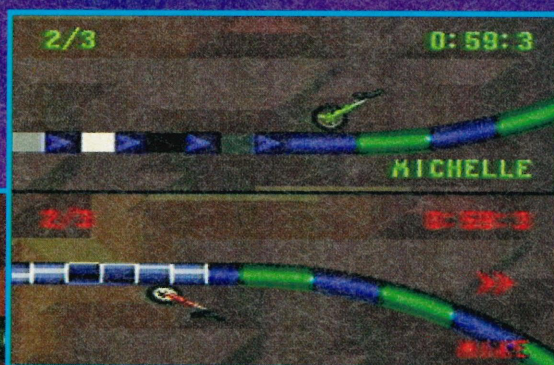
Playing against the CPU is all well and good but racing against a friend is what really gets the adrenaline pumping. Losing by a hundredth of a second can be just too much for any unicyclist to take.

Unirally has all the hallmarks of a classic game. With its simple but engrossing gameplay and a plethora of tracks and bikes, this is destined for many years of faithful service – provided you keep a bottle of WD-40 handy.

Usually, you'd expect to see unicycles in a circus being ridden about by clowns just to make them look more ridiculous. Well, we here at Games World: The Magazine think that unicycles are not in the least bit amusing and should serve the community by racing and doing seriously hard stunts. We went to the Nintendo school of unicycling to find out more...



Right: These cylindrical sections will spin you upside down. Just keep on pedalling.



AVAILABLE : FEBRUARY

TRICKSTER, TRICKSTER!

A key part of the game is performing stunts. The more you perform the faster you'll go. You must land on your wheel or the trick won't work properly and, if you don't land on your wheel, you'll slow down. The trick is to pull loads of stunts but maintain full speed as you do so.

■ Right: Racing is best in two-player. Most of the time it's displayed on a split-screen.

**Do the twist
while you're in
mid-air!**

**Then
try a
spin!**

**And
land
upright.**

- Above: Hairpin Hill has been completed - note the tick. Finish the rest and you can progress.
- Left: This is part of the track that pushes you faster, but straight up.

■ Above: After going up a straight surface, Mike lands next to a patch of glue. Ride over one of these and you'll lose valuable seconds.

Below: Things couldn't be much closer as Michelle passes the checkpoint with Mike in hot pursuit.

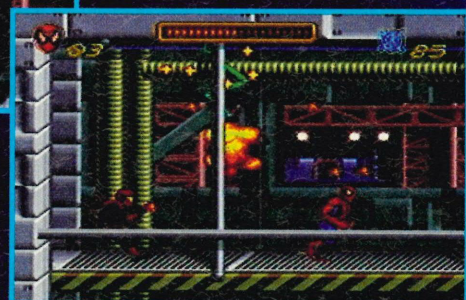
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SPIDER-MAN

Following hot in the footsteps of the animated series from Fox TV comes Spiderman's latest console encounter with the usual bunch of Marvel madmen. While Max Carnage seems to be taking a well-earned rest, Doc Oc and his evil crew are sure to give Spidey a run for his radioactive dollars. Is the masked web-slinger still up to the challenge?



■ Above: The first boss that our Spidey comes across is Doc Oc. His many robotic limbs make him tough to pin down with your webs.



SUPER BCKID

BC Kid, aka Bonk, made his first appearance on the little known PC Engine during the late Eighties. The big-headed kid with a small set of underpants hasn't broken into mainstream gaming, until now that is. So sit back and settle down for one strange platformer on the SNES.



■ Above: Swimming through a monster's intestinal tract is a unique way of getting around.



AN

WATCH SPIDER-MAN... SUPER BCKID... GAMES WATCH PREVIEW... SPIDER-MAN... SUPER

Spiderman's worst nightmare has come true. After capturing all the bad guys he's found lurking around the city and banging them up in jail, he thought he could put his feet up for a while. Not so! Being super-villains it's not long before they've busted

■ At the docks Spidey must be careful not to take a dip!



themselves out and poor old Peter Parker must don his suit once more and return these rogues to the bosom of justice.

Over twenty of the most devious madmen from the minds of Marvel are in this game. Doctor Octopus, Mysterio, Venom, Shocker – they're all here either in an end-of-level guardian role or simply popping up along the way. Even the Fantastic Four appear in cameo roles to lend our hero a bit of moral support.

The crime-busting web slinger has all kinds of special moves up his sleeves (does he have sleeves?) to deal with this onslaught of naughtiness. He can use his webs to swing, throw and climb with extra web power dotted about the game to recharge his sticky supplies. His super Spidey sense will also come in handy for sensing danger (it makes his eyes glow in the dark).

As well as these special moves our man in red is also quite handy with his fists and feet. He can punch and kick his way past many of the more mediocre meanies and, with a combination of these moves and his webs, no-one can stand in his way.

These crime fighting scenes take place over seven levels. Spidey will

MARVEL-LOUS VILLAINS

So exactly who are all these arch villains who are causing Spiderman so much trouble? It's time to put the name to the face, just so you know who you are supposed to be beating up:



■ There are all kinds of ghastly creatures in the circus.

visit the Empire State University Lab, J Jonah Jameson's Penthouse, the sewers and the Brooklyn Bridge before he gets the bad guys back behind bars. It's going to be tough but if anyone can, Spiderman can.

TRI SPIDEY SLAYER

DOCTOR OCTOPUS



GREEN GOBLIN

ALIEN SPIDEY SLAYER

GAMES WATCH VITAL STATISTICS

NAME : SPIDERMAN

PUBLISHER : ACCLAIM

SYSTEM : SNES

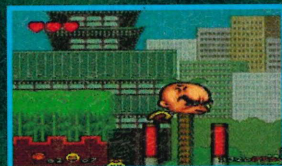
PRICE : £TBA

SIZE : 16 Mbit

AVAILABLE : FEBRUARY



■ Above: This is one of the big bosses that you will face towards the end of the game. There are loads of little ghosts that get in your way. Below: Collect a face for points.



■ Above: After taking a funny sweet, BC Kid turns into a big bird.



For those of you who haven't heard, *Super BC Kid* is a platform game of enormous proportions. The game starts out with Bonk searching for his daily lunch. Little does he know that the local bad guy (an evil reptile of some sort), has set a trap using a giant rump steak – Bonk's favourite. The poor little chap takes the bait and is then thrown into the future. The only way that he can get back home is to work through 66 levels of fiendish platform action (well at least you don't have to save any kidnapped princesses).

Bonk's primary weapon is his head. Visions of traditional Glaswegian greetings spring to mind as Bonk launches himself into the air, somersaults and lands head-first on any creature that gets in his way. Without so much as a "Stitch that Jimmy!" he gets up and carries on.

Throughout the game, various goodies are scattered about. Small pieces of steak will restore health while little sweets change the shape of Bonk's body. These sweets can either shrink you down to a minuscule size, turn you into a gigantic child or transform you into a prehistoric bird. There's another sweet which will cause Bonk to run around the screen with steam gushing out of his head!

Bonk has some even better tricks up his sleeve though. He can bite

onto the wall and climb up it with his teeth or turn into a crab – which helps him to get through small gaps – by letting himself be crushed by a large block. There are also bonus stages thrown in after each level which change each time you play. In one of these, you have to pump up an inflatable helicopter by jumping up and down on a foot pump as fast as you can, while in another you have to play basketball with a load of plants. Just make sure you collect as many goodies as possible in the time allowed.

The SNES version of *BC Kid* has all of the features of the PC Engine game and more. It'll certainly be interesting to see if it can match up to modern titles like *Donkey Kong Country* and *Earthworm Jim*.

VITAL STATISTICS

NAME : SUPER BCKID

PUBLISHER : HUDSONSOFT

SYSTEM : SNES

PRICE : £TBA

SIZE : 12 Mbit

AVAILABLE : MARCH

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JAGUAR

BURN OUT... FIGHT FOR LIFE... GAMES WATCH PREVIEW... BURN OUT... FIGHT FOR LIFE... G

Four wheels are for wimps. What you want is a two wheeler with a speedometer that goes up to 200 mph! Atari are here to make your dreams come true. What's even better is that you don't have to spend weeks in traction after each crash!

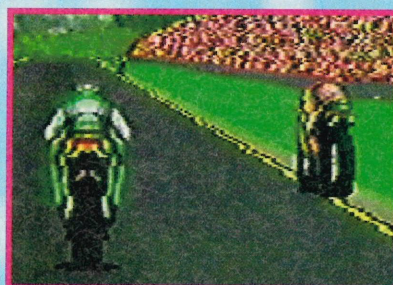
Burn Out



To follow up their Formula One racing smash *Checked Flag*, Atari move onto the two wheels of motorbike racing with a fast-paced simulation, *Burn Out*. This is along the lines of *Super Hang On* from the arcades with a behind-the-bike view of the race and lots of competitors to beat.

This is the first motorbike racing game to appear on the Jaguar and it's looking really great. The single track that was used to create the demo we saw had a detailed stadium, bushy trees and direction signs that whiz by at a truly amazing rate. There's a speedometer, lap time counter, position monitor and overall map of the current track to keep an eye on as you battle to make it to first place.

The fast 64bit graphics really give a good sense of speed. As the hills go up and down and you ride roughshod over them on your bike you feel your stomach lurch! How's about that for realism? If this is the sort of quality game we can expect from Atari in 1995 then the future for the Jaguar is looking rosy!



■ Above: You race in green and have to pass the purpleracers. Right: Lean your bike and you'll be able to take the corners much faster.



VITAL STATISTICS

NAME : BURN OUT
PUBLISHER : ATARI
SYSTEM : JAGUAR
PRICE : ETBA
SIZE : TBA
AVAILABLE : FEBRUARY

Fight for Life

GAMES WATCH VITAL STATISTICS

NAME : FIGHT FOR LIFE

PUBLISHER : ATARI

SYSTEM : JAGUAR

PRICE : £TBA

SIZE : 32 Mbit

AVAILABLE : FEBRUARY

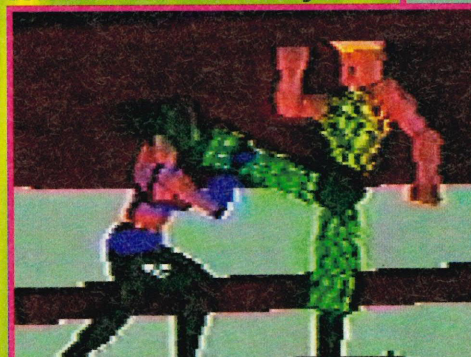


■ Above: In the bottom left-hand corner of the screen, there's a mini-screen that shows the action from a different angle.



■ Above: A rising kick sends the cadet flying across the arena. Even at this stage the animation is extremely slick.

■ Below: A real heavyweight joins in.



Stand aside Virtua Fighter, there's a new contender to the beat'em-up heavyweight title – and this time it's on the Atari Jaguar! Will this new bruiser last the distance against Sega's hardest hitter? We sparred with the best of them...

No prizes for guessing the inspiration for the first game in Atari's 1995 line-up. Sega's arcade machine, *Virtua Fighter*, has gone from strength to strength since its launch back in 1993. A perfect conversion is now playing on Saturns everywhere and the sequel hit the arcades towards the end of last year.

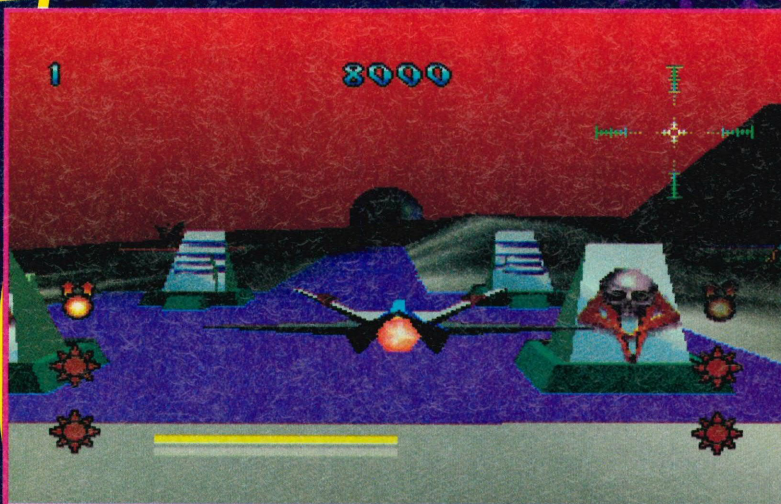
Now it's Atari's turn to throw a few polygon prize fighters around with a game written by Francois Lionel who wrote the original *Virtua Fighter* for Sega. *Fight For Life* has a variety of characters to select and backgrounds to fight over. There's an army cadet, a cool dude in shades, a pirate as well as the customary scantily clad girl waiting to strut her deadly stuff. All the punches, kicks and back flips you'd expect from a 3D beat'em-up are easily accessible with energy bars and timers overlaying the action.

The 64bit Jaguar handles the polygon graphic techniques well, with texture-mapped characters and a viewpoint that zooms in and out on the more interesting challenges. The game was in its early stages when we were given a sneak preview and it played really well even at this point. Once all the presentation screens and links have been incorporated this should make people sit up, take notice and get smacked in the face by, of all things, a Jag game.

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BATTLEMORPH

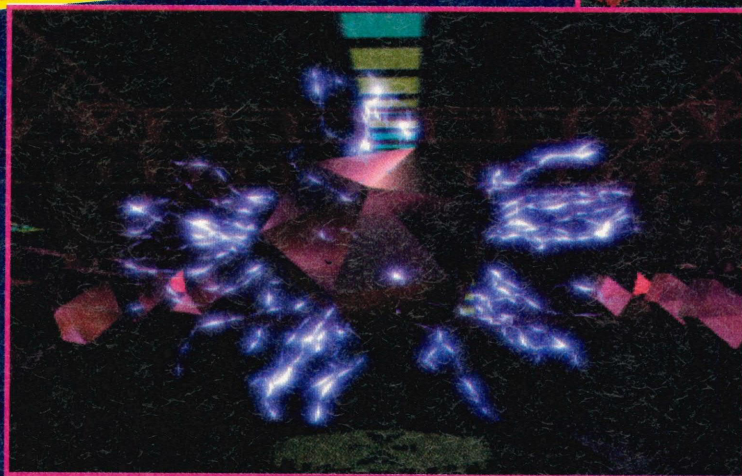
In the beginning there was **Cybermorph** for the Jag. We've seen Jaguar games come and go since then but at long last the sequel to **Cybermorph** has arrived with fresh vehicles, missions and even flashier graphics – only this time it's on the new Jag CD-ROM. Prepare to launch **Battlemorph**!



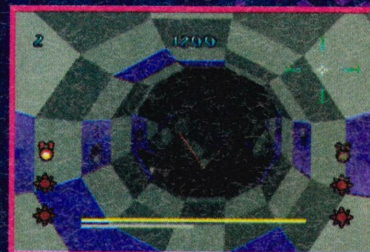
■ Fans of *Cybermorph* won't be disappointed with this sequel, it's full of level after level of blasting action.



■ Left: Using the new Jaguar CD-ROM the development team have been able to produce excellent animated sequences to run between levels and improve the overall presentation.



■ Some of the special visual effects in *Battlemorph* are amazing as these different rendered space scenes show.



VITAL STATISTICS

NAME : BATTLEMORPH

PUBLISHER : ATARI

SYSTEM : JAGUAR CD-ROM

PRICE : £TBA

SIZE : 1 CD

AVAILABLE : FEBRUARY

Taking the basic graphic engine of *Cybermorph*, the developers – Attention to Detail – have taken into account the capabilities of the Jaguar CD-ROM and created an excellent new game. In the original you piloted your ship across a polygon landscape with the aim of simply picking up pods. *Battlemorph* goes one step further.

You take control of the War Griffin. This time, instead of being restricted to the air you can dive underwater, transforming into a War Sub. Tunnels and caverns around the play area can be flown into, electronic keys and energy cells can be picked up and used at specific places around the level. New weapons including mortars, decoys, hammers (for bashing down buildings) and bulldogs (that chase after all enemy craft) are also available.

Certain buildings must be destroyed, all key enemies knocked out, checkpoints reached within time limits and your pod returned to escape a level. Docking pads will help out, land on these for a complete map of the level showing all the important sectors.

With the storage capacity of the CD-ROM at their finger tips the programmers of *Battlemorph* have been able to vastly improve the visuals and overall presentation of the game. Texture-mapping has been added to some of the objects giving clouds, moons and the sky itself greater depth. A hologram robot now relays your mission objectives and commentates in digitised speech read straight from the CD. The speed of flight has also been increased.

If you were a fan of *Cybermorph* then you'd better start saving up for a Jaguar CD-ROM so that you can enjoy the delights of this sequel.

blue lightning

From an original game on the Atari Lynx comes the first flight simulator for the Jaguar CD-ROM. With enhanced graphics and sound straight from CD, is this going to be the game to really show off Atari's new machine?

VITAL STATISTICS

NAME : BLUE LIGHTNING

PUBLISHER : ATARI

SYSTEM : JAGUAR CD-ROM

PRICE : €TBA

SIZE : 1 CD

AVAILABLE : FEBRUARY

The Lynx version of *Blue Lightning* was one of the most successful games on Atari's handheld console, although it couldn't save the machine from obscurity. The simple gameplay and impressive visuals created a highly playable formula. With the launch of the Jaguar CD-ROM the game can now be taken one step further.

Players now have a choice of aircraft to control, each with different flight and combat characteristics. There are recognisable planes like the F14, F15, Harrier and Mig-29 plus a brand new model called the Stormer. As a new pilot you must complete four training missions, by achieving a minimum skill level, before you can fly into the real combat zone. There are then eight tours of duty around the world with four missions in each to be attempted.

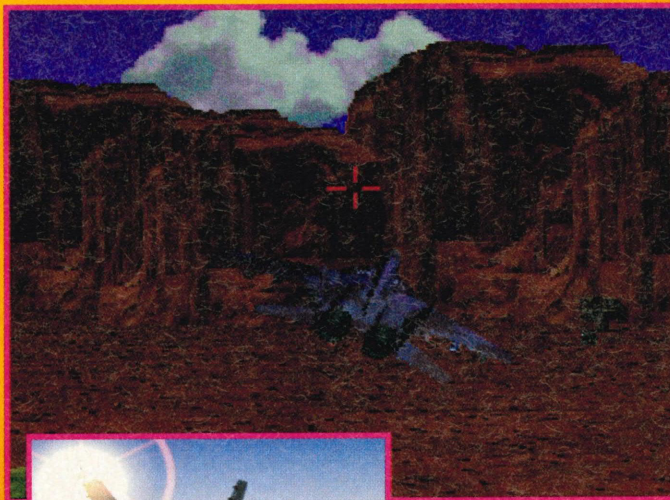
The terrain varies as you battle your way around the world on air-to-ground and dogfighting missions. There's a jungle to explore, the African plains, the Rocky Mountains, the open sea, the Arctic and an industrial cityscape. On the ground both moving and stationary targets must be destroyed with many attack patterns that must be learnt.

With the capabilities of the Jaguar CD-ROM to play with, the graphics and sound in *Blue Lightning* have been vastly improved. The ground has a texture-mapped floor with scenery like mountains, buildings and trees constructed on top of this. The sky is filled with clouds to add a little realism as well as visibility problems if you fly too high. Sound effects include speech from the commander and enemy pilots along with heavy rock backing tracks played from CD.

Looking tough even at this early stage, *Blue Lightning* could show us just what a 64bit console can do... with a little help from CD-ROM.



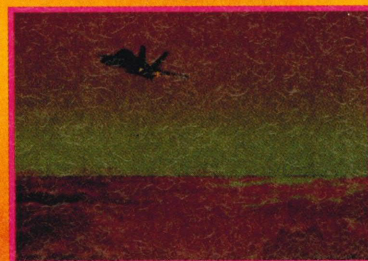
■ The joy of CD-ROM is that it allows the programmers to pack the game with rendered landscapes and gratuitous pictures of your advanced fighter.



■ All the ground graphics have been bit-mapped and the backgrounds have a variety of textures. There are even detailed clouds in the sky that you can fly through if you take your plane high enough.



■ Right: A tank-buster, one of the many planes you can fly in the new *Blue Lightning*.



3DO

REVIEW... STAR WARS: REBEL ASSAULT... GAMES WATCH PREVIEW

GAMES
WATCHVITAL
STATISTICS

NAME: REBEL ASSAULT

PUBLISHER: LUCASARTS

SYSTEM: 3DO

PRICE: £TBA

SIZE: 1 CD

AVAILABLE: FEBRUARY

So you've seen the three Star Wars films have you? You think you can tell a Y-wing from an A-wing? Well, George Lucas is planning six more films over the next twenty years, but if you can't wait that long to attack the Empire then fly a few missions of this new LucasArts adventure.

STAR REBEL ASSAULT WARS

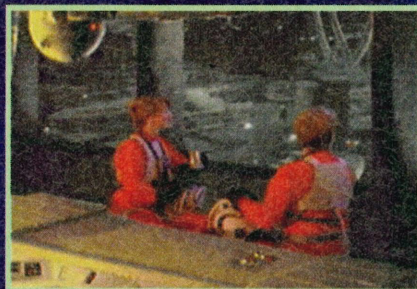
All Star Wars fans will be instantly hooked on *Rebel Assault*. The game takes scenes from the films and combines them with 3D rendered sequences, freshly drawn characters and lots of shoot'em-up action to create a brand new Star Wars adventure that's interactive!

As Rookie One, you start out at a Rebel Base on planet Tatooine. You've got to fly a training mission first of all, to prove that you've got what it takes. After dodging through Beggar's Canyon it's on to the asteroid field. Survive the bombardment of flying rocks and Commander Farrell will be very proud of you - it's then time to begin the real missions.

Between levels the game's creators have inserted special animated sequences and film clips setting the scene for the next mission. Levels are played in a variety of styles. There are shoot'em-up sections from inside snowspeeders and X-wings chasing all manner of enemies from walkers to TIE fighters. Rookie One also jumps out of his snowspeeder for a quick shoot-out with Imperial Stormtroopers later on in the game.

Points are awarded for destroying any enemy craft, but pulling off a particularly tricky manoeuvre or hitting a bonus will also bump up your score. Luckily, you never have to start from the beginning again either as passwords are handed out after the successful completion of each mission. There are three sets, one for each difficulty setting.

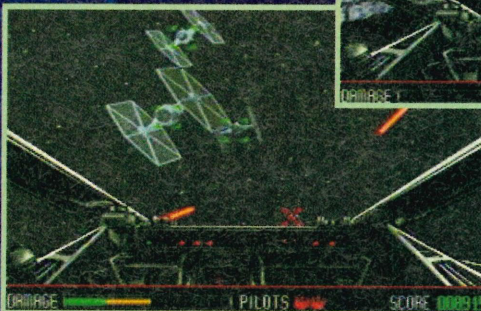
If you're impatient for the next Star Wars film to hit the cinemas then *Rebel Assault* is definitely going to be your kind of game with all the original theme music blasting out and even R2D2 and C3PO making a welcome appearance. Even if you're a Star Wars rookie, the non-stop action and high class effects are bound to make you want to sign up with the Rebels.



Below: In this stage you have to take on the AT-AT walkers.



You know when you've been hit by the sneaky little TIE fighters because the screen flashes red. Let this happen too many times and you'll become just another pretty explosion!



FLYING TONIGHT

Rookie One never has to fly a mission alone. He's always got the rest of his team around him for moral support and advice. Here are the top brass of the Rebels, ready and waiting to start the first mission:

The programmers have taken the Sega Mega-CD version of the game and recreated it on the 3DO right down to the last pixel. Here we see another TIE-fighter about to bite the dust.



Below: As you fly around this Imperial Star Destroyer you must shoot off all the cannons to progress to the next level.



COMMANDER FARRELL

He's known to be a grumpy man who doesn't like hotshots. Be polite and show him respect and you'll do just fine.



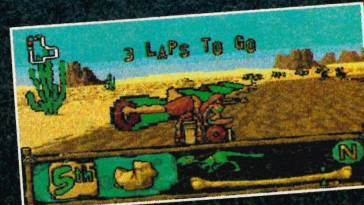
COMMANDER MURLEEN

She's a little more forgiving than Farrell and even asks you to buy her a drink after you complete the first mission!



CAPTAIN SIMMS

Chapter 11 puts Captain Simms in control and he'll send you back to the beginning if you get something wrong!



PLAY OUR EXCLUSIVE BC RACERS DEMO!



Core! If you fancy seeing more of that bikini babe, there's only one thing to do: make sure you don't miss the next issue of Mega Power. We've got an exclusive playable demo (different to the one on SEGAPro) of BC Racers, Core Design's wacky caveman racing game. We also review the game inside, plus Pitfall CD, The Lawnmower Man, Heart Of The Alien and more. It's a must-buy for all Mega-CD owners!

**MEGA
POWER**

ISSUE 18 ON SALE **NOW**

NEO GEO CD

ON 2... GAMES WATCH PREVIEW... SAMURAI SHODOWN

MES WATCH PREVIEW

SAMURAI SHODOWN 2

After the success of Samurai Shodown on the Neo Geo and various other formats, there just had to be a sequel. Well, there is, and it's on the new Neo Geo CD. Flashier, faster and with even more fighters for you to take on this is one posse that'll take some beating. The World Gamers sharpened their swords and fed their eagles...



■ Left: Hanzo and Haohmaru get stuck into each other as our friendly samurai tries out his new, improved whirlwind.

■ Below: One of the new characters, Sieger, uses his big metallic fist against Genjuro. Sieger looks like he's on his last legs though.



Haohmaru is back and this time he's brought a big sword, a bottle and a brand new whirlwind. Get ready for the mother and father of all battles as 13 fighters go head to head.

Along with all the characters from the first game there are five new fighters out to stop the Dreaded One who is spreading terror and disorder throughout the land. At the start of the game, your chosen character walks up a pile of rocks and stares into the blazing eyes of the Dreaded One. Battle is then joined with all the other warriors before you finally come face to face with the last boss.

VITAL STATISTICS

PUBLISHER: SNK

SYSTEM: NEO GEO CD

PRICE: €59.99

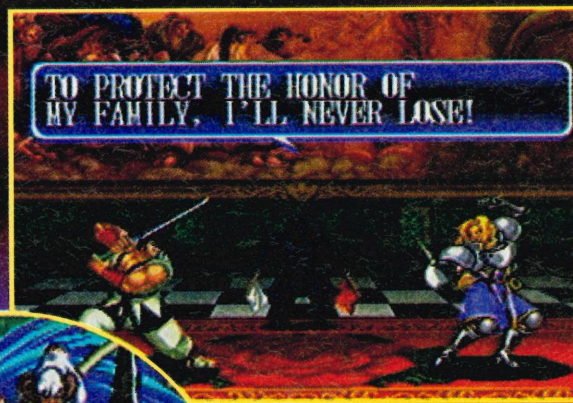
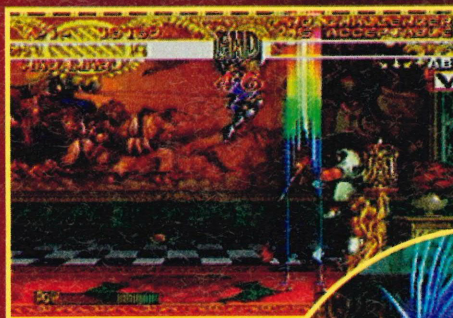
SIZE: 202 Mbit

AVAILABLE: MARCH

■ Above: Cham Cham is a little scared when faced with the demon king, but she shows more courage when fighting against Wan-Fu, below.



■ Above: Cham Cham gets tough with big boy Wan-Fu. Below/Right: Charlotte shows off her improved uppercut sword slash against Hachmaru.



■ Above: Charlotte tells us why she has entered the fray.

■ Below: Genjuro blocks Sieger's power charge.



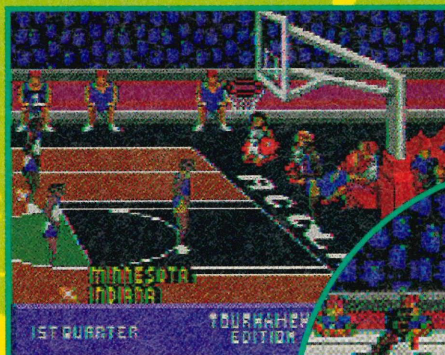
■ Left: This is one of Cham Cham's special moves. She throws her opponent into the air and scratches their back to shreds. Bad, bad, girl.

Take for instance Cham Cham, she's a small but sprightly fisherman's daughter who's on a mission to bring back the gem that's needed to restore wealth, prosperity and

All of the characters have these moves and all differ in strength and fighting style. Other new characters include Caffeine Nicotine.

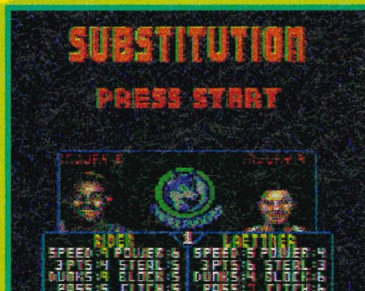
Apart from the different moves and fighters, *Samurai Shodown 2* offers loads of subtle touches that aren't immediately noticeable but which make things run much more smoothly. The crashing of the scenery is still in there – whenever you clash with your opponent near a statue or whatever's close by, you'll split it into two pieces. New to the

With the immense popularity of fighting games and the interest in the Neo Geo CD at the moment, *Samurai Shodown 2* is sure to be the new standard to which all future beat'em-ups will be compared. It's also likely that it'll shift a few Neo Geo CD's as well, because for the moment you can only get it on CD and not those huge NG carts.



■ Left: The ball has just gone over the line and out of play. Time to regroup and attempt to breach that two-man defence yet again.

■ Right: As in the first game, well-timed passes are the key to success. Once you pass the ball behind the two players who are blocking, it's an open basket for your team-mate. Of course, if they block the pass it's an easy score for them!



■ Above: The opposition have just slung the ball into your hoop from the other side of the court!

■ Above: You can now replace players to change your tactics.

Remember "he's on fire!" and "from downtown!"? If you don't then you must have been in cryogenic suspension last year when everyone went loopy over NBA Jam. Can it whip the crowd into a frenzy all over again? Put on your pumps, step onto the court and find out...

NBA JAM TOURNAMENT EDITION

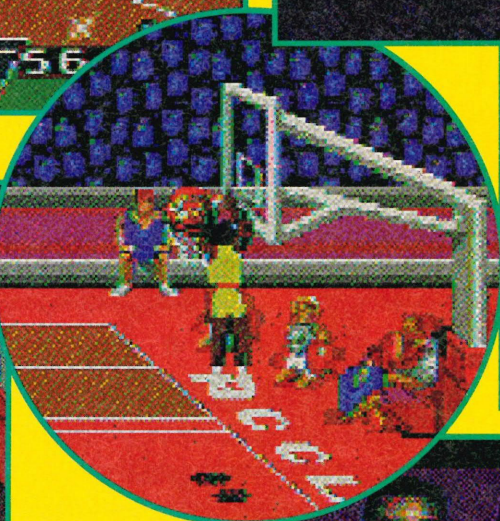
VITAL STATISTICS

NAME : NBA JAM
TOURNAMENT EDITION
PUBLISHER : ACCLAIM
SYSTEM : GAME GEAR
PRICE : £TBA
SIZE : 2 Mbit

AVAILABLE : MARCH



A screenshot from the video game 'NBA Jam'. The scene is a basketball court with a green floor and a red key. A player in a blue jersey is in the air, shooting the ball. Several other players in red and blue jerseys are on the court. In the bottom left corner, there is a score display showing '32' for both teams. The game is titled 'NBA JAM' in the top left corner.



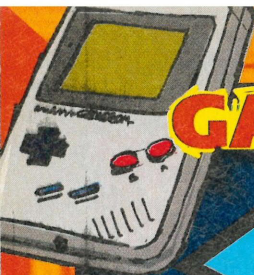
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GAME BOY

WARIO BLAST...GAMES WATCH PREVIEW...WARIO BLAST...GAMES WATCH PREVIEW...WARIO B

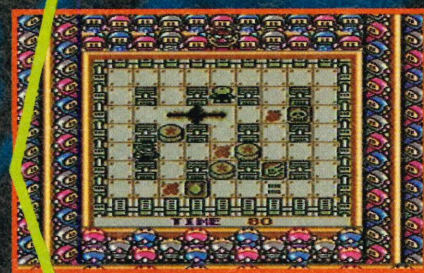
WARIO BLAST



Featuring Bomberman

Without a doubt, Bomberman is the greatest. But a heinous crime has been committed by that arch villain Wario. Instead of letting the cute little Bombermen get on with their daily lives of blowing each other up, Wario has muscled in and is giving them a run for their money. Can Wario hog the limelight or will the Bombermen shine through?

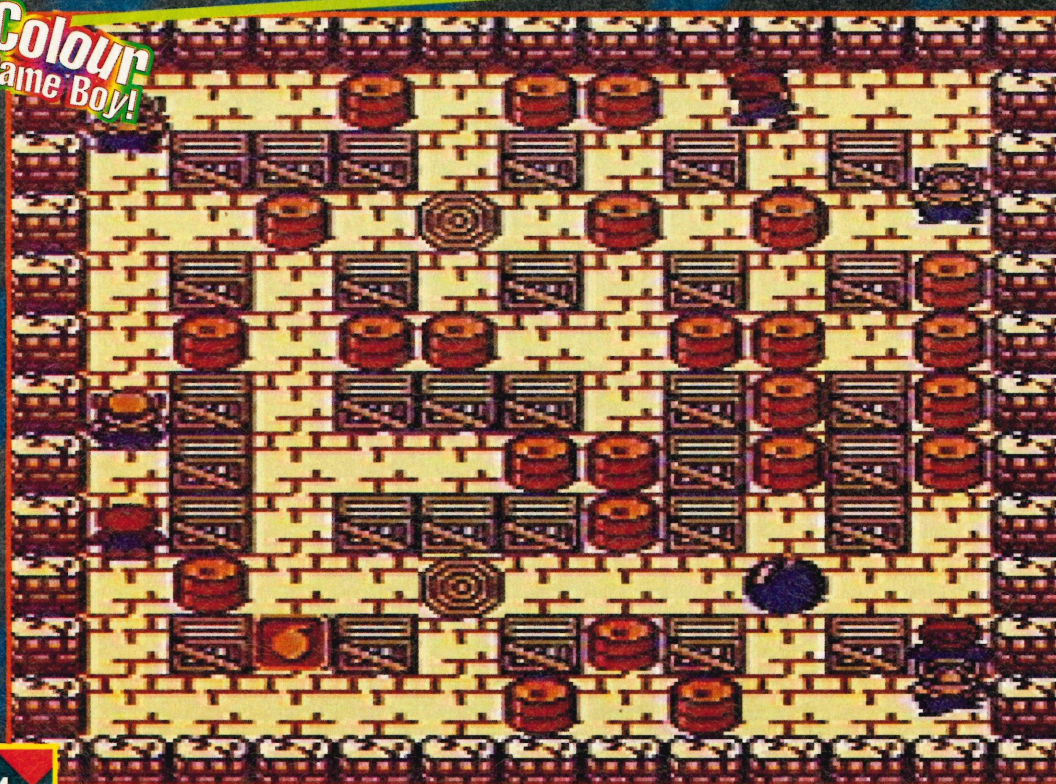
Colour
Game Boy!



■ Above: You must blast all the blocks in order to find those devastating power-ups.
■ Left: Wario faces up to some feeble Bombermen who are running scared.



■ Above: Play as Bomberman or Wario in this latest fuse-happy romp. Note the special bombed-out border when used with the Super GB.



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GAMES WATCH

VITAL STATISTICS

NAME : WARIO BLAST

PUBLISHER : NINTENDO

SYSTEM : GAME BOY

PRICE : £TBA

SIZE : 2 Mbit

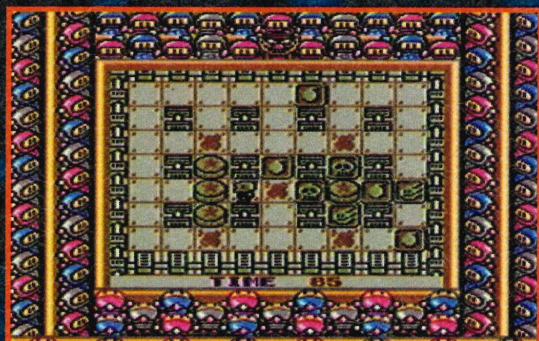
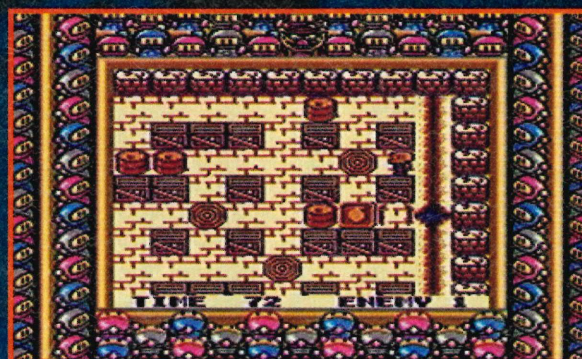
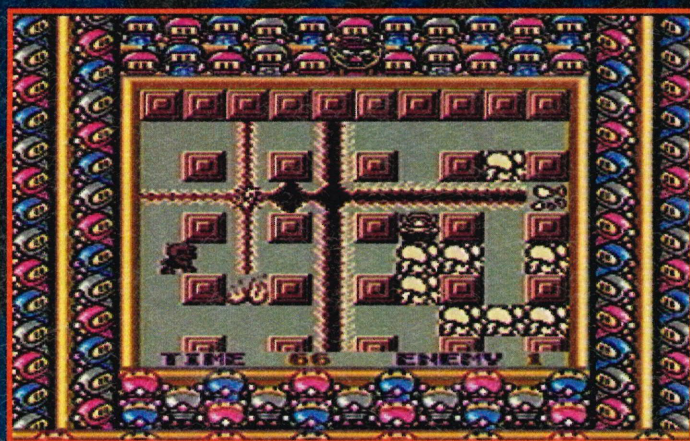
AVAILABLE : FEBRUARY

■ Right: A huge explosion with three large bombs going off as our bomberman stands well out of harm's way around the corner.

■ Below: Monochrome action as a lone bomberman stands against the forces of Wario. Don't let him blast his way to freedom.



■ Below: Gradually blast your way through each wall until you find your opponent who's lurking somewhere below.



■ Above: Be careful of the skull icons as they can be dangerous. Pick the wrong one and you could end up defenceless, slow or hyper-fast.

■ Above: Know the length of your bomb blast and you'll be safe. If you miscalculate you could end up as Bomberman special-flame grilled.



It all started on the PC Engine years and years ago when a little game came along and literally exploded in everyone's face. That game was *Bomberman* and it sparked off a whole new genre. Since its arrival, *Bomberman* has travelled across many formats and impressed everyone with its dynamite charm. Now it's time to impress all those Game Boy owners as well, this time with *Wario* in tow.

The main aim of the game is to run around a maze and blow all your opponents into small pieces of charcoal so that you're the only one left alive. After this senseless waste of life, you progress onto the next maze and start bombing all over again. The mazes are made up of squares, some can be destroyed, leading the way towards the enemy while you can hide behind others for protection.

There are eight levels, each with four stages and at the end of every level there's a boss who needs a good bombing before you can get any further. After you've defeated a boss, you are given a special power that lets you do different things with bombs like kick them along the floor towards your enemy and drop them in a huge line. This makes your task of annihilation on the harder levels that bit easier.

If you've got a Super Game Boy for your SNES and a four-player adapter then you can have a four player 'Battle Mode' game. Here, four human players battle against each other and not the game bosses. You can choose to play as either a Bomberman or Wario.

With the popularity of *Bomberman* at an all time high, *Wario Blast* is set to become a must-have Game Boy game. With a handy password system included so that you can restart on the level that you last reached this should ease any frustration and leave you free to have a nervous breakdown over the frantic bomb-throwing itself.

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Access All Areas

Judge Ade Price presides over trials of all the latest bits and bobs from the world of showbiz. Hear some shockingly mellow confessions from top band, N-Joi, thrill to Pingu and Carlito's Way rubbing shoulders on these pages and, it's got Sharon Stone in it. To the crime of entertaining the masses **Games World: The Magazine** must always plead: "Guilty!"

VIDEOS TO BUY

The Day Today

■ **Released:** February 6th
 ■ **Certificate:** TBA
 ■ **Price:** £10.99
 ■ **Plot:** Hello Sir! Uzi Lover and, of course, Alan Partridge. All of these things were given their first airing on The Day Today. It's like the news, but it's not news. With us? Right, go and get this, stick it on when the News at Ten is on and watch everyone's jaw drop to the floor as they're told about the scourge of Bomb-Dogs used by terrorists in central London. Highly funny and well worth the dosh. Buy it now or Spartacus Mills will come 'round your house and kill all the horses with hammers!

Pingu 5

■ **Released:** February 6th
 ■ **Certificate:** U
 ■ **Price:** £9.99
 ■ **Plot:** Cool? Of course he is, he's a penguin... made out of plasticine. Pingu is pretty funny and only three year olds and highly intoxicated persons can understand him. Being an anarchic, as well as an Antarctic bird, Pingu causes loads of trouble and has a jolly good time doing it. Okay, so it's for kids, but it's jolly deviant fun anyway.

Carlito's Way

■ **Released:** February 6th
 ■ **Certificate:** 18
 ■ **Price:** £13.99
 ■ **Plot:** Al Pacino and Sean Penn star in this violent thriller about an ex-convict who tries to go straight but somehow get sucked back into the way of life that he knows too well.

Beverly Hills Cop 3

■ **Released:** February 10th
 ■ **Certificate:** 15
 ■ **Plot:** Top comic Eddie Murphy stars as wise-ass cop Axel Foley who causes loads of mayhem in a theme park. Third in the successful series of police films.

True Lies

■ **Released:** February 24th
 ■ **Certificate:** 15
 ■ **Plot:** Arnold is back as Harry Trasker, home-loving husband by night and undercover secret service agent by day. Loads of explosions and it's even got babes like Tia Carrere and Jamie Lee Curtis in it. The flying harrier scene is excellent. A top class movie that is surely destined for the top of the video charts.

Robocop 3

■ **Released:** February 15th
 ■ **Certificate:** 15
 ■ **Plot:** OCP are up to their old tricks, this time they have employed shock troops called rehabs to relocate citizens to Delta city. Robocop is caught between OCP and the rebels. Where's Dick Jones when you need him.

Wolf

■ **Released:** February 22th
 ■ **Certificate:** 15
 ■ **Plot:** Jack Nicholson and Michelle Pfeiffer star as the hairy beast and the cool-looking blonde. After eating a nice steak with a bit of Chianti, Jack develops a blood lust and decides he wants some human flesh. Naturally, his first choice is our Michelle.

The Shawshank Redemption

■ **Released:** February 17th
 ■ **Certificate:** 15
 ■ **Plot:** Inside a maximum security prison, a banker who is serving life befriends a gang leader. The two forge a rather unlikely friendship and learn to overcome the brutality of imprisonment. Stars Tim Robbins and Morgan Freeman.

GRAPHIC NOVELS

Superman: Kal

■ **Released:** 22nd
 ■ **Price:** £3.99
 ■ **Plot:** Superman is the hardest geezer ever, but this time he's been put into a different scenario. Continuing the Elseworld series, Superman becomes Kal, a medieval blacksmith who has to make a super-suit for his master Baron Luther. The delectable Lois Lane becomes Loisse and little Jimmy Olsen becomes Jamie. The same old tale of the people of Lexford rebelling against their tyrant of a master is reminiscent of the modern day tales of Metropolis folk.

Star Trek: TNG: 3+4

■ **Released:** February 13th
 ■ **Certificate:** TBA
 ■ **Price:** £10.99
 ■ **Plot:** For those of you who missed these vids first time around... here they are again. The crew of the Enterprise go around the cosmos exploring strange new things and having a wild time while they're about it. Stars Patrick Stewart and Jonathon Frakes.

Deep Space 9: 24

■ **Released:** February 13th
 ■ **Certificate:** TBA
 ■ **Price:** £10.99
 ■ **Plot:** The space station Deep Space Nine occupies a part of space that is coveted by all sides. More Star Trek-inspired goings on in the 24th volume of the series so far.



MUSIC

■ **Album:** Earquake
 ■ **Band:** N-Joi
 ■ **Label:** Deconstruction
 ■ **Released:** February
 ■ **Style:** Don't worry, this isn't a hardcore techno album, but a really hard/mellow album that draws you into the songs with a trance-inducing bassline and some cool samples that let your mind wander off. Even for those who normally prefer 7,000 bpm, N-Joi's latest album is sure to slow you down just a bit without taking away any of the excitement of a full-on stomping record. Earquake is full of great touches and makes for some really relaxed listening. The track Papillon, one of their earlier songs, is very uplifting while the B-side song, Zeus, is fabulous. This deserves to be played loud at every opportunity.



Andre

■ **Released:** February 17th

■ **Certificate:** U

■ **Plot:** A moving story of a seal pup who is orphaned when his mother is caught in a fishing net. Brought up by a caring family in Rockport, Andre the seal is set up for life. But, after being blamed for the poor fishing season, Andre seeks warmer waters but still has time to come back every year to see his adopted family. Stars Keith Carradine and Tina Majorino.

Star Trek Generations

■ **Released:** February 3rd

■ **Certificate:** TBA

■ **Plot:** Captain Kirk and Captain Picard meet in the film that unites the original series of Star Trek with the more contemporary Next Generation series. With loads of special effects and loads of space combat, Generations looks set to be a whole new turning point in the life of the Star Trek genre.

CINEMA

ANIME

Legend of the Four Kings

1+2

■ **Released:** February 6th

■ **Certificate:** 15

■ **Price:** £13.99

■ **Plot:** The four Ryudo brothers appear normal but in fact hide their secret powers. So far nobody knows about them and they have remained normal. But suddenly one day things change for the brothers as they are attacked. The eldest son soon realises that the prophecy of the Dragon King will become a startling reality.

Moldiver 3

■ **Released:** February 13th

■ **Certificate:** PG (TBC)

■ **Price:** £12.99

■ **Plot:** Mr Masaki is chosen to pilot the Dimension space craft project. Sadly, it's only got a 10% chance of success, but Mirai is going to help with the aid of the incredible Moldiver suit.

AD Police 3: I Want Medicine

■ **Released:** February 6th

■ **Certificate:** 18

■ **Price:** £6.99

■ **Plot:** What a title! The third in the ultra-violent AD Police series has plenty more violence and mystery set in the new city of Mega Tokyo. In part three, the government start work on an experimental Anti-Voomer Cyborg - Mega Tokyo's own version of Robocop. We want the AD Police!

Green Legend Ran 1+2

■ **Released:** February 13th

■ **Certificate:** 15 (TBC)

■ **Price:** £12.99 each

■ **Plot:** Ran lives in a world with no water and where the air is hardly breathable. Huge aliens are now the only source of water, guarded by the Rodo. The Rodo are constantly fighting with the Hazzard faction who use extreme measures to distribute the water equally to all people.

Guyver 11

■ **Released:** February 6th

■ **Certificate:** PG

■ **Price:** £5.99

■ **Plot:** The penultimate episode in the Guyver series. We'll be really sad when next month comes, because we won't see him again. But we will have a brill compo to win all 12 episodes of the Guyver. Stay tuned folks.

Wings of Hommenaise

■ **Released:** February 6th

■ **Certificate:** 15

■ **Price:** £13.99

■ **Plot:** After this film's successful run in the cinema, Wings is now released onto video. Shiro is a member of the Royal Space Force and he volunteers for a perilous mission to be the first pilot into space. However, trouble lurks around every corner. Will Shiro ever get into space?

GenoCyber 3

■ **Released:** February 6th

■ **Certificate:** 15

■ **Price:** £5.99

■ **Plot:** More bizarre antics with the Genocyber fighting against the Vajranoid and defeating it. Trouble is in store when a small bit of the Vajranoid fuses with the Genocyber and still poses a threat.

Tenchi Muyo 3

■ **Released:** February 13th

■ **Certificate:** PG (TBC)

■ **Price:** £12.99

■ **Plot:** More strange Japanese stuff as Tenchi tries using the powerful sword but can't because he's too feeble. After being shown by an ancestor of his, Tenchi then wields the sword and goes on to defeat the evil Kagato.

Crying Freeman 5+6

■ **Released:** February 6th

■ **Certificate:** 18

■ **Price:** £11.99

■ **Plot:** The assassin is Freeman, who sheds a tear after disposing of his victims. Still, that doesn't stop him from being covered in tattoos and being very scary. The fifth and sixth episodes in the popular series.

PREMIERES

■ Another way-cool month for film premieres on Sky in the month of February. Sit back and be overwhelmed by the sheer brilliance of it all:

Sky Movies Three Of Hearts

■ **Saturday 4th ■ 10pm**

Three people get tangled up in a bizarre triangle of love. After splitting up with each other, Kelly Lynch hires a male gigolo to woo back Sherilyn Fenn. William Baldwin is the woo-er, but falls in love with the delightful Sherilyn.

Hot Shots! Part Deux

■ **Saturday 11th ■ 10pm**

Sequel to the Comedy Hot Shots in which Charlie Sheen is sent to the Middle East to rescue hostages. With all the finesse of a sledgehammer, Hot Shots! Part Deux pulls no punches in the rib-tickling stakes.

Farewell My Concubine

■ **Sunday 12th ■ 10.10pm**

Yet another love triangle scenario which spans several decades of turbulent Chinese history. Cheng and Duan are opera performers who are Chinese superstars. Anyway, Cheng is in love with Duan but Duan is soon to get hitched to Juxian. Things could get nasty.

Close To Eden

■ **Thursday 16th ■ 8pm**

Melanie Griffith is a private detective who investigates a murder and the disappearance of \$750,000 in a tough part of Brooklyn. Can she cope with the pressure or will the way of life in Brooklyn help her through?

Jason Goes To Hell: The Final Friday

■ **Sunday 19th ■ 8pm**

The spirit of Jason Voorhees just refuses to go away and is now operating from within the body of a man who conducted his autopsy. So the scene is set for another gore-fest that is sure to please... someone.

Sliver

■ **Saturday 25th ■ 8pm**

Brilliant! Sharon Stone manages to get back to us with the Sky showing of Sliver. Basically, she moves into this really plush block of flats and is spied upon by an unknown peeping tom. Little does she know that the person who occupied her flat before her looked just like her and was killed in a strange manner. Will she go the same way? Sharon Stone Rating: 9/10. Top treat.

Coneheads

■ **Sunday 26th ■ 8pm**

Dan Ackroyd and Jane Curtin star as Beldar and Prymaat, aliens from another planet. Their original intentions were to conquer Earth, but after crash-landing, they are forced to integrate into modern society for their sins.

The Movie Channel Fire In The Sky

■ **Thursday 2nd ■ 8pm**

Taken from the true story of Travis Walton, a forest worker who went missing for five days. All his friends say that he was abducted by aliens but he has no proof. After five days Travis returns, but something rather disturbing has happened to him. Aliens? The truth is out there.

In The Line Of Fire

■ **Thursday 2nd ■ 8pm**

Clint Eastwood is Frank Horrigan who failed to save JFK from being assassinated in 1963. After threats from a psychopath (John Malkovich) Clint goes on a mission to save the current president... at all costs.

The Night We Never Met

■ **Thursday 23rd ■ 8pm**

A strange tale of three people who share the same flat, but never actually manage to meet each other. After a case of mistaken identity occurs, the lady of the house falls for the wrong man and all sorts of trouble come about. Stars Kevin Anderson, Matthew Broderick, and Annabella Sciorra.

29th Street

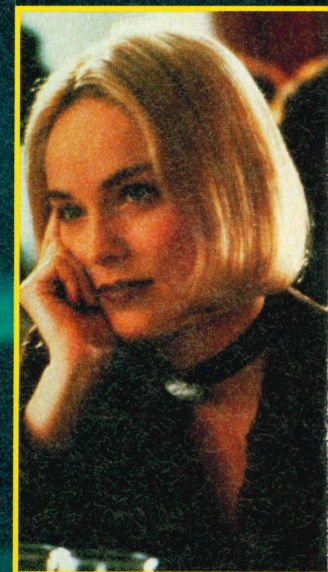
■ **Friday 24th ■ 10pm**

Anthony LaPaglia is a man who has been cursed with good luck, it's such a problem for him that he can't even write his car off to collect the insurance as his car keeps coming back to him. But now he's been included in the final 500 for the New York Lottery. Will he win?

Full Metal Jacket

■ **Thursday 28th ■ 10pm**

The critically acclaimed Vietnam film finally comes to Sky. With brilliant performances all round, a special mention goes to Private Pile, and also Joker. But a special gold star goes to the Sergeant for being a top git all the way, even when faced with death.





SHOWtime!

So, that's that then - eh? Goodbye '94, hello there '95! What a year we've all got to look forward to! The Saturn, the Sony PlayStation, The 'Neptune' and the Ultra 64. Big Boy Barry is back to bring you another exciting peek at the brave new Games World...

Talking about Games World, are we good or what? Things are really hotting up on Millsy Island! Prime Time Barry is watched by over five billion people, the flamboyant Dave Perry is negotiating the rights for a clothes show "Bandana Special" and the grand Beat the Elite final is getting ever closer, although there are rumours that the "Unstoppable Games Animal" has refused to appear in it. Shock! Horror!

If that wasn't enough, Britain's number one show goes hand in hand with Britain's number one Videator in bringing you yet ANOTHER exclusive interview with Britain's most glamorous tipster, sex symbol and all round celebrity! That's right folks, hoist my breeches, if it aint.... THE GAMES MISTRESS!

Yep, you read it right, whilst we were yackin' away on the Barrynet your rotund chum, just had time to slip in this once in a lifetime chat.

So without further ado, here's what the Queen of consultation had to say...

BARRY: Games Mistress, could you please tell the British public, just where you is it that you get your wonderful tips from?

GM: Well Barry, that's a secret that will die with me, let's just say that Chateaux GM is the Tips Central of the known world, with every conceivable software title ready and waiting for a thorough going over..

BARRY: I see, well, where exactly is Chateaux GM?

GM: Chateaux GM, is located at a strictly top secret address, far away from prying eyes! Millsy Island is no fit place for a gaming goddess like myself, which is why each and every one of my cheating enquiries comes through on my own personal satellite link!

BARRY: Fair enough! Can you tell me how come you're so good at games?

GM: It's a natural gift Barry, my magic fingers work wonders with everything I play on. No game has ever survived a session with the Games Mistress!

BARRY: How many games do you know cheats for?

GM: What a ridiculous question Barry!! There is of course only one answer.....ALL OF THEM! I have personally defeated every game in existence and have been playing with joysticks all my life!

If there's a cheat I'll find it; a tip I'll exploit it, or a password, I'll crack it. I mean, I was the world's first person to discover a cheat on a PlayStation title.

BARRY: Already! That's impossible, I don't believe you GM!

GM: Try it for yourself! On the loading screen of *Ridge Racer*, shoot all the aliens in the *Galaxian* game and you will then be able to select extra cars in the main game!

BARRY: Blimey! you're one slick player GM! What do you think of the Games Master?

GM: The Games Master, who's that? There's only one Games Master Barry, and you're talking to her!!!

BARRY: What do you do when you're not cheating?

GM: With so many games and so many machines there's little time for much else these days, which is a shame, as movies and modelling offers come in daily! However, I do sometimes manage to find time to slip the odd thing in, and I often enjoy hitting people with pugil sticks!

BARRY: Well each to their own I suppose! Do you enjoy appearing on my fabulous show?

GM: It should have been my show Barry, I've said that all along. Bernie

(head of the network) offered it to me but eight million a show simply wasn't enough! You don't do such a bad job though Barry, even if I do say so myself!

BARRY: Thanks! (I think?!) what do think of the show in general?

GM: You boys seem to have all the fun! I really enjoyed my Christmas visit to the studios, Chateaux GM does get a little lonely at times! You're right about Lesley though, quite frankly, I don't know how you put with him!!

BARRY: Thanks for the interview GM, a closing statement perhaps?

GM: I just want to say a big, big thank you, to all the "dwarlings" who take the time to write to me and to keep their gaming queries coming! I love you all!!!

■ So, guys 'n' girls, there you have it. The goddess of games finally speaks her mind in the world's first (and last) exclusive interview! Will the world ever be the same again? Catch you all next month for some more red hot chit chat! Keep watching, keep reading, keep playing and, until next month, this has been Big Boy Barry reporting for the brilliant **Games World: The Magazine.**



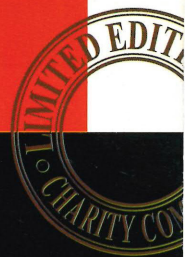
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