

ALL TOMORROW'S BIG GAMES NOW!

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



GAMES WORLD

THE MAGAZINE

Killer

**Street
Fighter**

The Movie
Playstation
Saturn

Instinct

Snes
Gameboy

Demolish 'em **Derby**

Playstation

Wipeout
Playstation

Earthworm

Snes • Mega Drive

Jim 2

Playstation • Snes

Mega Drive

**Mortal
Kombat 3**

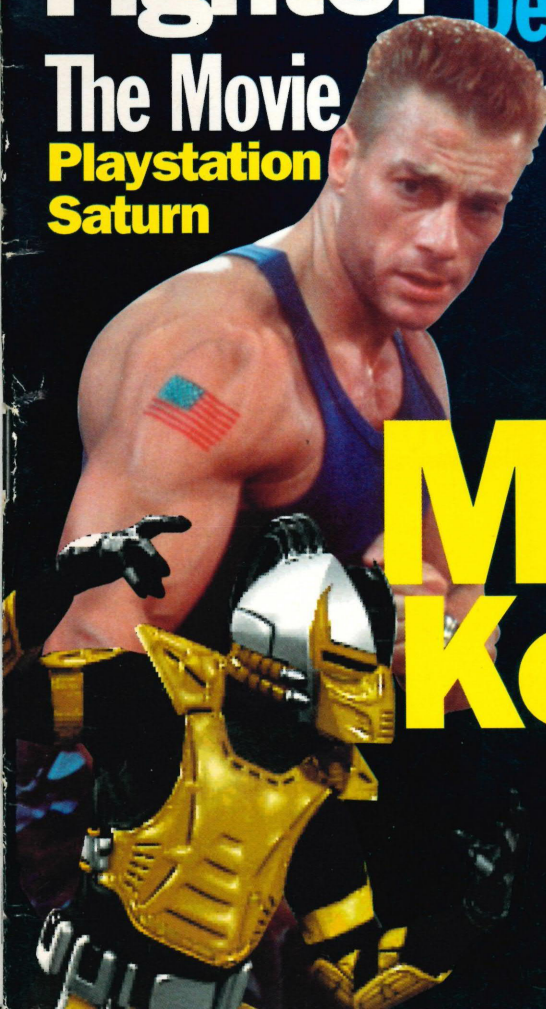
Virtua Cop

Saturn

Spot goes to
Hollywood

**Donkey
Kong
Country 2**

Snes



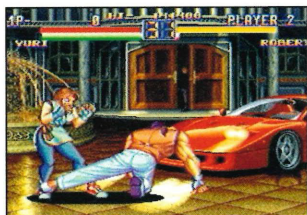
ISSUE 14 ■ £2.50 ■ AUGUST 1995



9 771354 290003



Samurai Shodown II
& Special Moves



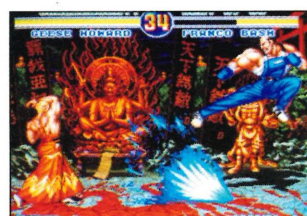
Art Of Fighting II



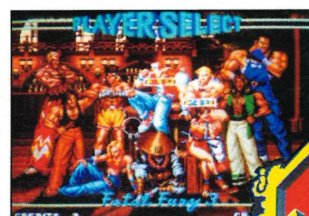
Windjammers



Fatal Fury 3



Fatal Fury 3



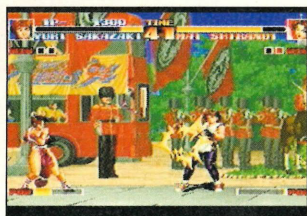
Top Hunter



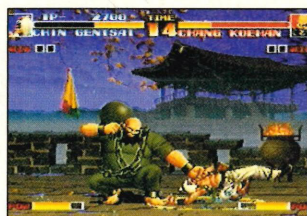
Aero Fighters 2



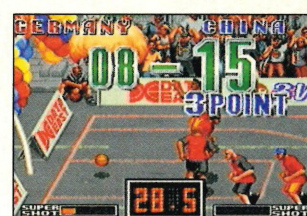
FATAL FURY 3
ROAD TO THE FINAL VICTORY



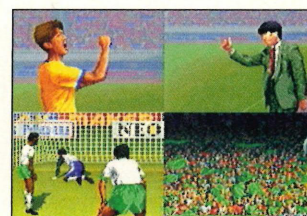
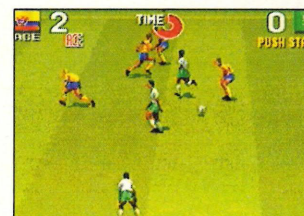
King of Fighters '94



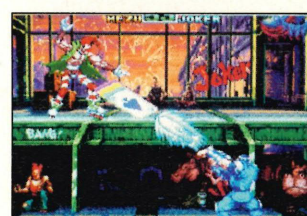
Street Hoop



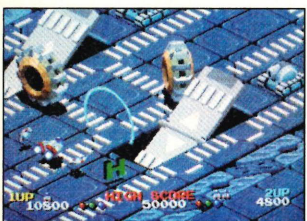
Super Sidekicks 2



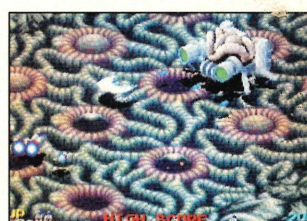
Savage Reign



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



Viewpoint



SNK EUROPE LTD

11 ALBEMARLE STREET, LONDON. W1X 3HE, ENGLAND
TEL: 0171 629 0472 FAX: 0171 629 0474



**NEO
GEO**

* Authorized Distributors PLANET DISTRIBUTION LTD. Unit B8 & B9, Poplar Business Park, 10 Prestons Road, London E14 9RL Tel: 0171 533 3333
THORNLEY DISTRIBUTION LTD. Thornley House, Overens Street, Oldham OL4 1LA Tel: 0161 627 0935. Mail Order Special Reserve Discount Club 0279 600204



Bloody brilliant!

Mortal Kombat 3

17

Here come the home versions of the brutal arcade beat-'em-up. Watch the blood run free on Mega Drive, SNES and PlayStation.



Fight to the death!

20

Killer Instinct

With a sucker punch, Nintendo's classy combat coin-op is set to hit the SNES and Game Boy. We slam them both in yer face!



You'll go bananas over...

Donkey Kong Country 2

Diddy is joined by girlfriend Dixie in a search for the missing Donkey Kong. This huge platform adventure looks even better than the original.

22





Worming his way back!

Earthworm Jim 2

Unlikely hero Jim returns for a superb sequel on SNES and MD. And this time the platform action's even wackier than ever.



PlayStation perfection

Wipeout

Psygnosis unveil their next-generation 3-D racer. It looks astonishing and under the bonnet lies one hell of a throbbing game.

Now on planet Saturn

Virtua Racing

Time Warner give the classic coin-op racer a massive overhaul for the Saturn. We test-drive the five cars on ten international circuits.



24

THE MAGAZINE

Editorial	6
Up Front	7
Net Hed	12
Animal Writes	14
E3 Special	16
Maximum Firepower	74
Game Brain	78
Coin-Op Corner	82

Turn the pages for...

Comix Zone

Sega's latest Mega Drive romp takes place inside an interactive comic book. See the hero beat the baddies, frame by frame.



40

Games WATCH

All the biggest future releases are covered in this comprehensive and colour-coded preview section:

SATURN	34
32X	38
MEGA DRIVE	40
SNES	43
AMIGA	48
PC CD-ROM	49

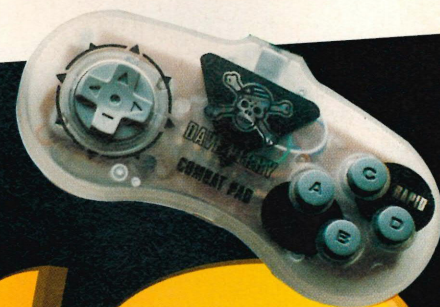
World Games

3D Baseball '95	11
4-In 1 Fun Pak	73
4-In 1 Fun Pak Volume II	73
Adventures Of Batman & Robin	64-65
Alex Dampier Hockey	69
Blackfire	10
Blazing Dragons	9
Brett Hull Hockey '95	69
Casper	11
Comix Zone	40
Command & Conquer	33
Cool Riders	7
Demolish 'Em Derby	28
Digital Pinball: Last Gladiators	7
Donkey Kong Country 2	22
Earthbound	10
Earthworm Jim 2	24
Fatal Fury 3	66-67
Fever Pitch	68
Flight Of The Amazon Queen	69
FX Fighter	52
Gloom	48
Grandslam Baseball	11
Gran Chaser	60-61
Gunners Heaven	58-59
Jumping Flash	56-57
Killer Instinct	20
Kingdom: The Far Reaches	69
Kolibri	9
Loadstar	71
Mario's Picross	73
Mortal Kombat 3	17
Motherbase	68
NHL Hockey	36
The Ooze	42
Over Kill	7
Parodius Deluxe Pack	62-63
Pete Sampras '96	69
Phantom 2040	43
Picture Perfect Golf	71
Pinball Mania	71
Premier Soccer '95	10
Primal Rage	9
Prisoner Of Ice	71
Puzzle Bobble	73
The Scottish Open	73
Sega International Victory Goal	11
Solar Eclipse	8
Solitaire Fun Pak	73
Soulstar X	38
Spot Goes To Hollywood	30
Street Fighter: The Animated Movie Game	8
Street Fighter II	8
Street Fighter II: The Movie	29
Striker '95	71
Super Burn Out	72
Virocop	71
Virtua Cop	31
Virtua Fighter	32
Virtua Racing	34
Virtual Pool	72
Wario's Woods	70
Wayne Gretzky Hockey	69
Weapon Lord	46
Wipeout	26
World Masters Golf	47
Worms	49
Zero The Kamikaze Squirrel	70

41st Anniversary

30 games reviewed this issue on all formats. Including: Jumping Flash, Gran Chaser, Batman & Robin and Fatal Fury 3. This the UK's toughest review section. Unstoppable!

55-73



up fro



GAMES WORLD THE MAGAZINE

Managing Editor
Dave Perry

Editor
Phil King

Group Art Editor
Mark Kendrick

Games Editor
Nick Roberts

Senior Staff Writer
Ryan Butt

Contributor
Kirsty Foster

Designer
Wendy Ellis

Trainee Designer
Nick Trent

Ad Manager
Diana Monteiro

Ad Sales
Alan Walton

Ad Production &
Design
Allegra Gee
Francesca Giannelli
Clare Loggery

Production
Manager
Jane Hawkins

Systems Manager
Alan Russell

Pre-Press
Suzanne Ryan
Ted Dearberg

Front Desk
Paula Wood
Kim Thomas

Subs +
Merchandise
Karen Sharrock

Publishing
Director
Pat Kelly

Production
Director
Di Tavener

Managing Director
Richard Monteiro

Printed by
Garnett Dickinson
Print Ltd

Distributed by
Seymour
International Press
Windsor House
1270 London Road
Norbury
London
SW16 4DH
Tel (0181) 679
1899

Produced by
Paragon
Publishing Ltd
Paragon House
St Peter's Road
Bournemouth
BH1 2JS
Tel: (01202)
299900
Fax: (01202)
299955

UK Annual
Subscription
£30.00
Contact our Subs
office on:
(01202) 200200

Games World: The
Magazine
© Paragon
Publishing
Games World: The
TV Show
© Hewland
International Ltd
and BSKYB
©1995.

ISSN 1354-2907

ABC:
32, 162

Member of the Audit
Bureau of Circulation



What a corker! What a stonker! The world's greatest games magazine has just come of age or something like that. Have you seen the games we've got in this issue? Well have you? Mortal Kombat 3 on PlayStation, Mega Drive and SNES; Virtua Cop and Virtua Racing on Saturn; WipeOut and Demolish 'em Derby on PlayStation; Nintendo's biggies for later this year – Killer Instinct

on SNES and Donkey Kong Country 2 and... and... there's just way too many good games for one magazine. I have played and played until my fingers bled and my D-Pad thumb has been rubbed red raw by pulling off special move after special move. It's going to take all the other mags months just to catch up – that's if they can. We've blown them all away. It's all over! The world is mine!

Sorry to be a bit boastful, but I really am proud of what we've managed to bring you this month and I hope that you'll take this copy of Games World: The Magazine and shove it in the face of any misguided saddy who spent his doomed pennies on a lesser mag. You know, the ones that put big games on the cover but don't have anything much on them inside. Yeah, and get down the newsagents and grab the Games World pile and put it on top of all the other magazines so that the whole world, or at least your part of it, can appreciate what a great job we've done. Let's face it, you'll be doing them a favour really won't you? They should thank you. They should thank me. We should be made kings, or OBEs or Prefects or something.

It's great being brilliant isn't it?

Enjoy.

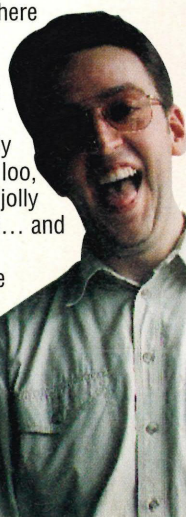
Dave Perry



Phil King

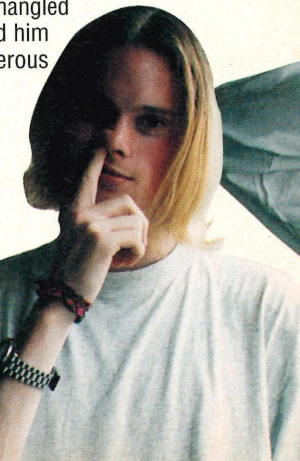
▼ All dressed up and ready to party, the Kingster has recently been spotted out on the razzle in Bournemouth with the Paragon party boyz. One recent outing ended up in a pizza restaurant, where the munchies were well and truly satiated so that more partying could be undertaken. Unfortunately for Phil, as he went to the loo, everybody else just went. A jolly jape he thought. So he waited... and waited... and...

Never mind, back in the office he's a giant and got his revenge by thrashing all-comers on Puzzle Bobble. Hurrah!



Ryan Butt

▼ Screech... bang!... Ouch! Black and blue and seeing red, Ryan completed what has been a disastrous month on the home front for the World Gamers by getting knocked off his bike by some poncey motorist who didn't even have the decency to stop and see if he was alright. As it happens our valiant Kurt Cobain lookalike was just a bit shaken up but his trusty bike was mangled into a twisted mess. We told him those stabilisers were dangerous but he just wouldn't listen.





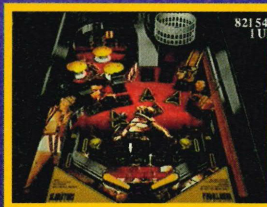
future SCREENS

DIGITAL PINBALL: LAST GLADIATORS

- KAZe
- Saturn
- June

Japan's Sega Saturn market is flooded with games this month; the trouble is that many of them are obscure RPGs full of Japanese text so we'll never get to see them over here. One game that will be in the import shops very soon is this little pinball number from a company called KAZe for Sega.

Digital Pinball: Last Gladiators is... well... a pinball game, much like any other. The only snazzy difference with this Saturn version is the way the tables tilt as the balls shoot around, making good use of the Sega graphic chips. There's a variety of tables to choose from with names like *Knight Of The Roses*, *Warlock* and *Dragon Showdown*, each packed with bonus bumpers and sporting a brilliantly drawn backdrop. Watch out for a review soon.



Nick Roberts

▼ He's off! After years of sterling service to the Games World cause, Nicko has finally received his just reward and been promoted to new editor of Sega Pro Magazine.

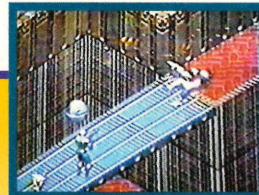
Despite this successful twist in his business life, our pouting Games Editor has finally had to concede that on the more personal side, things haven't quite gone as planned. His fitness kick failed. Born to be cuddly, Nicko has been consoling himself lately by throwing frequent video parties in his bachelor pad.

The vice squad have got his number.



Early Saturn Shocker

In a surprise move, Sega are to launch the Saturn in Europe on July 8th. This is two months before the originally planned date, giving them a head start over Sony's PlayStation which is still due in September. Sega's 32-bit superconsole will retail for £399, although it's not confirmed whether this will include a bundled game. The move mirrors Sega's strategy in the US where they brought forward the launch of the Saturn by four months to May, bundling it with a special 'X2' version of *Virtua Fighter* with improved shading on the polygon characters.



OVER KILL

- Konami
- PlayStation/Saturn
- TBA

Konami have been quiet for a while but you can bet they've been busy in their backroom, working on some scorching titles for later this year. The first to rear its head is *Over Kill*. It's a military action game using a 3/4 isometric view and some pretty realistic gore.

All the characters are rendered in 3-D and the main geezer runs around *Gauntlet*-style, blasting anything that moves and leaving quivering corpses in his wake, oozing blood. This kind of game hasn't been done on the future machines yet so it'll be interesting to see what Konami make out of it.



future SCREENS

COOL RIDERS

- Sega AM1
- Arcade/Saturn
- TBA

Those workaholics over at Sega's development wing in Japan are busy beaver on yet another arcade smash that will find its way onto the Saturn. *Cool Riders* uses a similar graphic engine to the smash hits *Daytona USA* and *Sega Rally*, but the twist this time is the choice of road-gripping machines to ride. They're all very different, ranging from the top turbo-charged speedsters to scooters and three-wheeled beach buggy bikes.

There's a good selection of tracks laid out *Out Run*-style with junctions that lead off east and west over America, and including stages in the Grand Canyon, Hawaii and Mongolia. With some hot scenic trips to take including a *Jaws*-style encounter, this is going to be the next big thing in your arcade. The home version should follow later.



future SCREENS

SOLAR ECLIPSE

Crystal Dynamics
Saturn/PlayStation
TBA

Total Eclipse was one of the first games for Panasonic's 3D0 that really made players go wow! And

just to confuse matters, Crystal Dynamics are now all set to release the prequel to the game. This is a fast and frantic 3-D space combat title which will be the first shooting game on the Saturn to utilise Full Motion Video techniques. To top it all off it stars Claudia Christian from the TV show Babylon 5, so it can't be bad!

If you enjoyed the non-stop blasting of the original, then this will be right up your space alley!



M2 Magic

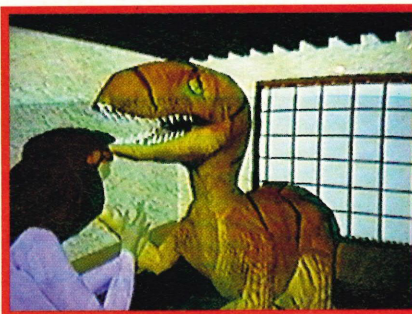
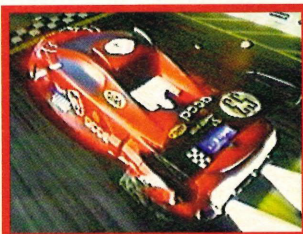
3D0 stunned E3 show-goers with a demonstration of their M2 upgrade. This included video footage of a rendered 3-D racer, which looks as good as most games' FMV intros, and a Doom-style game with some astonishingly smooth graphics and special visual effects. As you drool over the screenshots, remember that all these graphics are apparently running in real time, so you can move around at will to view them from any angle.

This is all made possible by the M2's 64-bit Power PC processor and ten custom chips with unique in-built graphical effects. 3D0 claim their machine is 7-10 times more powerful than the Sony PlayStation – and with demos like these, we can believe it.

As revealed last issue, the M2 boasts 3.5 Megabytes (28Mbits) of fast-access SDRAM, built-in MPEG-1 full motion video, 32-channel audio, and special slots for storage cards and peripherals. The M2 upgrade should appear in the US at the end of the year (spring 1996, Europe), retailing for around \$200.



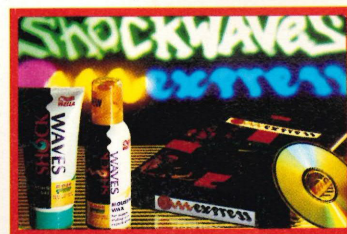
▲ M2 spells Doom for its rivals?



Hair-Raising Game

Shock news from top haircare company Wella: they're about to make waves with their own video game. Available on PC CD-ROM (and planned for Saturn, PlayStation and CD32), *ShockWaves Express* follows the adventures of four skating couriers in the futuristic world of 2007, fighting their way past muggers to deliver packages on time. There are eight themed levels, making use of five different game styles: RPG, platform, race, shoot-'em-up and first-person Doom style. For extra street cred, the game features snow- and sandboarding, plus music by Belgian electro nu-beat band Front 242.

The game will cost £30, but you'll have a chance to win one of 8,000 copies by buying special promotional packs of your favourite ShockWaves hair products between July and August. So get gelling.

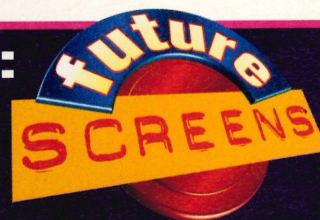


STREET FIGHTER: THE ANIMATED MOVIE GAME

Capcom
Saturn/3D0/PlayStation
TBA

The Japanese have always been the biggest *Street Fighter* fans. They had their own movie long before the dodgy Van-Damme/Kylie effort and have even got an animated Manga-style movie of the game. That is where the footage in this new beat-'em-up has come from.

The player becomes an all-seeing Monitor Cyborg who watches all the favourite fighters going through their paces and can then reproduce all the moves. Fight sections with simultaneous head-to-head two-player action are intercut with animated clips creating a unique game and a refreshing change from the run-of-the-mill *Street Fighter* diet.



Tecno Tecno Tecno

Distributors Leisuresoft have launched a new range of pads on their own TecnoPlus peripherals label. The Mega Drive and SNES controllers feature six buttons, all with independent switchable turbo- and autofire. The SNES version has the added attraction of a slow-motion switch. Retailing in high-street stores at £14.99, the pads seem solid enough and even come in their own plastic storage pouch.

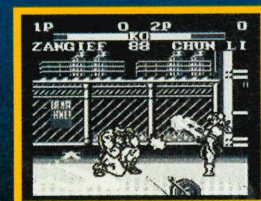
There are also three-button autofire Amiga and PC versions, the latter coming with an autoconfiguring game card and selling for £24.99.



STREET FIGHTER II

Nintendo
Game Boy
TBA

There weren't many formats left for Capcom's high-flying game to be converted to but the Game Boy was one of them. That has all been put right with Nintendo's next line-up of releases. The basic Game Boy game has everything you could want. The characters are big and bold and animated surprisingly well. It's on the Super Game Boy that things are enhanced even further though. Here you get much better character definition and a border taken straight from the 16-bit version of the game. A great conversion that'll rock the Game Boy world, just as the game rocked every other format!



No Geeks Allowed



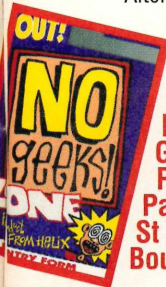
Forget the summer holidays – according to Helix you'll be yearning to get back to school to use their stylish No Geeks stationery range, including maths kits, pencil cases, pens, erasers and note books. Buy any item and you can enter a draw to win 50 No Geeks Street Cred Kits.

Alternatively, you could win some No Geeks stuff in our competition. The winner will get a No Geeks stationery set, T-shirt, baseball cap, while 9 runners-up get stationery sets.

Q. Who is the geekiest kid in your class and why?

Answers on a postcard to:

**I'm No Geek,
Games World,
Paragon Publishing,
Paragon House,
St Peter's Road,
Bournemouth BH12JS. The funnier the better.**



▼ Blanka gets Zangief in an excruciating headlock.



Ultra Long Wait

Nintendo have delayed the US launch of their Ultra 64 superconsole until April 1996. However, this shouldn't affect the European launch which is still planned for next spring. They'd originally hoped the 64-bit wonder machine would hit US shelves this Christmas. It's not certain whether it will do so in Japan, but the unit is set to be officially unveiled this autumn at Tokyo's Shoshinkai trade show.

Although Nintendo claim the hardware is ready, they say they're nervous about launching the cartridge-based machine too early without sufficient software support – which would "risk Ultra 64 becoming the next Jaguar, 32X or 3DO".



Worm Turns On Telly

Following in the footsteps of Sonic The Hedgehog, video-game superhero Earthworm Jim is to star in his own TV cartoon show. Created by Universal Cartoon Studios, the 13-part series will be broadcast first in the US this autumn, then in Europe in early 1996 on The Children's Channel.

The wacky worm character has already been licensed for a major toy line by US firm Playmates. Jim is also set to star in a video-game sequel – unveiled at the recent E3 show and previewed in this issue.

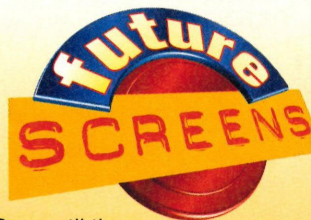
Meanwhile Interplay have swooped from out of the blue to gobble up Jim's Californian creators, Shiny Entertainment. Coincidentally, Interplay have also teamed up with Universal to jointly develop games, TV shows and films. What price an Earthworm Jim movie?

However, the acquisition doesn't affect any of Shiny's current projects, including a deal with Activision to develop a next-generation games engine for the Saturn and PlayStation.



PRIMAL RAGE

■ Time Warner Interactive
■ Saturn/Amiga/Game Boy/Game Gear
■ November/August



Time Warner Interactive have got a big cage in their offices where they keep all the dinosaurs from *Primal Rage* until they need them for action. This time it's the turn of Sega's Saturn and Game Gear and the trusty Game Boy to get conversions of the hit arcade machine.

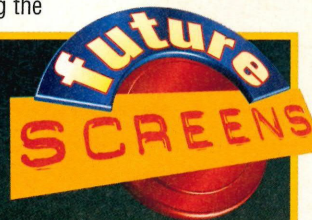
All the digitised sprites have been ported over successfully, retaining their original fierce look and although the gameplay has had to be slightly cut down in the handheld versions the game is still one of the greatest beat-'em-ups around.

The Saturn version is virtually arcade perfect, as you would expect from a next-generation machine. We just can't wait to play this one! No matter what console the game is appearing on, you can bet it's going to be a scorcher!



KOLIBRI

■ Sega
■ Mega Drive 32X
■ Autumn



Sega have released some mad games in the past but nothing as crazy as their latest offering. *Kolibri* stars a joyful hummingbird and also continues the company's fascination with crystals. Two demonic crystals have penetrated the Earth's atmosphere and buried themselves underground. The red one emits a metamorphic energy to turn all creatures into ugly monsters, while the green kills off plant life. A third, blue crystal then comes along and ropes in *Kolibri* to save the world.

Using the increased processing power of the 32X the game is packed full of three-dimensional graphics and kaleidoscopic colour. It looks like one to watch out for!



BLAZING DRAGONS

■ Crystal Dynamics
■ Saturn/PlayStation
■ TBA

All the members of the Monty Python team are slowly moving into console games and now Terry Jones has joined the club in a collaboration with Crystal Dynamics. Terry directed the hit movie *Monty Python's Life Of Brian*, and has used his wacky sense of humour in creating the mad storylines and characters in this animated adventure game.

It's a classic tale of knights and dragons, but this time it's been given a twist. The dragons are the good guys and the knights are the fiends out to get them. With hours of hilarious voice-over and thousands of animation frames, this is going to be a real 32-bit treat!



News up front

Racer Hits Street

UBI Soft finally released the Mega Drive version of *Street Racer* on June 29th. The *Mario Kart*-style 3-D racer was awarded 94% and 'Game Of the Month' in Issue #12 of *Games World*, thanks to its compulsive gameplay and split-screen display allowing up to four players to race head-to-head. It's sure to be a blockbuster hit as the Mega Drive version is even better than the SNES original.

To celebrate the game's release, UBI Soft are giving away 15 *Street Racer* T-shirts to *Games World* readers. To stand a chance of winning one, just answer the following question.

Q. What's the name of the only bearded driver in *Street Racer*? (Hint: see the review.)

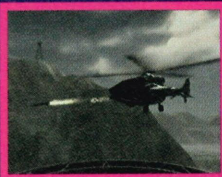
Answers on a postcard to: On The Street, *Games World*, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth BH1 2JS



BLACKFIRE

■ Sega
■ Saturn
■ TBA

There's not much to see on this helicopter action game so far, only a snazzy intro sequence and early demo of the in-game graphics. It certainly looks promising though! Choppers zoom in and out of the screen, aiming and firing missiles and generally playing the fool with the usual blasting sound effects blaring from the speakers. The 3-D terrain that we've seen so far for the levels looks fast and slick, although there were no enemies or missions to be played yet – things which traditionally slow a game down. Look out for more on this one.



future
SCREENS

EARTHBOUND

■ Nintendo
■ SNES
■ TBA

Nintendo continue their tradition of top-notch roleplaying games with *Earthbound*. The aerial 3/4 viewpoint has been used again, as in the fantastic *Legend Of Zelda* games, and there are all kinds of little people and

buildings to explore and discover.

The graphics have a decidedly Japanese feel to them with tiny eyes on each person and lots of cute and quirky things happening all over the place. The game is massive, as you would expect, with hundreds of screens full of locations so this is a real challenge for all RPG nuts. Another great-looking game from the guys and gals at Nintendo coming your way soon.



▼ After leaving the comfort of your house, you encounter a police roadblock on your extensive travels.

PREMIER SOCCER '95

■ Konami
■ PlayStation
■ TBA

If there's one genre that the PlayStation isn't going to be short of it's soccer games. They're everywhere! Or will be in the near future. Konami are soccer kings after their *International Superstar Soccer* on the SNES, and unsurprisingly, their first 32-bit soccer game is packed with polygons. These players haven't been perfectly reproduced though – they're quite angular and look a little ugly as they trundle about the pitch. Of course the game has multiple viewpoints and all the razzmatazz you'd expect from a football stadium. Whether or not it plays well we'll just have to wait and see!



▲ The players in *Premier Soccer '95* are made up of polygon graphics but they look a little rough around the edges. The proof will be in the gameplay, though – will it score?

Virtual Console

Atari unveiled their Jaguar VR system at the recent E3 show, claiming it to be "the world's first fully Immersive Virtual Reality games system for the consumer market". Jointly developed with pioneering British company Virtuality Group plc, the Jaguar VR incorporates Virtuality's IVR head-mounted display and optional tracking joystick.

The head-mounted display weighs less than 500 grams and boasts 3-D sound and a 52° x 40° field of view using 104,000 pixels. You still look a berk wearing it, though, and the display isn't truly stereoscopic – the same picture is sent to each eye.

Most revolutionary is the system's rock bottom price point. While most PC-based VR systems sell for upwards of \$500, the Jaguar VR upgrade should be a mere \$250 when it hits US shelves this Christmas, arriving in the UK next spring. Just one small question: how the heck will you be able to locate all those buttons on the mammoth Jag joypad when you can't see it?



Perry Pads Up



In a ground-breaking deal, Dave 'Games Animal' Perry is to endorse a new range of Amiga joypads. As well as sporting a special bandana-wearing skull and crossbones logo, the Dave Perry Combat Pad will feature two independent fire buttons with two extra rapid-fire buttons above them.

Made by Powerplay, the Combat Pad has been designed especially with beat-'em-ups in mind, as Dave explains: "There are a number of fighting games currently being converted to the Amiga and as the world's premier beat-'em-up expert I know that players prefer to use a quality joypad for them rather than a stick. With its special design and responsive controls, the Combat Pad will allow you to play almost as well as me."

Much-envied showbiz star Dave is proud to be the first video-games personality to endorse a product and is set to make a packet from the deal, adding, "It's my turn for a bite of the cash sandwich!" Top software house Millennium will be packaging the Combat Pad with their upcoming beat-'em-up *Master Axe*, probably retailing for a very reasonable £19.99. Different versions of the pad could well appear for other formats. For further information and news of future format releases call Powerplay now on 01457 876 705.



SEGA INTERNATIONAL VICTORY GOAL

■ Sega
■ Saturn
■ September

We all remember the Japanese Saturn game from a few issues back, *V-Goal*. Well, for the UK and US release the game has been updated and given international teams, then renamed *Sega International Victory Goal*.

The basic playability and look has remained the same. As the players chase each other around the pitch, the viewpoint zooms in and out with smooth scaling, but with new teams the game has been brought bang up to date. No new console would be complete without a soccer game, and this is a right cracker!



future
SCREENS

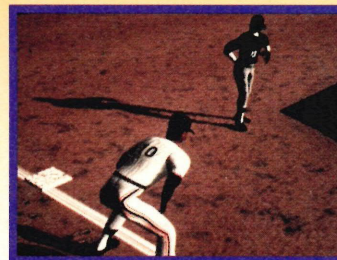
3D BASEBALL '95

■ Crystal Dynamics
■ Saturn/PlayStation
■ TBA

Sports games like *FIFA Soccer* and *Pete Sampras Tennis* may be highly playable but you would hardly call them true to life or realistic visually. A high level of graphic realism has never been possible on a console before now, but with the new 32-bit Saturn and PlayStation anything is within the programmers' grasp.

US-based Crystal Dynamics have got a new sports range that promises to bring you the most advanced games ever experienced. The first in the Championship Sports stadium is *3D Baseball '95*. The top baseball players of the States have been captured doing their stuff by a new system called Real Motion Control. They are then recreated using state-of-

the-art graphics, so you can step into their shoes for the game. This new system has to be seen to be believed so take a look at these screenshots and stand by for more information as we get it.



future
SCREENS

Blade Stunner

Virgin have signed up the licence to cult cyberpunk movie *Blade Runner*, a mere 13 years after its cinema release! Both PC CD-ROM and Mac CD versions are planned, although film fans will have to wait till autumn 1996 for them. There is no news of other formats yet, but the game is likely to be a moody graphic adventure.

You may be surprised to know that this is not the first *Blade Runner* game to appear. Way back in 1984, Domark actually released a C64/Spectrum/Amstrad game inspired by the film's soundtrack – apparently because they couldn't get the movie licence!



The classic 1982 movie starred Harrison Ford as Rick Deckard, a cop/assassin whose job is to 'retire' illegal genetic androids returning to Earth to have their expectancy extended. There are several clever twists to the tale – particularly in the 1993 'Director's Cut' video version.

CASPER

■ Interplay
■ Saturn/PlayStation/3DO/32X
■ TBA

Set to rock the cinemas this summer, *Casper* has already been snapped up for a console game by Interplay. The movie tells the tale of Casper the

friendly ghost and his odd uncles Stinky, Stretch and Fatso. They've haunted an old mansion for nearly a century but everything goes wrong for them when the new owner turns up and hires an afterlife therapist to get rid of the poor spooks. The game is based around the movie storyline with many scenes recognisable. Interplay are keeping most details close to their chest but we can show you this brief glimpse of the game!

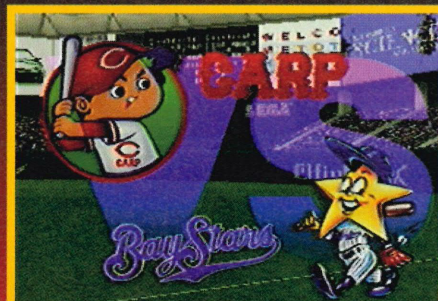


future
SCREENS

GRANDSLAM BASEBALL

■ Sega
■ Saturn
■ September

With the US launch of the Saturn coming forward I waited with baited breath for the Sega Sports guys to make their move. And here they come with a great collection of sporting games using the latest Sega technology. *Grandslam Baseball* is probably the best baseball simulation you'll have ever seen. The players are all perfectly animated and look as good as they possibly can, but there's nothing too special about that. It's when you hit the ball and send it flying through the air that things start to hot up. The viewpoint pans back, tracking the ball and really showing off what the console is capable of. With



more Sega Sports titles waiting on the touchline it's going to be a hot autumn and winter for Saturn owners!



Net Hed

This month Net Hed checks his head into cyberspace to play some multi-user games and tries to spot the spam!

MUD, MUSH, MOO! – You may think these are the cries of a demented gamer, flipping out after too many sleepless hours

hunched over the joypad... And you may be right. But they are also calls to return to a more intellectual age of gaming. Are you sitting comfortably? Then I'll explain...

MUDs, MOOs and MUSHes are text-based, multi-user, virtual reality-type experiences, virtual worlds that are created and explored over the Internet by players from across the globe.

These real-time adventure games come in many forms and any colour (as long as it's black and white). Some follow a preset path, like a video or PC game; others mirror real life with players constantly creating and

recreating new characters, places and puzzles. Some exist as games, with puzzles to solve and journeys to finish; others exist merely as a virtual space allowing their inhabitants to interact and act in any way they like, chatting with other MUDDers, creating new worlds or just hanging around being a troll.

Whatever your bent, whether you love chatting across cyberspace, belting dragons with data or solving virtual puzzles, there's a MUD, MUSH or MOO out there to suit you – it's just a case of finding it! Most MUDs are accessed with a Telnet program, but many now have WWW pages and can be entered through these. As always, the Yahoo WWW directory offers a comprehensive listing at http://www.yahoo.com/Entertainment/Games/MUDs_MUSHes_MUSEs_MOOs_e

Spam

The Find-the-Spam page is not really the game for super-lover-finding-Net-sleuths. Go to <http://sp1.berkeley.edu/findthespam.html> and you will find the following:

"Somewhere in the picture below is spam. If you think you've found the spam, click on it to find out whether you're right. A word of caution: it's not as easy as it looks. Most people find it best to stare directly into the image for two to three hours before they have the confidence to find the spam on their own.

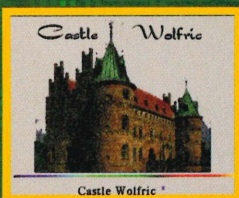
For those of you using a text-only browser, here is the non-graphical version of Find-The-Spam:

Select the one which is Spam: Spam ... A Moose." Tough.

▼ Find the spam... then find the point.



▼ Take the chance or open the box?

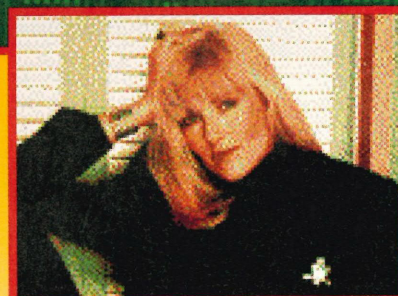


Chain Mail

Andrew's Virtual Dungeon at <http://www.cs.indiana.edu/hyplex/awooldri/vungdon.html>, offers a multi-creator text adventure slightly reminiscent of The Companions Of Xanth (Andrew is a fan). It also includes a load of links to other MUDs and MOOs disguised as puzzles in the game.

Lost Love

The Husband, Lover, Spy interactive game takes the idea of a MUD and turns it into a bizarre factional competition. The game follows a global journey with "Price Is Right" hostess Janice Pennington. Based on her book "Husband, Lover, Spy" you assist in her search for her former husband Fritz Stammberger who disappeared on September 27, 1975, while mountain climbing in the restricted area along the Russian, Afghanistan and Pakistan borders. Go to <http://husbandloverspy.com/hn/games/index.html> where you can interact with your fellow cybersleuths, and Janice, and compete for the \$1,000 prize... I do hope Janice won't be disappointed.



▲ Careless Janice has lost something.

THE HEAD



Castle Sonnenstein 2D

This MUD seems to be an excuse to moan about life at Regensburg University in Germany. Well, if you spent half your life somewhere like this you'd want an alternative virtual reality too. So for sad pics but cool sound files, point your URL to <http://rrwsb.wtl.uni-regensburg.de/SONNENSTEIN/sonnenstein.html>.

As you awake, you find yourself in front of a grey and dangerous looking Tower.



▲ These Germans know how to have fun!

▼ The Plaid Cymru candidate for the Cardiff by-election.



Dragon Fodder

For followers of more traditional-style, sword-and-sorcery, dungeon-and-dragon fare, check out the home page for the RPG, Angband at <http://www.lm.com/users/peterb/angband/angband.html>. Try out each character for size, do you fancy yourself as a dwarf, an Orc or a Dave Perry? Can you spot the difference?

Dead Cats

Gard's Dungeon is a weird goth-fest for those of you whose idea of pleasure is trawling through dungeons full of dead cats. The illustrations are mostly black and white but the descriptions of the rooms are stomach-churning enough. If you like your MUDs bloody, go to <http://www.hials.no/~ga/dungeon/>.



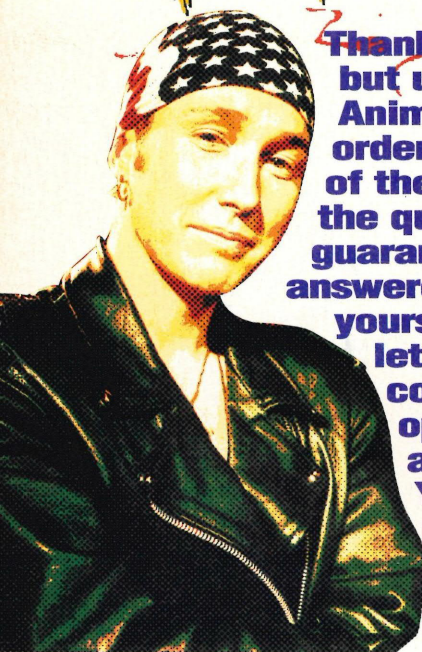
Welcome to Gard's Dungeons

The place of gruesome horror and your worst nightmares. We can now offer the same pain as any other dungeon at only half the price. If you can find a cheaper dungeon, tell us about it, and we will match their prices!



▲ If you play for too long you'll end up looking like this.

ANIMAL WRITES



Thank you for all your letters again this month, but unfortunately we've had to cut the size of Animal Writes down to two pages this issue in order to fit even more great games into the rest of the magazine. Still, don't worry yourself about the quantity you know that quality is always guaranteed for the readers who get their letters answered by the UK's most notorious gamer. Treat yourself, have your say, ask your question and let the Games Animal and the rest of the country know that you're out there. Your opinion counts but it's wasted if you're too afraid to share it, do you know what I mean? You don't need a bandana to be a big mouth! Send your letters to: Animal Writes, Games World: The Magazine, Paragon House, St Peter's Road, Bournemouth BH1 2JS. Respect.

The Waiting Game

Dear Dave,
I am in an extremely puzzling situation. I started off saving for a 3D0. When I finally received the money for it, I heard of the Saturn, so I decided to wait for it to come out then to choose from the two. Just then, I heard of the Sony PlayStation, so again I decided to wait.

Now that they are all out, they all have advantages and disadvantages. Panasonic's 3D0 has loads of games, but I heard it is limited in terms of graphics, sound and speed.

Sony's PlayStation is powerful but has a very limited amount of games; Saturn is exactly the same!

Considering I can afford to get any one of them, which do you suggest I buy?

I want a machine which will be a strong contender in the market with

loads of games to come. Please HELP!

■ **Guido, no address!**

PS. I wrote to your magazine because your opinions are always the best!!
PPS. Don't advise me to wait for the U-64 because I won't.

■ *Okay, it's that old chestnut again, "What do I buy, Dave?" The best advice I can give is that you make a decision based on software. Not on technical specs. I won't tell you to wait for the Ultra 64 as it is a long, long way off, and no-one really knows anything about it yet. Anyway there is no need to wait that long. The Saturn and PlayStation are both excellent machines and will both appear with loads of top-quality titles. However, the Saturn will undoubtedly be launched officially first which I believe will catch a vast number of developers out, so there may be an initial shortage of games. That said though, top titles like Virtua Fighter, Panzer Dragoon and Daytona should all*

be ready, but it will be far more expensive than the PlayStation at a probable £399.

Sony's machine will be cheaper, probably appear officially in September and has a host of excellent games in development for launch including top titles like Wipeout and Demolish 'em Derby from Psygnosis, and of course MK3. Although they don't have the arcade background that Sega do, Sony have already procured a vast number of top coin-op titles from their connection with Namco. But you'll have to wait just that bit later for it.

It's a question of taste really. Both machines have a unique 'feel' to them and the best way to decide is to get down to your local import shop and try them out. I would advise against you buying unofficial machines though. They are way too expensive and you may experience compatibility problems later when the UK games are released. I hope this helps.

Why Wait?

Dear Lame (sorry) Game Brain (sorry) Dave,

What is this downer you have on the 3D0? On reading your May issue, you wrote 'it's going nowhere'.

Has your unmitigated lust for the Saturn and PlayStation blinded you to the fact that they are not officially available? What is one to do? Wait until the latter part of the year and pay an as yet undetermined price, or buy an import at silly money and pay £80 per game?

I have owned my 3D0 for three months and it is well ahead of anything else currently available.

What about quality software? Well, whilst both the Saturn and PlayStation have some great games (Ridge Racer, Tohshinden, Virtua Fighter, Panzer Dragoon) they both, at this stage, have their fair share of crap (Cybersled, Victory Goal, Motortoon GP, Gale Racer). Fair enough at this stage of the game, but the 3D0 has been through this embryonic phase, and emerged with a good solid list of titles. Far more than currently available on import for the big 2, and far more affordable. Good 32-bit games like Road Rash, Need For Speed, FIFA Soccer, SSF2 X, Samurai Shodown, Return Fire etc, and with others such as Doom and Magic Carpet on the way, I would question that the 3D0 is 'going nowhere'. Especially as by the time we can officially lay our hands on these wonder machines, I will have been playing superb 32-bit games for not far short of a year!

Don't get me wrong, these new consoles, especially Sony's baby, have got me chomping at the bit along with everybody else, but my 3D0 has provided an experience that my SNES, Mega Drive and Amiga have not been able to. It's a whole new world that, at the present time, just seems to be getting better and better. So to everybody who could have had a 3D0 but decided to wait, I commend your patience, but boy have

Tekken a Hint

Dear Dave,

May I first say that your magazine is really great and is packed with loads of cool stuff. I wonder if you could help me out. Last week I was in the arcades and came across a beat-'em-up called 'Tekenen' or something like that which looks quite similar to Virtua Fighter. Could you tell me more about this machine because I was only in there for about half an hour and managed to spend lots of money because I didn't know all the moves! Please could you print some of the moves or do a feature on this amazing arcade machine.

■ **Peter Munro, Bolton**

you missed out on some fun.

■ **Mark Jeffries, London**

PS. There is always something better around the corner, so enjoy your wait. It could be a long time.

■ *Hmm, 3D0 owners of the world unite! I agree with a lot of what you are saying, Mark. Indeed the 3D0 does finally have some good games, and the support of companies like EA means that there are more to come. But it still has no genre leaders like Ridge Racer and Daytona, Tekken and Virtua Fighter. Already the top games on Saturn and PlayStation are far superior to the best 3D0 has to offer, and also all the high-profile titles are being developed for the Sony and Sega machines ahead of the 3D0 which is not good news for a machine that has been around so long and failed to really establish a major user base. You have to understand that its commercial future will depend heavily on the software being developed for it, and at the moment the other 32-bit consoles, even though they are not released, do have priority. I'm sure that if we can believe our eyes with the new M2 technology then the 3D0 will still maintain a presence in the market place, but I would stake my bandana on the Saturn and PlayStation outselling it by miles when they arrive, and for a very good reason. Well, several very good reasons actually.*

I'm glad you have enjoyed your machine, and I assure you that you I do not have a downer on the 3D0 – look at all the coverage it gets. It's just that at the present time, with new machines on the horizon, you have to provide an honest opinion, especially when people are considering forking out. If you are spending around £300 or more you have to think of the long-term future of the machine, and in around six months' time I think you'll see what I mean. Trust me, I do this for a living.

■ *Boy, you are behind the times Pete. The machine you are referring to is Tekken, and the game itself is now available on Import for the PlayStation. In fact, it scored 95% in our last issue and is totally brilliant! As for special moves here are a few for you to try with Nina, Yoshimitsu and Jack.*

Nina

*Bermuda Triangle – Press Left Punch, Right Punch, Right Kick
Flash Kicks – Tap Down/Towards,
Left Kick, Left Kick, Left Kick, Right Kick
Kneel Jerk – Tap Towards, Towards, Right Kick
Can Opener – Tap Towards/Up, Right Kick, Left Kick, Right Kick*

Behind the Times

Dear Dave,

Firstly, I must congratulate you on a brilliant mag. But I think you are a bit behind on some of your games: for example, Mortal Kombat 3... I read a copy of GamesMaster and it had tons of special moves and cheats whereas you have only done a very short preview of the game. You couldn't even name all of the characters.

I think you should print all of the cheats and special moves in next month's mag, as well as a full preview for the game. I own a SNES, Mega Drive, Amiga and a 3D0 and I would like to get into games programming but I don't know where to start. Also, could you send me a signed photo?

■ **Carl Warwick, Dorset**

PS. What is the Amiga 500 cheat for Theme Park?

Sad Sega

Probably the most appalling idea for a promotional campaign ever, has to be the news that the freakish Playboy models the Barbi Twins are flying in on Concorde to promote, in the words of the Daily Express, 'a game called Saturn'. Hmm.

Nice to know that all the hours probably spent on research, marketing experts and agency fees were well spent. What a brilliant and refreshing way to sell your future console. I guess the connection is between Space Cadets and Saturn. Sega obviously don't consider it a thinking man's machine then, and very obviously have no empathy for the poor old female gamers who may feel slightly irritated by such an obviously loin-oriented stunt.

"They don't see us as Playboy twins," says Shane, "They see us as comic book heroines."

Nope, I think the word you're looking for begins with 'B' dear and ends with 'O'. As in oh no!

Yoshimitsu

*Solar Kick – Tap Towards, Towards, Left Kick + Right Kick
Shark Attack – Left Punch + Right Punch, while the air is shimmering
Stone Fist – Charge Away, Left Punch Repeatedly
Poison Wind – Tap Towards/Up, Left Kick + Right Kick*

Jack

*Megaton Blast – Tap Away, Down/Away, Down, Towards/Down, Right Punch
Cross Cut Saw – Tap Towards, Towards, Left Punch + Right Punch
Jack Hammer – Left Punch, Left Punch, Left Punch
Pancake Press – Tap Towards/Up, Left kick + Right Kick*

■ *Carl, how can you say that about the first magazine to bring you Bug on the Saturn last issue, Primal Rage the issue before and Street Fighter: The Movie arcade game, when other mags had only heard of the Legends conversion. The reason we didn't do more on Mortal Kombat 3 initially was that whilst other mags were boasting big 'exclusive' covers and then only having sketches inside, we decided not to be drawn into the whole fake hype, and wait until the game actually appeared. There was a full preview last issue of the arcade machine, and now we have previews of the Mega Drive, SNES and even the PlayStation version before anyone else in this issue. As for printing all the moves, I think that there is something slightly stupid about releasing moves for a game that no-one can play and no magazine has even reviewed yet. These panicky 'we have to be first' tactics are just irresponsible and serve only to make people blasé about new releases before*

they have even had a chance to prove themselves. We will print the moves when we think it is worth doing it, ie when the game is actually released!

There is no set starting place for computer programming. If you are not already doing it, if you have not already begun creating a game of some sort, then chances are you are not cut out for the tough, competitive world of games programming. The best way to get advice is to look up the names of the programmers on some of your favourite games, in the manual, and try writing to them at the publisher's address. You never know.

As for Theme Park on the Amiga, I have consulted the Game Brain and these are all the cheats you will need:

Type the Player's Name in as:

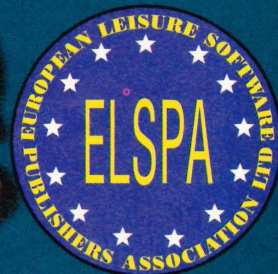
Mark Lamport

Nickname: Mark L

Once you have done this, try pressing Alt-C, Shift-C and Control-C and you will receive loads of cash, all the Shops and all the Rides. Not bad!

The Charts

Charts compiled by Gallup



Console Chart

- 1: **Brian Lara Cricket** – Mega Drive
- 2: **Winter Olympics** – GG/MD
- 3: **The Lion King** – MD/GG
- 4: **International Superstar Soccer** – SNES
- 5: **FIFA Soccer '95** – Mega Drive
- 6: **Ballz** – Mega Drive
- 7: **Toe Jam And Earl 2** – Mega Drive
- 8: **Animaniacs** – SNES/MD
- 9: **Dragon: The Bruce Lee Story** – MD/SNES/GG/JAG
- 10: **Micro Machines 2** – MD/GG

16/32-bit Floppy Charts

- 1: **Sensible World Of Soccer** – Virgin
- 2: **Superskids** – Acid Software
- 3: **Premier Manager 3** – Gremlin Interactive
- 4: **Sim City 2000** – Maxis
- 5: **Manchester United The Double** – Krisalis
- 6: **Overlord** – Virgin
- 7: **Theme Park** – Bullfrog
- 8: **Frontier: 1st Encounters** – Gametek
- 9: **UFO: Enemy Unknown** – Microprose
- 10: **Rise Of The Robots** – Time Warner Interactive

No Stamp Required!

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

Our confusing address thingy is:

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



ANIMAL AT E3

IN SEARCH OF

AMERICAN PIE!

95's Big Releases Exposed

Seems unfair doesn't it, that everyone gets to see the big new releases before us lot in the UK? Especially when the world knows that we are the best gamers on the planet. Well, this is one mag that is certainly not prepared to take it lying down. From Los Angeles to Las Vegas, this summer America came face to face with Games World's very own OG – Original Gamer. On a recent whirlwind tour of the States, Dave went in search of the next wave of killer titles. Armed only with his camcorder and wide selection of stars and stripes bandanas, this was a calculated drive-by sweep that would have even the most notorious LA gangstas giving up 'much respect' to the Animal himself. Finishing up at the world's largest games expo ever, E3, Dave may have gone Stateside expecting mom's apple pie but he came home with the American cream. Blowing every other magazine out of the sky, here are Games World's unstoppable big games for 1995...



SPOT GOES TO
HOLLYWOOD

VIRTUA
COP

DONKEY KONG
COUNTRY 2



DEMOLISH 'EM DERBY
COMMAND & CONQUER
wipeout

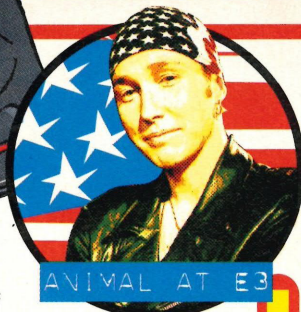
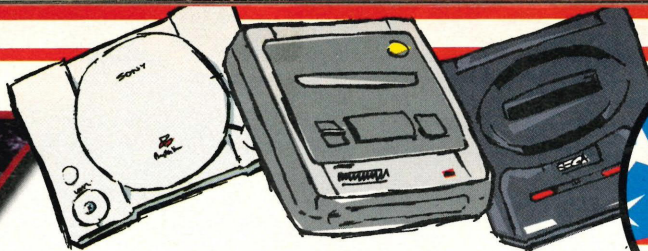
EARTHWORM
JIM 2

STREET FIGHTER

KILLER INSTINCT

MK

MK



ANIMAL AT E3

Mortal Kombat has gone beyond simply being a game, it has become a whole industry, and since Byron Cook, President of Williams Entertainment, has announced that Friday October 13th was to be see the retail debut of *Mortal Kombat 3* on the 16-bit machines and handhelds, it is clear that we are not far from another bout of Kombat fever. As the finest Mortal Kombat player in the world it was clear that the first stop on my intrepid games tour of the United States was going to have to be a hands-on playtesting of this year's most marketable three-quel. Not content with simply bringing you pictures of the Mega Drive and SNES versions, I thought you'd enjoy the UK's first pictures of the brilliant PlayStation conversion to boot. Am I good or what?

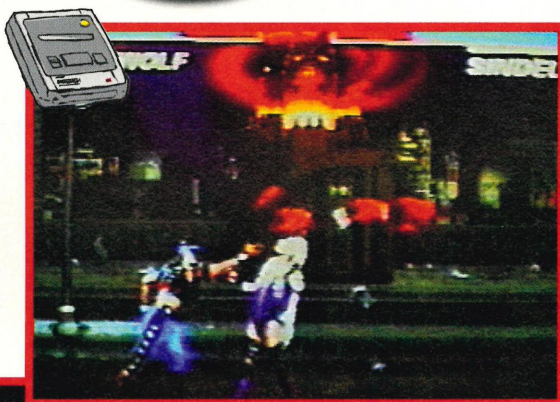
Mortal Kombat 3 carries on where MK 2 left off, although this time around there are 14 fighters to choose from, seven new characters to play as, and of course the celebrated returning of Sonya Blade and Kano. However, you may not recognise many of the old kombatants as they all seem to have been to the Ziggy Stardust school of make-up or the Trans-

formers college of cyberwear. I mean, check out Shang Tsung's smudged mascara and the unmasked Sub Zero's fetching facial stripe, or is it that a scar?

As far as the old characters are concerned, many of the moves will be familiar – like Sub Zero's Ice blast and Liu Kang's Concorde Kick, which are performed in exactly the same way as in the previous cart. But what about Shang Tsung's Floor of Flames? Or Jax's Double Missile? Not bad, guys, and boy that Sonya Blade has certainly benefited from a year in chains with Shao Kahn. Must be good for the pecs, all that bondage.

The new characters, as always, bring a bit of variety to the gameplay. How could they not? There's a floating vampira character called Sindel who is reputedly having a fling with old Shao; a six-armed she-Goro fetchingly named Sheeva, who like her predecessor is a great fan of stomping on opponent's chests (probably because she doesn't appear to have one

► As with the previous Mortal Kombat games, there's no shortage of blood flying off the fighters as they get hit and sliced. Here the Red Indian Nightwolf lays into his fellow newcomer Sindel, the former queen of nasty old Shao Kahn himself.



▲ Ex-wrestler Jax can still do his bruising Super Slam move, repeatedly smashing his opponent into the ground. Poor old Sonya.

▲ The cybernetic ninja Cyrax goes up against the might of Sonya Blade. It's true: blondes have more fights.

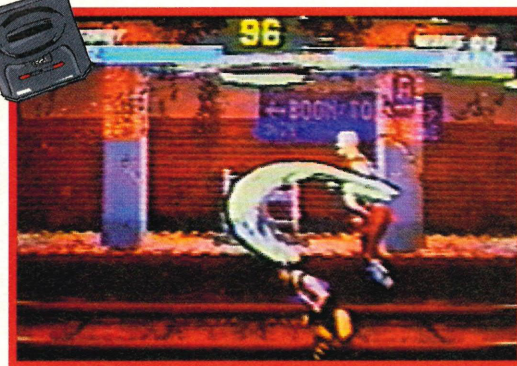
▼ Talk about a bad hair day: Sindel's mop is so out of control, it picks up Nightwolf and slams him into the ground!



▲ Kano's mauled and mashed Sindel's energy down to zero – now he gets his chance to finish here with one of the gruesome Fatalities – or maybe even an Animality.

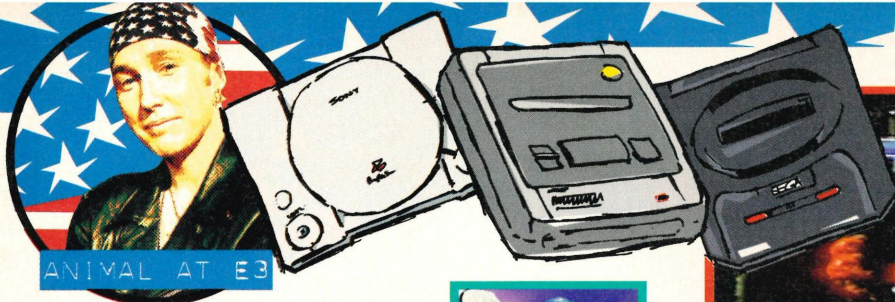


▲ Sonya gets her man yet again, this time with a flawless victory over martial arts man Liu Kang. It's a reunion for the two characters as both starred in the original *Mortal Kombat*.

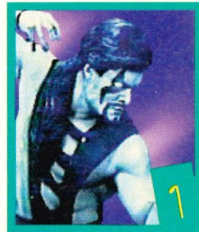


▲ Blimey, Sindel's unruly hair is at it again, grabbing hold of Kano. Maybe she should try Wash & Go?

Williams ■ Mega Drive ■ SNES ■ PlayStation ■ ETBA ■ October 13th (Mortal Friday in the States)



ANIMAL AT E3



Shang Tsung
Special Moves
Skull Projectiles
Flaming Floor
Character Morphs



▲ Cyrax dared to ask about the authenticity of Sonya's chest and this is what happened. I believe you're silicon-free, Sonya – don't hurt me!



Sindel
Special Moves
Aerial Fireball
Levitation
Drop
Scream



herself); and three robotic warriors armed with anything from guided missiles to self-destruct fatalities. There are also the eagerly awaited Animalities for you to perform, although pulling these off will require a degree of self control as they demand that you first let your opponent off the hook. Oops! nearly gave the game away.

All these new moves to learn and characters to play as, but I can't help missing my old mate Baraka... he'd have had them all he would!

As always, *Mortal Kombat 3* has a number of secret characters to locate and challenge. There's the spirit of Johnny Cage to defeat on the Graveyard stage, Goro on the Pit 3 stage, and Noob Saibot, Shao Kahn and the all-new Montaro who can all be reached using the newly introduced encryption codes feature. I could tell you what those codes are... but then I'd have to kill ya! To access these hidden options you have to arrange six out of a series of ten weird symbols in the right order, like a combination lock, to receive all sorts of new powers and secret moves. Many of these codes will be hinted at during the game, in the forthcoming movie and on the TV advertising campaign.

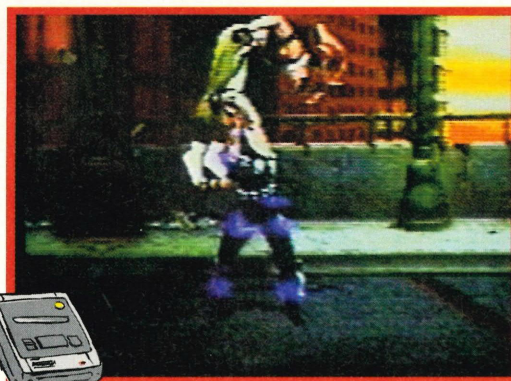
Another option that hasn't appeared in previous versions is the chance to choose your own destiny, the battle path you are to follow depending on how hard you reckon you are. You have three to select from and obviously the greater the task you undertake, the more rewarding the



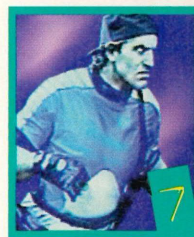
Sonya Blade
Special Moves
Bicycle Kick
Sonic Rings
Leg Grab
Square Wave
Jump



▲ While her four arms come in useful for grabbing and punching, Sheeva can also do some nifty kicks.



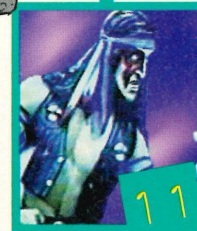
▲ Welcome to the final of the 1995 World Rock 'N' Roll Dancing Championships...



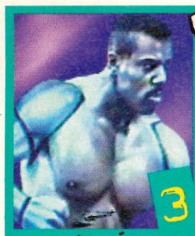
Stryker
Special Moves
Baton Toss
Baton Trip
High Bomb
Low Bomb



Sektor
Special Moves
Chest Missiles
Teleport Punch



Nightwolf
Special Moves
Mystic Arrow
Uppercut
Indian Shield
Shadow Charge



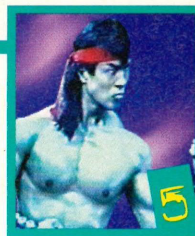
Jax
Special Moves
Earthquake
Back Breaker
Gotcha
Multi Slam
Dash n' Slam
Double Missile
Fireball



▲ Come on then, if you think you're 'ard enough. Blimey, this looks like a flippin' Chris Eubank fight – let's see some action!

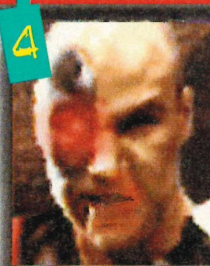
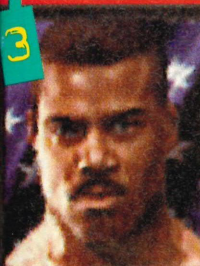
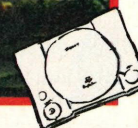
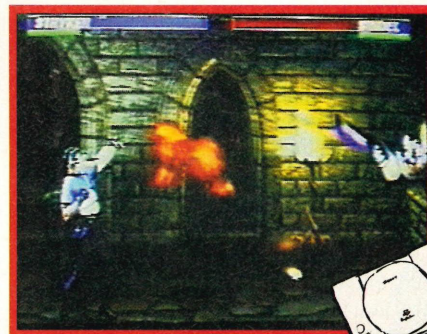


Kano
Special Moves
Cannonball Roll
Knife Throw
Rising Blade
Grab n' Chew
Air Toss

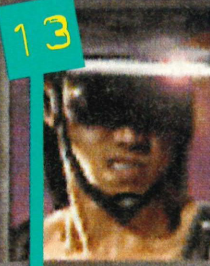
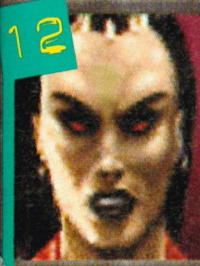
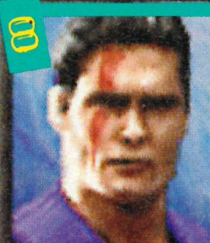


Liu Kang
Special Moves
High Fireball
Low Fireball
Concorde Kick

► As in the previous two games, there are plenty of special moves for each character, including various missiles and fireballs. New boy Stryker knocks Sindel off her feet.



Sub Zero
Special Moves
Freeze
Slide
Ice Clone
Ice Shower



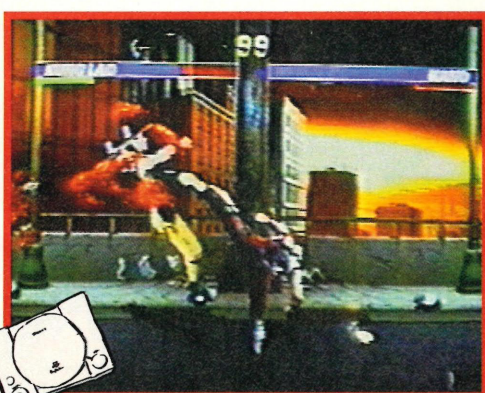
► Whoah! Nightwolf pulls off one his magical special moves, spanking the airborne Sindel with his green neon whip. I wonder if it'll knock her hair into shape? Maybe not, but it'll sure drain her energy. That's the way to do it, chief.



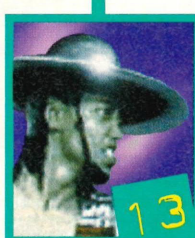
Cyax
Special Moves
Teleport
Air Toss
Close Bomb
Far Bomb
Net



Sheeva
Special Moves
Fireball
Dragon Stomp
Ground Stomp



▲ Take some of that, you hat-wearing hobo! Kano gets a kick out of bloodying the nose of Kung Lao.



Kung Lao
Special Moves
Slicing Hat
Projectile
Teleport
Flying Kick
Hurricane Spin



Kabel
Special Moves
Tornado Dash
Electroball
Gear Slice

ultimate victory will be. Several stages are also played on two levels, allowing you to uppercut your adversary through the roof of the sewers out into the street, or slam them through the floor into a dark perilous pit and so on. All of this is set against eye-catching three-dimensionally rendered moving backgrounds for added realism. Things really have come along way since that dodgy Kano sprite in MK 1. Once again playing is believing with this classic beat-'em-up series. *Mortal Kombat 3* is sure to a monstrous smash, but be warned, it is more evolution than revolution. Right, where's MK 4?



ANIMAL AT E3



■ SNES ■ under £60 ■ 32Mbit ■ Sept/0ct

One of the biggest shocks of the year is going to be the appearance of *Killer Instinct* on the SNES. A monster hit (literally) in the arcades, it was always thought that the home console version of this game would be kept up Nintendo's sleeve until the release of the Ultra 64, but no, the conversion has surprisingly surfaced on a 32 meg cart and will be going head to head with *MK3* for beat-'em-up of the year. You lucky SNES owners!

Developed by the prolific Rare team, the computer version comes complete with the revolutionary multi-hit combos and computer rendered graphics that made the coin-op such a smash at the end of last year. It also contains all ten original characters plus Eyedol the two-headed final boss, each with their own devastating special moves, like Orchid's Fire Cat, Riptor's Dragon Breath and Spinal's Boneshaker.

Experienced players will be able to clock up fluid multiple-impact moves with energy-sapping combos that score anything from three to 46 hits. There are also air attacks, release moves and the opponent dominating double combination theories to learn so even the most hardened combat fan will find that this cart represents not only a real one-player challenge, but also long-term value for money as you attempt to master the many intricacies of the different characters.

Name: Eyedol

Age: Unknown

Height: Unknown

Weight: Unknown

No-one has ever been able to approach Eyedol to get his statistics. He is a two-headed beast who carries a huge club. Few have met him. He is capable of unleashing an electric charge with lightning-fast speed and is able to spit out three fireballs at once. Eyedol is nearly unbeatable as combination moves are useless against him; and when he stomps his feet, he regains all of his energy.

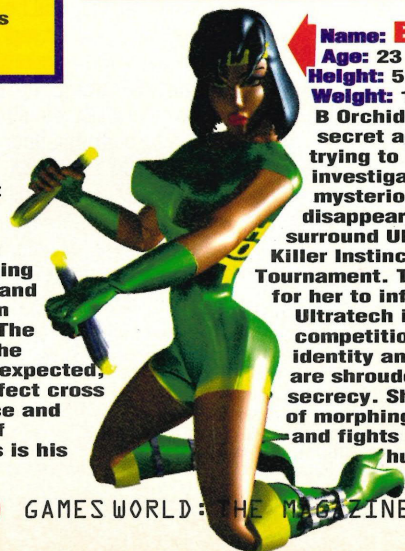
Name: Riptor

Age: 4

Height: 7'0"

Weight: 700 lbs

Riptor is a product of Ultratech's manipulation project: combining human and reptilian genes. The results of the project are as expected, as he is a perfect cross of intelligence and ferocity. One of Riptor's special moves is his Flaming Venom.



Name: B Orchid

Age: 23

Height: 5'7"

Weight: 100 lbs

B Orchid is a secret agent trying to investigate the mysterious disappearances that surround Ultratech's Killer Instinct Tournament. The only way for her to infiltrate Ultratech is to enter the competition. Her true identity and abilities are shrouded in secrecy. She is capable of morphing into a tiger and fights to humiliate her opponents.



Name: Glacius

Age: Unknown

Height: 6'0"

Weight: 300 lbs

An alien being from a distant planet, Glacius crash-landed on Earth and was captured by Ultratech, the company sponsoring the Killer Instinct Tournament. Hoping to prove that aliens are inferior creatures to Earthlings, Ultratech forces Glacius to fight for his life. Glacius uses 'Liquidize' as a special move.



▼ Drain your opponent's energy with super multi-hit combinations – anything up to 46 hits!



▼ Completely drained of energy, poor old Jago's about to die – better start praying!



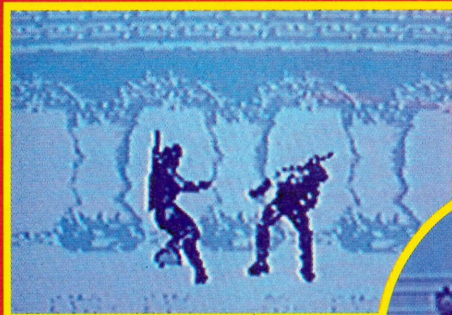
Set for release later this year on both Super Nintendo and Game Boy, the first 2 million units sold will include a Killer Instinct CD, featuring 15 audio tracks of original music taken from the coin-op so that you can enjoy sounds even if you keep losing the rounds. Not bad!

▼ The cybernetic killing machine Fulgore gets to grips with Tibetan warrior-monk Jago. All the killer special moves from the arcade are in the 16-bit conversion.



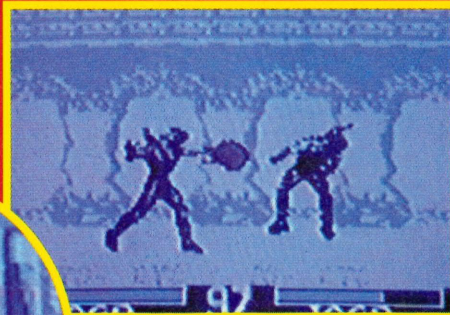
▲ As in most beat-'em-ups you can take your own doppelgänger. Here the lovely Orchid has just killed her clone lookalike.

■ Nintendo ■ Game Boy ■ ETBA ■ Size TBA ■ Sept/Oct

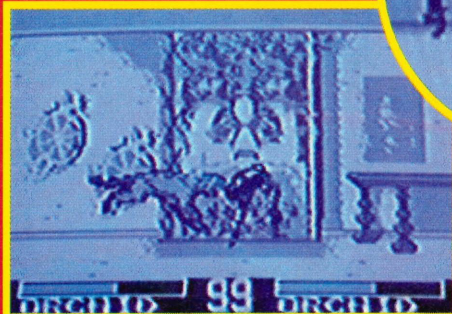


▲ "Take that, you bleeder!" Jago punches his clone.

► Yes, *Killer Instinct* is even being converted to the humble Game Boy! It looks pretty good too.



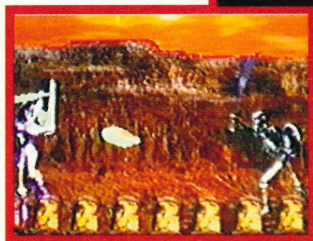
▼ No boxing mismatches here as Combo duffs himself up.



◀ Orchid morphs into a tiger to take a bite out of her twin. Talk about a cat fight!



▼ In front of a barren desert landscape, Orchid unleashes a firebolt towards the skeletal Spinal.



▼ Choose from the ten fighters on this natty selection screen.

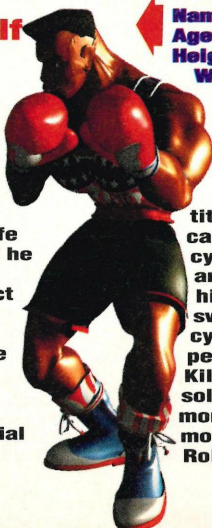


▲ Riptor's about to get savaged by Orchid in her tiger guise.



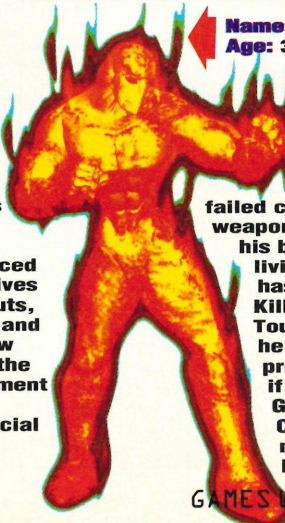
Name: Sabrewulf

Age: 45
Height: 5'9"
Weight: 400 lbs
Afflicted with a rare disease called Lycanthropy, Sabrewulf has spent most of his life as a recluse. If he is victorious in the Killer Instinct Tournament, Ultratech has promised to cure him of his disease. The Sabrepounce is his vicious special move.



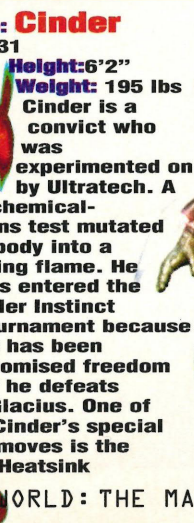
Name: TJ Combo

Age: 25
Height: 6'1"
Weight: 220 lbs
Once the undisputed Heavyweight champion for five years straight, TJ was stripped of his title when he was caught fighting with cybernetically enhanced arms. His strength gives him superior uppercuts, swinging backhands and cyclone punches. Now penniless, he enters the Killer Instinct Tournament solely for the love of money. One of his special moves is the Rollercoaster.



Name: Cinder

Age: 31
Height: 6'2"
Weight: 195 lbs
Cinder is a convict who was experimented on by Ultratech. A failed chemical-weapons test mutated his body into a living flame. He has entered the Killer Instinct Tournament because he has been promised freedom if he defeats Glacius. One of Cinder's special moves is the Heatsink.



Name: Fulgore

Age: 1
Height: 6'2"
Weight: 560 lbs
Ultratech has developed a prototype cybernetic soldier by the name of Fulgore. He has been entered into the tournament as a final test of his capabilities before mass production begins. Able to shoot lasers with the Laser Storm special move and teleport himself, he is a frightening demonstration of what Ultratech is capable of creating.



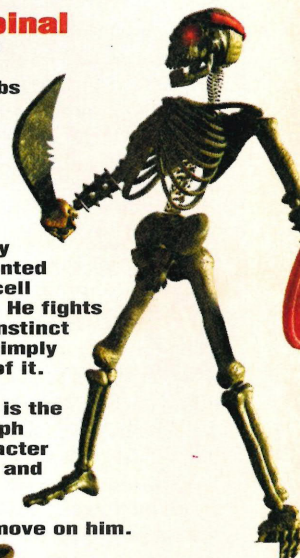
Name: Chief Thunder

Age: 42
Height: 6'5"
Weight: 280 lbs
As a mystical defender of native Americans, Chief Thunder enters the contest in order to uncover the mystery surrounding his brother's disappearance in the previous year's tournament. The mighty Sammamish is one of Chief Thunder's special moves.



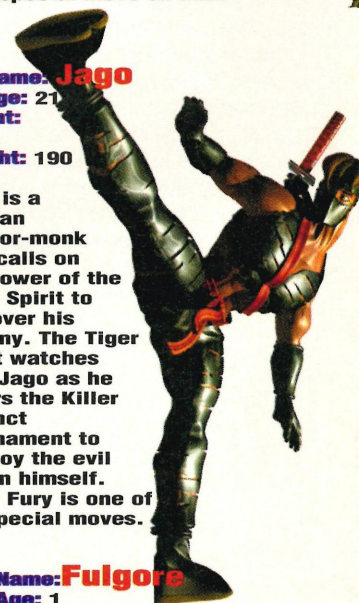
Name: Spinal

Age: 2650
Height: 5'7"
Weight: 110 lbs
Spinal is a fully energised skeleton of an ancient warrior who has been resurrected by an unprecedented discovery in cell regeneration. He fights in the Killer Instinct Tournament simply for the thrill of it. Spinal's best special move is the ability to morph into the character he is battling and use his opponent's own special move on him.



Name: Jago

Age: 21
Height: 5'9"
Weight: 190 lbs
Jago is a Tibetan warrior-monk who calls on the power of the Tiger Spirit to discover his destiny. The Tiger Spirit watches over Jago as he enters the Killer Instinct Tournament to destroy the evil within himself. Tiger Fury is one of his special moves.





■ Nintendo ■ SNES ■ ETBA ■ 32 Mbit ■ Nov/Dec

DONKEY KONG COUNTRY 2



▲ Splice the mainbrace as Diddy and new friend Dixie climb aboard a sailing ship to save Donkey.

We all went 'ape' (sorry!) over the release of Donkey Kong Country on the Super Nintendo last year, and as a result the game went on to wow gamers all over the world and break just about every game record imaginable. Although the gameplay was far from original, it was the breathtaking graphics and FX that had joypad junkies jumping for joy and won developers Rare armfuls of accolades. Well, here comes the sequel, can the prime primate weave that jungle magic all over again? Early indications are that he will... if only we can free him.

Yes, this time out the King of the Swingers has been captured by the evil King K Rool and it is up to his monkey pals to get him out. Beginning at the wreck of K Rool's Gang Plank Galleon, this would be a mighty task for poor little Diddy by himself, so he's brought along his girlfriend Dixie for her first Nintendo adventure. Dixie is a little like Samson because all her strength is in her hair. She can use her flowing blond ponytail to pick up barrels, bombs and even Diddy, and throw them great distances – and it doubles as a helicopter-style rotor



▲ Dreadful weather we've been having lately, Diddy. Never mind, just jump on those baddies' heads as usual to see them off.

blade to help slow her descent when she falls huge distances.

As always the backgrounds and scenarios are vivid, as are the oncoming baddies. Treacherous swamps, a giant beehive oozing with honey, and lava-filled caves attempt to provide insurmountable obstacles for the ape double teamers, and completely redesigned Kremlings in pirate costumes are out for monkey blood. Don't worry though, you still have some friends who are interested in helping you free your uncle, like the tennis-shoe-clad spider and slinky snake who will do their best to hasten your search.

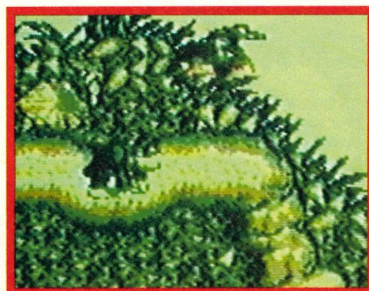
Only time will tell whether this cart will stir up the same jungle fever as its predecessor, but one thing is for sure... you'd be bananas to miss it

▼ There's all the fun of the fair as Diddy and Dixie continue their quest. These places are always full of seedy types, though, so watch out kids.

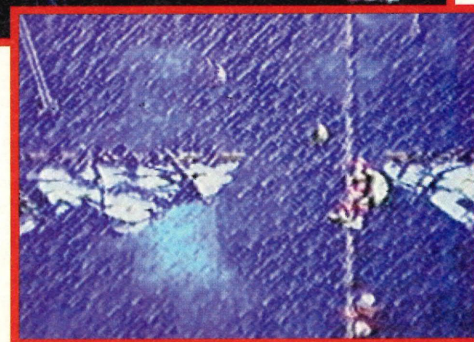


◀ Bonk! Diddy and Dixie jump on baddies to knock them off.

▶ Being cheeky little monkeys, the pair of heroes can climb ropes and vines all day long to reach higher platforms.



▲ Game Boy owners won't miss out on the monkey business. They will get Donkey Kong Land instead – coming soon.

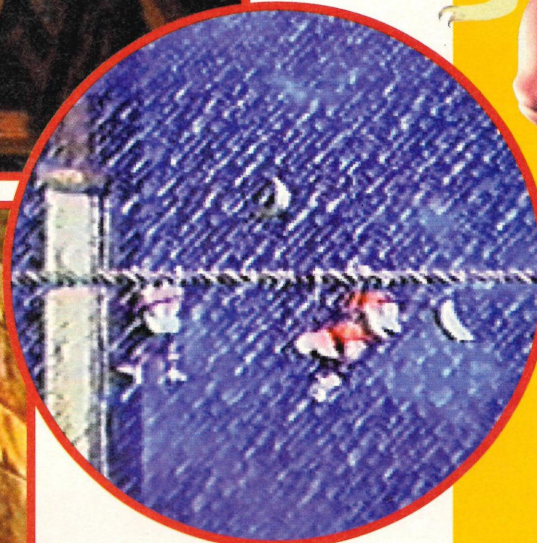




◀ Leaping along the deck of the big ship, you'll have to watch out for nasties hiding in barrels. It looks like Dixie's about to get her hands on a nice bunch of bananas. Maybe she'll give Diddy one.



▲ Whoah! Diddy and Dixie have fallen into a giant beehive. Watch out for stinging bees and don't eat too much honey, you greedy monkeys.



▲ The heroic duo swing along a rope and grab the bananas as they go. Yum yum.



▲ Diddy jumps onto a pile of barrels to avoid the slimy green creatures. But where's his soulmate Dixie gone?



▲ If Dixie gets left behind, Diddy can find a barrel from which she'll re-emerge.



▲ I wonder what's inside that starry barrel above Diddy. Maybe his friend Dixie's inside – better smash it open to find out.



▲ Young Diddy smashes a special barrel to reveal a handy power-up. These monkeys get up to all sorts of tricks.

▶ Diddy clings to his rope as the weather takes a turn for the worse. However do all those bananas grow in these conditions?



Dixie Kong

Diddy's in luurve! He won't admit it, but this petite primate has stolen his heart. Let's get familiar with the new ape on the block:

Age: Young, for primates

Height: Short, about as tall as Diddy

Hair: Blond ponytail

Eyes: Ape brown

Clothes: Pink shirt, pink cap, knee pads

Marital Status: Single, Diddy Kong's girlfriend

Hobbies: Blows bubbles, makes banana shakes



▲ Thwack! A kick on the bonce will see off these pesky ship rats.





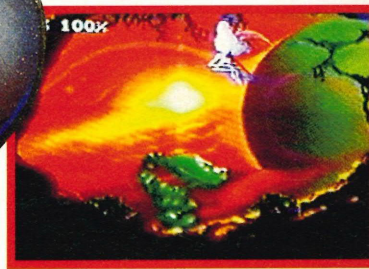
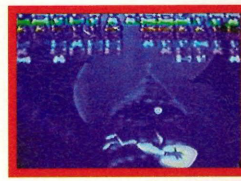
ANIVAL AT E3

■ Shiny Entertainment ■ Mega Drive and

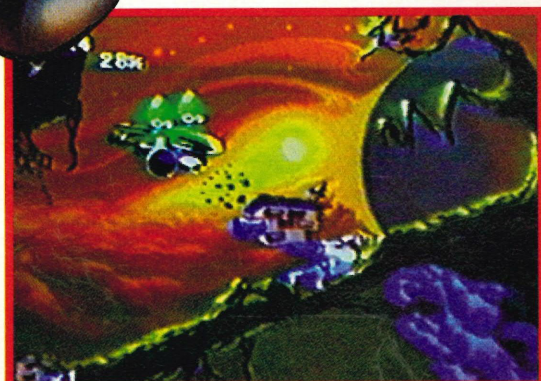
EARTHWORM JIM 2



▼ Jim plays a variation on the old *Breakout*.



▲ The backdrops in this game are wackier than ever before as Jim goes on his travels.



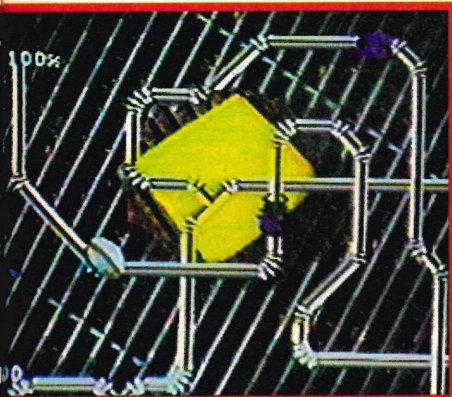
► Jim can pick up new weapons, including this truly massive gun to blast those pesky crows with.

Earthworm Jim, Psychrow and Peter Puppy have become familiar faces on the world's consoles during the past year, along with forgotten expressions like 'Zowie!' and 'Groovy!'. Well, just as you thought natural order had been regained and that worms were once again fair game as fish bait, Shiny come storming back with an excellent sequel to '94's weirdest platform adventure.

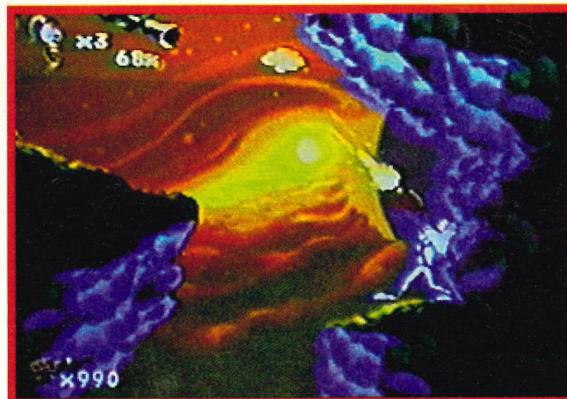
Earthworm Jim 2 was a 'must see' game on my American tour, not only because it is being developed in one of the most beautiful beach areas of LA, but because those Shiny boyz are crazy man and I just knew I'd be in for something real special.

Fans of the original will be impressed with the new graphics: the game sprites are now far more detailed with shaded rendering giving them a far more 3-D appearance. And check out Jim as he jogs on the spot every time you stop controlling him. That guy must be a health freak or something!

The sounds and FX are also much improved on the original game, with the biggest changes being on the SNES version which now boasts as many samples as on the Mega Drive, which everyone knows was far superior with the original game. The music is being written by Tommy Tallarico (*Cool Spot*, *Terminator*, *Earthworm Jim CD*) and promises to really drive the game along, providing a suitable background for the weird in-game carryings-on.

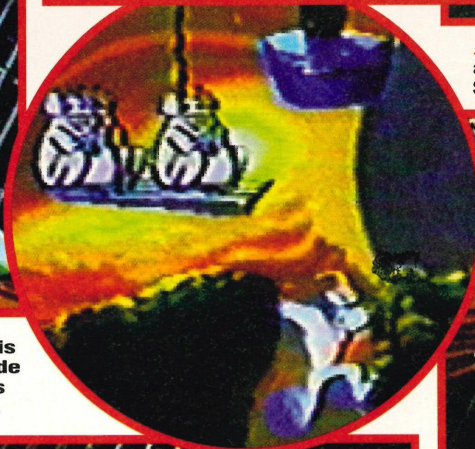


▼ The worm has turned again as Jim takes his revenge on his natural enemies. He's still got plenty of ammo left in his gun.

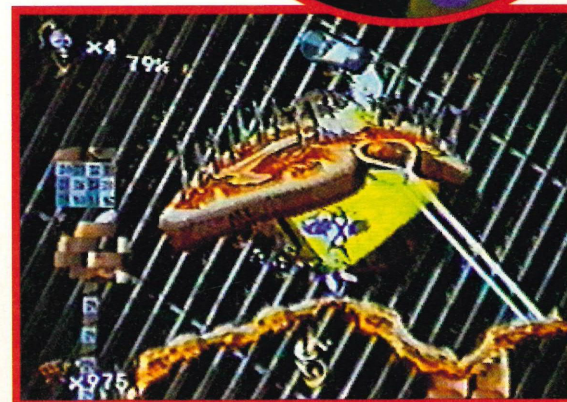


◀ Each level is themed – this one's in an office.

► As with the first adventure, there are lots of mad scenes with airborne cows!



▲ Jim likes his eggs sunny side up. Now that's a tasty fry-up.

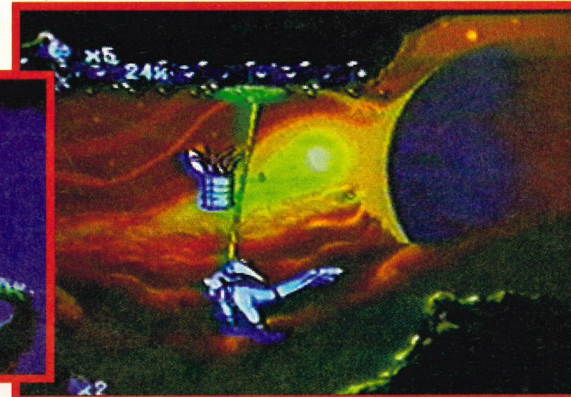


▲ Can you save Jim's bacon or will he be turned into a mixed grill?

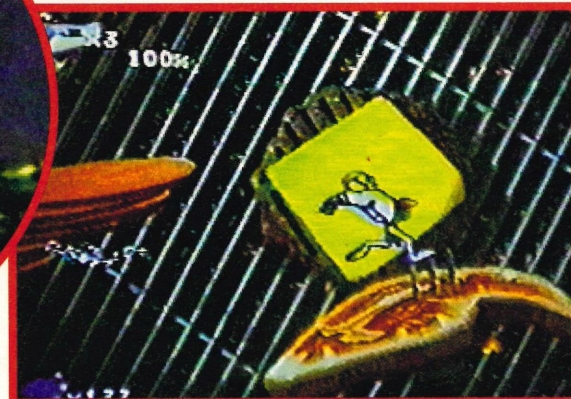
◀ Jim must bounce all the puppies safely across the screen or Pete'll turn nasty.



▲ One of Jim's new tricks is the ability to pump his head up into a balloon and float up the screen. What a wild and crazy guy.

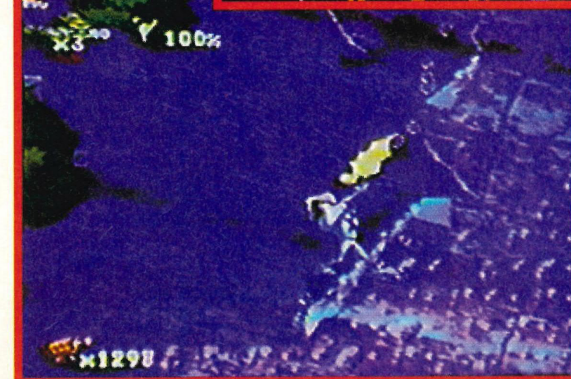


▲ Jim opens up a new can of worms as he swings across a chasm – using his green gooey friend Snott as a rope!



▲ Jim runs and jumps over this morning's breakfast menu. Watch out for that fork.

► The game even boasts its own jokey quiz show to test your knowledge.



This brings me conveniently to the surreal humour contained within Jim 2. If you thought the original game was wacky, you ain't seen nothin' yet. With approximately 15 levels plus assorted sub-games to play with, the Shiny guys have been inspired by the way the bizarre stuff in the first game was received and have taken the view that this time they can delve even deeper into their vats of weirdness. There is Sally the Blind Cave Salamander playing Jeopardy, Jim in a disabled stair-lift avoiding falling grannies shouting 'Fresh!', and even a section where you have to use a cushion to save Peter Puppy's puppies from being squished as they are hurtled towards the ground by your arch-rival Pyscrow. Jim can now inflate his head, choose from a variety of awesome new guns, and instead of using his whip to swing with, he carries his sticky pal Snott in a backpack to help him traverse the bigger chasms.

Complete with a unique password system that changes every time you play the game, *Earthworm Jim 2* is sure to be an eagerly anticipated sequel, and guess what... I've already played it!



ANIMAL AT E3

■ Psygnosis ■ PlayStation ■ ETBA ■ 1 CD ■ 4th Quarter

Wipeout

How could I go all the way to America without sampling some of the white-knuckle racing games that'll soon be available on the PlayStation, of which *Wipeout* is my personal pick of the bunch. Described as a next-generation racing game for next-generation gamers, *Wipeout* places you at the controls of a hovering futuristic race-craft built for both speed and aggression as you take part in a series of perilous high-speed races through a number of spectacular 3-D texture-mapped tracks. Roller-coaster-style drops, hairpin bends and on-track power-ups whizz by at a scorching 30 frames per second, and hesitation can prove fatal in a hostile sport where speed is everything.

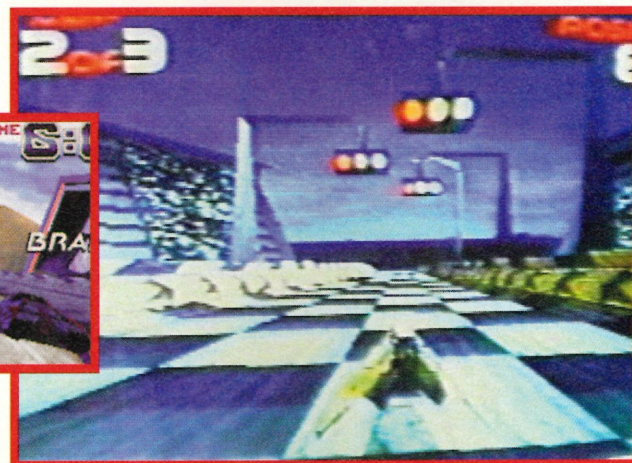
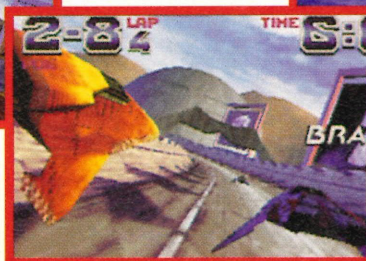
You can fly from two different views – internal and external – and your ship is more like something from Buck Rogers than Silverstone: aerodynamic, agile and armed to the teeth. Oh, did I neglect to mention that shooting opponents is quite acceptable in this race n' chase thriller?

Wipeout even possesses a two-player option allowing you to go head to head with a pal if you get bored of slugging it out with the computer, though I doubt that you will, with the amount of options and variety at your disposal.

I can't enthuse enough about the speed and quality of the graphics on this console racer, and the greatest accolade I can give it is that in my personal opinion this wipes the floor with *Ridge Racer*, and only a month or so ago I thought that was the hottest CD on the block.



▲ XXXXXX
XXXXXX
XXXXXX
XXX
XXX
XXXXXX



▲ If you feel the need for speed, you'll get lightning-fast action in *Wipeout*. It's exhilarating stuff and no mistake.



▲ It's wing to wing action as you try to overtake a rival round the bend.

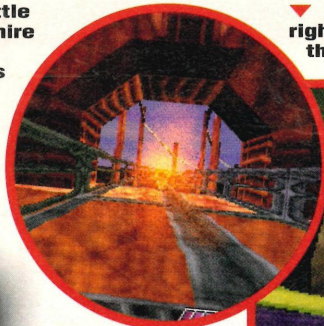


▲ Whoops, looks like you just lost it and crashed off the course. Feel the heat as your ship explodes in a raging fireball.

Out



◀ There's little time to admire the smoothness of the scenery.



▼ Coming up to overtake another rival, the indicator at the bottom right shows that you've almost reached top speed. And believe me, that's very fast indeed.



◀ Waiting on the starting grid for the lights to change to green. Rev her up.



▲ The tracks are like roller coasters.



▲ Braking round the corner, get ready to zoom through the dark tunnel ahead.



▲ With hovering racers you can have unconventional tracks – this one has you racing over the water.



▲ Blasting down the middle of one of numerous tunnel sections. Try to avoid smashing into the side walls.





ANIMAL AT E3

You know the problem with *Ridge Racer*? No matter what you do to your car... not a scratch! Slam it into a wall at 170mph, not a dent. That's where *Daytona* comes up trumps: lots of damage. But there's not much fun in just bashing into barriers and other

cars when the object of the game is to be first over the finishing line, so howabout a game with plenty of visual damage, lots of rival cars and the possibility of multi-player link-ups, where the objective is simply to smash the opposition off of the track?! Like it? Then welcome to

■ **Psygnosis** ■ **PlayStation** ■ **ETBA** ■ **1 CD** ■ **4th Quarter**

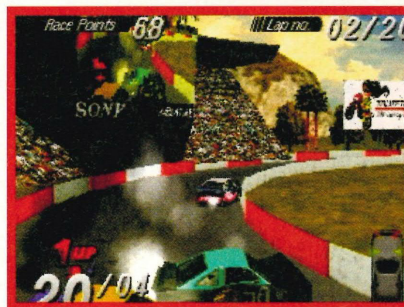
Demolish 'em Derby.

Packed with ultra-real graphics, intelligent CPU-controlled rivals and the opportunity to inflict some serious fender-bending damage without picking up so much as a ticket, *Demolish 'em*

Derby provides an interesting twist on the race game theme. Points are scored for kills, spills and thrills and to win you don't have to be the fastest on the track, just the toughest.

Choose from a variety of souped-up stock cars and wreck 'em just for the hell of it. A plan view of your car in the bottom-right-hand corner of the screen acts as a damage meter and tells you where your car has been hit and gives you an idea of just what collisions to avoid.

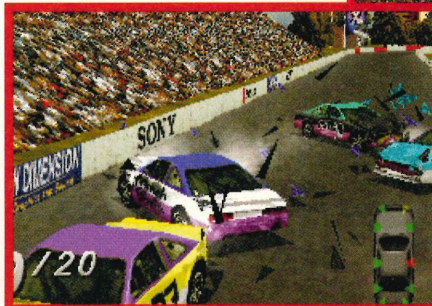
You'll like this, but don't forget to buckle up!



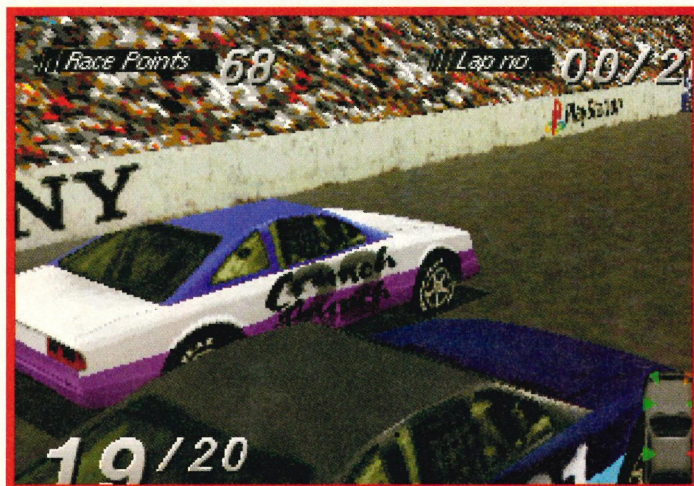
DEMOLISH 'EM DERBY



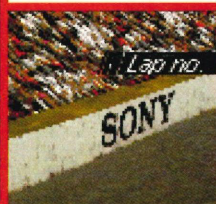
▼ **Smashing stuff!** Massive pile-ups like this look great with lots of smoke and debris flying off the cars.



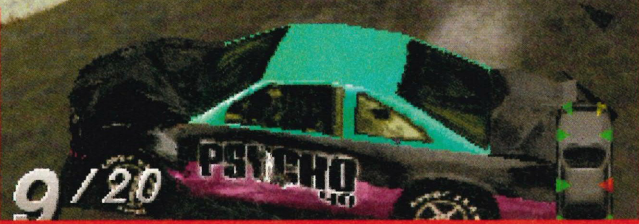
▲ **Smoking tyres screech** as the cars pile into each other again.



▼ **'Psycho'** spins and smashes into the barrier, crumpling up the bonnet realistically. Too many bangs like that and you'll conk out and be eliminated from the derby.



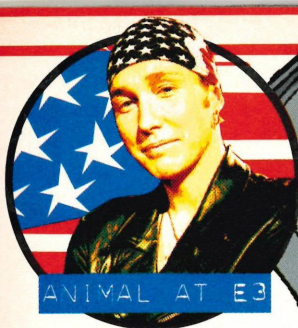
▲ **It's wheel to wheel action** – soon it'll be bumper to bumper!



◀ **The cars line up at the start of the 'race'.** Perfectly polished, they all look like they've just come out of the showroom, but that'll soon change as they get smashed, crumpled and rolled into a smoking heap.

▲ **As in most next-generation race games,** you can alter the camera angle for spectacular views. This one gives you an extreme close-up of the action.





Capcom PlayStation/Saturn ETBA LCD TBA

Why would a street-fighting man like me go to Capcom country without checking out the latest chapter in the Street Fighter saga? I must admit I can't resist going toe-to-toe on these games and having been the first

UK mag to preview *Street Fighter: The Movie* in the arcades I just had to trade blows with the future-console version.

Inspired by the movie of the same name, the Saturn and PlayStation versions are real celebrity-studded releases, with the actual actors from

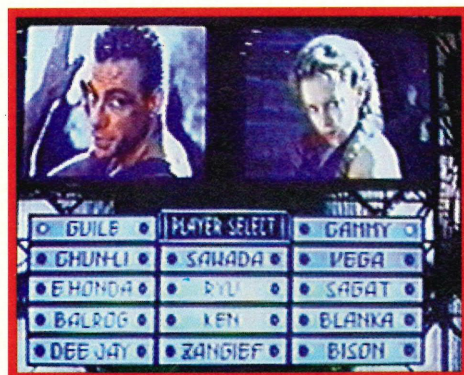
the movie digitised and playing out the video-game roles of their World Warrior counterparts. Jean-Claude Van Damme brings Guile to life and incorporates some of his own trademark moves, and Kylie at last appears in true Cammy guise, deadly and sexy, instead of just frumpy and butch like in the big-screen version.

All the usual gang are here, plus a few newcomers, like Captain Sawada and Akuma, and the action is just as hot as ever with many of the old moves given a new quirky lease of life,

thanks to the realistic sprites. There are also new moves such as Double-Attacking and Down Attacking, and options such as the Time Adjustment, X-Mode and Gamble Mode, to add some refreshing new gameplay.

After completing each round you are rewarded (or is that punished?) with actual scenes from the movie itself, which premiered in December in the States. The only downside is that there seems to be no Cammy 'kit-off' cheat. Damn, still you can't have everything. I should be so lucky, lucky, lucky, lucky!

STREET FIGHTER



▼ Chun-Li is a real lady in red as she takes on the nasty Bison. She looks a lot sexier in her new outfit, but keep away or she'll kick you where it hurts.

THE MOVIE



▲ Getting kicked at by a mad martial artist – it's all a far cry from Neighbours for the lovely Kylie. Phwoar, she's not wearing any tights either!



▼ Even Bison looks a bit scared as Van Damme prepares to duff him up right proper, adding a few of his own moves to Guile's repertoire.





ANIMAL AT E3

■ Virgin ■ Saturn ■ ETBA ■ 1 CD ■ 4th Quarter

Funny how the red spot off the bottle of fizzy pop should turn out to be a bigger game star than the main animated character in the advertising campaign himself. Only in the world of games, or only in Hollywood as they say, because that is where the hapless but always cool

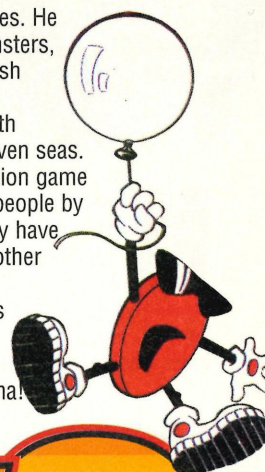
Spot finds himself in this sequel to the award-winning Mega Drive and SNES title.

Unlike the first game, *Spot Goes To Hollywood* is not a straightforward platformer – it's played from a 3-D perspective and incorporates all manner of bizarre but beautifully rendered spoof movie backdrops. You see, it seems that poor old Spot was left by himself attached to a can of 7-Up in a projector room of a movie theatre. Quickly becoming bored he leapt off the seemingly abandoned can

of drink to have a bit of a look around, only for the projectionist to unexpectedly return. Panicking and not wanting to be discovered, Spot jumps into the film reel and finds himself trapped within a hostile world of Hollywood blockbusters where he has no choice but to battle his way to freedom so that he can return to the safety of his can before he is spotted (aggh!) missing.

The huge action-packed adventure places Cool Spot in a number of recognisable movie scenarios like Jurassic Park, Aliens, Star Wars and

even Indiana Jones. He battles huge monsters, flees from ghoulish trees and even swashbuckles with pirates on the seven seas. This beautiful action game will catch many people by surprise who may have expected just another platformer. The only way this guy could be cooler is by wearing a bandana!



SPOT GOES TO HOLLYWOOD



▲ Whoah! Spot negotiates a tricky ledge to reach a cave.

▼ Spot pauses on the deck of a huge ship. There are pickups in some of those barrels. Avoid the cannons, though.

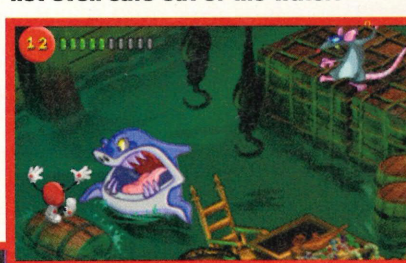


▲ Shine a light – that's just what this mining rodent does.

▼ Out of the hatch pops a nasty pirate to ambush Spot.



▼ Arrrrghhh! Shark alert... you're not even safe out of the water.



▲ Step into this teleporter to be beamed to a distant destination.





ANIMAL AT E3

■ Sega ■ Saturn ■ ETBA ■ LCD ■ TBA

VIRTUA COP

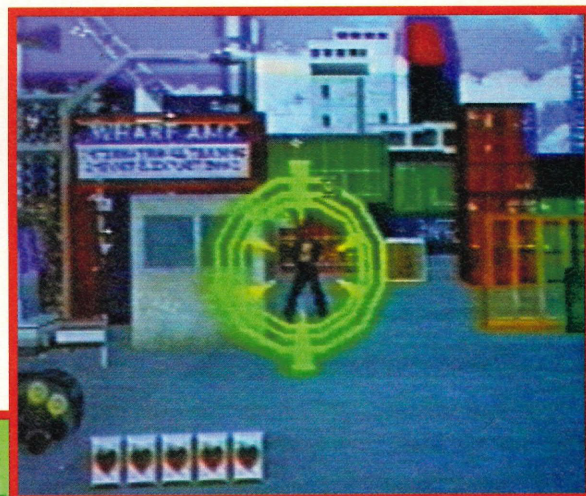
Come on punk, make my day." Sorry, I couldn't think of any *Reservoir Dogs* quotes to begin this preview with, although this is certainly a game that would appear to all the rosy-cheeked would-be Harvey Keitels out there. Lots of men in black suits with black ties, most of them wearing shades, and all waiting for you to come along and blow them away. Pretty cool huh!

It may seem pretty lame to be bothering to play a game like this in LA, where the real thing is happening just a few blocks away, but what's a bullet or two in the bandana if it means bringing my readers shots (no pun intended) of the Saturn's latest arcade-accurate coin-op conversion. This is where the Saturn definitely does have the edge over the PlayStation, or rather Sega definitely have the edge over Sony. The Saturn may be a tougher machine to program for than the PlayStation, but Sega have so many top-notch titles that have been rigorously playtested in the arcades, that you just know you're going to enjoy them at home too.

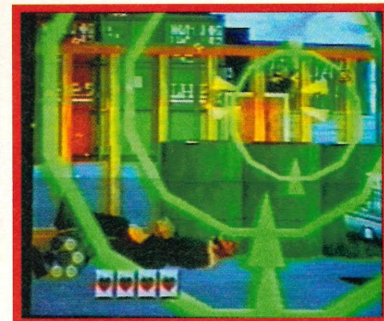
The latest release from the *Virtua* series, it should come as no surprise that the characters in this game look and move like dressed versions of the *Virtua Fighter* guys, and certainly provide more varied and realistic targets than the cardboard cutouts of games like *Revolution X* and *Lethal Enforcers*. Designed to be played using the joypad or a new light gun (let's hope this one works!), the game moves through three scenarios filled with 3-D filled polygon graphics, moving vehicles and a multitude of explosions. There is also a moral test for *Virtua* cops everywhere – you don't have to kill the bad guys! If you just shoot them once they'll be wounded: the choice is yours pal.

"Well, do ya feel lucky punk?"

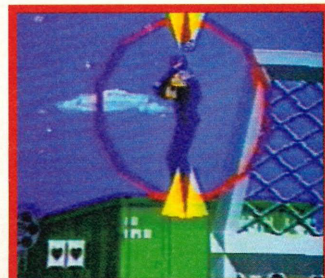
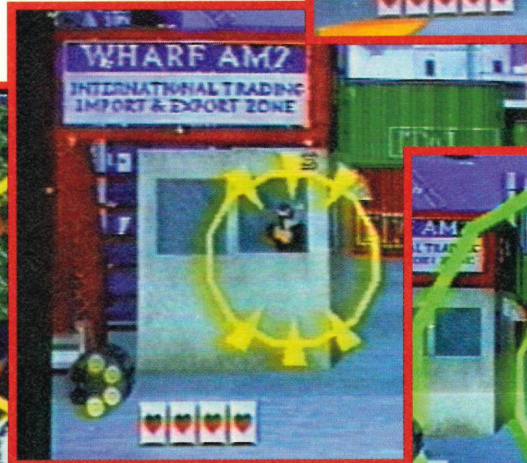
▼ Your huge green target zooms in on another highlighted baddie. Freeze, sucker!



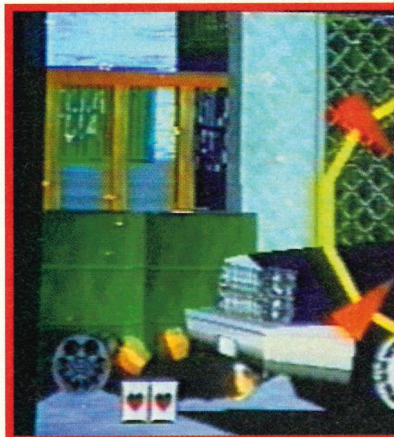
▲ You've got two bullets left in your gun – plenty to finish off this dodgy geezer before reloading.



▲ In yer face! Quick, blast this gangster before he blows you away.



▲ That bloke's a sitting duck up there – some of these villains just don't know how to take cover.



▲ Bad guys pop up everywhere.



■ Sega ■ 32X ■ ETBA ■ Size TBA ■ Third Quarter

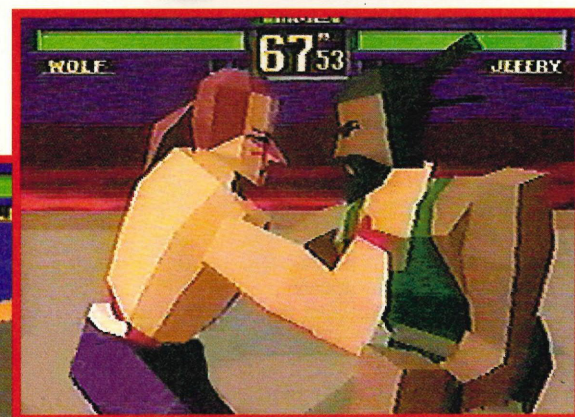
Virtua Fighter

Despite all the rumours that *Virtua Fighter* was going to be the launch game with the 32X when it first appeared, Sega cunningly hung onto it, preferring to release it instead with the Saturn. Well, good news for everyone who rushed out and bought a 32X only to find a disappointing lack of initial software support: the ground-breaking 3-D fighting game is on its way. If you don't believe me, just check out these pictures I took at the Sega stand at E3.

For those who are unfamiliar with the product, *Virtua Fighter* is a conversion of the arcade combat game, and uses filled polygons to produce incredibly realistic combatants that can be viewed from four different camera angles as the playing perspective zooms in and out with the action. At the end of every battle the fighters are treated to an action replay of the final knockdown from a different perspective, allowing the victor to gloat or the vanquished to sulk.

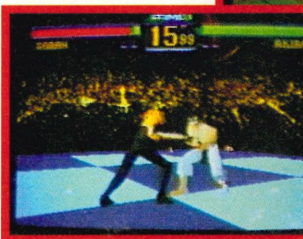
There are eight different fighters to choose from, all with their own distinct fighting styles and special moves. According to Sega there are over 700 different moves to get to grips with, ranging from flying body slams to acrobatic somersault kicks. There are no weapons or fireballs in this game, which gives the action a far more realistic feel than with many beat-'em-ups. It truly is just a good old-fashioned 'knock 'em down and drag 'em out' battle that will have Mega Drive owners whetting their lips in eager anticipation.

▼ Are Jeffery and Lau about to do a spot of jive dancing? I doubt it — they're trying to throw each other out of the arena.

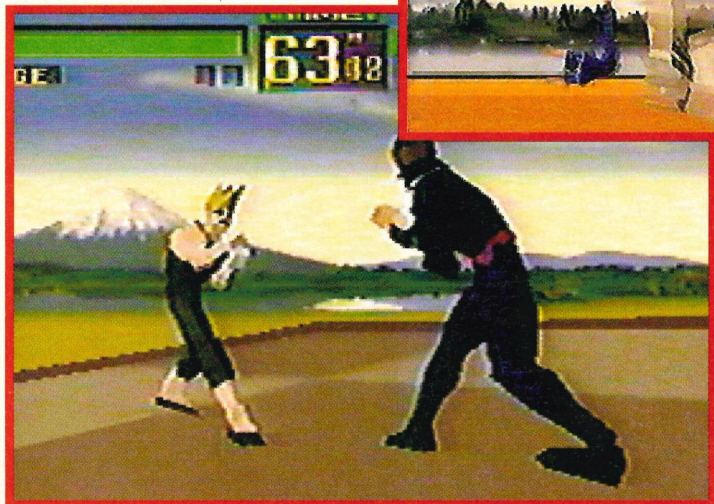


▲ Wolf grabs Jeffery round the neck as the camera zooms in for an extreme close-up of the fighting action.

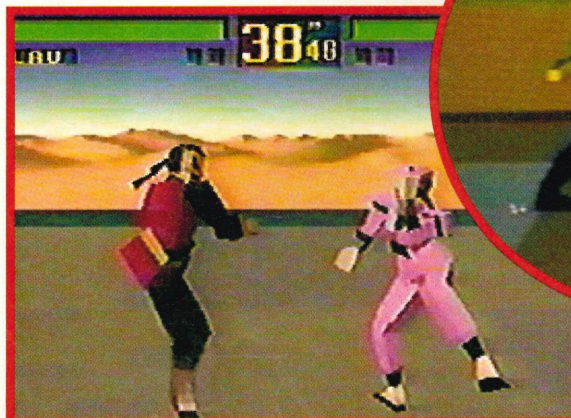
▼ Fighting in the city.



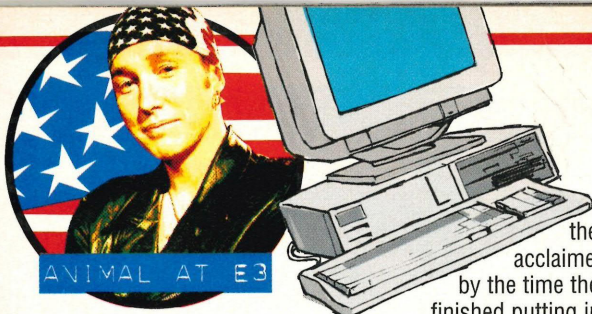
▼ Lau hops into action against the pigtailed Pai.



▲ Jacky and Kage size each other up before indulging in some fisticuffs. Aw, why can't they just be friends and enjoy that lovely scenery behind them?



▲ Ooofff! Akira shoulder-barges Kage to the ground. All the moves from the arcade are here.



ANIMAL AT E3

■ Virgin ■ PC-CD ■ ETBA ■ TBA ■ Summer

Some games you just hear about on the grapevine, you know, and when you hear as many good things about a product as I had heard about *Command & Conquer*, you just have to play it. It took a short flight to Vegas, courtesy of my good mates at Virgin, so that I could meet up with the developers at Westwood but boy was it worth it.

▼ A nice rendered scene between levels.

This is, in simplest terms, the follow-up to the acclaimed *Dune 2*, although by the time the programmers had finished putting in all the features that they wanted to see in the game, it became very clear that it was never going to be as simple as just taking the 'Command and Conquer' game engine out of *Dune 2* and tweaking it. This was time for a total overhaul.

I'm not a huge fan of wargames but this is a stunning, adrenaline-

packed battle spectacular that boasts both the hottest graphics and animations that the genre has ever witnessed, and a crispest innovative soundtrack that really helps to drive the action along.

Monstrous tanks, awesome helicopters, all manner of deadly weapons and space-age technology keep the game temperature turned way up. The between-mission screens are fantastic and full of a macabre humour, as are many of the in-game features. Check out the Rambo special agent

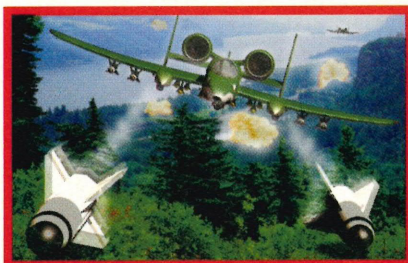
you send in during one of the campaigns. He greets his orders with expressions like "Yo!" and "No problem!", and deals with adversaries with cries of "Tough guy, huh?!" and "Keep 'em coming."

The lads at Westwood have worked very hard to give the game a feasible storyline, so that you at least understand what you are fighting for, although your reasons will almost certainly change depending on which side you choose to represent, good or evil. This is a great time for war

game fans with *Command & Conquer* just around the corner and the more arcadey *Z* not too far behind. And guess what, they're already beginning work on the sequel.

▼ Build up your base with various buildings for different functions.

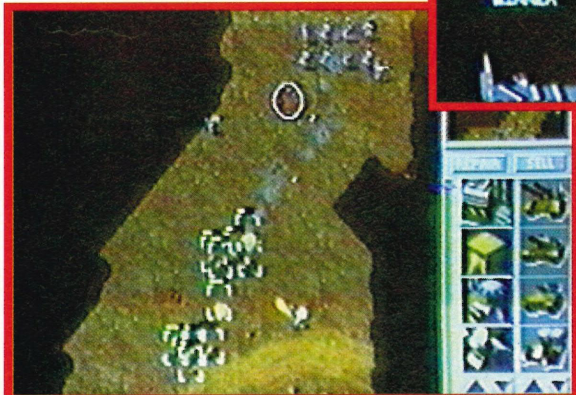
COMMAND & CONQUER



▼ As in *Dune 2*, unexplored scenery is blacked out. Your troops have just run into a hidden enemy force.



◀ The status screen tells you how well you're doing. Hmm, a leadership rating of 100%.

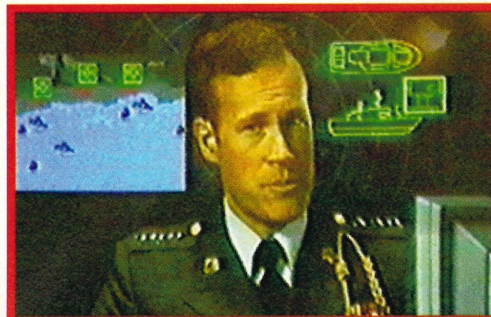


▼ The troops land on the beach, ready to do battle in another level. They'll need to be tough to face the plethora of enemy helicopters and tanks.

▼ Always keep your base well defended with vehicles and troops. You never know when the enemy will attack.



▶ The main action takes place on a practical overhead map, but there are plenty of rendered scenes to add excitement in this highly polished war game. Explosion fans are well catered for here.

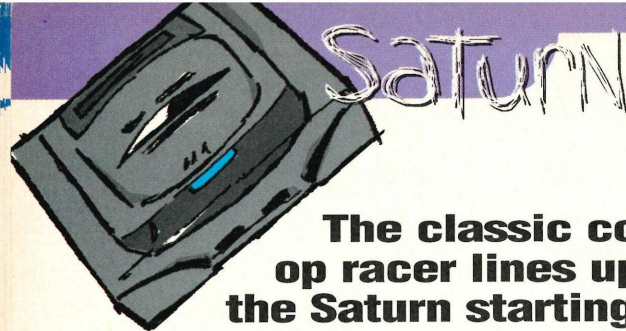


▲ This military bloke tells you what to do, helped by diagrams appearing behind him.



▼ War... what is it good for? Great strategy games, that's what!





Virtua

The classic coin-op racer lines up on the Saturn starting grid, sporting a custom paint job and fully reconditioned engine. Phil King thrashes it...

You may ask why anyone's bothering to convert this to the Saturn. After all, it's been superseded by the likes of *Daytona USA* in the arcades – already available on Sega's new super-console.

However, the good news is that *Virtua Racing* is receiving a drastic facelift for its Saturn appearance... and we're talking about more than go-faster stripes!

The polygon graphics may still look a little crude compared to *Daytona's* beautifully rendered cars, but Time Warner have really gone to town with the racing options. If you thought Sega's 32X version was pretty neat with its handful of extra tracks and cars, the Saturn game'll really have you revving your engine.

There are now five cars to choose from: modern F1, prototype, sports coupé, go-kart and 1960s formula – each handling completely differently.

Better still is the fact that there are no less than ten tracks to race around. This has enabled the inclusion a ten-race F1-style championship – great news for motor-racing fans. Another advantage over *Daytona* is the split-screen two-player mode, so at last we can have competitive Saturn racing.

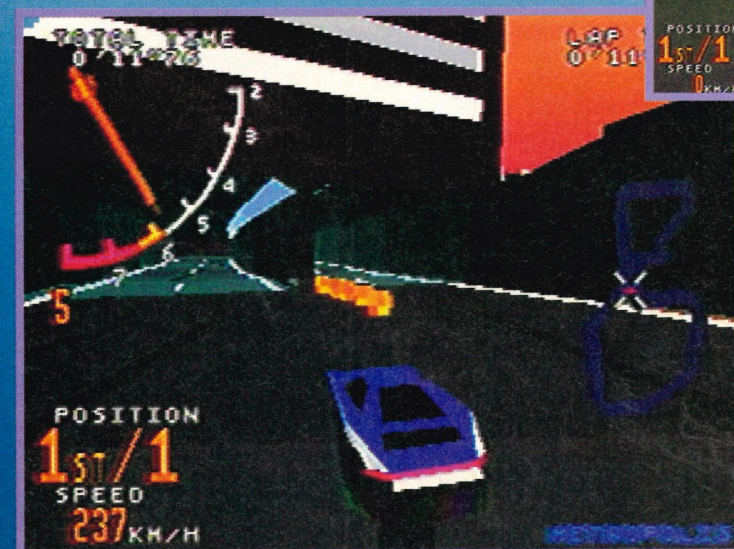
With unique high-performance features like these, Saturn *Virtua Racing* could well re-overtake its arcade successors in the playability stakes at least.

▼ Zooming down the straight just after the start, this is a good opportunity to overtake some of the computer cars ahead – you're currently in 15th position.



▼ The Comet prototype car zooms into a dark road tunnel in the centre of Metropolis.

► One of the new vehicles is this nippy high-tech go-kart.



▲ The 1960s-style F1 car just manages to stay on the road on the Pacific circuit.



▼ The modern Formula 1 car has plenty of power, so put your foot down and burn some rubber to overtake those rivals ahead.



▲ Roaring ahead in first position, the flashy sports coupé rockets through the city streets of Metropolis. At this rate, not even Superman could catch it.

◀ The high camera angle shows more of the course ahead so you can anticipate bends better. Here the sports coupé skids down the slippery Alpine course – just look at all those tyre marks left by other cars.



Racing



▲ While others prefer to travel at the sedate pace of a hot-air balloon, you feel the need for speed. Either way, you can't help but admire the Pacific scenery.



▲ The Bay Bridge circuit has you racing over San Francisco's Golden Gate Bridge – just pray there isn't an earthquake!

▼ It's exciting wheel to wheel action as you take the inside line to ease past your F1 opponents.

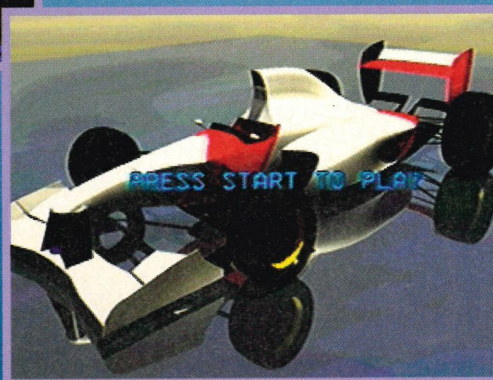


▲ Choose your car from the five available. Some have better handling while others offer top speed.



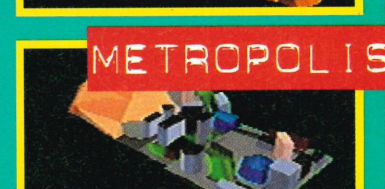
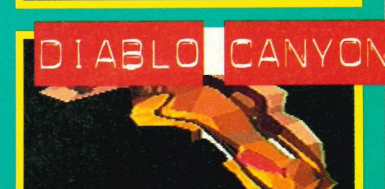
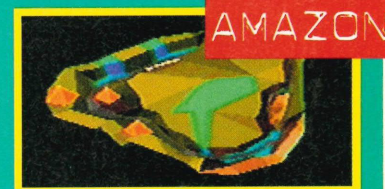
▲ To really feel the full speed effect of the ground rushing past, opt for this exhilarating cockpit view.

▲ Your F1 spins out of control as you overcook it round one of the tight Alpine corners – better stick to skis!



ON THE RIGHT TRACK

A vast improvement over the arcade machine is the inclusion of ten circuits, located all around the globe. Here are some of them...



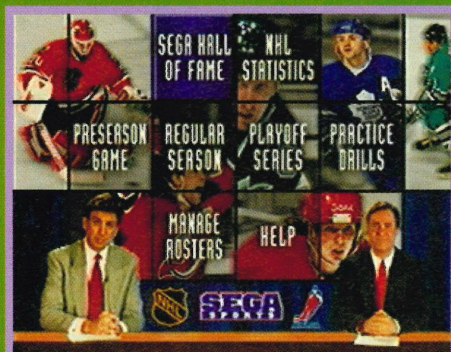
There's only one team member cool enough to play an ice hockey game and that's Nick Roberts. Grab a freeze pop and walk this way...

Sliding around an ice rink may seem like fun to some people but when I tried it I ended up with a twisted ankle and wet bum! I don't know how these ice hockey players survive to the second half. This fun, frozen game has been console-ised many times before, but I can guarantee that none of them looked like this.

Sega Sports in the US have done a fantastic job, creating realistic-looking sprites and rink and then throwing in 19 camera angles to play with. Yes that's 19! These include a view from the crowd (very useful), sidelines, behind the goal, numerous aerial shots from different distances and even a first-person perspective with real frostbite. Whichever you choose, the game carries on in the background while you're meddling.

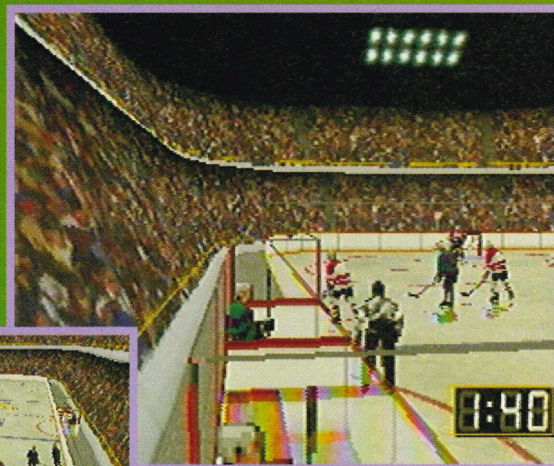
Bolted onto the front end are all the options and statistics screens you could possibly want. There's a detailed description on each player in the 26 NHL teams, along with a nice picture and ability breakdown. You can customise the teams, trade and create players and sign free agents too.

If all this weren't enough to have your pants dripping in anticipation then how about up to 12 players at once?! That should keep any hockey fan in Slush Puppies for a month!



There's the usual rinkful of options on the main menu which is presented like a TV sports show. Sadly housewives' fave Des Lynam isn't around.

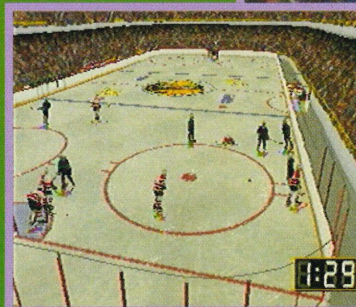
This acute-angled view shows that the crowd are, in fact, made out of cardboard!



The red light flashes into action to confirm a goal's been scored.

LEAGUE LEADERS

		GP	A	PTS	G
1.	P. Bure CHI W 76	47	167	60	
2.	B. Hull WS W 81	40	154	57	
3.	S. Fedorov TOR C 82	64	176	56	
4.	D. Andreyev TB W 83	45	151	53	
5.	R. Sheppard NYI W 82	41	146	52	
6.	B. Shanahan DAL W 81	50	154	52	
7.	A. Graves STL W 84	27	131	52	
8.	M. Modano CG C 78	43	143	50	
9.	C. Neely ANA W 49	24	124	50	



The game starts with a face-off.



There's less than two minutes remaining in the first period and the game's still scoreless. Unlike most hockey games, you get to see the referees.



GAME OPTIONS

PLAYERS	1	LINE CHANGES	OFF
PERIOD LENGTH	2min	ROLE PLAYING	OFF
PENALTIES	OFF	GOALIES	AUTO
OFFSIDES	OFF	REFEREES	LENIENT
ICING	OFF	CONTROL	RELATIVE
MUSIC	OFF	RESET GAME OPTIONS	
USER RECORDS	OFF	SAVE GAME OPTIONS	

Game options galore. You can toggle various rules and controls to get exactly the sort of game you want - we like lenient refs!

CHIEFY

Games

WATCH

Ice-tastic!

With 19 viewpoints to flip through, you'll probably lose your first few games. You'll be too busy meddling with the options while the computer team blast goals left, right and centre. Just hit them with your stick when you're ready to start proper.

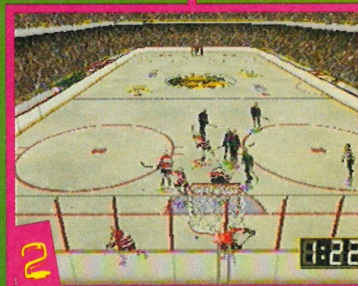
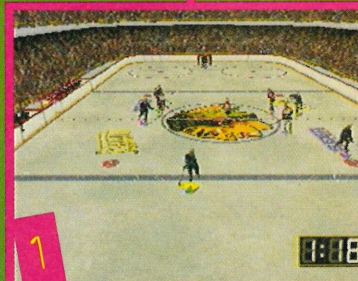


DETROIT RED WINGS PLAYER CARDS

91 S. Fedorov	C
19 S. Yzerman	C
55 K. Primeau	C
26 R. Sheppard	W
25 D. McCarty	W
77 P. Coffey	D
5 N. Lidstrom	D
16 V. Konstantinov	D



Biggum chief say "Ouch, that hurts. Get off my head!" Every rink has the home team's logo in the centre circle. For the best view, look from overhead. Did you know that they make these designs from hundreds of coloured ice lollies: orange, raspberry, lime, lemon and liquorice flavours? Probably not, 'coz I just made it up!



You need to get your skates on to get past these burly blokes.



You get a good view of nearly the whole rink from this angle. But can you spot that tiny puck?



DALLAS STARS TEAM ROSTER

	ST	HGT	WGT	GP
M. Modano	C	9	L 6'3"	190 76
B. Gilchrist	C	41	L 5'11"	185 76
D. Gagner	C	15	L 5'10"	180 76
N. Broten	C	7	L 5'9"	170 79
P. Zezel	C	25	L 5'11"	205 41
D. Evason	C	18	R 5'10"	180 80
T. Harvey	C	10	R 6'0"	195 0
M. Kennedy	W	39	R 6'1"	170 0

Check out your team's player stats.



Mega Drive 32X

Games WATCH

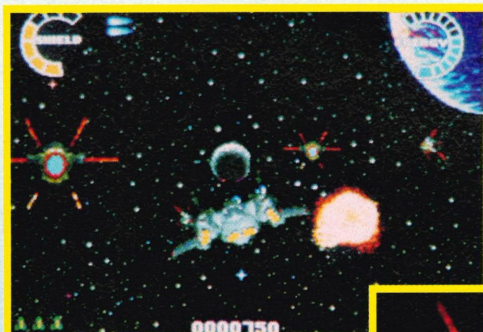
SOUL STARS

Ever wanted to be a space commando with unearthly good looks and the body of a god? Phil King is one!

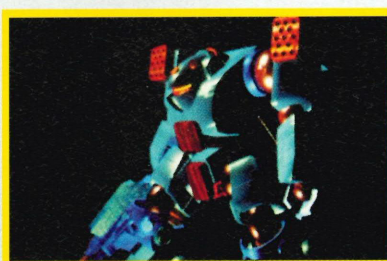
■ Core ■ 32X ■ ETBA ■ 24Mbit ■ August



▼ The first stage sees your spaceship in deep space, blasting waves of enemy Myrkoid ships on its set flight path.



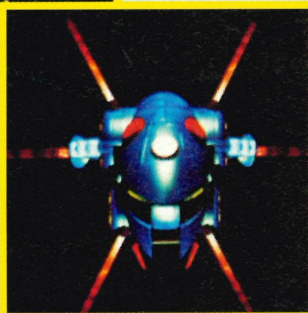
▲ Towards the end of the first level, the massive Myrkoid Warship comes into view. It eventually fills the screen and your ship goes inside.



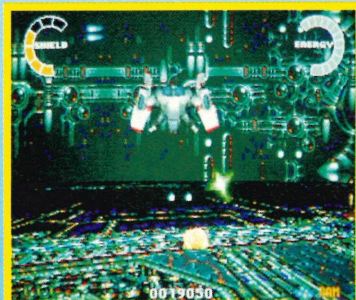
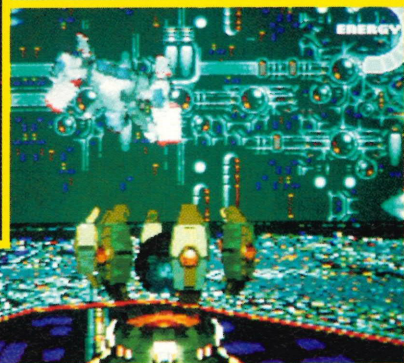
▼ Inside the Warship, you fly your Turbo Copter around freely, aiming to activate one of three warps.



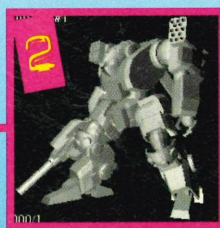
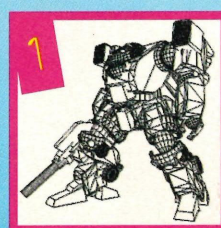
▲ In this new version, all the enemy ships have been rendered so they look much more solid.



▲ Another impressive rendered craft, created using Silicon Graphics computers.



▲ Most of the 3-D stages let you explore with 360° freedom. There's also a neat cooperative two-player mode.



Zooming in from outer space comes another Core conversion of an earlier Mega-CD hit. As with the recent *BC Racers*, they've radically revamped this space shoot-'em-up for the 32-bit machine and even altered the name. The 'X' in the title doesn't stand for anything saucy, but 'Xtras' such as 256-colour graphics (the original had 64), fully rendered 3-D enemies and obstacles, and massive bosses with unique attack patterns.

Silicon Graphics workstations have also been used to create the three different vehicles your Aggressor craft morphs into: a standard spaceship, robotic combat walker, and bladeless turbo chopper. Each handles uniquely and is automatically selected to suit the varied missions.

As in the original Mega-CD game, the blasting action features a mixture of set-path flights and 3-D environments with 360° freedom. There's also a cooperative two-player mode, the choice of different routes through the game, and cut-scene stills from the from the Jaguar CD version's FMV sequences. Get ready to see stars in this supercharged shoot-'em-up.



Silicon Shading

The programmers have used Silicon Graphics computers to design the multi-morphing spacecraft. But how do they do that?

1. First of all, they create a wire-frame model of the object. They don't even need to bend any coat-hangers.
2. Next the brainy boffins shade in all those hundreds of little polygons, so the thing starts to look solid.
3. Finally, with the appliance of science (and some coloured pencils) it's all texture-mapped for the final version.

NEXT Generation

Unit 2, St Roberts Mews, Harrogate, North Yorkshire, HG1 1HR
Tel: 01423 522197 Tel/Fax: 01423 503070

<p>UK Goldstar 3DO UK Panasonic 3DO Alone in the Dark Another World Crash 'n' Bum Demolition Man Fifa Int. Soccer Gen Patank Panzer General Return Fire Samurai Shodown Starblade S F 2 Turbo The Need for Speed Wing Commander III</p> <p>CALL CALL £34.95 £37.95 £38.95 £32.95 £38.95 £35.95 £32.95 £35.95 £38.95 £34.95 £39.95 £54.95 £37.95 CALL</p>	<p>SONY PLAYSTATION Sony Playstation and Ridge Racer, UK PSU & Scart Lead CALL FOR BEST PRICE</p> <p>Ridge Racer £62.95 Super Paradius £62.95 Starblade £69.95 Tekken £69.95 Toshinden £62.95 Raiden Project £67.95</p>	<p>Sega Saturn Sega Saturn inc. Virtua Fighters, UK PSU & Scart Lead CALL FOR BEST PRICE</p> <p>UK PSU £15.95 Saturn Joypad £32.95 Clockwork Knight £45.95 Datona USA £54.95 Deadalus £49.95 Panzer Dragon £54.95 Victory Goal £56.95</p>	<p>JAGUAR Atari Jaguar & Cybermorph £154.95 Atari Jaguar CD ROM and Blue Lightening £145.95 Available June '95</p> <p>Alien Vs Predator £50.95 Cannon Fodder £42.95 Checked Flag (UK) £32.95 Doom £49.95 Fight for Life July '95 Kasumi Ninja £52.00 Sensible Soccer £49.95</p>
--	--	--	--

MEGA DRIVE **PC CD ROM** **AMIGA CD32** **AMIGA**

AppleMac

Please Note We Have Moved To Shop Premises Callers Now Welcome

MAIL ORDER

MCB Digital Entertainment

Store

3DO, SEGA, SNES, JAGUAR ETC

Amazing Deals

Software & Hardware Bought Sold & Exchanged
Mail Order a Speciality
Free Lists on request New Releases Daily

24 Mill Lane Buckley Clywd CH7 3HB
Tel: 01244 546040

VIDEO GAME CENTRE

WE STOCK:- PLAYSTATION, SATURN, 3DO, 32X, JAGUAR, SNES,
MEGADRIE, S. FAMICOM, GAMEBOY, LYNX, GAMEGEAR, NEO GEO (CD),

3DO	PLAYSTATION	SATURN
WING COMMANDER III 49.99 HELL 39.99 SLAM & JAM '95 39.99 SYNDICATE 44.99 CANNON FODDER 44.99 GEX 39.99 DEMOLITION MAN 29.99 88 JOYPAD (LINK UP) 29.99	ACE COMBAT 79.99 JUMPING FLASH 69.99 FANTASTIC PINBALL 79.99 GUNNERS HEAVEN 79.99 TEKKEN 79.99 MEMORY CARD 34.99 PHILOSOMA T.B.A. JOYPADS 39.99	SHINOBI 69.99 PARODIUS 59.99 GRAN CHASER 59.99 DAYTONA USA 59.99 SIDE POCKET 2 59.99 ASTAL 59.99 PANZER DRAGON 69.99 JOYPADS 39.99
MEGADRIE	SUPER NES	NEO CD
LIGHT CRUSADER 64.99 BATTLETECH 49.99 STAR TREK T.N.G. 49.99 URBAN STRIKE 29.99 P.G.A. III OR EUROPEAN 29.99 STREET RACER T.B.A.	EARTHBOUND 64.99 INTERNATIONAL CRICKET 39.99 SECRET OF EVERMORE T.B.A. FINAL FANTASY II OR III 64.99 ILLUSION OF TIME 49.99 OGRE BATTLE 59.99	NEO CD 349.99 GALAXY FIGHT 69.99 DOUBLE DRAGON 59.99 FATAL FURY 3 59.99 SAMURAI SHODOWN 2 59.99

PLEASE PHONE FOR OTHER TITLES - NEW RELEASES EVERY WEEK
1st CLASS POST - FREE! 888 WIMBORNE ROAD, BOURNEMOUTH BH9 2DR
TEL/FAX-01202 527314

SKILL

The fastest with new games

**PlayStation
Saturn**

£450 with choice of game
STEP DOWN TRANSFORMER & SCART CONVERSION

0956 423 482

Scart Leads £20 Games £60

9am-8pm 7 days a week Same day/ Next day delivery available

SKILL ACADEMY
PO Box 5913, Ealing, London W13 9ZX

To advertise in this space - call our Advertising Department on



01202 299900

or fax

01202 299955

Paragon Publishing Ltd
Paragon House
St Peter's Road
Bournemouth BH1 2JS



Mega Drive

Sega Mega Drive ETBA 16 Mbit September

COMIX ZONE

Radioactive Man, Dennis The Menace, The Fat Slags. What do they all have in common? They're not real! Nick Roberts faces the truth in the world of comics.

All your favourite comic-book characters are simply 2-D drawings on cheap paper. They could never move or talk – could they? Well they can now! Sega's US Technical Institute (the boffins behind all the Sonic games – remember him?) have a fantastic new creation on their hands in Comix Zone.

For a game to stand out these days it has to be highly original. Well I don't remember seeing a platform beat-'em-up that was played out across panels in a comic book before. The hero of the story is Sketch, a cool dude in dark shades and a ponytail who has been sucked into the cartoon world. His life is plagued by Mortus, the supervillain and owner of a hand that pops up and draws all kinds of enemies to sort him out.

The comic-book theme isn't simply a clever idea to draw in the crowds (draw – geddit?), it's an essential gameplay element with the hero grabbing onto the borders of each frame to swing along and characters begging for mercy with speech bubbles. Using the X, Y and Z buttons on a six-button joystick you can return the wisecracks too!

For the hottest gameplay ideas and coolest graphics the Sega boys have really got the place sewn up – now if only they released this at a comic-book price!



▲ The characters talk to each other – in speech bubbles, of course.



▲ As Sketch enters another frame, the artist's hand appears to quickly draw in another enemy!



▲ The hero bounces his way through metal doors into a secret warehouse. I wonder if there's a rave going on here? Better watch out for mad Prodigy fans!



▲ It's not just beat-'em-up action. There are puzzles such as this clock one.



▲ Uh oh, after killing countless slimy baddies, you meet up with the big 'mama' boss at the end of the level. Don't let this be the end of the story.

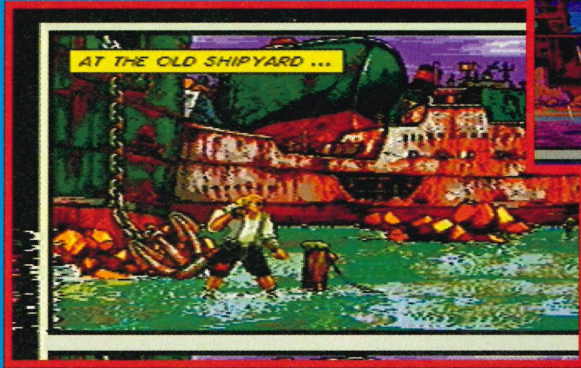
▼ Prince would love this river of purple rain. Don't fall in or you'll turn into an unpronounceable squiggle.



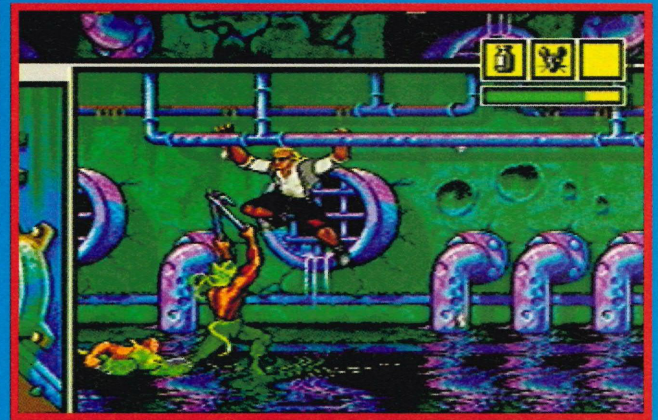
◀ Keeping little furry animals in cages is cruel if you ask me... especially pressed between the pages of a comic book. At least you can escape to the next frame of the strip.



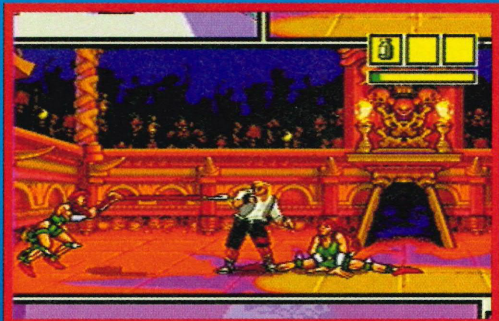
▼ The old shipyard is full of rusting wrecks and lots of water to wade through.



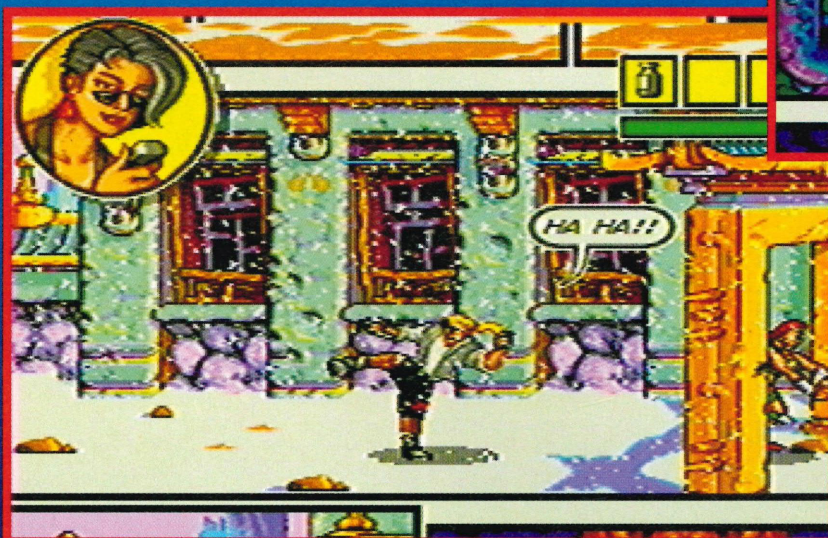
▲ "Saved £200 on your holiday? Get away!!" Darn, it always works in the ads. Guess you'll just have to smack this smug guy's face in instead. Whoever said violence solves nothing?



▼ You even get satisfying Batman-style 'Wacks' when you hit the baddies.



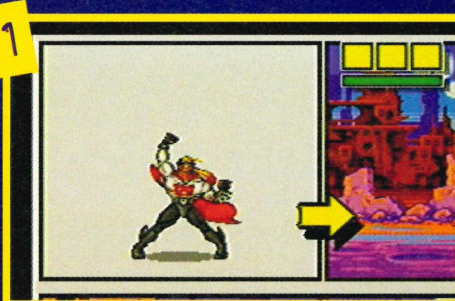
▼ This woman pops up on the radio to tell you things. Personally I didn't think it was that funny. Maybe that snow's affecting you.



▲ Sketch swings around on the pipes like a cheeky monkey to stamp on those slimy green geezers' heads.



▲ Oh please spare us another rendition of "Want You Back"! That green wall behind you looks a bit cheesy too. I should beat up the cowboy plasterer if I were you.



Elephant's arms!

There's no point having a hero if he can't do amazing things, and Sketch has been blessed with the power to bulge his biceps and punch the ground in a rather ferocious manner, as these screenshots show. Flash git!



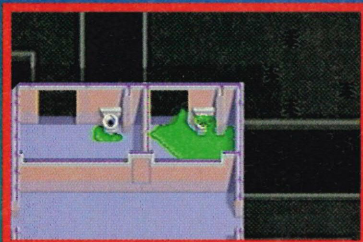
the OOZE

Remember the movie *The Blob*? Well this is a game about his little brother. Nick Roberts gets out a hanky and investigates...

I had a particularly nasty experience with a plastic nose full of snot recently, so I wasn't too keen on tackling *The Ooze* as well. It's a game full of green gunge basically, gunge that slurps and slithers about each level sucking up everything in its path.

By glooping over power-ups and sucking up the life forces of enemies, the mess grows bigger and stronger until it could take on the world (as long as no-one had a roll of Kleenex handy). This would all be fine and dandy if it weren't for beasts with bazookas. The more they fire, the more bits fall off The Ooze. These must be collected up quickly or the star of the show could become nothing more than a sneeze!

Originality literally oozes out of *The Ooze*. I mean, in what other Mega Drive game could you go into a toilet, slide down one pan and come up the other! Oh, and yes he is still green when he comes back out! This is yet another hot Sega release. Can these boys do no wrong?



▲ Down the pan... You can go down one toilet and up another to reach new areas!

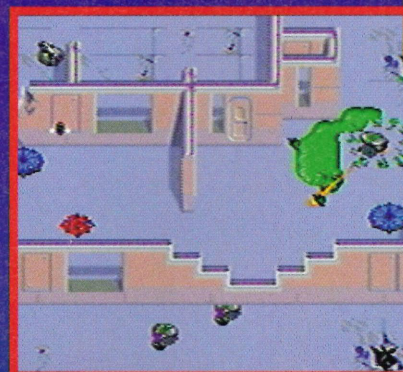


▲ Talk about a sea of green. Your ooze slithers along a grid as you search for more humans to 'eat' to make you bigger.

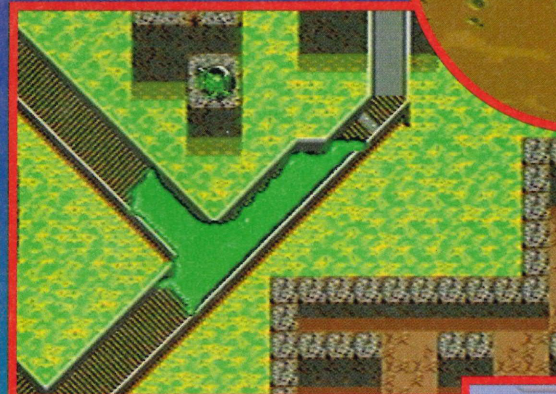
◀ Wherever you wander there are always humans intent on blasting your radioactive slime with heavy weaponry – well, you can't blame them really! Every time they hit you, bits of your ooze fly off – collect them again quickly or you'll soon be cut down to size.



▲ See that slimy streak of radioactive green gunge crawling along the top of the screen? That's you, that is.



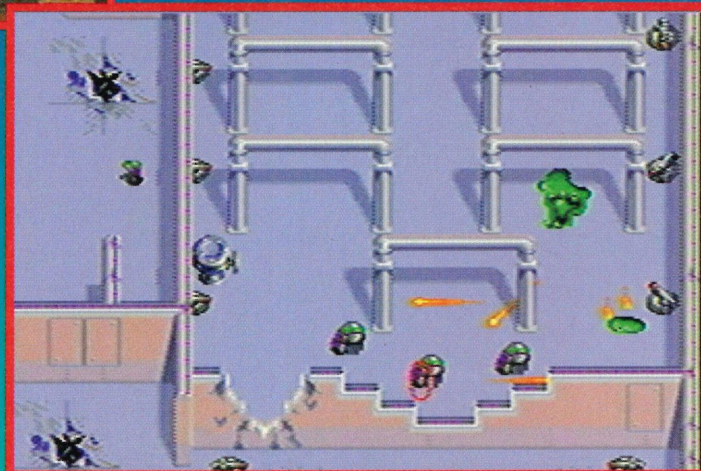
▲ As you ooze around the scrolling levels, you're attacked by gun-toting humans. Slime them and drain their life force.



▲ Out in the desert, don't worry about those radioactive warning signs – after all, you're made from the green slimy waste itself.

Going, going, gone!

The trouble with being a blob of snot is that you tend to leave bits of yourself behind. The more Mr Ooze gets into trouble, the smaller he gets until there's nothing left, as this sequence of shots shows.



▲ Emerging from a network of pipes, the Ooze is surrounded by baddies trying to shoot it away. There's not much left of it now.

PHANTOM

2040

Superheroes — who needs 'em? Ryan Butt gets masked-up to track down the latest crime-fighting wannabe.

Poor old Phantom. He's only trying to do his best for the people of Metropia, but do they appreciate him risking life and limb for their protection? Do they heck. As if it wasn't bad enough being hounded by the press for being some kind of malicious vigilante, the sorry goon must also traipse around in a costume that looks as though he has been shrink-wrapped inside a giant purple condom!

The Phantom started life as a tacky American comic-book hero before being elevated to superstardom via his own console game. Unfortunately (or not), he didn't capture the imagination of British kids and thus never caught on over here.

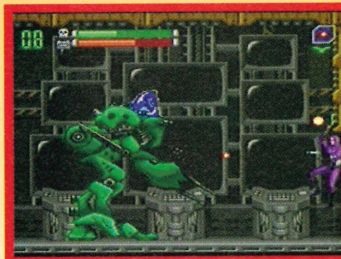
When he isn't draped in iffy Lycra, the Phantom is otherwise known as Kit Walker, a gifted university student. However, when the city is threatened by a seedy terrorist organisation known as Maximum Inc, Kit slips into the leotard from hell to solve a series of taxing missions in order to stop their power-crazed shenanigans.

In true comic-book fashion, the game is split into seven gripping chapters and contains well over 50 levels of nonlinear action of the platform cum shoot-'em-up variety.

▼ The press like The Phantom about as much as Eric Cantona!



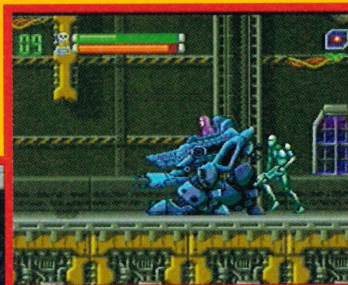
▲ Some of the folks you meet are quite helpful.



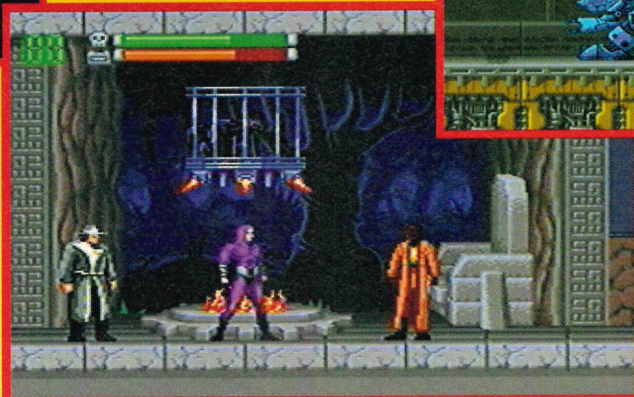
▲ By golly, it's a giant green robot about to stomp on the Phantom. This is just one of several large enemies for the purple-clad one to defeat using guns and grenades.



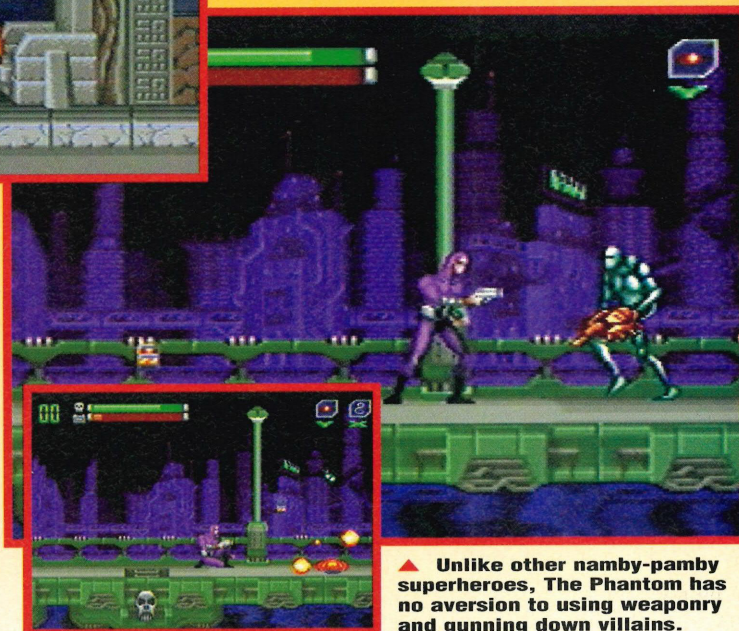
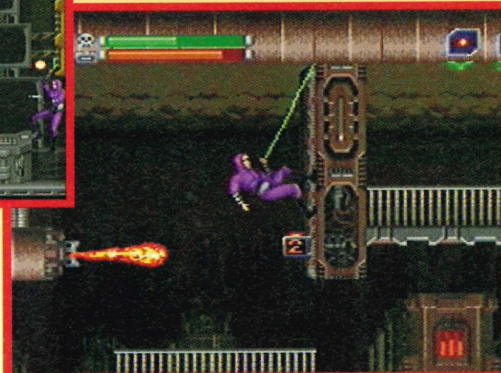
◀ Who taught this fella to drive? You're meant to keep your hands on the wheel, mate! If a bloke in a purple catsuit ever asks to borrow your car, don't let him!



▲ Inside a robotic combat suit.



▼ With his Batman-style rope, The Phantom can climb up vertical walls with ease.



▲ Unlike other namby-pamby superheroes, The Phantom has no aversion to using weaponry and gunning down villains.

Noticeboard

Jive Consoles

We carry a large selection of
new and secondhand
software for:- Super Nintendo,
CDi, 3DO, Megadrive, IBM PC,
Jaguar, Saturn and Playstation.

We buy and sell your old titles,
call for more details.

Visit our shop at:
7 Fennel Street, Loughborough

(01509) 217260

NEW & USED GAMES
AT LOW PRICES



TEL: 01233-663996 FAX: 01233-664830
MAIL ORDER: 14, SANDY MOUNT, BEARSTED, MAIDSTONE, KENT ME14 4PJ
SHOP: 18/20, NEW RENTS, HIGH ST., ASHFORD, KENT TN23 1JJ

PART EXCHANGE
AVAILABLE ON ALL FORMATS

SATURN PLAYSTATION, 3DO, MEGADRIE, SNES, ETC...

MANGA
VIDEOS

TRADING
CARDS



MANGA
POSTERS

MANGA
CLOTHING



CREDIT CARD AND
INFORMATION HOTLINE
01989 767 655

FREE CATALOGUE AVAILABLE

MAVERICK MAIL ORDER LIMITED

PO BOX 7, ROSS ON WYE, HEREFORDSHIRE UK. HR9 7YX
TEL: 01989 767655 FAX: 01989 768563

Noticeboard

ADRENALIN

**COLONEL ADRENALIN IS HERE!!
COMPUTER MAIL ORDER AT ITS BEST!**

All you ever needed is right here!
Sega, Nintendo, P.C., Amiga, Jaguar, CD32,
CD-ROM, 3DO, CDi, Macintosh software!
Sega, 3DO, Jaguar and CDi
hardware, plus loads of accessories!
All products new and reasonably priced!
No imports, no part ex, no second hand.
For A FREE price list, yes FREE (no SAE
required) Call us on Leeds (0113) 2383188
and leave your details on our 24 hour
answering machine service.
or write to: ADRENALIN SOFTWARE, P.O.
BOX 21, MORLEY, LEEDS, LS27 0XE.
Don't forget to tell us which machine(s) you have.
Each machine has its own list. Cheques and postal
orders only. Allow seven days clearance for cheques.
All items sent recorded delivery.

**PUMP UP YOUR GAMEPLAY WITH
ADRENALIN !!**

ZONE VIDEO

336 Londonderry Road, Warley B69 9MP

We specialise in
Mega Drive, SNES, 3DO,
Neo Geo CD, Sega Saturn,
Sony Playstation

Playstation £530
Sega Saturn £530

£2 OFF

with this ad if
total amount
is over £25.

Tel: 0121 511 1436
Fax: 0121 544 7041

Also Specialise in

Japanese Animation,
Martial Arts films,
Hong Kong films
& Ex-rental films

38 Upper Lichfield St • Willenhall
West Midlands • WV13 1PB

GAME CRAZY
(01902) 60 40 90
MAJOR STOCKIST

of both new + used 3DO games
import & official titles,
all latest releases.

SEND S.A.E. FOR A FULL LIST
Part exchange welcome.

EFFICIENT MAIL ORDER SERVICE

Please add £1.50 P&P per game
Payment must be made by cheque or
Postal Order payable to Game Crazy

open Tuesday to Saturday - 10am to 5.20pm

**WE ALSO STOCK NEO GEO CD
JAGUAR, SATURN, PLAYSTATION**

GALAXY GAMES

SEGA - SNES - 3DO - JAGUAR

LOWEST PRICES ON NEW/SECONDHAND
GAMES & CONSOLES

OPEN 7-DAYS 12-8PM
0181-597 0565

SHOP AT: 689 HIGH ROAD
ILFORD ESSEX IG3 8RQ



WEAPON LORD

The smell of blood, the clash of metal on metal – Phil King grabs his axe for a battle to the death...

R reckoning that hand-to-hand combat is for namby-pambies, Namco have armed the fighters in their latest beat-'em-up with axes, swords and electric whips. The result is a particularly brutal contest with both blood and sparks flying as swords tear into flesh and clatter against metal shields.

As in most combat games, there's a tenuous story behind the action. Apparently this tyrannical Demonlord, Zarak, has been told that a Weapon Lord will be born on a certain day and eventually come to kill him. Despite being an utterly merciless villain, Zarak likes to play with a straight bat, so instead of simply killing all the babies born on that date, he waits 25 years for the prophesied battle.

This results in a combat contest between six of the grown-up babies to see who gets to knife Zarak in the finale. You can choose from the standard Story mode, Arcade (where you can be Zarak), and Versus – in which up to eight friends fight it out. What a bash.

▼ In true *Mortal Kombat* style, see the blood spray out as you cut the flesh of your opponent. This game is not for the squeamish.



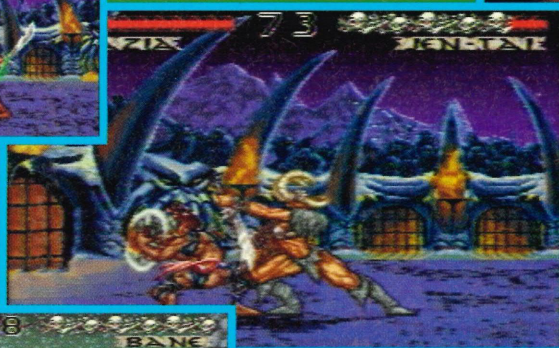
▲ The screen darkens when a fighter dies.



▼ 'Horny' Jen-Tal gets to grips with the lovely Talazia in a fight to the death. There's no love lost between these two.



▲ Divada delivers a green magic sword swipe to her rival Jen-Tal. As the song goes, 'girls just want to have fights'.



▲ Brrr, it's a bit chilly to be wearing so little. These tough guys and gals obviously don't feel the cold, but I bet Talazia felt Bane's stone hammer blow.

▼ Korn leaps over Talazia's back, his golden sword ready to inflict lots of damage.



▲ See the sparks fly as the metal weapons and shields clatter into each other.



▲ The fighting takes place in various fantasy locations. Your progress is shown on this map.

Seven Deadly Fighters

Including the Demonlord Zarak, there are seven characters to choose from, each wielding a different weapon...

1. TALAZIA
Scantily clad in green, this graceful girl can fly through the air to lift and throw her opponent right over her head.

2. KORR
Cor blimey, what a red face! Don't laugh, though, or this well 'ard geezer'll slice you with his glowing golden sword.

3. BANE
Wearing a wolfskin on his head, this strapping lad likes to club rivals with his prehistoric-looking hammer.

4. DIVADA
Armed only with a short sword, Divada's main weapon is her powerful magic. She could do with a few make-up tips though!

5. ZORN
A bearded bloke with long hair, he's no hippy. In fact, he's a mad axe murderer who'll chop up your joints.

6. JEN-TAL
This is one horny woman! Don't act the goat, though, or she'll ram you and cut your throat with her sword.

7. ZARAK
The Demonlord himself, Zarak uses an electric whip to stun opponents from afar. He may be nasty but he fights with



WATCH

Birdies, bogeys and eagles. Sounds like the perfect barbecue recipe! Nick Roberts is ready with a bap and some mustard!



The 'floating' flag shows you which way the hole is.



Putting isn't as easy as it looks. The speed of the greens varies and there are many slopes. You need good judgement to get the ball in the hole.

World Masters Golf

There's been a sudden shower of golf games lately. Perhaps it has something to do with the summer months or maybe just a lack of original ideas out there. *World Masters Golf* uses the tricks inside the SNES to give the game a new dimension.

After selecting the best club and direction, then whacking the ball, you are treated to a tracking shot using Mode 7. Trees, lakes and grass whizz past and the view spins to home in on the hole. Your shot is then repeated, this time with an aerial view showing exactly where the ball landed.

There are four golf courses: Aldan Forest, Cranfield Lakes, Marston Beach and Victoria Plains. Each can be played as a practice round, tournament or matchplay game and there's the option to play left- or right-handed, changing the gameplay.

If you feel the urge to pull on some ludicrous trousers and parade around a field then stop! This golfing sim will do just as well, and you won't have people laughing at your fashion sense.

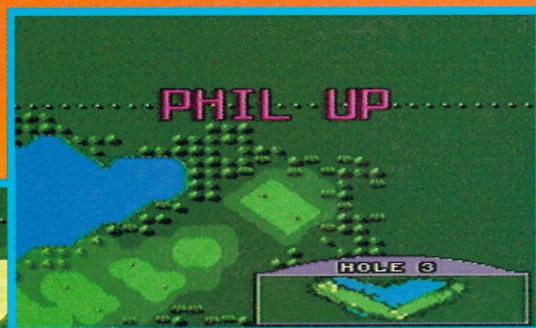
▼ Your ball landed just short of the green, so you need to chip it in with a pitching wedge. A delicate touch is needed here.



▼ Thwack! Stop the bottom-right meter to determine your shot power, then stop it on the line to avoid any slice or hook. Be careful not to hook it here or your ball may end up in the water and cost you a penalty stroke.



Can't see the wood for the trees, eh? The best you can hope for is to pitch your ball sideways back onto the fairway. Better change clubs to a short iron for this shot. A wood's no good in the rough.



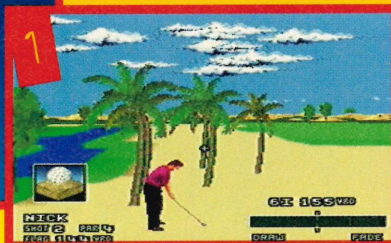
▲ You get a scrolling map view of each hole before you tee off. This can also be called up later to judge distances to hazards etc.

Fore for tee!

The game takes you through three sequences when you take a shot. The first is a view behind the golfer, showing the power and direction. Next there's a flashy Mode 7 bit, tracking the ball as it flies through the air. And to finish off, an aerial view point showing the whole course. You might as well put the kettle on while all this is happening!



▲ If you completely mishit your shot, it can sail off course literally and go out of bounds. As with landing in the water, this costs an extra penalty stroke. You get the choice of dropping the ball near where it went off or replaying the shot.



The first Amiga *Doom* clone has arrived in full force to turn a few bellies. Ryan Butt goes tunnel running.

GLOOM

New Zealand isn't famed for a great deal of things, lamb, Maoris, and gut-wrenching Peter Jackson films apart. But a small programming house called Black Magic have achieved the impossible by producing the world's first 3-D *Doom*-style game on the Amiga – unsightly named *Gloom*!

The game is an exceptional feat and features 24 different mazes each riddled with nasty foot-soldiers and other beasts hell-bent on destroying your worthless hide. Like *Doom*, there are plenty of puzzles to solve, traps to avoid and extra firepower to accumulate.

Of course, if *Gloom* is to compete with the highly acclaimed *Doom*, it simply has to cater for two players... and thankfully it does with head-to-

head split-screen combat action, plus modern capabilities to blast ass over the net.

I mentioned Peter Jackson flicks earlier: well with the violence toggled onto "Messy" mode, many of the shoot-out scenes in this game actually resemble the carnage depicted in *Brain Dead*, with soldiers exploding into a pile of intestines and flesh, and littering the floor with their dismembered limbs – slurp!

To keep the action slick and fast, the playing area has been considerably reduced, but once you get into the flow, you hardly notice. *Gloom* will be hitting the shelves very soon so get those sponds ready.



▲ You step through a scene resembling the flymo bit in *Brain Dead*.

▼ Limbs scatter into the four winds as you dish out some justice.



◀ Bleugh! Watch in wonder as your bullets tear through enemies like wildfire.



▲ This corridor full of fist icons means that your gun is about to get a major re-tune.



▲ The dumb foes traipse around the corner, right into your line of fire.



◀ Excuse me, I think my head has just exploded.



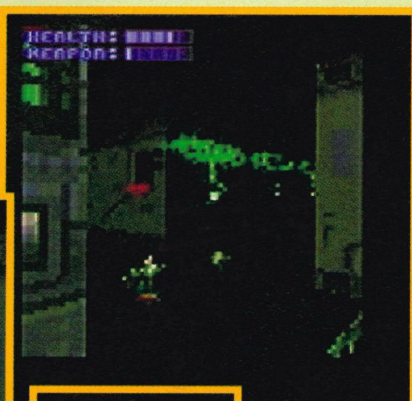
▲ Excuse me mate... I think you've forgotten something. Hahahahaha!



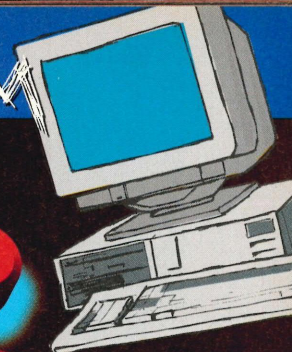
▲ I bet you'd never have thought you'd see so much blood-thirsty carnage on the Amiga. *Gloom* certainly hits the spot in gore.



▼ Another lamb to the slaughter, in a couple of seconds he'll be putty.



▲ Weave through the network or narrow corridors. ◀ I hope everybody labelled their limbs.



Worms

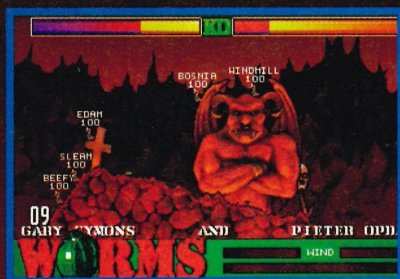
Once again the Games World office has been gripped by Worms fever. Phil King digs in...

Earthworm Jim has obviously become a role model for worms everywhere as hundreds of the little wrigglers are now taking up arms. In Worms, up to 16 teams of four worms try to blast each other in battles to the death. Players take it in turns to move each worm and fire one of the varied weapons, including shotguns, Uzis, miniguns, grenades, bazookas, homing missiles, and the hilarious exploding sheep!

The worms can also do Street Fighter-style dragon punches and fireballs, burrow to underground safety with a blow torch or pneumatic drill, and bungee-jump down to lower ledges. As well as accurate aiming, there's a lot of strategy (ie dirty tricks) involved as you try and annihilate your opponents and have the last worm standing (or crawling).

We first saw the Amiga version of Worms a few months ago and were stunned by the compulsive playability. The PC game (also available on floppy) plays identically but features far more sumptuous backdrops with 256 colours and five-level parallax scrolling. There are literally millions of code-generated landscapes with themes such as forest, ice, futuristic, World War II and psychedelic.

The game is also being converted to most console formats, including MD, SNES, Jaguar, CD-i, CD32, Game Boy, PlayStation and Saturn.



▲ Satan has a Windmill perched on his head! You can give all your worms funny names.



▲ That bridge is a very perilous place to be. One grenade could send you into the fire below.



▲ This hellish place is a worms' graveyard. Those crosses are good to hide beneath, though.

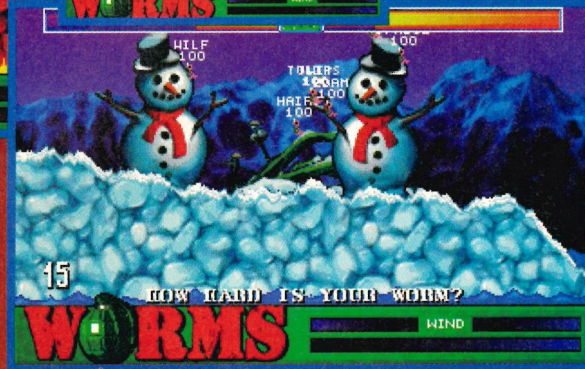


▲ That telescope will provide good cover from enemies to the right as they'll only be able to hit you with homing missiles.



▲ If you go down to the woods today...

▲ The worms don't worry about the cold – they'll fight in the snow.



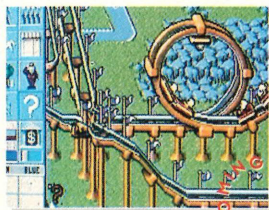
▲ The Martian levels have slightly less gravity, affecting the trajectories of grenades etc. It's best to keep away from water – fall in and you'll drown.



▲ Trees make for good cover in the forest. Quick, make your move: you've only got six seconds left.

▲ Out in the desert, cacti are the only cover you'll find. Better dig into the sand to hide away from all your enemies.





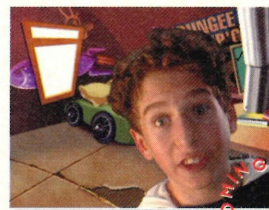
Theme Park™
Bullfrog/Electronic Arts



Super Street Fighter II Turbo™
Panasonic Software



GEX™
Crystal Dynamics



Club 3DO: Station Invasion™
Studio 3DO



Samurai Showdown™
Crystal Dynamics



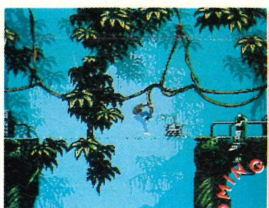
Virtuoso™
Elite Systems



Wing Commander III™
Origin/Electronic Arts



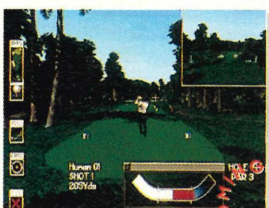
Need for Speed™
Electronic Arts



Flashback™
US Gold



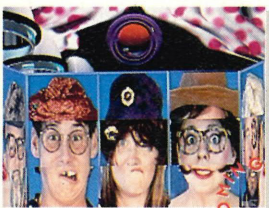
Corpse Killer™
Acclaim/Digital Pictures



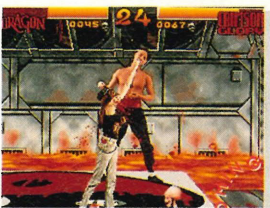
World Cup Golf™
US Gold



Shock Wave: Operation Jumpgate™
Electronic Arts



Twisted™
Electronic Arts



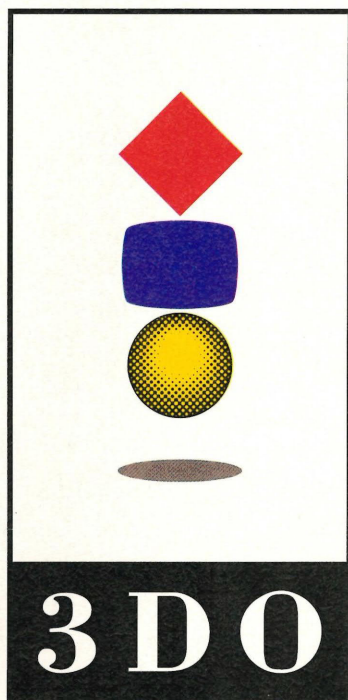
Way of the Warrior™
Interplay Productions



Kingdom™
Interplay Productions



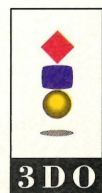
Supreme Warrior™
Acclaim/Digital Pictures



No limits

Check it out at a store near you

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





Demolition Man™
Virgin Interactive Entertainment



Gridders™
Studio 3DO/Tetragon



Another World™
Interplay Productions



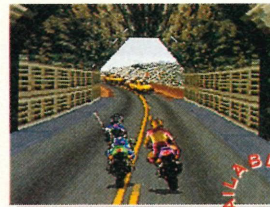
Total Eclipse™
Crystal Dynamics



Star Control II™
Crystal Dynamics



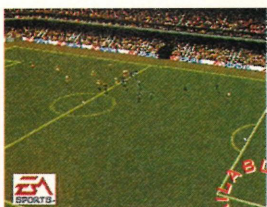
**Shock Wave:
Invasion Earth™**
Electronic Arts



Road Rash™
Electronic Arts



**Off-World
Interceptor™**
Crystal Dynamics



**FIFA
International Soccer™**
Electronic Arts



**Super Wing
Commander™**
Origin/Electronic Arts



PaTaank™
Crystal Dynamics



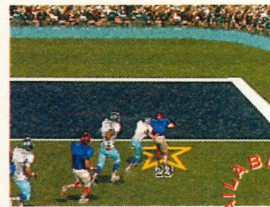
Dragon's Lair™
Elite



**The Lost Files of
Sherlock Holmes™**
Electronic Arts



**Escape from
Monster Manor™**
Electronic Arts



**John Madden
Football™**
Electronic Arts



The Horde™
Crystal Dynamics



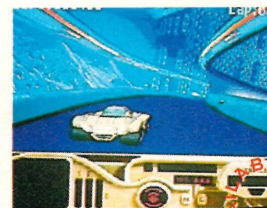
Sewer Shark™
Virgin Interactive Entertainment/
Digital Pictures



Night Trap
Virgin Interactive Entertainment/
Digital Pictures



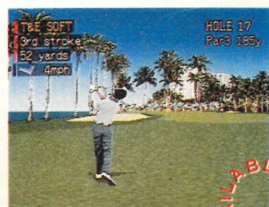
Powers Kingdom™
Panasonic Software



Mega Race™
Mindscape International



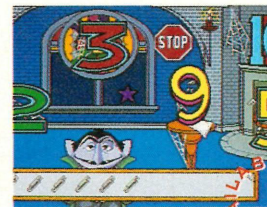
Soccer Kid™
Krisalis Software



**Pebble Beach
Golf Links®**
Panasonic Software

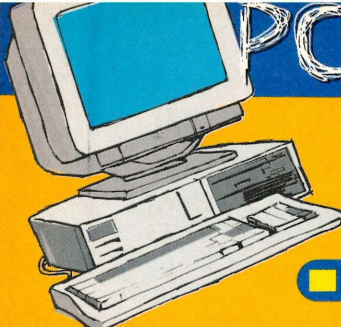


**The Incredible
Machine™**
Sierra On-line



**Sesame Street®
Numbers**
Electronic Arts

Introducing the 3DO system



PC CD-ROM

Argonaut's polygon beat-'em-up looks odds-on to give Virtua Fighter and co a run for their money. Ryan Butt kicks... er, butt.

Games

WATCH

■ Argonaut/GTE Entertainment ■ PC CD-ROM ■ £39.99 ■ 486 33MHz ■ July

FX FIGHTER

Set in a distant galaxy called the Aycl System, *FX Fighter* focuses on a bloodthirsty tournament set up to determine the master race from each of the 13 neighbouring planets in the system. Each planet has their very own Atlas-torsoed contender with a unique fighting style and personalised moves.

PC owners have been starved of exceptional beat-'em-ups, especially of the polygon variety. Sure Saturn owners have got *VF*, and PlayStation nutters have been fumbling their wotsits over *Tohshinden* and *Tekken* for a couple of months, but what about poor PC enthusiasts?

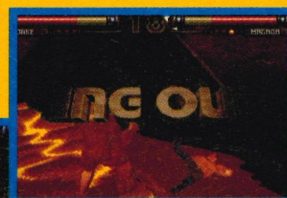
FX Fighter is perhaps more of an important game than it realises because as hapless potential hardware purchases fumble around their wallets weighing up the specs of which system to buy, *FX Fighter* could be a major plus in favour of the notorious 'flight-sim computer'.

The action you see in *FX Fighter* was produced using the infamous Motion Capture process whereby an actor is filmed and their bone movements ported over to a computer and filled in. Also, the unworldly bunch of gladiators are a mixture of human and monster to add a bit of zest to the otherwise exclusively mortal polygon beat-'em-ups.

Developed by Argonaut (of SNES *StarWing* and *Stunt Race FX* fame), this promising release is about 70 per cent complete at the moment, but it looks FX-cellent!



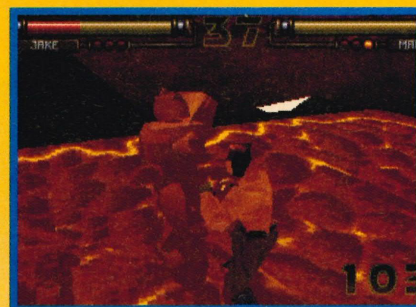
▼ You heard the man... get in there and smash some marine butt. Jake takes on his namesake in different trousers.



▲ Pah! It you haven't got what it takes to remain in the confines of the ring.. git lost!



▲ 'Faeces man' takes a fancy to his distant cousin from the clay pit.



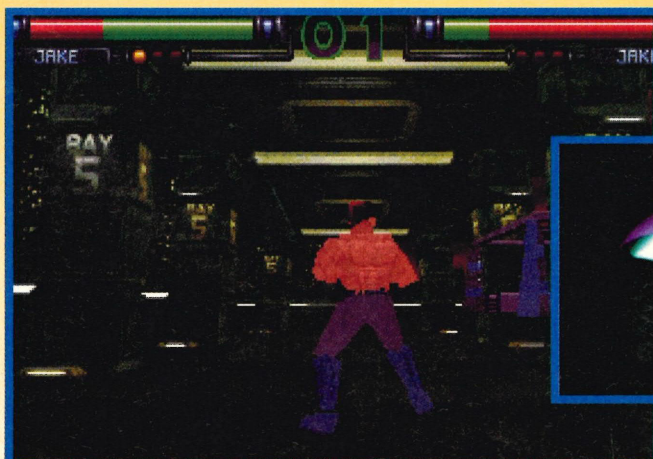
▲ Well hello brother Magnon, it's so nice to see you again.



▼ He's down for the count.



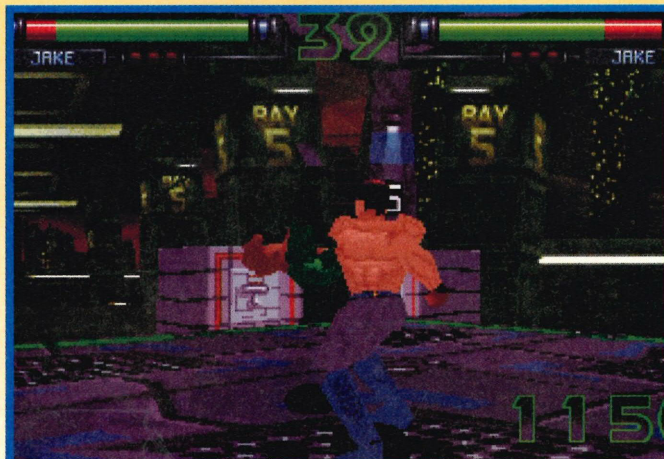
▼ Oof! A powerful back-hand sends Jake's twin counterpart flying through the air.



▲ You look a little lost mate. Hurry up, there's a fight to be fought and we're getting bored!



▲ Hello baby, come to Butt-Head etc...



100% Sega gaming!

Sega Pro

£2.50

● Issue 47 ● July 1995 ● Saturn ● Mega Drive ● Mega 32X ● Game Gear

Smash!

Exclusive Review
Pete Sampras '96

– Mega Drive

Crash!

Previewed
Grand Chaser – Saturn
Cobra – Mega-CD

**ON
SALE
NOW!**

THV Reservation Coupon

Please reserve me a regular copy:

If you wish to reserve a copy of **SegaPro** or **SEGAPro CD**, hand this form in to your local newsagent.

Please reserve me a copy of:

- **SEGAPro** (ISSN 0964-2641) at £2.50
- **SEGAPro CD** (ISSN 1354-859X) at £5.99

SEGAPro and **SEGAPro CD** are available the second Thursday of every month.

SEGAPro And SEGAPro CD are distributed by Seymour Ltd (0181 679 1899) and are published by Paragon Publishing Ltd (01202 299900). Both are fully SOR.

Name.....

Address.....

.....

.....

.....

Postcode

Phone



WIN!

Sets of Judge Dredd Books!



Never Risk Missing Out On The UK's Ultimate Games Mag!



GAMES WORLD

THE MAGAZINE

Subscription Form

**One Year's Subscription To
Games World: The Magazine**

Please indicate whether the subscription is for the UK, Europe or elsewhere in the world.

- ☐ UK £30.00
☐ Europe £40.00
☐ Rest of the World £50.00

Your Details

**My subscription should start
from Issue No**

▼ If you are taking out a subscription to Games World: The Magazine for yourself or as a gift for somebody else, please fill in your details below:

Name

Signature

Address

.....

Postcode

Phone Number

**Method of Payment:
please indicate your choice**

☐ Cheque / Postal Order

Please make payable to
Paragon Publishing Ltd

☐ Credit Card

Expiry Date

Card Number

▼ If you are giving a subscription to Games World: The Magazine as a gift to someone, please fill in the lucky recipient's details below:

Name

Signature

Address

.....

Postcode

Phone Number

▼ Please return this coupon, or a photocopy of it (together with your Cheque / PO made payable to Paragon Publishing Ltd) in an envelope to the following address:

Games World: The Magazine, Subscriptions, Paragon Publishing Ltd, Freeport BH 1255, Bournemouth BH1 1BR. It won't cost you a penny in stamps if it is posted in the UK. Alternatively, call our credit card hotline on (01202) 200200 or fax us with your details on (01202) 299955.

4th

REVIEWS

UNSTOPPABLE!

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

Pick of the Bunch

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

DAVE

Fatal Fury 3

"Superb graphics, gratifying FX and tons of 'specials' to learn and techniques to master... this is console combat at its purest and I love it!"

PHIL

Puzzle Bobble

"I love a good puzzler and this is one of the most compulsive I've played - almost as good as the legendary Mean Bean Machine!"

NICK

Jumping Flash

"I want to be locked in a cupboard with this until I complete every level - it's fantastic! A 'must have' game!"

RYAN

Puzzle Bobble

"Simple ideas are often the best, as this proves. Dead easy to pick up and play, it's almost impossible to leave alone."

This month sees a slight change in our review system with the introduction of half-page reviews. This is because we feel that some titles deserve slightly more space to do them justice, while other minor releases and conversions are only worthy of a paragraph. As ever, the really big games of the month get two pages and comments from each member of the team. Although we've done away with the old four-comment short reviews, rest assured that the games have been tested by all four reviewers before deciding on our final scores.

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



Jumping Flash	56-57
Gunners Heaven	58-59
Gran Chaser	60-61
Parodius Deluxe Pack	62-63
Adventures Of Batman & Robin	64-65
Fatal Fury 3	66-67



REVIEWED

4 YOU!

4-In 1 Fun Pak	73
4-In 1 Fun Pak Volume II	73
Adventures Of Batman & Robin	64-65
Alex Dampier Hockey	69
Brett Hull Hockey '95	69
Fatal Fury 3	66-67
Fever Pitch	68
Flight Of The Amazon Queen	69
Gunners Heaven	58-59
Gran Chaser	60-61
Jumping Flash	56-57
Kingdom: The Far Reaches	69
Loadstar	71
Mario's Picross	73
Motherbase	68
Parodius Deluxe Pack	62-63
Pete Sampras '96	69
Picture Perfect Golf	71
Pinball Mania	71
Prisoner Of Ice	71
Puzzle Bobble	73
The Scottish Open	73
Solitaire Fun Pak	73
Striker '95	71
Super Burn Out	72
Virocop	71
Virtual Pool	72
Wario's Woods	70
Wayne Gretzky Hockey	69
Zero The Kamikaze Squirrel	70

Jumping Flash!

What do you get if you cross a rabbit with a dishwasher? Nick Roberts goes carrot crunching in search of the answer...

If there's one crazy Japanese export you can count on it's console games with the most original ideas (raw fish sarnies count as well). *Jumping Flash* is a classic example with a strange robotic rabbit leaping around 3-D levels collecting jet pods that look like bionic carrots!

Bugs can do a small jump on the spot, bounce high into the air and tilt as he comes back down, fire a standard weapon at the nuts running around, pick up mega-weapons to blast everything in sight, and look up and down to check out his surroundings. Played from a first-person perspective, you never get to see the hero while playing, only his feet if you look down. This is quite off-putting at first but once you have conquered a few levels you'll soon be in the swing of things.

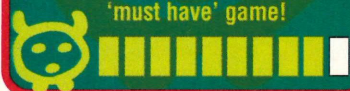
The single objective is to collect the three jet pods and reach the exit without losing all your energy. Creatures can be mashed for money and power-ups, and there are all kinds of contraptions to use on the way. Trains chug around tracks, big wheel rides can be sat on, and airships and balloons will take you for a trip.

For another crazy Japanese game to show off the PlayStation's capabilities look no further!



▲ Each level is made of texture-mapped polygon graphics and looks fantastic. Here we see the detail on the side of one of the hot air balloons. You can jump onto these for a good vantage point.

NICK: I want to be locked in a cupboard with this until I complete every level – it's fantastic! The 3-D levels are dazzling with working fairground rides, an underwater section that'll take your breath away, and atmospheric sounds. My only moan is that it may be a bit easy. I got to the end of world four on my first go, but I'm not sure how many there are. A 'must have' game!



PHIL: This is a true next-generation game, using the PlayStation's considerable capabilities to create a stunning 3-D platformer. It's an amazing feeling bounding way into the air and landing on top of skyscrapers, giving you a real sense of vertigo. A lot of innovative games leave me cold, but this one's surprisingly easy to get into and very playable.



▲ Pay attention. Carrots are vitally important, they give energy as well as make you see in the dark. Collect as many as possible on your rounds.



▲ Yes, it's a big wheel and it's not just in the game to look pretty. You can jump onto one of the cars and go for a ride, looking down over the level from high in the air. Great stuff!



▲ Ooo! it's a fire-breathing dragon, the end-of-level boss from world one. Each world has three levels and the boss is always the third. He's a big pussy cat really though and can soon be thwarted with a few well-placed missiles in the face.





Bunny bonus

Floating around every level is a huge bonus symbol: bounce into it and it's time to go power-up hunting. The special level is full of balloons on smiley boxes and each one has a nice surprise to collect! There's a limited time for shopping though so be quick.

DAVE:

Not bad, boys!

Playing a giant mechanical bunny hopping around a 3-D environment in search of carrot-shaped jet pods is certainly a lot more fun than I at first anticipated. The graphics remind me of a very smooth next generation *Star Fox* although the gameplay is certainly nothing like the SNES classic. Bounce on houses, platforms in the sky and collect all manner of power-ups. This is very different.



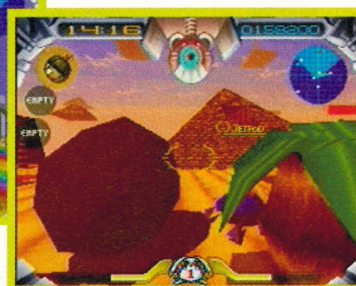
▶ Another end-of-level boss, this time it looks like the genie out of *Aladdin*! This one is tricky tough. Arms, legs and a head appear in tea cups spinning around the arena. They must all be bashed before the final showdown.



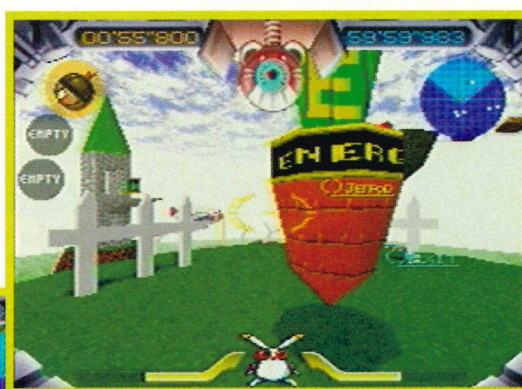
▶ There's just so much to see and do in each level that you'll want to play them again and again. What's this I see? A fried egg in a frying pan? Those crazy Japs!



▶ The Egyptian level is all hot and sticky. Don't burn Flash's feet!



▶ Psychedelic, man! If you want a zany trip, ride the roller coasters!



▶ Here's the holy grail of Jumping Flash land. Three of these super jet pod carrots must be collected before you can move to the exit and onto the next challenging area.

RYAN:

Stewth, if this was a woman there would be a fair bit of activity in the old trouser department right now (now what I mean!), because this game is a real looker. Unfortunately though, that is about all it is because the simplistic and repetitive gameplay leave very little to be desired. Another nail in this poor bunny's coffin is the challenge factor – it is very easy and thus a complete waste of dosh.



▶ Wondering what these blue and white objects are? They're Flash's feet as he looks down on the world. Neat eh?

The first true 3-D platformer is good fun with vertigo-inducing jumping action.

Overall

83

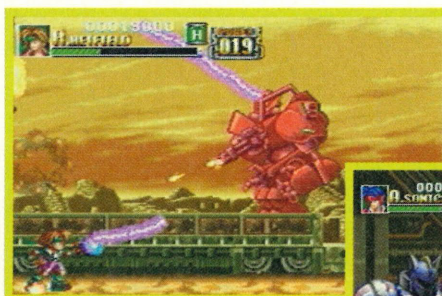
GUNNERS

We've had our jaw-dropping PlayStation racers, pant-swelling beat-'em-ups and 3-D blasters... but what about a spot of nostalgia?

Gunners Heaven is a cracking high-paced shoot-'em-up featuring a boy/girl duo of bad-ass Manga rejects out to do battle with an evil gang of degenerates who are causing all kinds of strife in a remote jungle.

Armed to the hilt and gagging for action, you pick a hero and go straight into the thick of the action with robot adversaries, both ground-based and airborne, attacking from all angles. There are power-ups scattered throughout the scrolling levels which beef up your weaponry, replenish your energy, or just keep you well stocked up with smart bombs. Each level is crawling with huge guardians that con you into thinking you've reached the end... until some even bigger guardian enters the fray to really put a dampener on your day.

On your side are an infinite amount of continues – but don't get too laid-back because this game is really tough, and as you progress the restart points get trickier and trickier to reach. You're certainly not going to complete this in a hurry.

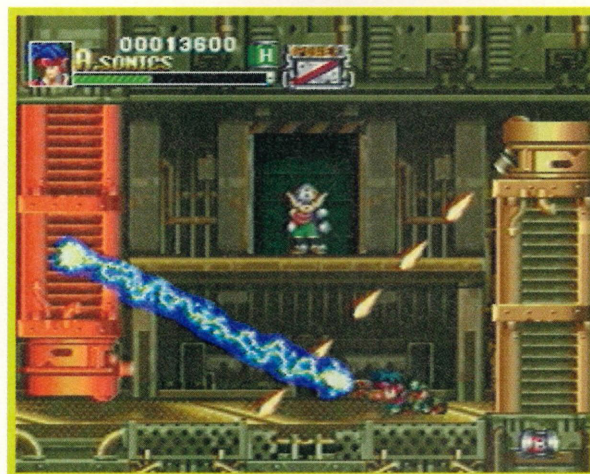


▲ See if you can spot the subtle link between this picture and a well-known West End musical. No? Simple, it's Grease innit!

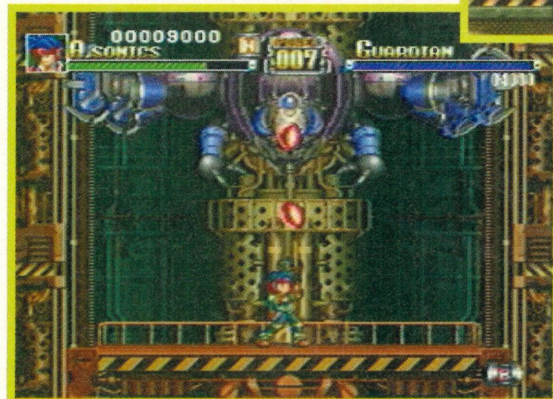
▼ Here is just another example of the fantastically original guardians in *Gunners Heaven*. What next, a mechanical grasshopper?



RYAN: *Gunners Heaven* is a top-class shoot-'em-up that keeps you constantly on your toes. Okay so it may not be the ideal showcase for the PlayStation, and indeed up against the likes of *Tohshinden*, *Ridge Racer* and *Tekken*, this looks pretty lame. However, it's the game-play that counts at the end of the day, and *Gunners Heaven* delivers the goods with style. The only real flaw is the lack of a two-player game.



▲ If there's small tin-pixies in your neighbourhood, who ya gonna call?

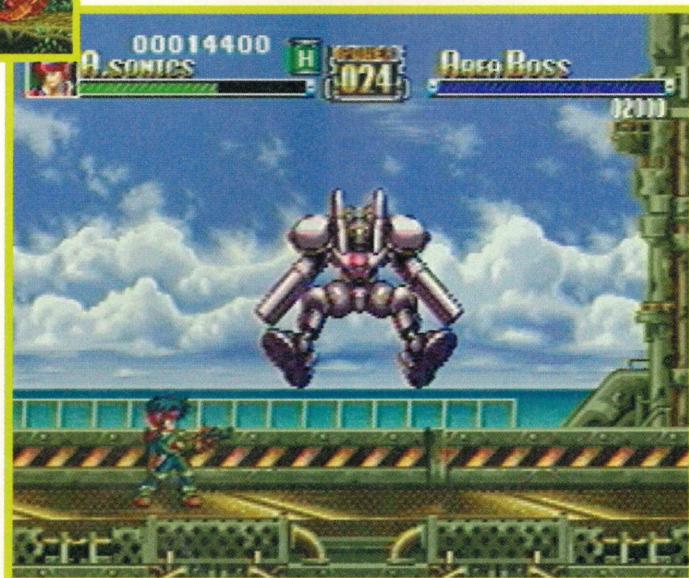


▲ "Now fer the last time... gerrof me landd!"

PHIL: Don't be put off by the old-fashioned looks of this one. Despite resembling a 16-bit game it's still well worth a look. Playability is everything in my book and this has got bucketloads. The levels are well thought out and you need to switch between your impressive weapons to beat the many different enemies – including some truly vicious big bosses.



▲ "Ooh stop it, that tickles!"



HEAVEN

DAVE:

Pretty much a run-of-the-mill shoot 'em-up, *Gunners Heaven* is fine for a bit of non-nonsense blasting action, and pretty tough to boot. However, it does not really offer anything that you can't get on any other systems and is certainly not in the same league as games like *Top Hunter* and *Alien Soldier*. The graphics are nice but there's not enough gameplay to make it an essential purchase.



▲ Battle Of The Planets revisited? No, just a highly atmospheric, if slightly over-the-top, introduction screen.



Heavy Fuel

The two fly-by-night heroes in *Gunners Heaven* are an 'ard lad named Axel Sonics (hang the sod who named him that!), and Ruka Hetfield – a lass you wouldn't want to get on the wrong side of. Each has a unique arsenal of weaponry with which to do the biz against the dark forces...

Axel Sonics

1. Standard Fire

Just your average rapid-fire that increases in width when you get the power-ups.

2. Electricity

An essential ally for bagging them bosses, this sticks to them like glue.

3. 3-Way

Handy for picking off high and low foes in one fell swoop. A bit slow though.

4. Fire

Drains energy like a bout in the sack with Pamela Anderson, only not as fun.

Ruka Hetfield

5. Standard Fire

An effect double-barrelled stream that is both fast and efficient.

6. Heat Ray

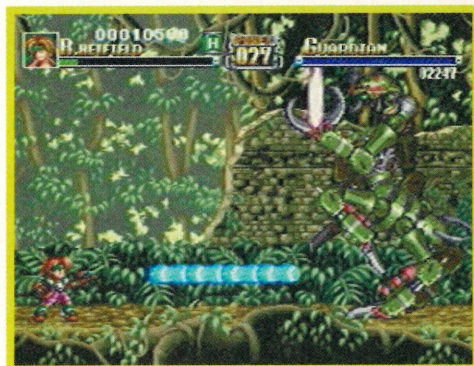
Not quite as good as Axel's electric, but this can home-in and pick things off from afar.

7. 3-Way

Much the same as Axel's, only a different colour for what it's worth.

8. Flames

Again, some people have no originality, do they? Hers could at least have been pink!



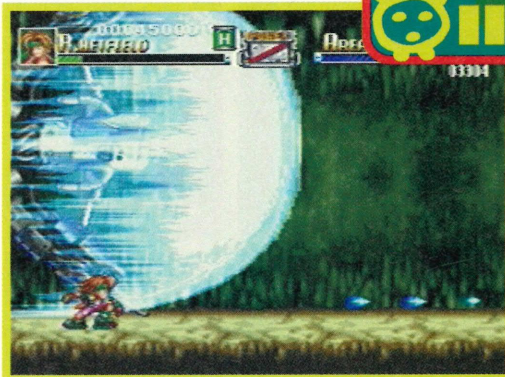
▲ If some idiot has invested millions of dollars into constructing a state-of-the-art robot killing machine, why the hell did they make it look like a bleedin' grass-hopper?

NICK:

This isn't exactly the sort of game I expect to see on Sony's new wonder machine. It looks like a cross between a Neo-Geo CD and SNES game with horizontally scrolling levels and a male and female character to choose from. It all looks and sounds very arcade-like but, despite some nice weapons and big bosses, there just isn't the spark to make me want to play for very long.



▲ Sadly, Axel met a premature and most untimely death just after this picture was taken. The grizzly negatives are to be published in tomorrow's *Sun*.



▲ "Heh heh, nobody has the foggiest idea who I am, but I'll pretend to be cool."

A good playable side-scrolling blaster, but it doesn't look like a PlayStation game.

Overall



GRAND

Traditionally sleds are ridden by fat blokes in red suits and beards, but on Saturn they're the equivalent of a Formula 1 racing car — let's get some speed!

After the brilliant arcade conversion of Daytona USA, Sega couldn't wait to put their new graphic techniques into action in another racing sim. Instead of hot Hornet cars, this time we get slick racing sleds: six in all, each with different handling and user-definable steering, speed and special weapons.

The game can be played in a variety of modes. Story mode takes the player through a roleplay situation (all in Japanese of course) where a host of competitors must be beaten to qualify for the next race. Win five races and it's all over. Alternatively there's a 'one player versus computer' race or a time trial for all loners out there. Plug in an extra joypad and you'll get yourself a two-player split-screen game. The detail in the scenery remains the same and the Saturn manages to keep its speed up too.

Although the game pixellates when objects come up close, this doesn't detract from the action too much. The old clipping problem on scenery in the distance is still here, but not so noticeable due to the track design. Another hot racer from Sega?



▲ Watch out!! Those exclamation marks mean there's danger ahead.



▲ You've got the green light, so go for it. Your powerful vehicle can accelerate to high speeds in just a few seconds.



◀ This is the first two-player Saturn racer. The player on the bottom causes a splash as his vehicle hits the water.

► More competitive two-player racing. If you can't keep up with your opponent, why not give him the bullet? There are no rules in this contest.



◀ Flippin' heck, it's one of the sandworms from Panzer Dragoon arching its way over the track. Don't panic: it's just a nice graphical effect. The worm can't hurt you so don't bother trying to blast it. Keep your eyes on the road or you'll end up crashing into the barrier and wrecking your ship.



DAVE: In a bland attempt to pip the PlayStation's brilliant Wipeout at the post, Sega have produced Gran Chaser for the Saturn, a speedy futuristic racer that handles like an Asda shopping trolley on the M25 during rush hour. Get the picture. The graphics are okay, but the gameplay is way too easy and the vehicles way too clumsy and where were the old dears? Easily forgotten.



▼ Only once in a blue moon will you see racing action as strange as this. Get ready to bank sharply for the hairpin bend ahead.



CHASER



▲ Revving up on the starting grid, you wait impatiently for the lights to turn green.



◀ Whoah! Your racing ship twists out of control as you're hit from behind by a rival. Approaching a set of bridges, there's a sharp right bend ahead – as shown by the bottom-left radar map. This is useful for spotting opponents.



▶ What is it with these chocolate-brown landscapes? It's enough to make you peckish.

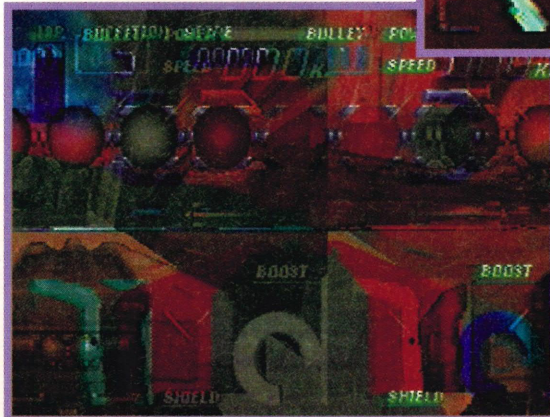
NICK: Gran Chaser will never take Daytona's place in my software collection, mainly due to the lack of excitement. The tracks all look good, especially the ice ones, but it doesn't get the adrenaline pumping with spectacular smashes and intense competition like the great arcade conversion does. The two-player game is a little more pleasing but the Saturn only comes with one joystick!



▲ Racing at scintillating speed through a tunnel, you encounter giant blobs of cotton wool – or maybe it's smoke.



RYAN: From static screenshots this looks like it could set the Saturn well on the way... but once you actually get down to play, it turns into a shoddy, messy, uncontrollable nightmare. There just doesn't seem to be much gameplay in here, or much skill required to beat the tracks – even when driving like a blind-folded Pilkington I still seemed to cruise effortlessly past the line in pole position. A good idea but poorly executed.



▲ Blimey, this game has more red lights than Amsterdam! There's no time for any kerb-crawling here though, so don't dawdle.

▲ Some of these tracks are a bit weird. This one looks like a dirt track through hell – and it doesn't play much better.

The shots may look good, but this is only an average racer – even with two players.

Overall



Saturn REVIEWS

Konami Saturn £79.99 1 CD

Hurrah! Everyone's favourite piss-take shoot-'em-up has arrived on the Saturn. That'll annoy everyone who thought it'd only appear on the Play Station!

Parodius is the type of game that can only originate in Japan – it just has that distinctive look and feel about it, and goes to prove that the Japs do have a sense of humour. It is basically a shoot-'em-up that parodies other famous blasters from the Konami stable (hence the name – *Parodius*).

SNES owners may remember the original *Parodius* making a splash a couple of years ago with its fabulous playability and oddball style. Well, with the 'Deluxe Pack' tag, you know that this is a sequel of sorts. This package includes the original *Parodius*, plus *Ultimate Parodius* which is an upgraded version with more characters, bosses, and a few more levels. The fact that you get two games in one at least justifies some of the hefty import price tag.

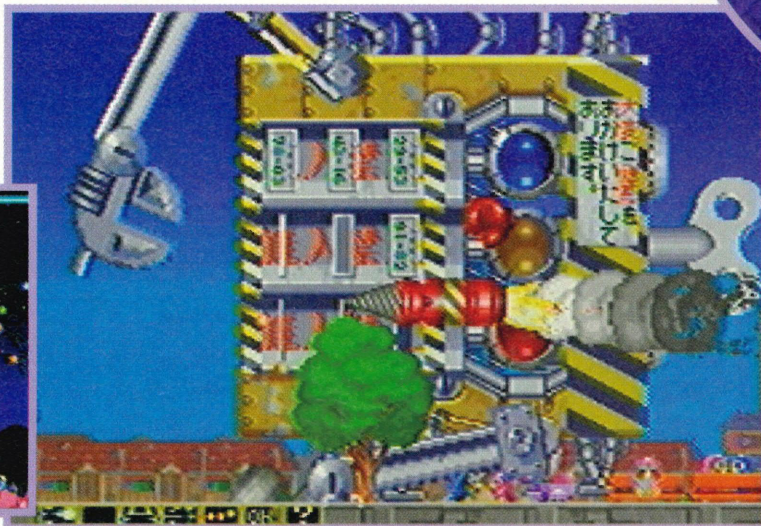
The basic idea is to choose a spaced-out ship and go completely bonkers blasting everything that looks even remotely silly. To fly through numerous levels, you can select from a variety of silly spacecraft including pigs, octopuses, Pop and Tweebie (groan!) and some strange stick-man dude who rides around on a surf board. There are loads of enemies, loads of power-ups, but precious few levels. So work out if that's value for money, Holmes!

RYAN: The fact is, this ancient-looking 2-D side-scrolling shooter isn't ideal fodder for the consoles of the future. The game is fabulously presented with exceedingly colourful graphics and amusing sound scores that fit the wacky theme perfectly. The playability is also unquestionably great, there are loads of power-ups to beef up your attacks, enemy ships to plough through and huge, hilarious bosses to dispose of. So what is wrong with this game exactly? Well for a start it is so ridiculously easy an infant could effortlessly cruise through it without having to stop for a nappy change, and furthermore it just looks like a 16-bit game with not even as much as a snazzy intro to differentiate it. Second rate now I'm afraid.

▼ "Staaart spreadin' the news, I'm leavin' to...KABOOM!"



▼ Got a screw that needs tightening? A nail that needs hammering? A stray gunship that needs torpedoing? Then the new Remington 'Extorsio Crud' is just the device for you.



PARODIUS DELUXE



◀ "Yelp! Ya lily-livered land-lubber, you caught me right in the holiest of holies."



◀ Castles, balloons, flying pigs, bells... just what is this game exactly?



DAVE: This wacky surreal blaster is cute, fun and predictable. Everyone enjoys a sideways scrolling shoot-'em-up every once in a while, but this is a little too similar to the 16-bit original for my liking and despite its bizarre choice of baddies and gurdians – cats on large ships, pandas in tutus – it failed to keep my interest for long. A twee, catalogue-boosting cash-in.



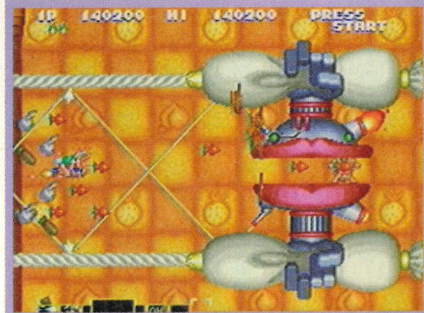
Parodius E PACK



▲ "Hey baby, you ride that missile pretty well, can I interest you in a Scud?"



▲ I christen this ship 'Useless Skuz-Bucket Who's Goin' Down!'



▲ Prepare to be mooched to death by the dreaded cake icer with attitude.



NICK: Okay, so it's a simple idea with simple graphics but I just can't help loving this game to bits! The PlayStation version was great, and on the Saturn it's identical in every way. It's the music that really makes the game with all those great classical tracks jazzed up, making a perfect accompaniment to the madcap action. A fantastic shoot-'em-up – the best there is!



▲ Oh darn it, I'm trying to remember who produced that top game, *Ultimate Parodius*, but I just can't think of who it is... hmmm.



PHIL: As with *Gunners Heaven*, this really doesn't look like a 32-bit game at all – more like a tarted-up version of the 16-bit SNES original. As side-scrolling shoot-'em-ups go, it plays well with some great power-ups and wacky big bosses. Funny enemies such as cats, birds and mermaids make a refreshing change from the norm, but this is hardly the sort of game people bought a Saturn for.



▲ Coming under attack from a pink ship manned by crazy cats, it's easy to lose your grip on reality... just call me Edna.

▼ Swimming along with the little fishies, you unleash another impressive power-up in this barmy blasting bonanza.



▲ Don't tell me, I'm going to dive in the ocean and bang me 'ead on a blinkin' jumbo jet, right?



▲ Quick Twinbee, only your impenetrable exo-shield can fend off the killer jellyfish from the planet Freaka.

▲ "Alright darlin', fancy coming back to mine for a spot of fish supper... fnar, fnar!"

A very playable shoot-'em-up that doesn't exactly push the machine to the limit.

Overall



the adventures of BATMAN & ROBIN

This summer promises the biggest Caped Crusader invasion since Michael Keaton first squeezed into the latex cossie. Sega jump on the bat-wagon...

Panic stations, Gotham City is under threat of being transformed from gothic granite to winter wonderland at the hands of cooler than cool villain, Dr Freeze. Crank up the Bat-Signal and make haste to the Bat-Phone to dredge old misery guts in the spandex pants out of his techno cave and onto the street to warm things up a bit for the below-Celsius power-monger.

Based on Batman: The Animated Series, this game is a massive leap forward for the Mega Drive, offering a wide range of dazzling effects never before seen on the senior 16-bitter.

It's a two-player affair in which you can team up with the Boy Wonder in what is essentially a scrolling platform shoot-'em-up, with plenty of beat-'em-up high jinks chucked in for good measure. There are over 20 levels of stunningly drawn action in which Batman must battle with endless heavily-armed henchmen before confronting one of Dr Freeze's equally dangerous comrades, including the Joker, Two-Face, and the Mad Hatter.

Programmers Clockwork Tortoise have created a game in a similar vein to *Gunstar Heroes* and come up with a truly exceptional and original piece of software in its own right, offering air-shooting sequences, flying bits, plus plenty of larger-than-life rotational bosses.

With the new Batman film shaping up to be a massive hit (Tim Burton didn't direct so it must be good!), this game should do nicely to start the ball rolling again.

NICK: This has been hailed as a really tough one to complete and I'd have to agree! Enemies come at you from all directions and end-of-level bosses have a massive amount of energy. The two superheroes are smaller than I expected with perfectly formed animation – some of the special effects used in later levels are fantastic for a Mega Drive! Nothing new in the gameplay, though.

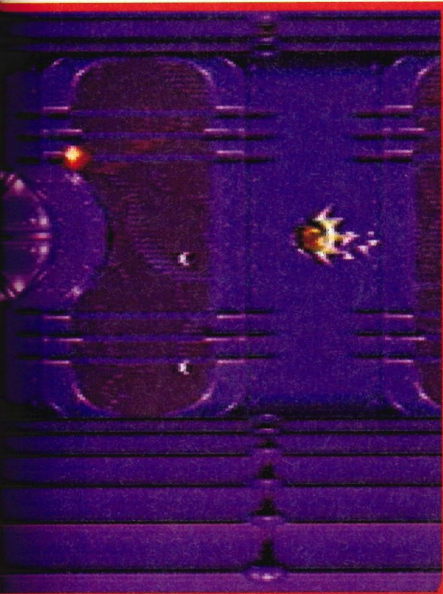
DAVE: Pretty average beat-'em-up, this. Okay, it's been dressed up with stylised characters and animations from the successful cartoon *Batman – The Animated Series* but all the tarding up in the world can't disguise the fact that this is a slightly above average, 'just what you'd expect', beat-'em-up. The two-player cooperative option is nice but on the whole this cart lacks sparkle. Uninspired.



▲ There are loads of nice 3-D sections on display that push the Mega Drive still further.



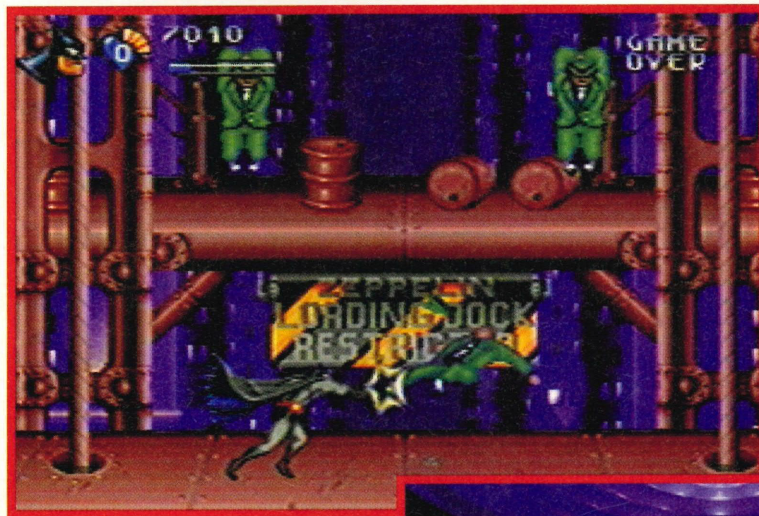
▲ Now, if I was building a contraption to vanquish Batman and Robin, the last thing I'd liken it to would be a bloody cat.



▲ Batman flies high above the city in the side-scrolling blasting sections.

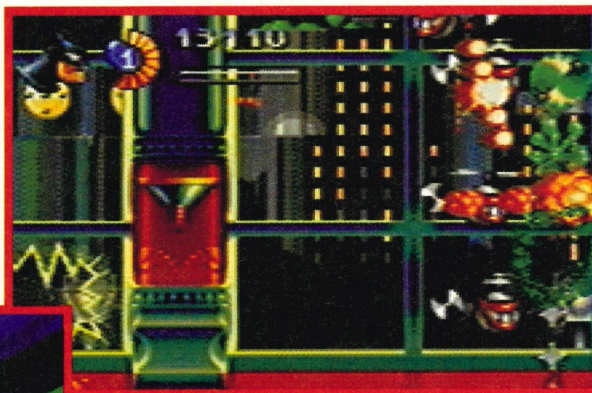


▲ Racing through a tunnel, Batman finds himself under attack from the baddies above.



▲ Holy cow! Batman comes up against a bloke in a flying light bulb. Come on, Robin, it looks like he needs your help to vanquish this fiendish foe. Time for a second player to join in.

◀ The obligatory lift section has a plethora of street hoodlums attacking from all angles. Pretty hot stuff if you can handle yourself.



▲ Holy stinging honey suckers Batman, we're being attacked by a vicious swarm of bees.

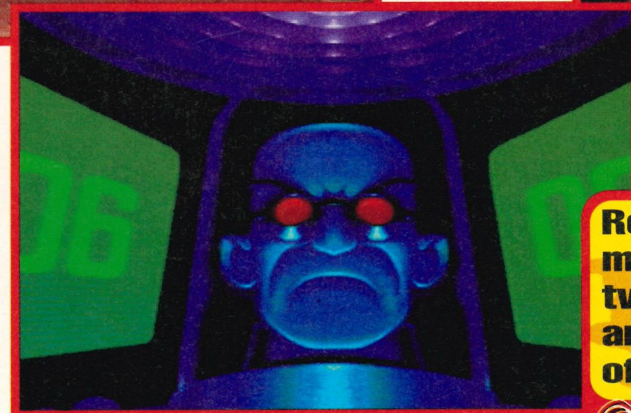
RYAN: I loved the Animated Batman game on the SNES, and so was looking forward to this. Batman himself has a nifty array of skills to master, and the layout of the game is designed to ensure that you won't tire of doing the same thing over and over. However, it is damn tricky to get anywhere, even in the simultaneous two-player mode, so you'll have to plug away for hours to progress through the levels.



PHIL: There's nothing like a simultaneous two-player mode to lift a game, so it's nice to see Batman accompanied by the Boy Wonder again. Another nice surprise is the variety in the game. Rather than sticking to the same old platform beat-'em-up action, they've chucked in some shoot-'em-up and flying sequences to keep you on your toes. Nothing revolutionary but a good challenge.



▲ The Joker's back for more fun and frolics. Batman'll make sure the joke's on him.



▲ "Haha! Welcome to Virtual Reality Bullseye... lovely super smashin' boom boom"



▲ The dynamic duo stop off at the Gotham state memorial art gallery to take in a bit of culture and biff any stray baddies they happen to stumble into along the way.



Robin's return means a neat two-player mode, and there's plenty of challenge here.

Overall

80



ROAD TO THE FINAL VICTORY

Those masters of the beat-'em-up, SNK, have just made a new addition to their furious family. Nick Roberts took a stroll down the road...

If you are the proud owner of a Neo-Geo CD then you'll no doubt be a beat-'em-up fan, and being a fan you'll know all about the *Fatal Fury* games. Well this is the latest addition and with a slogan like 'Road to the final victory' probably the last too.

So why should you take a second glance at the new game if you already own the others? Well the first thing you notice is the slickness of this new version. The old ones are, to be kind, very arcade-like with big chunky text and crude characters. The fighters in this game are all excellently animated, have some spectacular moves and the whole thing is put together well.

In addition to the great action in each fight, the backgrounds are a joy to watch too. There's just so much going on from an animated fairground to a western town that gets burnt to the ground halfway through a fight!

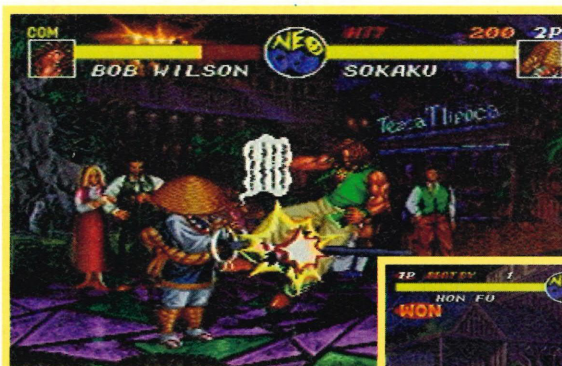
The new version of *Fatal Fury* is by far the best and a game you're going to want to keep in your machine constantly.



▲ This guy doesn't deserve a blue blast, he was only taking a stroll.



NICK: I don't disguise the fact that I'm not a big beat-'em-up fan. I could never seem to get the moves on *Street Fighter II* or *Mortal Kombat*. But on the Neo-Geo CD things seem to work better and I can pull off specials left, right and centre! As a result I really found this game a treat and beat the rest of the team hands down! A great game and an essential purchase for all SNK fans.



▼ Big, butch Franco has a special move where he throws his opponents out of the screen!

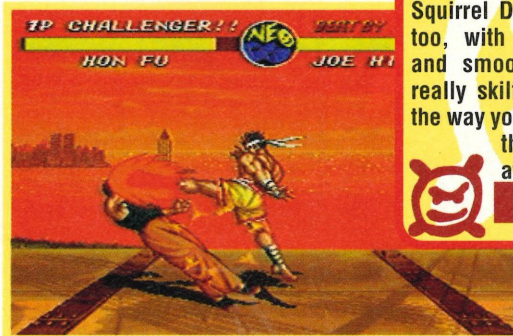


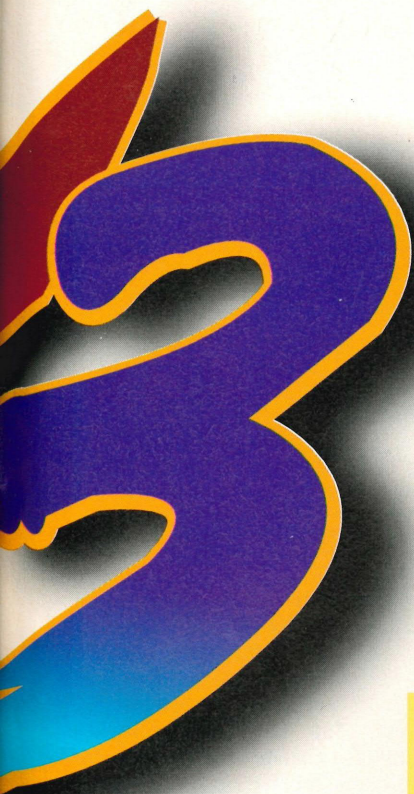
▲ In great SNK tradition there are lots of special moves in the new *Fatal Fury*. Here's a snazzy one where Sokaku rants as he deals the pain.

PHIL: Beat-'em-ups are a dime a dozen but I found this one exceptionally addictive. There are loads of great special moves to try out, with bizarre names like Wild Monkey Slash and Squirrel Dance! It all looks great too, with the slick presentation and smooth sprites, and plays really skilfully. I particularly like the way you can move in and out of the screen to dodge attacks.



▲ The kind Joe gives Hon Fu a spring cleaning with his foot duster.





▶ The flaming moves are by far the most impressive in any of the SNK games, and *Fatal Fury 3* won't disappoint fans. Here's a nice example in the run down Wild West town.



RYAN: As if there weren't enough bloody *Fatal Fury* games already *The Road To The Final Victory* barges onto the scene to hit us with yet more Bogard bashing. Fine if you like this sort of thing and aren't in the slightest bit bored of the whole crappy *Fatal Fury* franchise (which was never as good as *Street Fighter* anyway!), but I am and I thought this game was yet another insult to the beat-'em-up trend. Far too samey.



▶ 'Eat my fire!' Here's a move to put you off barbecues for life! Can anyone smell bacon?

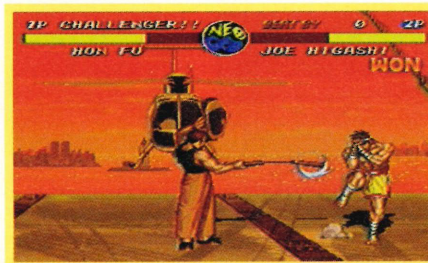
▶ Before marching into battle you get some sarcastic remarks from your enemy.



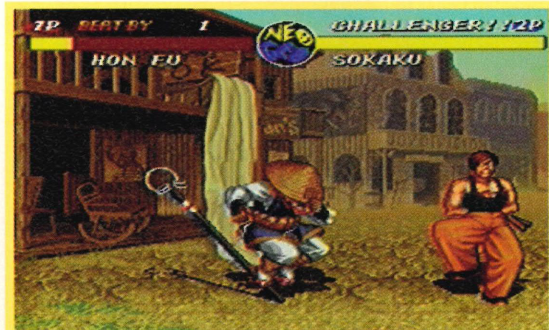
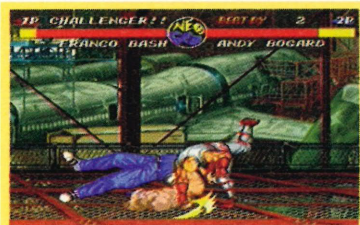
DAVE: As you all should know by now, I love beat 'em-ups, and I've played just about every one that has come onto the market in the past four years. However, this is really very special. Superb graphics, gratifying FX and tons of 'specials' to learn and techniques to master. *Fatal Fury 3* doesn't need hidden characters and finishing moves to keep you hooked: this is console combat at its purest and I love it!



▶ Clint Eastwood would have been proud of the scenery in the Wild West location. Anyone for country dancing?



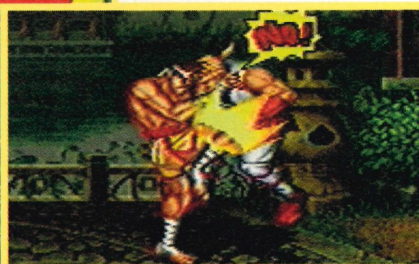
▶ The backdrops are out of this world, and change as you play. This one sees the two fighters on a platform that lifts into the air.



▶ The more battles you win, the higher your fighting level goes and the tougher the game gets. This is one that'll challenge all abilities.



▶ Don't you just love the Knees of Lucifer move?



▶ If you get bored with the fighting you can always 'p, p, p, pick up a penguin'!

Mixed opinions, but the majority verdict is that it's a top-notch beat-'em-up.

Overall **89**

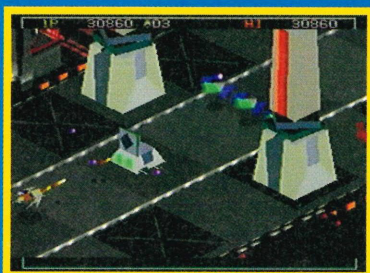
Motherbase

Pete S



■ Sega ■ 32X
■ ETBA ■ 16Mbit

It would appear that isometric shoot-'em-ups are enjoying something of a revival recently, what with SNK's blasting-fest *Viewpoint* taking the Neo-Geo CD by storm and now this, Sega's very own homage to that classic shoot-



'em-up of old, *Zaxxon*.

You play a gung-ho space pilot, manoeuvring your craft through 20

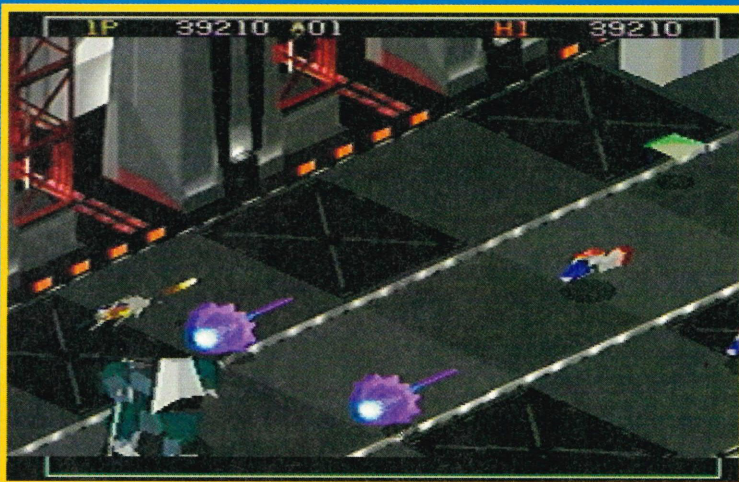
levels of frantic shoot-'em-up action. The graphics are certainly impressive for the 32X, albeit a little slow and sluggish in places. What initially saves this game from being just another blaster is the way in which you can swoop down and mount enemy ships, thus taking control of them and their weapons – this means that you are constantly jumping from craft to craft like a sex-starved mosquito.

This is one tough mutha to conquer and you'll find yourself pulling your hair out for hours trying to complete certain levels, which kind of grates on one's tolerance after a while, but this is still worth a look.

▼ Polygon enemies zoom in from all angles. Blast 'em!



Overall 79%

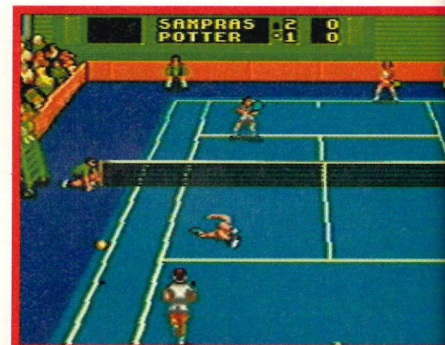


▲ Poor old Potter lies on the grass in despair after losing a game. He's still 4-2 up in the first set, though.

■ Codemasters ■ Mega Drive
■ ETBA ■ 16Mbit

Tennis stars come and go, but it's very rare that a single player is hot enough to star in two console games. Yup folks, the reigning Wimbledon champion steps up to the baseline to serve his second helping of tennis action for Codemasters.

▼ The J-cart enables four-player doubles matches without the need for a joypad adaptor. The ball bounces differently indoors.



Fever Pitch

■ US Gold ■ Mega Drive
■ £44.99 ■ 16Mbit

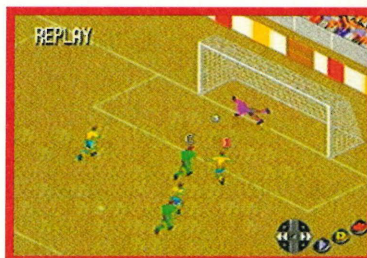
Forget team-play, gentlemanly conduct and skill, there is only one method of approaching US Gold's alternative footy sim... to be as unscrupulously devious as possible. This game isn't about winning, it's about how you win, and you go about this by stringing together some of the toughest, roughest, most blatant cheats to ever grace the pitch. Comprise a team of these shady characters and you've as good as won the World Cup.

Unfortunately, being a truly skilful soccer sim isn't this game's forte. The action is devilishly fast and you seldom get a chance to construct plays – merely hammer the ball up field and hopefully evade the goalie. Its true attraction is in the players themselves: if you win a match you get to choose a star play-



er; keep winning and you'll gradually be able to build up an unstoppable team. This is hardly *FIFA*-beating material, but it is sickeningly good fun nonetheless.

▼ After a skilful dive your striker has earned a penalty!



▼ Shock of the century – Colombia are losing to China.



▼ Watch all the tricky moves leading up to a goal in the slow-motion instant replay.

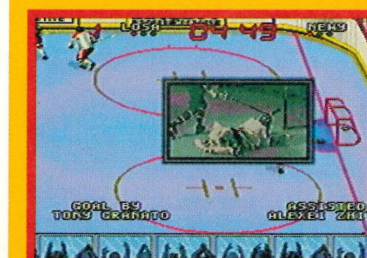


Overall 82%

Wayne Gr

■ Time Warner Interactive
■ Mega Drive
■ £49.99 ■ 16Mbit

Do we really need another ice hockey game? Obviously someone thinks we do because someone somewhere has poured loads of cash into getting hockey supremo Wayne Gretzky to endorse this new addition to the genre.

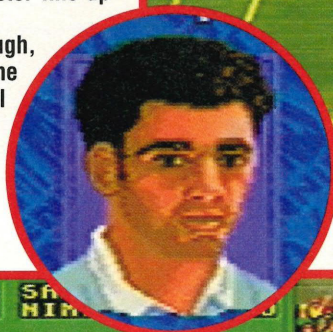


ampras '96

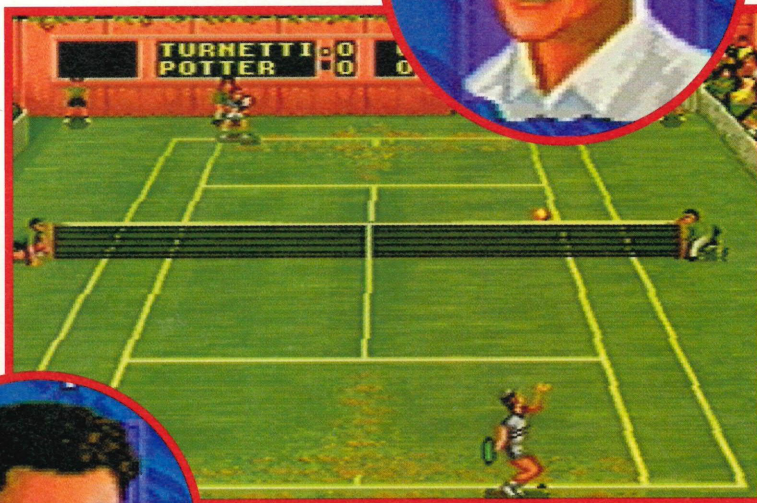
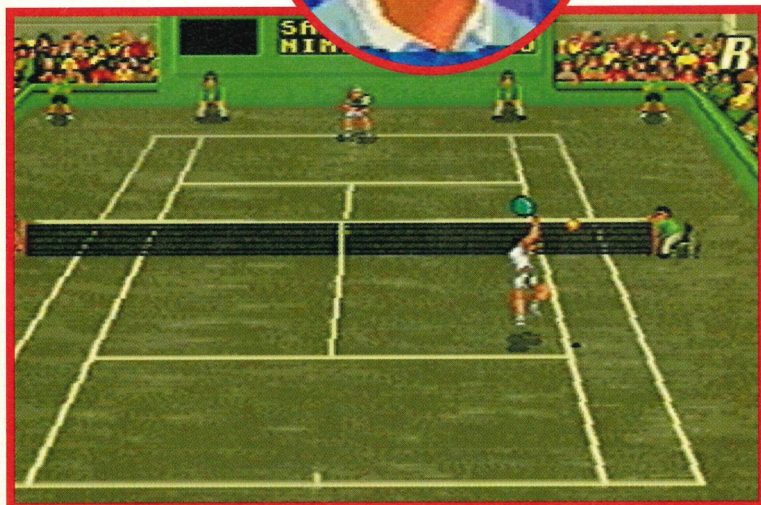
So, a new year a new game, and what does his '96 outing offer us? Enhanced graphics with better animation (apparently), realistic inertia, more shots, coaching facilities, plus more game modes including Challenge Matches, tournaments and World Tours – all of which can be played in doubles. Once again the cart utilises the four-player J-cart facility (good idea that!) for thrilling simultaneous action, although we were gutted to see that the character line-up has been depleted.

Make no mistake though, this is a pretty damn fine tennis game with a netful of subtle improvements over the original. It's an ace service!

▼ Pete jumps into air to hit a powerful forehand return.



▲ Throwing the ball up, you'll need good timing to serve an ace.



Alex Dampier Hockey

■ Merit Studios ■ PC CD-ROM
■ £39.99 ■ 386

Uurgh! This is complete cack of the highest magnitude. The lengthy build-up to the main event is quite inviting with loads of impressive-looking stats. Once you start playing, though, you soon realise how totally uncontrollable it is. The graphics are hideously blocky and the tinny sound is annoying to the extreme. If you're after a decent hockey game then go for *Brett* or get *NHL* (now available on budget).

Overall

36%

Brett Hull Hockey '95

■ Warner Interactive ■ PC CD-ROM
■ £39.99 ■ 486 33MHz

On the consoles, Brett could have only ever hoped to be second best to the EA range, but on PC he's got a chance. This certainly isn't perfect in the playability stakes, but with its nicely detailed graphics, on-the-spot commentary and abundance of stats, it at least comes close to the mark. There are also tournaments, seasons, replays and customisable team attributes to prolong your interest further. Nice one Brett!

Overall

79%

Flight Of The Amazon Queen

■ Warner Interactive ■ PC CD-ROM
■ £32.99 ■ 386

We've been inundated with point-and-click adventures this month, and *FOTAQ* is definitely one of the best seen in a long while. It has all the looks and personality of a LucasArts adventure, only not quite as much style and perhaps a tad on the easy side. Like *Full Throttle*, it's brimming with humour and contains loads of nice arcade sequences to enhance the atmosphere. If you already own *Sam & Max* and *Full Throttle*, get this.

Overall

88%

Overall 89%

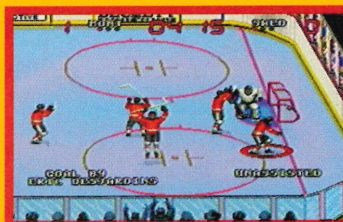
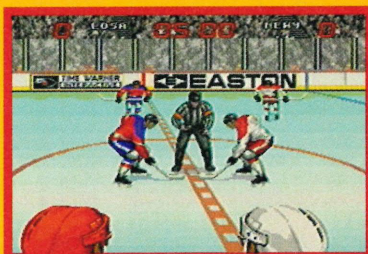
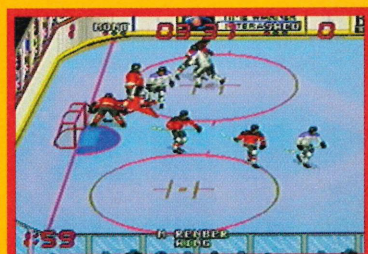
tzky And The NHLPA All-Stars

What we've basically got here is a no-frills, side-scrolling affair which is unimpressive to look at and unexciting to play. The game is padded out with plenty of tournaments and teams, and there are actually some new features in here such as selecting the style of play (aggressive, roughest or just boring defensive).

What lets it down is the fact that the

gameplay is just soooo basic. There is only one type of shot to drive past the goalie and none of your team-mates seem to come forward to back you up on strategic, goalie-confusing plays. As a result this soon becomes second-rate – especially against EA's forthcoming *NHL '96* (which is looking splendid!).

▼ You get a special close-up view of face-offs.



Overall 67%

Kingdom: The Far Reaches

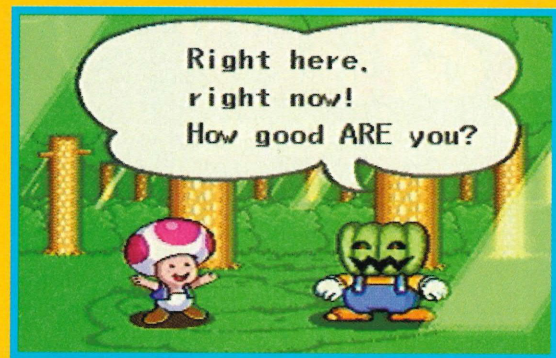
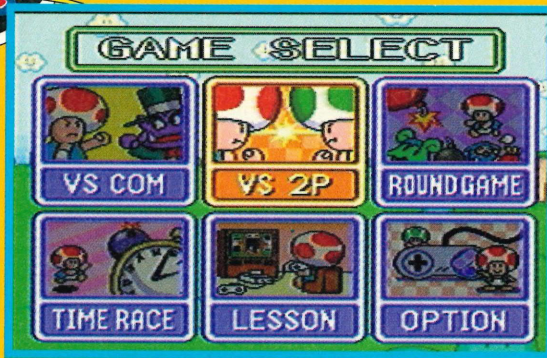
■ Warner Interactive ■ PC CD-ROM
■ £44.99 ■ 386SX

This is another point-and-click adventure depicting the plight of a young scamp named Lathan who must recover the broken and scattered pieces of a broken amulet. It's very well presented and will appeal to kids with its gentle bard music (courtesy of professional Disney musicians) and cartoon-style appearance. Although it won't keep hardened adventurers at bay for long, it's still a good laugh and worth a look.

Overall

85%

Strike



Wario's Woods

■ Nintendo ■ SNES
■ £29.99 ■ 8Mbit

It seems Nintendo have gone puzzle mad this month. Not to be outdone by Mario's Game Boy *Picross*, his sinister counterpart Wario has come up with a fittingly fiendish SNES puzzle game.

At first sight it looks like Sega's *Mean Bean Machine* as small coloured creatures fall from the top of the screen. As in that game, the general aim is to make lines of the same colour which then vanish. However, the twist here is the need to get at least one bomb in the line. As he attempts to clear the screen, little Toad runs frantically up and over the piles, picking up single items or whole stacks, kicking them across, and teleporting to the top of the stack he's holding.

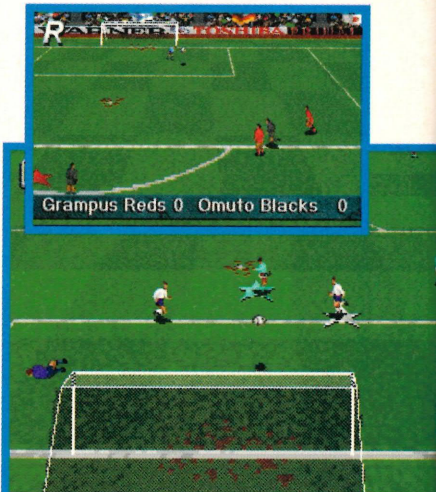
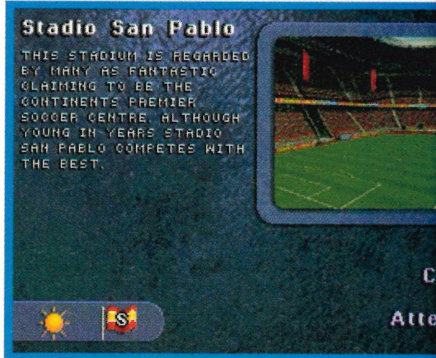


With so many moves and tricks the game's quite hard to get into and it takes a while to get the knack of creating chain reactions to send extra creatures onto your opponent's side. However, although lacking the simple 'pick up and play' appeal of other puzzlers, this is an enjoyable tactical battle in two-player mode.

▼ The player on the left has won by clearing his side of creatures. You can win either this way or if your opponent gets squashed at the top of his screen.



Overall 83%



■ Warner Interactive ■ Amiga
■ £25.99 ■ 3 Disks

There can't be many genres that haven't been done to death on the Amiga now, so to come up with something original would be quite amazing. Instead Graftgold have combined the winning elements of other games to create a shoot-'em-up starring a little robotic cop.

Levels look like they've come straight out of *Micro Machines*, including pool tables complete with balls bouncing around them. Here the objective is to blast away at



Zero The Kamikaze Squirrel

■ Sunsoft ■ Mega Drive
■ £TBA ■ 16Mbit

He nearly made mincemeat of Aero the Acro-Bat's doomed debut, and now following the industry's recent trend of resurrecting old platform adversaries to star in

▼ Uh oh, the fearless squirrel is surrounded by a couple of purple ape creatures.



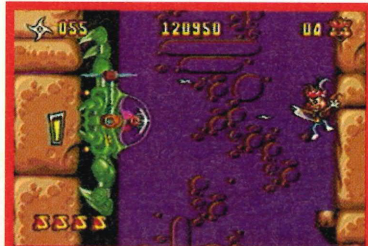
their own adventures comes Zero, a squirrel with attitude and a whole lotta nuts!

Zero springs into action when a tyrant called Jacques Le Sheets hatches a plan to counterfeit money, supplying his almighty greed by savaging the merry woodland where the ninja squirrel resides.

This platform romp is very similar to *Aero*. Zero has a wide range of moves at his disposal including kamikaze dives, flip kicks, plus he's a dab hand with the old throwing stars. There are six worlds to venture through, each packing three hazardous zones to conquer. There's nothing here to tax the skills of any gamesplayer, and the action is liter-

ally crumbling with age. Although the levels are varied, they are predictable in layout, meaning that you'll whizz through this in no time at all.

▼ Zero throws a few shuriken stars at a wall-climbing baddie. Don't try to nick this guy's nuts.

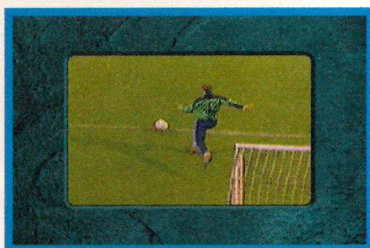
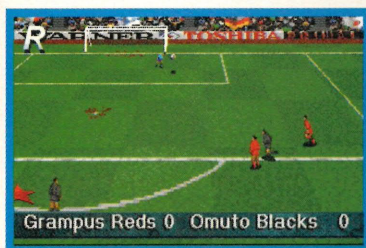


Overall 69%

er '95



▲ Time Warner's new footy game is packed with world-class options. As well as changing the names of your players, you can even change their faces with a neat Identikit-style editor!



■ Time Warner
■ PC CD-ROM
■ £34.99
■ 386 33MHz
The season may have ended, but the football goes into extra time with this updated version of *Striker* for the PC. The gameplay's based on the previous SNES and Mega Drive versions, but the presentation is in a different league.

There's even a running commentary by Sky TV's Andy Gray. The ex-Scotland striker has over 70 different phrases to match what's happening on the field, including such gems as "Ooh, that must have hurt" and "That's a magnificent save". The latter crops up a lot as the automatic keepers resemble a combination of Gordon Banks, Peter Shilton and David Seaman.

Meanwhile the outfield players can shoot, pass, sprint, bicycle-kick and do jumping and diving headers. These all look realistic due to the rotoscoped player animation.

As mentioned, however, it doesn't really play that differently from the previous console versions. *Striker* gives you a fast game of football with lots of end-to-end action, but at the end of day it lacks the variety and addictiveness of a *Sensible* or *FIFA*.

Overall 71%

Loadstar

■ Rocket Science ■ PC CD-ROM
■ £34.99 ■ 486

Anyone who remembers *Sewer Shark* on Mega-CD will have a pretty good idea what this is all about. There's basically no gameplay here at all: you just fly around blasting things. The graphics are nicely detailed and striking, and there are also some great death sequences – such as when you see the skin burning from the hero's face to reveal his skull... cool! However, once seen a few times the CD-accessed scenes become boring.

Overall 67%

Picture Perfect Golf

■ Empire ■ PC CD-ROM
■ £44.99 ■ 386

This makes a change, a golf sim in first-person perspective so that you don't actually see some bloke in chess-board trousers swinging a club around. This revolutionary technique incorporates thousands of photographs from the world's most famous courses, and kind of pastes the action over the top... hmmm. There's certainly plenty here for fanatics, but we're not quite so sure this is everyone's cup of tee.

Overall 76%

Pinball Mania

■ 21st Century ■ PC CD-ROM
■ £32.99 ■ 386 33MHz

This latest offering from the pinball wizards offers **UNSTOPPABLE!** four brilliant new tables, Tarantula, Jailbreak, Kick Off, and Jackpot plus a whole host of new features to set the scores surging skywards. Each of the tables has a more modern appearance than previous pinball sims and the controls and inertia are some of the most accurate yet. A real must for 'Tommies' everywhere because it sure plays mean.

Overall 90%

Prisoner Of Ice

■ Infogrames ■ PC CD-ROM
■ £44.99 ■ 486 33MHz

Another point-and-click adventure with perhaps the best plot to emerge in a long time – honestly this would make a good film! Whilst developing some kind of chemical weapons, the Germans accidentally create monsters that go on the rampage... you, as the stiff-lipped Brit, must go and sort the mess out. This is very exciting stuff with top-notch graphics which look absolutely stunning when run on high resolution. The whole thing is buzzing with atmosphere.

Overall 89%

Virocop



everything in sight and move around to the exit. There are restart points

now and then to cut down on the annoyance level and weapons to pick up along the way.

The game doesn't look too bad with lots of well-drawn sprites zipping around but there's something about the way Virocop himself moves that doesn't quite work. The little machine can easily smash into an enemy,

repeatedly sending you back to your last restart point before you know what's going on! Looks good, but play it before parting with any cash.

◀ Your little robot trundles around the levels, blasting tons of nasties.



▲ Virocop has various weapons at his disposal. You can power-up new ones between levels.



▲ Blasting away to clear the road ahead. Collect all those little zeroes and ones for a bonus.



Overall 72%

Puzzle Bobble



■ SNK ■ Neo-Geo CD
■ STBA ■ 1 CD



It's always the simple ideas that become the most addictive games. You wouldn't think a puzzle game where you shoot bubbles up into the air to match with same-coloured bubbles would catch on, but one play of this and you'll be totally addicted.

In a one-player game you slowly progress through the difficulty levels where the preset bubble layouts get more and more complex. Some shots can be achieved by a simple shot in the air and others must be rebounded off the walls of the

arena. It's in two-player mode that the game really comes into its own though – it's the best fun you can have with a friend on a console!

Puzzle Bobble has had the team addicted to it from the moment it dropped on the Games World doormat. It's got the brilliant Bub and Bob characters from *Bubble Bobble* too – an added bonus!

▼ An easy victory as the player on the right has fired a bubble below the bottom line.



Game of the Month!
UNSTOPPABLE!



▲ In the solo game, the aim is simply to clear the screen as quickly as possible. You've just blasted away a whole clump of red bubbles.



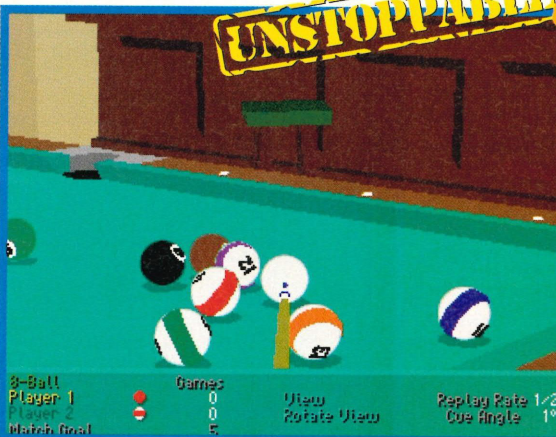
Virtual Pool

■ Interplay ■ PC CD-ROM
■ £49.99 ■ 386

Interestingly, Interplay have roped in top snooker stars Steve Davis and Ronnie O'Sullivan to endorse their new pool game and be the top two computer opponents.

Before play starts, check out the FMV scenes detailing the history of pool, playing tips from ex-world champion "Machine Gun" Lou Butera, and various types of pool. You can play the familiar 8-ball, 9-ball, straight pool or rotation (points awarded for ball numbers).

The realism of the game can't be faulted. You can rotate and move around the table to your heart's content (even turning it upside down!),

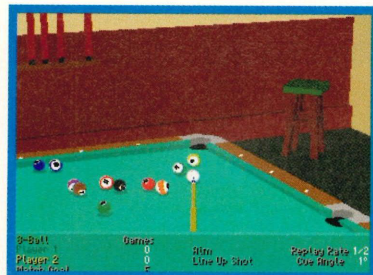


UNSTOPPABLE!

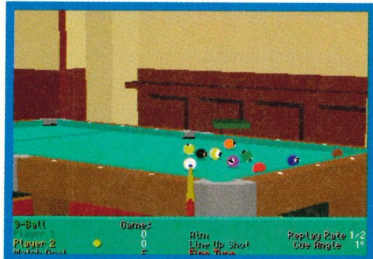
The cleverest feature is the way you take your shots. Instead of simply setting a power bar, you move the mouse to stroke your cue forwards and backwards. This makes it feel like you're really playing. With the ability to put precise spin on the cue ball and even do swerving massé

zooming in for close-ups of the balls as they roll and spin convincingly.

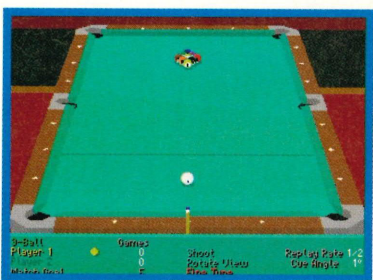
shots, nothing is missing from the real game in this top-notch simulation.



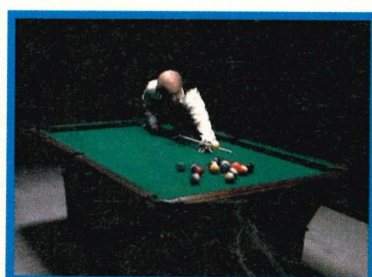
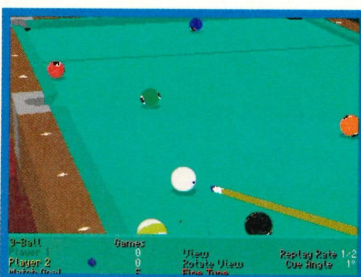
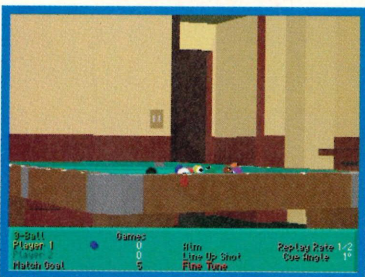
▼ You can rotate the view, move it up and down to help you aim your shot. To cue, you move your mouse back and forth!



▼ About to break off in the 9-ball version of the game.



Overall 90%





Overall 93%

Super Burn Out



■ Atari ■ Jaguar
■ £49.99 ■ 16Mbit

Oh dear, yet another Jaguar disappointment. This bike racer was billed as a *Super Hang-On* for the Nineties, but it isn't much of an advance over the early Eighties 'original'. There's nothing wrong with the range of options available. You get to choose from six bikes, albeit with names such as Super Rabbit and Killing Turtle (no kidding!), to race around eight international circuits. Racing modes include training, record-breaking, championship and a split-screen two-player game.

Sadly the racing itself is totally lacking in excitement. Roadside scenery looks very artificial and dull, and the 3-D view 'jerks' perfectly straight as you exit each corner. Also, your bike doesn't handle very realistically and you



really need to make an effort to crash. It's easy enough to ease off the throttle and bank round corners, although somehow the CPU racers seem to be able to negotiate them much quicker.

There are far better bike racing games on the supposedly inferior 16-bit consoles. If someone tries to flog you this dodgy motor, tell 'em to get on their bike.



Overall 41%

The Scottish Open Virtual Golf

■ Core Design ■ PC CD-ROM
■ £39.99 ■ 486 recommended

This golf game is designed to be more of an easy-to-play arcade offering than a complex simulation. Nevertheless you get plenty of options, including four courses and even the chance to change your player's clothes, skin and hair colour! The 3-D course graphics are impressively smooth and you can view your shots from virtually every camera angle going. It all plays well, although there's nothing to really set it apart from other golf games.

Overall

81%

Solitaire Funpak

■ Interplay ■ Game Boy
■ £24.99 ■ 2Mbit

Picture the scene. A rainy day in Aberystwyth, you're in a caravan on your one and only summer holiday and what is there to do? Get out a pack of cards and play Solitaire! Well stop. No longer will you have to pick up those boring pieces of cardboard, you can play it on your Game Boy instead! This cart is packed with lots of Solitaire variants. Boring but someone out there is bound to like it.

Overall

38%

Mario's Picross

■ Game Boy ■ Nintendo
■ £29.99 ■ 4Mbit

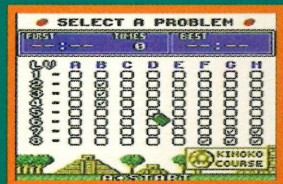
There are no falling blocks in Nintendo's new puzzle game.

Picross is a sort of pictorial crossword. Each of 256 levels takes the form of a grid of squares – easy levels are 10 x 10; harder ones 15 x 15. To the side of each column and row is a set of numbers, indicating how many blocks there are in one or more groups. For example, 2-5-3 tells you there's a group of two blocks, then a five, then a three.

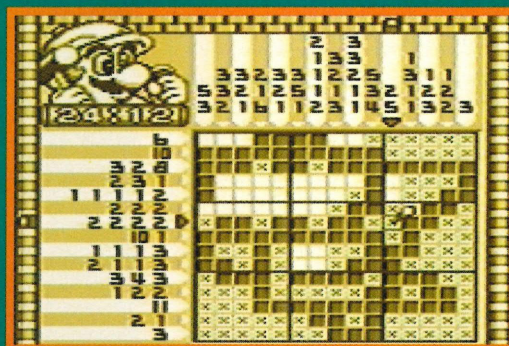
By hammering away with Mario's mallet, you can reveal the blocks, but get it wrong and valuable minutes are taken off the time limit. With pure logic you can work

out where the blocks are, eliminating impossible squares with an X and working your way around the grid to reveal a simple picture.

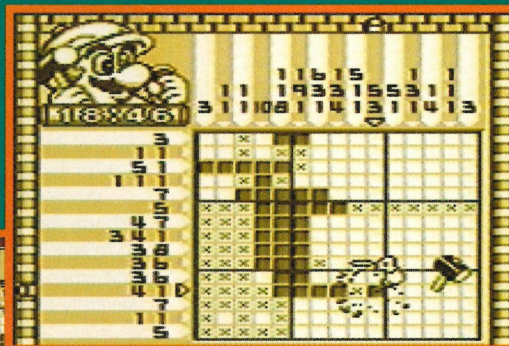
It may sound a strange idea for a game, but once you get the hang of it you're hooked. Ideally suited to the handheld format, and boasting battery backup, *Picross* is a must for puzzle fans.



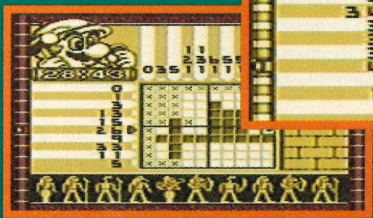
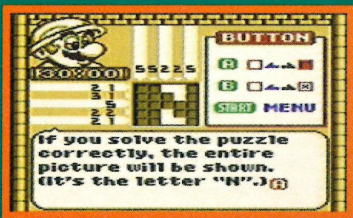
▲ Choose which grid you want to play next. The ones to the bottom right are harder. Finish all these and you go onto the expert set of levels.



▼ Oops, you just made a mistake. There isn't a block where you hammered, so four valuable minutes are deducted from the time limit.



Overall 84%



4-In-1 Funpak

■ Interplay ■ Game Boy
■ £24.99 ■ 2Mbit

They say that the Game Boy appeals to a wide age group. Well it better, otherwise Interplay are never going to shift any of these 'classic' games. On this cart we've got Chess, Checkers, Reversi and Backgammon. There're all simple versions with uninteresting boards and pieces but the games are there and they're bound to while away a few hours for someone.

Overall

48%

4-In-1 Funpak Volume II

■ Interplay ■ Game Boy
■ £24.99 ■ 2Mbit

Oh joy! Another edition of the great Funpak, this time with another Solitaire game, Yacht, Cribbage and the pub favourite Dominoes. Again, these are all perfectly playable versions of the games, but why would you want to play them on the Game Boy when there are so many more exciting releases? Even the most crumbly granddad wouldn't want this on his console! Stick to *Space Invaders* or wait around for *Donkey Kong Land* – that's going to be the same price!

Overall

39%

MAXIMUM firepower

The ultimate tips force returns, safely housed inside new confines (the last ones were getting too cramped to accommodate the mighty throng that make up Maximum Firepower – namely yourselves and all the bundles of mail that you regularly send in. As from now, the new address to send all of your cheats to is Maximum Firepower, Games World, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth BH1 2JS. Remember to keep them a-comin'.

Cosmic Carnage

■ 32X

Bloody Death Moves

You may not have found these gruesome fatalities yet, but they're devilishly easy to do. Simply perform one of your character's normal special moves when your opponent's energy is very low and before you're able to say "Ruddy heck, I've just sliced his bonce clear off!", you slice their bonce clear off – or some other grizzly death-move-type thing. Lovely!

Toughman Contest

■ Mega Drive

There is certainly a damn sight more to this game than first meets the eye. Take this new batch of codes for example: they produce some crazy effects that make the game far more enjoyable. They must be entered as passwords, and if you've input the word correctly, the name of the cheat will appear in the game set-up menu.

Director's Cut

Ever wondered what it would be like to fight a headless opponent? Well enter the password 'RUBE' and you can find out. Note how the blood still flows from thin air – spooky!

Stealth Mode

By entering the password 'FQSTER', your opponent will be turned into a dark silhouette not unlike *MKII*'s Noob Saibot.

To The Death Mode

To freeze the round timer, enter the password '2LT'. Now the first fighter to knock his opponent down three times is the winner.

Caffeinated Mode

To play the matches at hyper speed, enter the password 'HYPER'. Now prepare for a battle of *Super Street Fighter II Turbo* velocity.

Ridge Racer

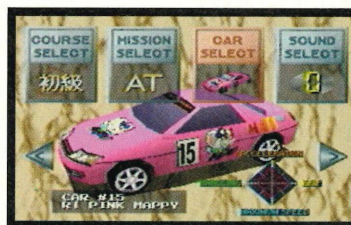
■ PlayStation

Pointless Logo Fun

Yup, this is another one of them daft cheats that serves no purpose other than to drag the game off obscurity shelf and into action again. Hold down L1 and R1 and then use the D-pad to rotate the Ridge Racer logo in all sorts of strange directions and angles. To make the logo translucent, hold the same buttons and then press Start. Enjoy!

More Pointless Stuff

I bet you didn't know that you could speed up and slow down the car and track rotations in the selection modes by holding the L1 and R1 shift buttons... you did? Oh alright then.



Iron Man Mode

To ensure that player one never sustains any damage, enter the password 'MAXX'. Be careful though; your energy may never deplete, but your opponent can still win on points.

All The Moves

To gain access to every power punch in the game, enter the code 'MRBUCKEYE'. Now you have all the power moves at your disposal.

Little Napoleon

Ever wanted to fight a real short-ass? Ever wondered what it would be like to have a rumble with the Time Bandits? Well now you can live out that fantasy. Simply enter the password 'WEASEL' to fight a vertically challenged Danny DeVito lookalike.

Whoop Ass Mode

In need of a harder challenge? Are those computer thugs too weak to contend with your awesomeness? No problemo, enter the code 'SUPERG' to be severely panned by the computer within seconds.

Nuclear Waste Man

Calling all Toxic Avenger fans, ever dreamt of sparring with your hero? By entering the code 'NUCLEAR', your fantasies will be turned into reality as you do battle with the Incredible Melting Man.

Ultimate Parodius

■ PlayStation

Ultimate Power-Up

At any point in the game, pause the action and then press the following sequence on controller one: Up, Up, Down, Down, Left, Right, Left, Right, X button, and Circle button. If the cheat has worked, you should hear a sound. Now unpause the game and if all has gone according to plan, you should now be fully powered-up. This cheat also works for both players when in two-player simultaneous mode.

Tohshinden

■ PlayStation
Ultra Secret Moves

At first glance this game may seem like little more than an extravagant showcase for the PlayStation, but continual play reveals that there is a lot more to it than first meets the eye.

Take these new moves for example: they're only revealed to you when you rage right the way through the game and defeat Sho. They're also bloody hard to do!

All these moves can only be accessed when your life-meter is red:



Eiji

Desperation Move – Towards, Down/Towards, Down, Down/Away, Away, Down/Away, Down, Down/Towards, Towards plus the Triangle button.

Sho Special Move – Up, Down, Up, Down, Towards, Away, Towards, Away, Triangle button plus the Circle button.

Kayin

Desperation Move – Towards, Down/Towards, Down, Down/Away, Away, Down/Away, Down, Down/Towards, Towards plus the Triangle button.

Sho Special Move – Towards, Down/Towards, Down, Away, Down/Away, Away, Towards, Away, X plus the Square button.

Sofia

Desperation Move – Towards, Away, Towards, Away plus the Triangle button.

Sho Special Move – Down/Towards, Down, Down/Away, Down, Down/Towards, Away, Towards, Down, Triangle button plus Circle button.

Mondo

Desperation Move – Down, Down/Towards, Towards, Down, Down/Towards, Towards, Away plus Triangle button.

Sho Special Move – Towards, Towards/Up, Up, Up/Away, Away, Towards, Down/Towards, Down, Triangle button plus Circle button.

Run-Go

Desperation Move – Away, Down/Away, Down, Down/Towards, Towards, Down/Towards, Down, Down/Away, Away plus Triangle button.

Sho Special Move – Towards/Up, Up, Up/Away, Away, Down/Away, Towards, Away, Towards, Triangle button plus Circle button.

Fo Fai

Desperation Move – Towards, Away, Down/Away, Down, Down/Towards, Towards, Away plus Triangle button.

Sho Special Move – all four hit buttons plus Away, Towards, Away, Towards, Triangle plus Circle buttons.

Ellis

Desperation Move – Towards, Away, Towards, Away plus Triangle button.

Sho Special Move – Down/Towards, Down, Down/Away, Down, Down/Towards, Away, Towards, Down, Triangle button plus Circle button.

Duke

Desperation Move – Down/Away, Down, Down/Towards, Towards, Away plus Triangle button.

Sho Special Move – Down/Towards, Down, Down/Away, Down, Down/Towards, Down, Towards, Away, Triangle button plus Circle button.

Keio Flying Squadron

■ Mega-CD

The following codes must be entered during the 'Start Game/Options' screen.

Secret Game

To access a hidden 'Super Catch Game', push Left, Left, Right, Right, Down, Up, Down, and Up. If the cheat has worked, the hidden game will appear when you start.

Stage Select

By pressing Right, Left, Right, Left, Down, Up, Down, Up, Right, Right, Right, and Right, a number should appear at the top of the 'Start Game/Options' screen. This signifies the starting level: simply use the joystick to bump up the number and then you'll miraculously start on that level.

Loadstar

■ Mega-CD

Hidden Pong Game

Whilst engaged in a no doubt highly enjoyable game of *Loadstar*, wait until your friend Mort appears on the screen and pause the game. Now enter the code C, A, Left, Left, A, C, A, Left, Left, A and unpause the game. Mort will now bounce around the screen like a ping-pong ball, and pressing up or down on the joystick will turn part of your control desk into a paddle to smack him with.

Rise Of The Robots

■ SNES

Play As The Supervisor

Hooray! Here is a cheat that may make the world's crappiest game a tad more interesting. To play as the Supervisor, go to the Player Select menu and press Up, Right, Down, Left, and R. If the cheat has worked, you'll find a delectable Supervisor in the line-up of the two-player game. Unfortunately, this only allows player two to fight as the big 'S', but hey... beggars can't be choosers!

Pitfall: The Mayan Adventure

■ Mega Drive

Level Warp

By entering the following code, you'll be warped straight off into a cryptic tomb featuring a tricky memory game. You must remember the code and then get out before the sands of time run against you. During the title screen, press B, A, Down, C, Right, A, and B to get there.

Bubsy II

■ Mega Drive

Special Codes

Hooray! We've also managed to obtain the same game-bustin' cheats for the Mega Drive version of the game. Once again, all of the following codes must be entered during the title screen.

Complete All Levels – Up, A, A, A, Down.

Mega Jumps – B, A, B, C.

99 Diving Suits – B, Left, Up, B.

99 Portable Holes – Right, Up, B, B.

99 Smart Bombs – C, C, C, Up, Down, C.

99 Ballzooka Shots – B, A, Left, Left.

50 Lives – B, Up, B, B, A.

Invulnerability – C, A, B, C, Up, Down.

HACKS * TIPS * CHEATS * CODES

WIN AT SEGA GAMES WITH THE
CONSOLE HELPLINE

0891 318 400	INFORMATION LINE & INDEX
0891 318 401	SONIC 3 FULL SOLUTION & CHEATS & TIPS
0891 318 402	GAME GEAR CHEAT LINE
0891 318 403	STORY OF THOR
0891 318 404	ECCO II ALL CODES & SECRET PASSWORDS
0891 318 405	SONIC II & I HINTS, TIPS, CHEATS
0891 318 407	NEW RELEASE LINE, CHEATS, HELP & TIPS
0891 318 408	MEGADRIE CHEATLINE (LOADS OF GAMES HELP HERE)
0891 318 409	EARTHWORM JIM, LEVEL CODES, CHEATS, ETC, ETC
0891 318 410	CANNON FODDER ALL THE FODDER CODES
0891 318 411	URBAN STRIKE & JUNGLE STRIKE CODES & CHEATS
0891 318 413	CHEATS FOR ALL SEGA CONSOLES (GENERAL)
0891 318 415	MORTAL COMBAT II, CODES, CHEATS, TIPS & MOVES
0891 318 416	SEGA ROUND UP, (BEST GAMES OF THE MONTH) HELP & TIPS

NO MUSIC, WAFFLE OR TIME WASTING, JUST STRAIGHT TO THE HELP. PLEASE HAVE PEN & PAPER READY

If you are under 18, please ask permission to use this service. Calls cost 39p min cheap & 49p peak

Home Grown Productions Ltd, PO Box 193, Hayes Middlesex

Uniracers

■ SNES

Easy Medals

This cheat will allow you to accumulate medals with the greatest of ease. For it to work, you must have a bronze medal in the tour you select to play. Move the dancing arrow under the fifth track to the medal for which you're racing (which will be silver or gold) and then press the A or B button to cycle to the bronze medal. Now select a course to race. The following Match screen will show you racing Bronzen (the bronze unicycle), and then continue to race against him.

Once all five tracks have been completed, the cinema will appear, showing that you have in actual fact won the silver or gold medal instead of the bronze. This cheat will not work on the stunt tracks.

NBA Live '95

■ Mega Drive

Secret Practice Mode

Once a match is underway, get the ball and then hold the A button and press Start. This will freeze every other player on the court apart from yourself. Now simply go to a basket and start hooping them shots: a box will appear to tell you your shot percentage. When you've had enough, simply repeat the process to resume the match.



Secret Playable Demo

Who would have believed that hidden deep within *NBA Live '95* is a playable demo of some golf game? To access it, start an exhibition game and choose the teams. Now go to the player selection screen and push Up. The words 'Player 1' will now change to 'Start New'. Press Start to go to the password screen and enter the name 'REFLOG' (golfer spelled backwards), and low and behold, you'll start sinking some balls of a different nature!

Wing Commander III

3DO

Debug Menu

Unbeknown to most people, there is a special debug menu hidden deep within the circuitry of this epic space opera extraordinaire. To access it, go to the lounge and then press the following button combination on controller one: X, B, B, C, C, A, and A. A sound will signify that the cheat has worked, now hold the L, and R shift buttons and press Start to enter the menu. You'll notice that most of the commands are total gibberish, so I'll talk you through the features.

To become invincible, go to the System Flags menu and set both 'Killable' and 'Bangible' to false. To complete the missions easily, set the 'Finger Of Death' to true – this means that once inside the missions and locked onto a target, hold R shift and press B to instantly obliterate it. Now, to select which mission or campaign you start on, set the 'Picker' to true and then exit the lounge. Upon re-entering, move the directional pad around until you hear a voice say "Choose mission" or "Choose campaign".

Donkey Kong Country

■ SNES

Level Warp

Complete Jungle Hijinks (the first level) without Diddy, then when you're traipsing down to Ropye Rampage, rapidly press Right on the directional pad and keep tapping the B button. This will warp you straight over to Orangutan-Gang.

Sound Test

During the 'Select A Game' screen, move the cursor down to 'Erase Game' and then press Down, A, R, B, Y, Down, A, and Y (DARBY DAY). If the cheat has worked you should hear a tone. Now press Select to get that music pumping.

Bubsy II

■ SNES

Special Codes

The following mass of codes must be entered during the game's title screen.

Complete All Levels – Up, A, A, A, Down.

Mega Jumps – B, A, B, Y.

99 Diving Suits – B, Left, Up, B.

99 Portable Holes – Right, Up, Select, Select.

99 Smart Bombs – X, X, Up, Down, X.

99 Ballzooka Shots – B, A, Left, Left.

50 Lives – B, Up, B, Select, Y.

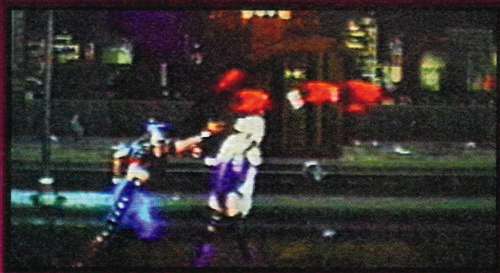
Invulnerability – X, A, B, Y, Up, Down.

Mortal Kombat 3

■ Arcade

Special Moves

Yes folks, *MK3* has arrived and although we were disappointed, it's bound to generate more interest that it deserves. So here are all the moves and a few codes to get you cracking away.



Jax

Single Fireball – Away, Towards and High Punch.

Dash Punch – Towards, Towards and High Kick.

Gotcha – Towards, Towards and Low Punch.

Ground Slam – hold Low Kick for 3 secs.

Fatality 1 – Towards, Down, Away, Up and Block.

Fatality 2 – hold Low Kick for 3 secs.

Sheeva

Firebolt – Away, Away/Down, Down, Down/Towards, Towards and High Punch.

Teleport Stomp – Down, Up.

Four-Armed Throw – Towards and Low Punch.

Four-Hit Combo – High Punch, High Punch, Low Punch, High Punch.

Fatality 1 – hold Block and press Towards, Down, Towards, Away, Towards and Low Punch when close.

Fatality 2 – Towards, Towards, Towards and Low Punch when close.

Fatality 3 – hold High Kick, Towards, Towards, Towards.

Cyrax

Yellow Grenade – Away, Away, Down and High Punch.

Exploding Teleport – Towards, Towards, Down and Block.

Electric Net – Away, Away and Low Kick.

Grab and Slam – Towards and Low Punch.

Fatality 1 – Away, Away/Down, Down, Down/Towards, Towards, High Punch

and Low Punch when close.

Fatality 2 – Up, Up, Up, Down and High Punch.

Nightwolf

Bow & Arrow – Towards, Down/Towards, Down, Away/Down, Away and Low Punch.

Shield – Away, Away, Away and High Kick.

Hatchet Uppercut – Away, Away/Down, Down, Down/Towards, Towards and High Punch.

Shadow Dash – Towards, Towards, Towards and Low Kick.

Fatality 1 – Down, Towards, Towards and High Kick.

Fatality 2 – Away, Away, Away, Away and High Punch.

Fatality 3 – Towards, Away, Down, Towards and High Punch.

Liu Kang

High Fireball – Towards, Towards and High Punch.

Low Fireball – Towards, Towards and Low Punch.

Bicycle Kick – hold Low Kick for 3 secs.

Dragon Kick – Towards, Towards and High Kick.

Fatality 1 – Towards, Towards, Towards, Away, Towards and Low Kick.

Kabal

Fireball – Away, Away and High Punch.

Spear Toss – Towards and Low Punch.

Tornado Dash – Away, Towards and Low Kick.

Sword Slice Combo – High Punch, High Punch, Down, Low Punch, Down, High Punch.

Kung Lao

Air Kick – Up and then Down and High Kick.

Hat Throw – Away, Towards and Low Punch.

Teleport – Down and then Up.

Flip Piledriver – Towards and Low Punch.

Stryker

Low Grenade Throw – Towards, Down/Towards, Down, Away/Down, Away and Low Punch.

High Grenade Throw – as above only use High Punch.

HELP!

If you've got a problem that nobody else can help with, but you can't wait for Max or the Game Brain, you could always try ringing up these helpline numbers. Get permission before you call but do call.

Helplines

Acclaim	(0171) 344 5000
Codemasters	(01926) 814132
Gametek	(01753) 553445
Gremlin	(01742) 753423
Infogrames	(0891) 244444
Interplay	(01235) 821666
Jaguar	(0839) 994460
Nintendo	(01703) 652222
Ocean	(0161) 839 0999
Psygnosis	(0151) 709 5755
Sega	(0171) 373 3000
Team 17	(01924) 385903
Virgin	(0181) 960 2255

Nightstick Throw – Towards and Low Punch.
 Baton Throw – Towards, Towards and High Kick.
 Fatality 1 – Down, Towards, Down, Towards and Block.
 Fatality 2 – Towards, Towards, Towards, Towards and Low Kick.

Kano

Sword Throw – Towards, Down/Towards, Down, Away/Down, Away and High Punch.
 Cannonball – hold Low Kick for three secs.
 Sword Dash – Away, Away/Down, Down, Down/Towards, Towards and High Punch.
 Grab & Strangle – Away, Away/Down, Down, Down/Towards, Towards and Low Punch.
 Fatality 1 – Towards, Towards, Towards and Low Punch.
 Fatality 2 – Towards, Towards, Towards and High Kick.

Sindel

Sonic Scream – Towards, Towards and High Punch.
 Float – Away, Away, Towards and High Kick.
 Floating Fireball – Away, Away/Down, Down, Down/Towards, Towards and Low Kick.
 Hair Throw – Towards and Low Punch.
 Fatality 1 – Towards, Towards, Towards, Towards and Low Kick.
 Fatality 2 – Towards, Away, Towards, Away and High Punch.

Sektor

Homing Missile – Towards, Down/Towards, Down, Away/Down, Away and High Punch.
 Chest Missile – Towards, Towards and Low Punch.
 Mechanical Arm – Towards and Low Punch.
 Teleport – Towards, Towards and Low Kick.
 Fatality 1 – Away, Away, Away, Away and High Kick when close

Shang Tsung

Flaming Skull – Away and High Punch.
 Double Flamer – Away, Away, Towards and High Punch.
 Triple Flamer – Away, Away, Towards, Towards and High Punch.
 Fire Eruption – Down, Towards, Away, Away and Low Kick.

DIAL-A-TIP

HINTS N' TIPS N' CHEATS N' POKES

ALL FORMATS CHEATLINES JUST SAY "YES" FOR YOUR SYS

0891 101 234

IF YOU MISSED LAST WEEKS MESSAGE CALL 0891 101 235

NEW! The Sega Megaline - Mega Drive Mega CD..0891 445 787
NEW! Gamegear/Gameboy Portable Cheat Line ...0891 445 771
NEW! The Sega Spot - Cheats, News, Hot Tips.....0891 445 933
NEW! The Console Cheatline (If it eats Carts it lives here!) ..0891 445 991
NEW! The Super Nintendo Games Line0891 445 913
NEW! The Amiga Gameline - Featuring CD320891 445 786

Are you stuck in a game? **PROBLEM** Question N' Answer Service
 Who ya gonna call? **BUSTERS 0891 445 977**

SONIC & KNUCKLES.....0891 445 946
EARTHWORM JIM.....0891 445 985
LION KING.....0891 445 951
SONIC 1,2 & 3.....0891 445 941
MORTAL KOMBAT 1 & 2.....0891 445 987
STREETFIGHTER 2: (World Warrior, Turbo,SC) ..0891 445 940
DOOM0891 445 926
JUNGLE/DESERT/URBAN STRIKE.....0891 445 953
FOR FULL INFORMATION ON ALL OUR SERVICES CALL ..0891 445 939

GUIDING LIGHT COMPUTER SERVICES LTD,P.O. BOX 17, ASHTON UNDER LYNE, OL7 0WW
 If you are under 18 please ask permission to call. Maximum call charge at peak rate £3.00. Calls cost 39p per min cheap rate, 49p per min at all other times.

Rolling Throw – Towards and Low Punch.
 Fatality 1 – Away, Away, Away, Away and Low Kick.

Sub-Zero

Ice Shower – Away, Away/Down, Down, Down/Towards, Towards and High Punch.
 Ice Statue – Towards, Down/Towards, Down, Away/Down, Away and Low Punch.
 Slide – hold Away and push Low Punch, Block, and Low Kick.
 Opponent Toss – Towards and Low Punch.
 Fatality 1 – Down, Towards, Down, Towards and Low Punch.
 Fatality 2 – Down, Towards, Away and High Kick.

Sonya

Air Punch – Towards, Away and High Punch.
 Bicycle Kick – Away, Away, Down and High Kick.
 Leg Grab – Down, Block and Low Punch.
 Fireball – Away, Away/Down, Down, Down/Towards, Towards and Low Punch.
 Fatality 1 – Down, Down, Down, Towards and Low Kick.

Encryption Codes

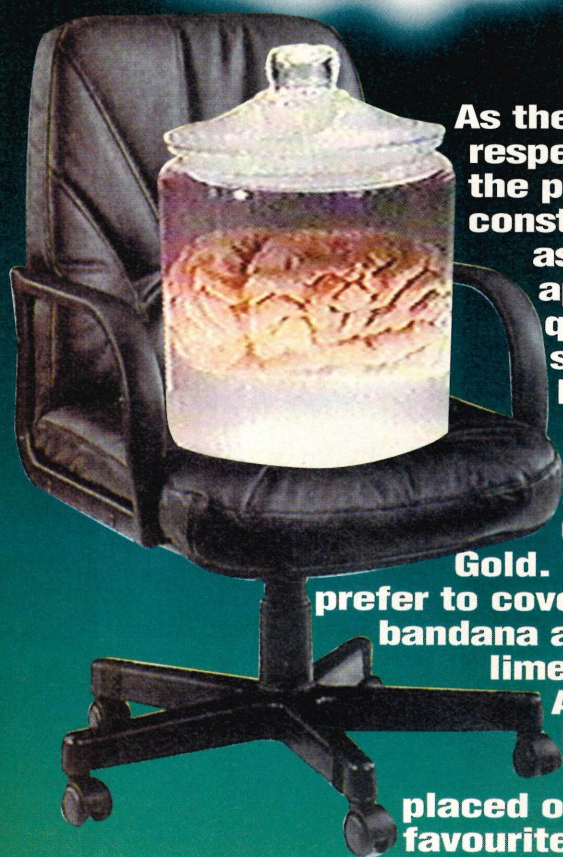
These should be entered during the versus screen before each match commences:

Handicapping – Kahn, Kahn, Kahn (on your side of the screen)
 Blocks Disabled – All Yin Yangs.
 Throw Disabled – MK3, Dragon, Dragon, MK3, Dragon, Dragon.
 Dark Fighting – Dragon, Dragon, MK3, Dragon, Dragon, MK3.
 Fight Noob Saibot – All Raidens.
 Fight Shao Kahn – All Goros.
 Fight Montaro – All Thunderbolts.



FROM THE DEPTHS OF THE LABORATORY, A GAMING
MUTATION REVEALS ITS UNHOLY KNOWLEDGE

The Game Brain



As the most respected mind on the planet, I'm constantly being asked to appear on TV quiz shows such as Mastermind, University Challenge and... erm, Going For Gold. However, I prefer to cover up with a bandana and leave the limelight to The Animal. Meanwhile, with my jar placed on my favourite black

leather swivel chair, I'm prepared to answer any questions you can throw at me on my specialised subject, video games. There'll be no incorrect answers and no passes as I aim to win tonight's star prize. So if you've got a problem or just feel like asking some tricky questions, write to:
The Game Brain
Games World: The Magazine
Paragon House
St Peter's Road
Bournemouth
BH1 2JS

Kombat Kwiz

Dear Game Brain,
Some questions for you, oh mighty and all-knowing one...

- 1) I wanna know when Mortal Kombat 3 comes out and is it out on arcade.
 - 2) Will you tell me how to be the bosses on MK2?
 - 3) Will a Mario beat-'em-up be possible?
 - 4) Which computer system shall I choose (but I'm still going to keep my SNES and Mega Drive) – Amiga CD-32, Ultra 64, 3DO or the CD-i?
 - 5) Has MK3 got blood and new death moves in it?
 - 6) In MK2, is there a secret boss called Red Robin? Also, how do you get to be Sonya and Kano?
 - 7) One last question before I sign off: will Way Of The Warrior and Killer Instinct come out on the SNES?
- David Hudson, Nottingham**
PS. What is Dave Perry's phone number?

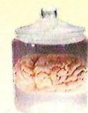


I am pretty mighty I must admit, and as for all knowing...you bet your ass! Fire away you sweet talking devil:

- 1) Don't you read your copy of Games World: The Magazine? Of course Mortal Kombat 3 will be coming out on arcade, it should appear in July. As for the home versions, October 13th is the day to stick in your diaries.
- 2) No. Because you can't.
- 3) No way José. I'd personally love to be able to smack Mario and Luigi about a bit, and as for that poncy git Toad, I'd kick his lights out and fry him for breakfast. Trouble is, Nintendo have a very strict policy about producing non-offensive software, and

I Spy CD-I

To the Game Brain,
Hi, I have been getting the Games World magazine for a few months now and I see that you are one of the few magazines that has CD-i stuff. So could you please tell me what the code is for Burn Cycle when you're on the Televerse part. I went to the Comport part and said "Enter Code", then when I went to the Nirvana part and the fat man says "Life's a bitch". So please could you tell me the code and can you tell me if there are any cheats?
Sean (Boy 13) Ross, Gwynedd



Yes, the CD-i does seem to be a little starved of coverage right now doesn't it? Still, we like it here at Games World: The Magazine, and we especially like the

as Mario is also their number one icon, then I don't think they would allow him to be a part of such carryings-on, do you?

4) If I were you David, I'd forget about them all and buy a Saturn or a PlayStation. Although, the Ultra 64 will probably be good, it won't be around until the middle of the next year.

5) Yes.

6) I think someone has been pulling your leg son. Red Robin? More like Jimmy Hill. There is also no way to be Sonya or Kano in MK2.

7) As you will probably have already seen from Dave's American preview, Killer Instinct will appear on the Super Nintendo later this year, probably just in time to go head-to-head with MK3. But as for Way Of The Warrior, there are no plans as yet to release it on the SNES, but if I hear of anything, I'll let you know.



Friendly Neighbourhood Game Brain

Dear Game Brain,
I have some questions that I need answered and I want your help:

- 1) Will there be a Spider-Man game and if so, what formats will it be coming out on?
 - 2) Is Street Fighter: The Movie coming out on the Mega Drive?
 - 3) Is Fever Pitch on the Mega Drive better than FIFA '95?
 - 4) Is Mortal Kombat the film any good?
 - 5) When will MK3 be out on the MD?
- Joseph Crosbie, Ireland**

brilliant but tricky Burn Cycle. So here we go...

The code you have been given is an expired code, Sean. You have to go back to the guy who gave it to you and he will jump you. As he walks away a yellow blob will drop from him. Keep shooting and chasing after it until it turns red and explodes. This will then give you the second part of your body that you have been missing. To get the third and final part, go to the Buddha and shoot the white spot in the centre of his head. You will now have completed this part of the game. I guess you had to be there.



Always glad to help.

- 1) Joseph, there have been a number of Spider-Man games released recently, mostly by Acclaim. The two to ask your local dealer about are Spider-Man TV and Maximum Carnage. Both have been out a while, so get web-slinging.
- 2) No. Street Fighter: The Movie is being developed for the PlayStation and the Saturn only, at the present time. Sorry, but you'll have to upgrade your console to get your kicks with this release.
- 3) Ooh, always tricky these subjective questions, but I have to say... Yes! I've never been all that big a fan of the FIFA games anyway, but Fever Pitch is so packed with humour, features and top-drawer playability, that I would recommend this game over FIFA any day of the week and twice on Mondays.
- 4) Looks good Joseph. I haven't actually seen the finished version, but all the trailers and clips that I have been privileged to see, lead me to believe that it will knock seven bells out of the dismal Street Fighter offering.
- 5) Did you see the excellent pictures I procured in America for you? Mortal Kombat 3 is great, but not that much of a departure from MK2. The official American release date for MK3 is Friday October 13th on the 16-bit machines and handhelds. Hopefully the UK release will be the same, or not too far behind.



Secrets of the Palace

Dear Game Brain,

I would like to start by congratulating you on a truly great magazine. I would like to point out the reason why I have remained loyal to your magazine from the start - it's because you are the only magazine to carry the true contents of what's inside, on the cover. I bought a certain magazine boasting of exclusive MK3 screenshots inside, only to buy it and find, to my dismay, all there was was a picture of a roughly drawn sketch of a background scene. Anyway, the reason I'm writing is because I have a bit of a dilemma concerning The Secret Of Mana. I have tried every conceivable thing and I'm about to reach for the hammer and smash the bloody thing to pieces. I have ploughed my way through the game and come to the Lost Continent and raised the Sunken City only to realise I can't enter the palace. Jema is standing outside and tells me to follow the soldiers, but to where?! I have all the magic for both the sprite and the girl. I would be extremely grateful if you could tell me what to do next. I would also like to know what is the favourite machine of Dave, Phil, Nick and Ryan out of a Saturn, PlayStation or 3D0, taking into account the future prospects of each.

Mark Joyce, Ireland



Mark, I'm glad you have noticed our strict policy of not ripping our readers off with 'fake' covers. I know the publications you are talking about and must admit to being appalled by their lack of quality coverage, having told readers on the cover that they actually had the game. In Games World: The Magazine what you see is what you get. If we say we have an exclusive preview then you can believe that that is exactly what we've got. Now, on to those questions:

Mark, I have dedicated a lot of space to you, as it seems as if you are in pain. Here is a 16-point guide to entering the Palace.

1. In the Underground City, go left and use the axe to cut through the tiny plants, then step up to the high-stepper (a yellow springboard) to get to the upper ledge.
2. Go to the right, past the waterfall, by dashing and open the chest for a Boomerang Orb. Go back to the left and go up through the grating to a plant-filled screen. Cut through them and go up all the way to the top-right corner, then go left to a waterfall.
3. Let the waterfall carry you down along the left side, and hold UP to fall slower. When you see the red & grey switch against the left wall, hit it with the axe to turn off the waterfall. Now go back up, then go left then down to the small waterfall.

4. Go left and let this waterfall carry you down along the right side. Hit the switch with the axe to stop the waterfall, then go back up to the top left and through the grating.

5. Defeat Hydra, then go up through the door. Go right, then down and climb the stairs. Go to the lower right and go down through the middle opening (the two side ones are useless).

6. Go to the lower right and go down the left escalator. As you are going down, hold LEFT to go through the left wall. Step on the switch to open the force field. Go back to the right wall and continue down the escalator.

7. Go to the lower left corner, then go right and enter the first door. Krissie is in here and will restore your hit points. Watts is also here to reforge your weapons. Talk to the guard here a couple of times to get the colour code needed later.

8. Go down and exit the room, go right all the way, go to the upper left and up through the door. Now go to the far left and go down through the doorway. Go right, then enter either escalator. Go right and drop down the step.

9. Go to the upper right, past the water and drop down another step. Go to the top-right corner and step onto the switch to open the force field you saw on the way in. Go back to the lower step.

10. Go up through where the force field was, go up to the top-right corner, go all the way down and drop down the step. You'll see four grey square patches on the floor. Stand in the middle of them to open the force field to the left. Go to the far left, then up through where the field was.

11. Go all the way up past the water to the upper-right corner. Go all the way left, go to the lower right and drop down the step. Go to the far left to four coloured lights on the computer wall. Don't go too far down from here or else you'll be back near the beginning of this entire area of city.

12. Press the lights in this order: Red, Blue, Yellow and Green as the guard told you earlier. Or if they're numbered from left to right, press 4, 2, 3, 1. The force field below will disappear.

13. Go down through where the force field was, go all the way left, then go to the lower right and step onto the switch to turn off a force field. Go down and drop down the step, right past the water to a screen with two paths going up. Go up the right path.

14. Go to the top-right corner (this is where the force field you had turned off in the previous step would've been). Go to the lower left and down the escalator. Go down all the way to the next screen. Go right, then up to the subway. Go left and walk into the subway car. Go all the way right and go down to exit the car.

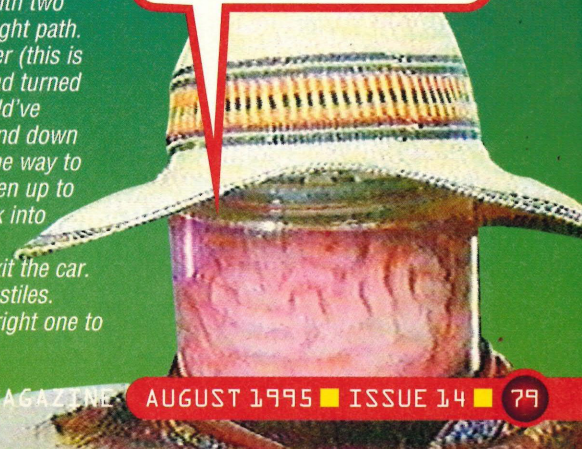
15. Go down to the two turnstiles. Walk into the middle of the right one to

turn off the force field below. Go down through where the field was to the next screen. Take either path to the bottom-left corner and go through the door. You're at the Scorpion army again.

16. Defeat Kettle Kin, then you appear outside a new exit near the Grand Palace. Some steps have appeared on the side of the palace leading to the double doors on the bottom.

As for the team's preferences on future consoles, Phil and Nicko seem more than a little obsessed with cosmetics, with the Kingster exclaiming his love of the Sony machine because "it looks good". Nicko however, is about to become editor of Sega Pro magazine and disagrees, saying that the Saturn looks better value for money than the PlayStation which "looks like a bloody space ship". Ryan however, is a PlayStation fan through and through "because of the far superior software", although he thinks that the recent impressive M2 technology certainly makes the 3D0 a good outside bet. Finally, Dave is undecided. A big fan of Sega's recent arcade games he has been avidly playing on his Saturn for a while now, but since his recent trip to the States he is weakening towards the PlayStation, stating: "I believe at the present time that the Sony machine actually possesses all the genre leaders, like Tekken and Ridge Racer. Only Panzer Dragoon has an edge over any Sony comparable." So there you go Mark, you pays yer money, you takes yer choice, but it looks like a being a pretty close-run thing.

Beep beep beeeeeeep! I've started so I'll finish... If you have any more burning questions you'll just have to wait till our next show for the answers. Join us again, same place, same time, same channel.



They said the **future**



on sale **6th july** 1995

They

couldn't be

bought

Gen

lied...

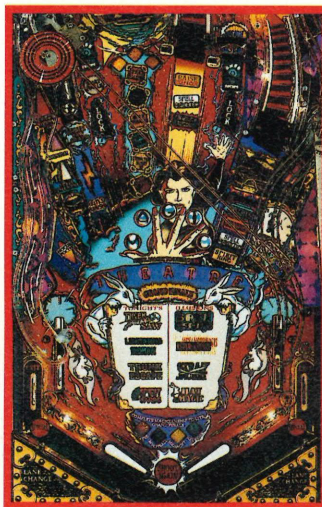
X-Gen

COIN-OP CORNER

Blistering hand, blurred of eye and skint as ever, Ryan Butt – along with his trusty partner in crime John Stergides – brings you this month's roundup of what's hot at the arcades.

Now That's Magic

▼ Midway have just unveiled an exciting new pinball table called *Theatre Of Magic*. This showcases a plethora of revolutionary new features to dazzle the player and leave them completely spellbound. A few of the new toys inside include suspended magnets that levitate the balls and change their course, trapdoors that reveal hidden bonuses, magical mirrors that give the illusion that the playing area is extended, plus a mystical master magician that morphs into various creatures. It looks mesmerising and we're certainly looking forward to when it hits these shores... but not a lot!



The Dark Nights Return

▼ As promised last month, I've managed to get the complete lowdown on the eagerly anticipated Darkstalkers sequel. *Night Warriors: Darkstalker's Revenge* is similar to the first saga in many ways – especially as all of the original blood-suckers return to kick nocturnal ass. However, to spice things up a bit, Capcom have incorporated two brand-new characters into the blood-line, plus you can now have full control over the original two bosses, Pryon and Huitzil. Another new feature is the option to play using an Auto-Guard facility which was featured in *X-Men* and allows the player to fend off devastating blows with no effort at all – don't let hardcore players see you using it though, unless of course you like being branded a wuss! There are also a whole host of exciting new moves to master for each of the existing characters and the full force of Capcom's Q-Sound technology to put you in the undead mood. The game should be hitting UK arcades as you read this so try and have a blast ASAP.

Street Fighter RIP?

▼ The big question this month is whether the glittering Street Fighter dynasty that engulfed the world a couple of years ago is crumbling amidst the heavy competition from countless other, more advanced beat-'em-ups.

Capcom's latest make or break addition to the genre, *Street Fighter: The Movie*, takes a huge detour from the beaten track we've come to expect from the series. Gone are the familiar cartoon-style graphics and easily accessible gameplay, and bonjour to a format which, when all's said and done, is just a *Mortal Kombat* rip-off.

Let's face it, the film was bad... really bad, so why pay homage to this year's cinematic low-note by transforming it into the next thrilling instalment in a saga that up until now has been untouchable. There's no denying that the old theme did need a bit of updating, and okay so the *Mortal Kombat* express did introduce revolutionary new features that deserved to be duplicated, but for two games that have had their antlers firmly locked for so long, strange it seems that both Capcom and Midway produce two sequels that are essentially very alike. Having now had the pleasure of feeding both machines with an abundance of 50p's, it's become painfully obvious that *SF: The Movie* is by far the inferior game. Okay so *MKIII* may not be radically different from the second one, but just as Capcom are tapping into the digitised, texture-mapped world of gaming, Midway are surging ever forwards with the array of dazzling new features on show in their latest gore-fest.

After a heavy stint on *SF: The Movie*,

Future Chang Drainers

Air Combat 22 – Namco

Take to the skies in this top-notch, modernised After Burner clone. With Namco's recent flair for graphical excellence this looks set to be a stunner.

Alpine Racer – Namco

This is as close to skiing as you're going to get without freezing your gonads on a chilly Swiss slope. You actually sway to and fro to determine your direction – cool.

Space Invaders '95 – Taito

As we hurtle towards the 21st Century, Taito get into a spot of reminiscing by releasing this crazy tongue-in-cheek variation on the original classic.

Outlaws Of The Lost Dynasty – Data East

Another beat-'em-up with a difference. In this fighter, your characters get weapons, or if you rather, you can toss 'em aside and use your fists like a man.

Cool Rider – Sega

Plough through the countryside in this dazzling 4x4 simulation. It utilises the same game engine as *Daytona USA* and *Sega Rally* and will probably hit the Saturn next year.

Tattoo Assassins – Data East

This is Data East's attempt to steal a bit of *Mortal Kombat*'s limelight. It's pretty good and unusually funny with bum-squeaks, nudity and over 200 fatalities.



I came away craving for the SF games of old, and with top-notch games such as *X-Men* and *Cyberbots* still being churned out by the arcade legends, I can't help feeling that *Street Fighter* should have stayed as the cartoony, fictitious violence that we all know and love.

WELCOME TO PARAGON ONLINE

Update

Credits

Jobs on offer

Sponsors



Computing

CD-ROM Games,
CD-ROM User,
Internet and Comms Today,
Net User,
PC Kids, PC Office,
PC Power, PC Tactix



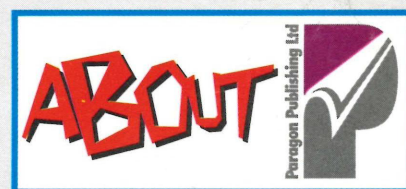
Video Games

3DO Magazine,
Amiga CD Gamer,
Games World,
SegaPro,
Super Gamer,
X•Gen



Sport

Football Heroes



Paragon Publishing, publishers of the best-selling *Internet and Comms Today** and the bi-monthly *Net User*, has expanded its publishing ventures onto the Internet with its Web magazine, Paragon Online. With Paragon Online, you can communicate directly to any of the magazine editors, find out future magazine plans before anyone else, read the latest news updated by the magazine staff and have a jolly good time.

All you need to connect to Paragon Online is an Internet account, a suitable PC, a modem and a telephone line. Alternatively, you can get on via a direct college connection. Once you connect with a World Wide Web browser, there are no hidden charges. Paragon Online is a completely free service.

Tune your World Wide Web browser to:

<http://www.paragon.co.uk/paragon>



Paragon Publishing, the publishers of this magazine, have vast Internet experience. In October 1994 it launched the first and best-selling Internet magazine, *Internet and Comms Today**. With the launch of *Net User* in April 1995, it became the only UK magazine publisher to have two independent Internet magazines. When it comes to the Internet, there is no more experienced publisher. With our ever-increasing range of Computing, Video Games and Sport titles, Paragon Online will develop into one of the busiest Web sites.

*source ABC

If you are an independent publishing company and wish to get your magazines online through Paragon Publishing, email **Pat Kelly** at patk@paragon.co.uk or call 01202 200203.

To advertise on Paragon Online on very favourable introductory terms, email **Pat Kelly** at patk@paragon.co.uk or call 01202 200203.



IT'S A MEGA DRIVE!



STREET RACER

SEGA POWER 95%
GAMESMASTER 90%
GAMESWORLD 94%

- SIMULTANEOUS 4 PLAYER ACTION
- RACING AND FIGHTING
- VIDEO PLAYBACK
- 3 BONUS GAMES (1 HIDDEN)
- MUCH MUCH MORE...



MEGA DRIVE



© 1995 Vivid Image, Nintendo © Super Nintendo Entertainment System™, the Nintendo product seals and other marks designated as "sm" are trademarks of Nintendo. All Rights Reserved. Sega and Mega Drive™ are trademarks of Sega Enterprises Ltd.