

BLOOD

pets

&

!!

GUTS

...quite a piece of art, she?
...not calling him 'What was he doing with a polar
...Orson Welles' after kissed film.'
...much more? Almost as if the head were burned

'Yes.' Illmann sounded pleased like I...
'Very good. It's difficult to say what kind of...
hydrochloric or sulphuric.'

'Like someone didn't want well to...'

'Precisely so. Mind you, it does...
He had a broken billiard cue... It
pierced the brain, killing him... a most common
way of killing a man; indeed... it is a...
However, one learns not to... serious way in
which murderers choose to... But I'm sure
you're not surprised. You... did have good imagination
for a bull, Bernie. To say... of your nerve. You know
you've got a hell of a nerve... more life... It's
only my sentimental nature... from having you
thrown out on your ear.'

'I need to talk to you... the Pfarr case. You did the P.M.s,
didn't you?'

'You're well informed,' he said. 'As a matter of fact the family
reclaimed the bodies...'

'And your report?'

'Look, I can't talk here... our friend on
the slab in a while. Come...'

'Where?'

'How about the Kan... out of there
and we won't be disturb...'

'I'll be back... back
to...'

'Oh, but I... for
my...'

The independent township of Alt Kölln, long since absorbed
by the capital, is a small island on the River Spree. Largely
given up to museums, it has thus earned itself the sobriquet

BLOOD

&

Ultimate
Future Games

The Ultimate Blood & Guts special:

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GUTS

Blood and guts special – why?

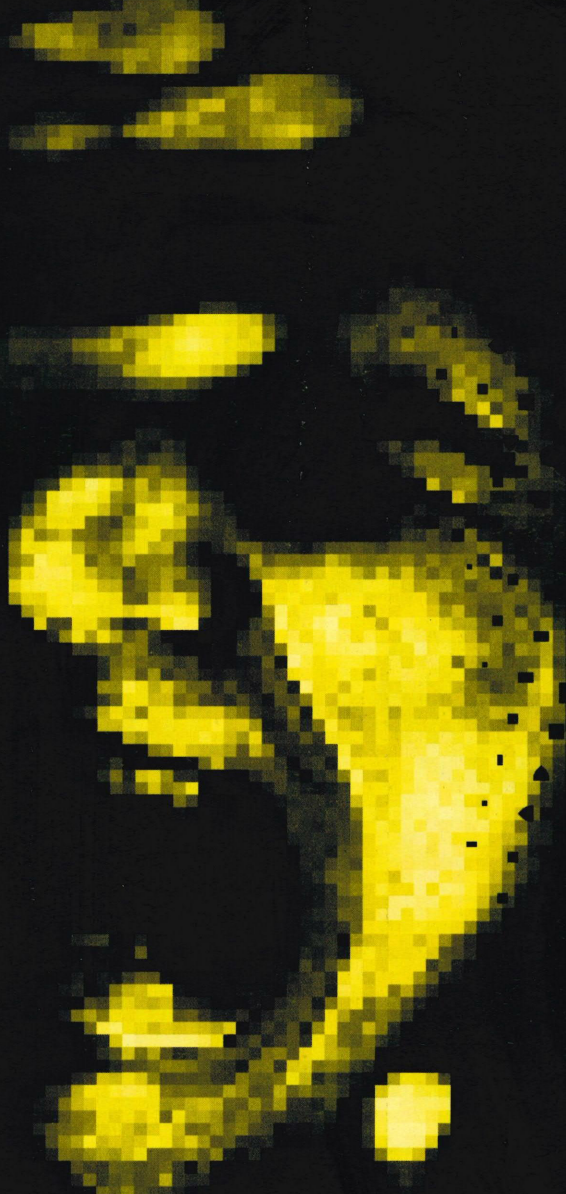
Some of the best and most hyped games are packed with **blood-spillin'** antics and it's about time somebody asked some crucial questions. How much blood is actually in these games? Is it really that bad for you? (or what?) How many next generation **gore-fests** are planned? What do 'responsible members of society' think about this? What's the **sickist** thing you're ever likely to see? You know, crucial questions... Questions answered in these pages.

Enjoy.



BLOOD

A Brief His

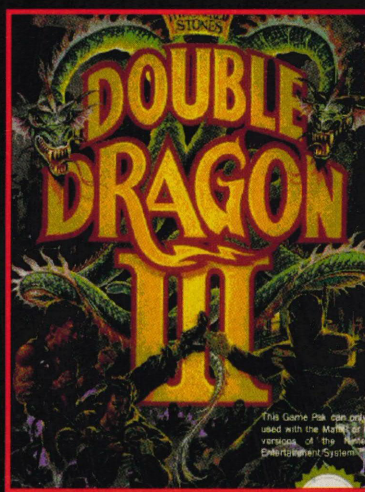


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We could begin this investigation of blood 'n' guts by saying, "It all started way back when with game x" but there was never really an "it" to start. The whole issue of violence in videogames was a bit of a non-event. Well, except on a few notable occasions on which particularly fine examples of tastelessness have come under public scrutiny and caused a bit of a hoo-ha. That is, until recently. Now there is more of a movement among developers which has started to embrace the maxim that 'Gory is good!'

And the most curious thing is, no one seems to care. But first let's take in a bit of background on those earlier games that, rightly or wrongly, managed to mightily piss off the very people who happened to know nothing about the situation.

Violent videogames have been appearing in the arcades for years. *Space Invaders*, it could be argued, was violent. God help any real aliens who ever tried to make contact with a generation of kids brought up on games about intergalactic genocide. *Double Dragon* (very old, and desperately shite beat-'em-up) wasn't without its moments of poor taste either. The introduction contained a scene in which the bad guy viciously punches a young girl in the stomach then kidnaps her. Not bothered? Oh dear,



Double Dragon. A bit vicious, but not bad enough to prevent several sequels.



Lethal Enforcers 2. One of dozens of violent action shooters. A good blast.



Space Invaders. Not gory, but should we really treat aliens this way?

we'll talk about the desensitizing effects of violent games much later.

As time moved on, things got progressively worse with the appearance of games like *Operation Wolf* and a series of clones in which the only requirement was for you to aim, fire and watch with morbid delight as every living thing on the screen opened up its internals to you. One of the most barf-inducing coin-ops was the truly disgusting *Beast Busters*. It must have caused a right royal rumpus one would think. But no. This was at a time when Joe Public wasn't interested and so sick little Joe Gamefan was able to take in all this pixelated sordidness without any admonishment whatsoever.

The situation was much the same with home videogames. The first blip on the gore-o-meter came when a game called *Barbarian* was released on the Commodore 64. For some reason, on the day the game was commissioned, the Sicko Control department at Palace Software was on holiday and a game featuring decapitations and, worse still, the booting around of the newly liberated heads was given the all clear. Whoops! A wave of complaints swept forth but because of the dwarfish status of the games market no-one took any notice.

DD & Courts

tory



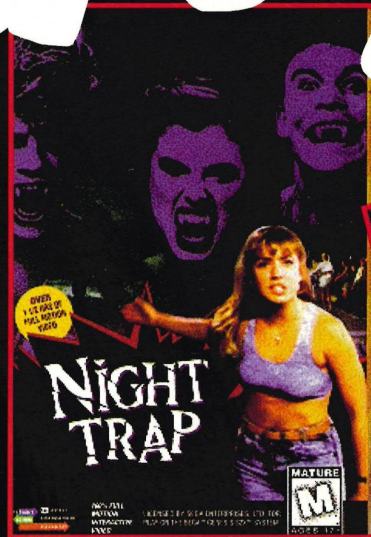
Mortal Kombat. A great laugh.

Next, came? Not a great deal, as it happens. Once in a while a minor title with slightly suspect content would ruffle a few feathers, (anyone remember *Waxwork?*), but, again it seemed no-one was interested enough in the low-profile computer games market to take much of an interest. Thankfully, with the introduction of Nintendo and Sega machines into many of the country's homes and the resultant boom in the games market, the media began to sit up and take notice and the foundations were laid for some real fireworks to begin.

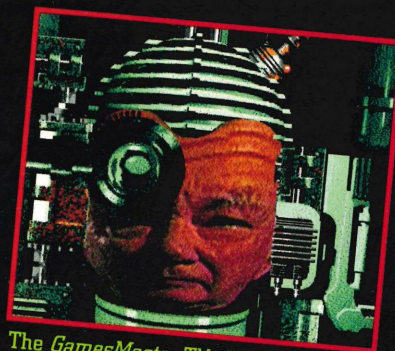
Enter *Mortal Kombat*, *Night Trap* and the *GamesMaster* TV show. The three may seem entirely unrelated, but in the context of the violence debate, they made very compatible bedfellows. With the console boom well and truly under way, the UK's first TV show dedicated to videogames was launched immediately bringing games right under the nose of the nation's do-gooders and the scandal hungry media. Then came the catalyst. A full motion video game called *Night Trap*

appeared on the Mega CD. It contained scenes with real actors playing out a story of family life disrupted by the introduction of a cult of vampiric murderers. The game was curiously gore-free but contained just enough borderline material – a scene featuring some girls in nighties and another showing a victim's blood being drained – for a few ignorant journalists to claim it was packed with scantily-clad females and scenes of unprecedentedly sick graphic torture and the story of *Night Trap* and the menace of videogames exploded. So when the truly gory *Mortal Kombat* appeared, there was already a seething mass of pissed off, hot-flushing, menopausal Mothers, tiresome, blustering politicians, and a healthy selection of rent-a-quote psychologists, doctors and presumably a few leading 'thinkers' to leap upon it and claim the world was to end because of it.

The world didn't end, of course. Instead age ratings were introduced to our games. Curiously the USA embraced the idea fully and now have legally enforceable ratings, just like videos, whereas here in the UK, our ratings are decided by and voluntarily used by the



Night Trap from Sega undeservedly got a panning for its supposed gore.



The *GamesMaster* TV show brought games to the media's attention.

makers of the games themselves. Either way, the result was that the story died, the press moved back onto Royal-bashing and a few enterprising game developers saw their chance to give the public what they wanted and not get strung up because of it.

BLOOD LI

Joe Public Speaks

Have you kicked anyone's teeth in today? Sure you have. You viciously kicked some poor girl in the soft parts, clubbed her violently in the head and watched her blood cascade from opened veins as she came crashing to the floor, and all to the chorus of your friends chanting "Finish Her!" And if you didn't, you soon will. Why? Because you won't be able to help yourself. Forget Los Angeles' South Central, every one of you is currently inhabiting the world's single most violent and murder-intensive environment.

While film makers have moved on from the mindless bloodbaths that were constantly churned out during the less than compassionate eighties, and

cunningly made their increasingly graphic material more palatable by wrapping it around intelligent and thought-provoking plots, videogames have become increasingly graphic and almost entirely shameless in their pursuit of gore. Curiously, it would seem, there's been a resultant upturn in the amount of fun you can have with a console or PC. Mutilation, it would seem, equals merriment. But is all this violence affecting the minds of our beloved youth? Can this constant and bloody bombardment really be responsible for the increasing amount of violent crime? To get some answers we forced a selection of people from all walks of life (at gun point, naturally) to give us their views.

"I can't see why someone who plays games would become more violent. I play videogames and I can't say I've ever been violent because of it. I'd say that seeing real violence on the news is worse because you get used to it and you know it's real. When you play *Mortal Kombat* you know it's just a game and so the violence doesn't really hit you. Ratings are good so that young kids don't get hold of it, but older players ought to be able to choose."

Jon Pierce, Kid

"My only experience of games was some years ago when you had a cross on the screen and had to shoot Sputniks out of the sky or something. But I should think any realistic violence would have an effect on the viewer. I would say it must have a desensitizing effect. I mean, I can now watch films that I would have found shocking five years ago so, yes, we're all at risk."

Jenny Walker,
Doctor

"Playing videogames is a great release of violence, and this is a belief that is echoed back to me by countless experts in the field. I would ask people who claim that violence is caused by videogames to explain the Crusades, one of the most violent periods in history, and yet these people did not have videogames. So what made them do it? Their entertainment was the Bible."

Jay Wilbur,
Business Manager Id Software

nes Out

"Children are affected by their environment and experiment with messages they are given. If they're exposed to violence – through videogames and television – they are bound to imitate these as a means of testing the boundaries of acceptable behaviour. In any playground it's painfully obvious that children re-enact games and television programmes. I have had to interrupt games such as *Street Fighter* which involve karate-style fighting. They may start off harmlessly, but quickly become dangerous and can end with fear and injury. In many playgrounds these games have been banned."

Rebecca Jones, Teacher

"Screen gore has always played a huge part in the young male life but not to the expense of the quality of entertainment. Before videogames, we'd look to videos and films to give us our gore kicks, but if the plots were crap, we'd get bored of the gore pretty damn quickly.

Games that have gore for the sake of it are not necessarily great games. The best fighting games around are *Virtua Fighter* and *Toshinden* and they have no blood whatsoever, proof that gore is not essential for a brilliant game.

Gore is gimmicky. There are few games in which it adds to the gameplay, but even if it does, I really can't see a generation of psycho, chainsaw-wielding blokes springing up."

Dave Roberts, UFG Editor

"Here are ten points to bear in mind on the violence debate:

- 1) Videogame ratings have increased the amount of violence in games. The 'adults only' category legitimised violence in games. Nintendo wouldn't have released a bloody *MK2* if the category hadn't existed.
- 2) Blood isn't necessary. Often, game designers hide a bad game behind 'shocking' graphics.
- 3) 99% of the time, censorship is bad. It should only be introduced in extreme circumstances
- 4) This is nothing new. The 'younger generation' has always done things the 'older folks' disapprove of. In the '50s it was comics. In the '60s it was rock 'n' roll. History repeats itself.
- 5) Everybody experiments with violence in their lives. Maybe it's better to keep it in a 'virtual environment' as opposed to pulling the wings off of flies or bullying the kid next door.
- 6) Desensitization does exist... A nurse who works in a hospital

emergency ward every day becomes immune to the 'shock' most of us would experience upon seeing a bloody corpse.

- 7) ...but games are not real. And the human brain knows the difference. Just because you've seen *Jurassic Park* doesn't mean that you'd be any less surprised if a brontosaurus strolled down your local high street.
- 8) Violent games are probably a passing trend. Because fighting games have been popular, blood and violence are part of the deal. When gamers get bored of fighting games, the blood will probably disappear too.
- 9) No one's holding any real proof. And in this argument, don't let them kid you otherwise.
- 10) This problem will only get worse. As graphics are becoming more and more realistic, we ain't seen nothing yet..."

Neil West, Editor,
Next Generation (USA)

"I think that people have always enjoyed simulations, and as simulations become more graphic and more real, the fantasy becomes more intense.

There's a growing body of work that shows that violence on TV or in games – whatever – has virtually no effect on the average person, but with certain mental types, who have diminished capacity or have other problems, it can be a trigger point. And so you have to ask if you want to censor something for the mainstream (on which it has no effect) to keep it away from a minority of the people on whom it encourages behavioural problems that may end up being harmful to society. These are not questions for scientists, but for politicians."

Nolan Bushnell,
Founder of Atari

BLOOD LUST

Everybody

BACK OFF!

This One's mine!

If you don't own a 3DO, you won't be playing... *Return Fire*

It's not intensely bloody but, boy, will *Return Fire* bring out the butcher in you. As you drive your tank over innocent victims with the sound of *Ride Of The Valkyries* thumping in your ears you'll soon be screaming "I love the smell of Napalm in the morning!" and "Let's do the whole @!*\$ing village!" at your TV screen.



Die, die, die... DIE!

BLOOD & GUTS

on the 3DO

Trip Hawkins' struggling system manages to hold its own in the senseless butchery stakes. There's a whole swathe of titles to titillate your tortuous tendencies ranging from the blood-festooned *Way Of The Warrior* through *Crime Patrol*, *Cannon Fodder* and *Road Rash* to the

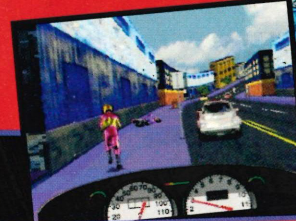
brilliantly manic "X" version of *Super Streetfighter 2*. Let rip.



Way Of The Warrior.



Super SF2X.



Road Rash.

Cannon Fodder.



BACK OFF!

This One's mine!

If you don't own a Jaguar, you won't be playing... *Kasumi Ninja*



Kasumi Ninja.

Rated 38% back in issue three, this is one of the pumpiest fighters you're ever likely to encounter. But for those of you who are after unbridled bloodshed, this delivers it in spades. Every character has at least one truly abhorrent way of bidding his battling buddies "au Revoir" and for especially hilarious thrills check out the bekilted Scottish fighter who's able to wreak a truly awesome range of caledonian carnage.

BLOOD & GUTS

on the Jaguar

It may have a smaller software base than many, but in the gore stakes, the Jaguar is a testosterone-packed, womanising, drink-holding giant of a player. The rather crap *Kasumi Ninja* holds its own when it comes to turning people's stomachs.

And what of the excellent *Alien Vs Predator*? If one isn't gestating in your gut, the other's tearing it out. And that's before you've touched upon *Wolfenstein*,

Syndicate and the brilliantly realised conversion of *Doom* with its two-player link-up. Splurgh!



Alien Vs Predator.



Wolfenstein.



Syndicate.



Doom.

st

Whichever system you have, you'll be able to find something that appeals to the darker side of your nature. What follows are the best of today's more visceral videogames. The best, if you like, of the worst.

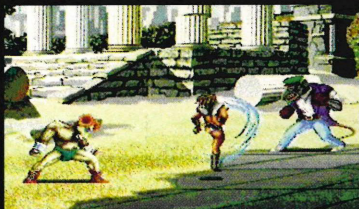
's Doing It!

BACK OFF!

This One's mine!

If you don't own a CD-i, you won't be playing... *Mutant Rampage*

Starts off in a very promising fashion, the front end building the thing up to be a gore-fest of never-before-seen ferocity. Get into the game though, and you're subjected to a pitiful little *Double Dragon* clone with a few token blood splats when you kill an enemy. Still, if you're a blood-starved CD-i owner, this is about the only thing you can exclusively brag about.



Mutant Rampage.

BLOOD & GUTS

on the CD-i

The machine's been around for an age, but still its turn out of flesh-tearing, gut-renching titles is a bit flacid. For the thinkers out there though, you could do a lot worse than to get freaked out by the fairly sickening *Burn Cycle* or the merely spooky *7th Guest*.



Burn Cycle.



7th Guest.

BLOOD & GUTS

on the Sega systems

It's a cut down version, but if you're worried your PC-owning mates might achieve copycat-crime infamy before you, you can further warp your already twisted mind with the respectable 32x version of *Doom*. Failing that, live out your vilest fantasies on the excellently explicit *MK2* CD and for that final and sad little twist of subversion, play *Night Trap* 32x CD and try to imagine what lies under those nighties. Heh, heh, heh... Oh, and honorable mentions must go to the *Splatterhouse* series and *Samurai Shodown*.



Mortal Kombat 2 CD.



Doom 32x.



Splatterhouse.



Samurai Shodown.



Night Trap.

BACK OFF!

This One's mine!

If you don't own a Mega CD, you won't be playing... *Eternal Champions 2 CD*

The game that takes on *Mortal Kombat 2*... AND WINS! Okay it's not a patch in gameplay terms but it's a full-on, 18-rated celebration of all that's good about being very, very bad. There's blood in abundance. Scenes of extreme violence are commonplace. The death moves are unashamedly vile. And the disturbing thing is that despite it's mediocre gameplay, it makes you feel like you got your money's worth through its uncompromising pro-death stance alone.



Eternal Champions 2 CD.

BACK OFF!

This One's mine!

If you don't own a PlayStation, you won't be playing... *Toh Shin Den*

Gore is not a factor here, but satisfyingly unrealistic and painful-sounding thuds will ensure your adrenaline levels rise to the point where, faced with defeat, you try the same moves on your best mate to dangerous and fatal effect. Get yourself a good lawyer.

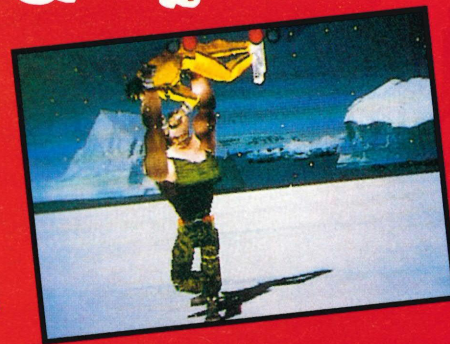


Toh Shin Den.

BLOOD & GUTS

on the PlayStation

The disembowling "thing" isn't really happening on the latest next generation consoles as yet. Other than *Toh Shin Den*, the only slaughterage you can experience is *Tekken*. It's another beat-'em-up in the style of *Virtua Fighter 2* so while there's no real gore, there's plenty of opportunity to develop yourself a healthy violent streak.



Tekken.

BLOOD & GUTS

on the Super NES

Grrrr... it's enough to make the veins on your temples throb and instill a desperate urge to maniacally slaughter everyone involved. But until *MK2*, Nintendo sold its machines to do-gooding, self-righteous, scum-sucking, veggie-eating, watchtower-reading e'er-dowells who don't want violence in their videogames. As a result, the back catalogue of SNES titles is a sorry sight for anyone wanting a quick fix of intestinal thrills. Still, the big "N" took advantage of

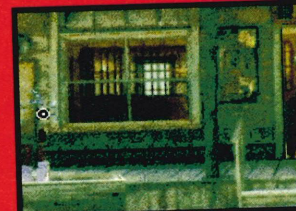
the rating system and changed tack to bring us a copy of *Mortal Kombat 2* that would sate the desires of even the most fervent and blood-bonkers maniacs. Other than that, it's either wait for the tidal wave of vicious little next generation titles that will appear on the Ultra 64 or simply make do with a copy of *Lethal Enforcers* or *Wolfenstein 3D*.



Mortal Kombat 2.



Wolfenstein.



Lethal Enforcers.

BACK OFF!

This One's mine!

If you don't own a Neo Geo CD, you won't be playing... *Samurai Spirits*.

Again, the Neo Geo CD is a machine on which you won't find too much gore. But by Jiminy, you'll be able to vent all those pent-up frustrations from your childhood by inflicting untold amounts of pain on your enemies using the boggling array of violent assaults and special moves contained in this game. Go on, do some real damage.



Samurai Spirits.

BLOOD & GUTS

on the Neo Geo CD

Come on SNK, give us more blood. Still, in the absence of any really graphic material, at least the Neo Geo CD has a whole gaggle of good, violent beat-'em-ups to choose from. They could all be the same game, but why not give *Art Of Fighting*, *The King Of Fighters '94*, *Samurai Shodown 2* and *Aggressors Of Dark Combat* a whirl.



The King Of Fighters '94.



Art Of Fighting.



Samurai Shodown 2.



Aggressors Of Dark Combat.

BACK OFF!

This One's mine!

If you don't own a PC, you won't be playing... **Doom 2**

The sequel to the game that took Political Correctness and gouged its gizzards out with a spoon is the undisputed King Of Gore. More blood, more guts, more weapons, more plot. Ha! No, just kidding. Bigger the flimsy storyline, just get in there and laugh until you crap as your enemies' heads fly off, their chests explode or, at the height of hysterical hideousness, they turn completely inside out. Wahay, ho, hoooo... What larks!



Doom 2.

BLOOD & GUTS

on the PC

At the moment, the PC is the King of Carnage. **Doom 2** delivers unrivalled atrocities as does its slightly tamer older brother **Doom**. Heretic is about to hit would-be Mary Whitehouses where it hurts and that's before you get into the psychotic thrills contained within the folds of **Rise Of The Triad**,

Creature Shock and the surprisingly superb PC version of **MK2**. Exhaust the excruciatingly gruesome excitement afforded by these and there's still a whole heap of other horrors to choose from.



Creature Shock.



Doom 2 again.



Mortal Kombat 2.



Doom.

BLOOD & GUTS

on the Amiga machines

At first sight it appears that those gutless Amiga owners aren't au fait with the "perfectly normal" mutilatory urges that the rest of us balanced gamers subscribe to. However, look closely and you'll find that 'twas they who brought us most of the, if not openly gory, then satisfyingly violent little games that bring out the worst in everyone. **Cannon Fodder** - shoot those little guys, watch 'em bleed then shoot 'em again and chuckle as they fly up into the air. And then there's **Syndicate** - moody, atmospheric and best of all... **BLOODY CHOCKA WITH TOP KILLING ACTION!**



Syndicate.



Mortal Kombat 2.

YESSS!

Still not satisfied? Then pummel your way through **Shadow Fighters**, **MK2** and the classically mindless **Speedball 2**.



Shadow Fighter.



Speedball 2.



Cannon Fodder.

BACK OFF!

This One's mine!

If you don't own a Saturn, you won't be playing... **Virtua Fighter**.

Not as good a looker as Sony's **Toh Shin Den**, but it plays like a dream. Any gore? Not really. But what makes it every sicko's dream are the sickeningly solid attacks you can land on your opponents. It feels like there some real damage being done, and until the software base swells to incorporate some more obviously bloodthirsty games, you'll have to make do with the aggression inducing properties that this game is packed with.



Virtua Fighter.

BLOOD & GUTS

on the Saturn

Bloody and gutsy games on the Saturn amount to, if I may use a technical term, bugger all. Still it's early days yet so

if you want to sneak a look at what sadistic treats lie ahead for the new Sega machine, turn to page 12 now.

More Guts Please!

What's Coming?

Oh dear, oh dear. We've seen what's out there, and judging from what we're about to talk about, things are going to continue down this blood-soaked path at least for the short term.

First shock however is that, allegedly, Id Software won't be doing a *Doom 3*. Yoiks! Obviously somewhat bored with making vast wedges of cash instead they're moving onto a project called *Quake*, though whether that will be quite as violent as the previous games remains to be seen. Sticking with *Doom* though, we have yet to see the delightful 3DO, PlayStation and Saturn versions which are in production and of course, further down the line, versions of *Doom 2* are pretty much pencilled in across the board.

Arcade conversions of *Primal Rage* and *Blood Storm* are being worked on for a variety of existing machines with *Primal Rage* being converted for every Sega



▲ *Mortal Kombat III*.

machine right down to the Game Gear.

And speaking of Sega, it's owners of these machines that look to benefit from the most violent games over the next year. The Mega CD is the one to watch with brilliant versions of *Syndicate* (spooky), *Samurai Shodown* (ouch), *Fatal Fury* (yuk) and *Primal Rage* (barf).

But what of our Next Generation machines? Well, Gore fans, keep your eyes on the PlayStation for two very good reasons. First, Bullfrog are doing the sequel to *Syndicate*, called *Syndicate Wars*, on the machine and while it won't be violent on a grand scale there should be plenty of

gruesome scene-setting going on. Better still is the news that somehow, Sony have managed to wangle it so that the only version of *Mortal Kombat III* to appear this side of Christmas is the PlayStation version. Other conversions won't be appearing until the middle of 1996.

So now, it seems, would be as good a time as any to speak about *Mortal Kombat III*. The excitement is just beginning to build up and quite right too. The game features 14 characters, eight of which are brand new with the rest being a selection from the previous two games. There are also loads, and we mean loads, of hidden characters to



▲ *Syndicate Wars*.

diss for each character plus an animality move. It should be the most gruesome fighter yet.

Back to the Next Generation machines. Saturn, as even an idiot could have guessed will benefit from the sequel to *Virtua Fighter*, but before that comes two other games that potentially could re-aquaint you with your lunch. The first is *Virtual Hydlide*, a vast sprawling RPG which is a full-on 3D experience and which, we are told, will pull no punches whenever things turn ugly. Less gory perhaps, but worth a mention for

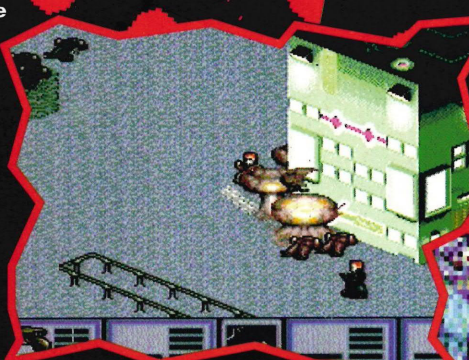
its *Doom*-like appearance is *Daedalus*. Plenty of blasting but be warned, it's one of those games in which the graphics are pulled off the disk so the freedom of movement is restricted.

Oh, better just mention the Ultra 64. As has been the case for a very long time now, Nintendo haven't told anyone anything about their new machine except that it'll be great. Anyway, one thing's for sure, at least it'll have *Killer Instinct*, a fairly brutal game made all the more effective by superb graphics and stunningly meaty sounds.

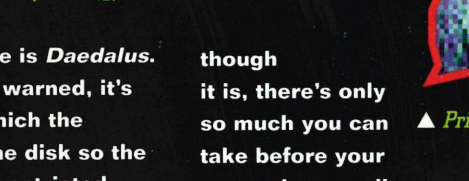
And to finish, there are a few PC titles worthy of mention. As we've already mentioned, *Quake* is coming from Id, but as that's an unknown quantity at the moment, it's best to get more excited about *MKIII* which is due out next summer. If you can't wait that long, there's *Command & Conquer* from Westwood (brought to us through Virgin) which is a little like *Cannon Fodder* gameplay-wise but also contains several rather juicy cut-scenes. By all accounts the game will be both a bit unpleasant, and yet very, very playable.

But enough gore already. Fun

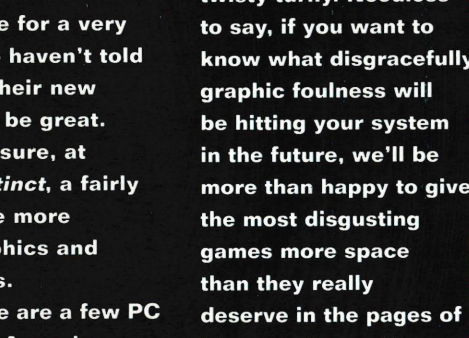
▲ *Daedalus*.



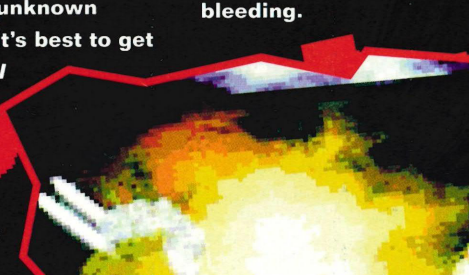
▲ *Syndicate*.



▲ *Primal Rage*.



▲ *Virtual Hydlide*.



▲ *Command & Conquer*.

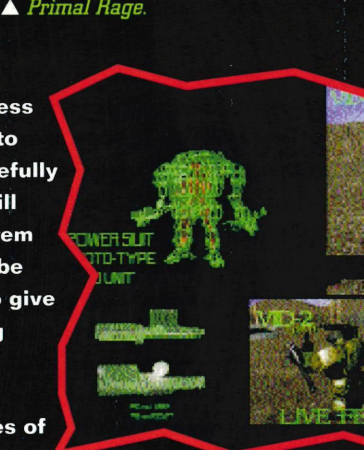


▲ *Killer Instinct*.



▲ *Virtua Fighter 2*.

▲ *Virtual Hydlide*.



▲ *Command & Conquer*.



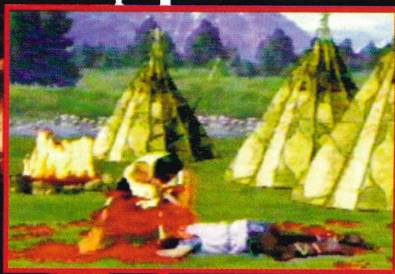
▲ *Doom 2*.



BLOODY Marvellous!

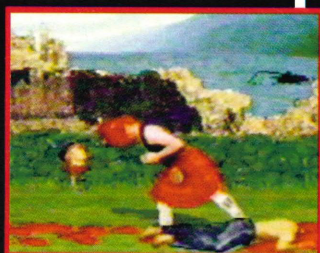
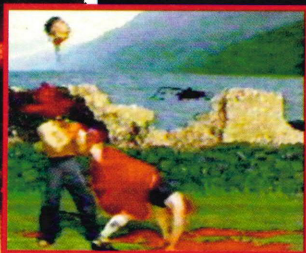
A Celebration Of The Very Finest In Game Gore

Gore Vidal



Yes, if you want that Sassoon-style rug but don't want to mess with your own crop, simply take someone else's. A snip here, a trim there and voila! Hair's to *Kasumi Ninja* on the Jaguar. More from this later.

Highland Fling

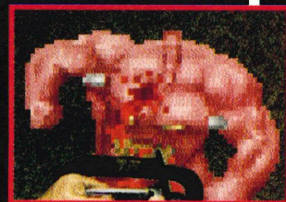


You can't get a better bit of butting than that seen in *Kasumi Ninja* on the Jaguar. This death move is perfect. A jarring upwards kick to remove the hapless victim's head, watch the majestic beauty of the severed bonce rising through the air then add that extra bit of humiliation by head-butting it off-screen as it falls back to earth.

Let Rip!

For the ultimate in on-screen bloodshed, it has to be *Doom 2* on the PC.

Choose the deathmatch and experience one of the truly classic moments of videogame gore. All you do is sneak up behind your opponent, thrust the chainsaw into his back and utter a monstrous belly laugh as he opens up to you. And the best part is, all he can see is a flurry of blood vomiting into the screen from his own torso. And how about this for a multitude of delightfully delicious dissections? A favourite is when you attack this fat guy. Quite why it happens is a mystery, but he turns inside out like a discarded sock (that just happens to be full of human tissue). Yuk! And on the final level there's an opportunity to wreak utter havoc. type `IDDQD` while



playing and you become invincible leaving you free to cause mass destruction on the scale you see here.



It's all right, he's armless!

Mortal Kombat 2 on the 32x comes up trumps with this old favourite. Much as it might be physically impossible in the real world, it never fails to delight when Jax grabs his opponent's arms and manages to tug them hard enough to separate them from all surrounding tissue. Beautiful.



If you want to get a head...

If you ever meet a Snatcher in real life, be nice to it. If the Snatcher's handy work in the Mega CD game of the same name is anything to go by, they're not the friendliest of creatures. Poor chap. Still, it'll save a fortune in hats won't it?



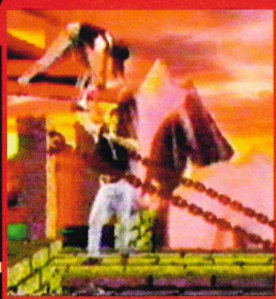
The John Wayne Bobbitt

A surprising place to find gore, but visit the bungee jumping section in *Earthworm Jim* on the SNES and you're in for an excellent lesson in torso rending. If the player doesn't watch his step at the bottom of his bungee, the beast comes out of the water and severs your worm. That's gotta hurt!



It's a stick up!

Way Of The Warrior on the 3DO is a bit flacid in the old gameplay department, but hats off to this scene featuring the disturbingly funny impalement of one geezer on the staff of another. Ooh, and yes, er!



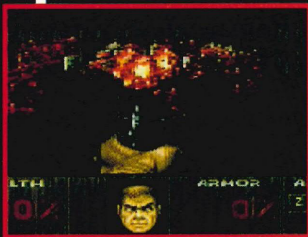
Tense nervous headache?

Another SNES entry in our gory hall of fame comes from *Super Street Fighter 2*. It's not the most vile game in the world but who could fail to wince whenever Blanka sees fit to dine on some poor victim's skull?



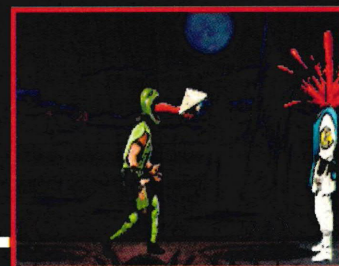
Acid bath

Find your way to this point in *Doom* on the Jaguar and shoot one of the acid barrels. They all explode turning everyone around into a nice squelchy puree. It doesn't come much more senseless than this.



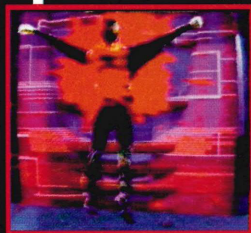
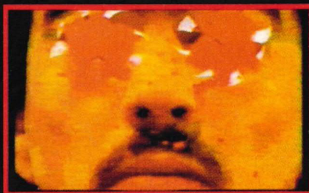
A Good Licking!

Ultimately a bit tame (if decapitation can be considered tame) but top marks must go to Reptile in the PC version of *Mortal Kombat II* for being able to lop an opponent's head off with one flick of his mighty tongue. Bet he's a real hit with the girls.



The eyes have it!

The CD-i is a wasteland when it comes to nastiness, but one game comes close to redressing the balance as you can see from these delightfully spurt-worthy scenes from *Burn Cycle*. Hurrah for exploding chests and poppy-out eyes that would make even Marty Feldman wince.



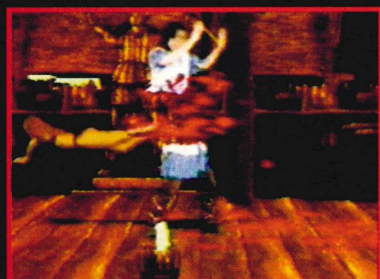
Look Ma, no hands!

Some of the finest scenes of vein-slicing splendiddness can be found in a coin-op called *Blood Storm*. Here you can thrill to the sight of this two-stage arm and head-chopping combo.



Ruff Diving!

Another Jaguar classic comes from *Kasumi Ninja*. You can see the headlines now can't you? "Fit Bird In Unlikely Dive Through Man's Body". Not at all shoddy.



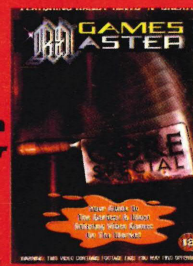
You bug me!

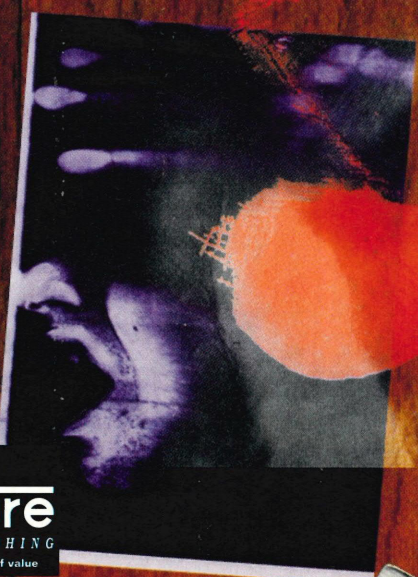
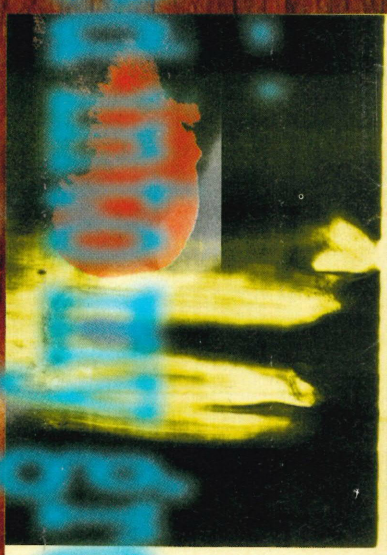
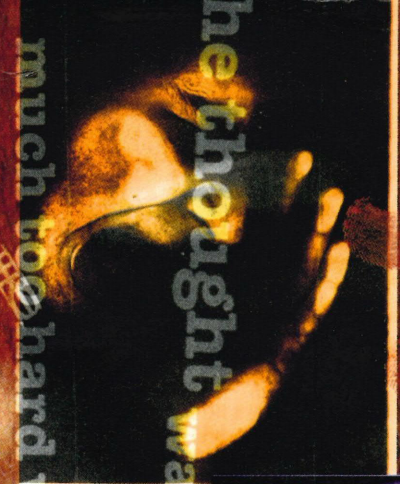
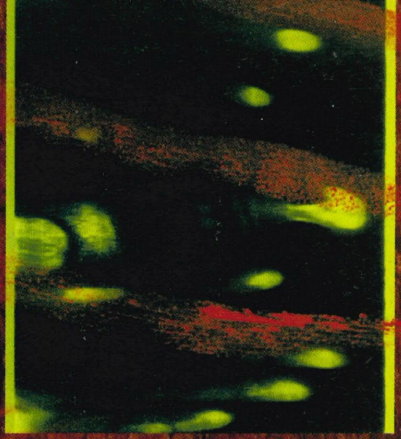
Eternal Champions 2 on the Mega CD is a corker when it comes to needless mutilation. Take this move for example in which a huge beetle relieves one of the human characters of the burden of his head. Just a bit off the top sir? Ha, ha, haaaa...



And Finally

If you didn't catch it when it was aired on TV, you can now buy an extended version of the 18-rated *GamesMaster Gore TV Apical*. It's crammed with blood, guts and dodgy computer porn. Saddos and perverts rejoice.





much too hard
a knife nudged
brick-

he thought

when i felt a sharp kick in the ribs, and then
into my groin. The pipe fell
strewn floor and there

was just crossing my mind that I had hit him

on to the

there was a taste of blood in my